

Prestige Class Appendix II

A Community-created Prestige Class Appendix for Dark Sun Campaigns

Credits

Development Team: Bryan Bock, Austin Butcher, Frederick Dagenais, Gabriel Eggers, Bruno Fernandes, Alexis Gervais, Eduard Gruntern, Nathan Guest, Dave Harrison, David Kilpatrick, Angela Last, Nikos Loutas, Yanick Moreau, Joe Schultz, Charles Simpson

Editor: Bruno Fernandes

Rules Assistance and Review: Fabiano de Oliveira

Layout: Fabrício Lopes

Background Graphic: TBD



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Introduction

Ah'Navor knelt before the altar in supplication, awaiting the great privilege the queen would soon bestow upon her humble servant. She had chosen Ah'Navor as the recipient for the Transference of Scales, the holy ritual that would make him the greatest servant in the eyes of Badna after the queen herself.

Arranged in concentric circles around the queen and Ah'Navor lay the sanctified living sacrifices for the yearly ceremony that strengthened the Star of Badna's curse. But this year, those sacrifices would be used for a different purpose...

Abalach-Re stepped around the altar on which the giant sapphire rested, to stand in front of Ah'Navor, intoning the ritual's words of power. Golden rivulets of light flowed from the drugged sacrifices across the vast room and into Abalach-Re's outstretched hands. Within moments the sacrifices fell to the ground, their dead forms desiccated and ashen. The sounds of the dying were soon replaced by the quiet echoes of the vast room.

Ah'Navor spent the hours thereafter in prayer, the queen's magic striking him in faint waves that penetrated deeply into his body, imparting power unto him in unfathomable ways.

After a time, he began to hear whispers without an apparent source; words in a language he had never heard, full of sounds suggestive of chanting birds, hissing snakes and blowing wind. He was hearing the queen's thoughts in his mind! The realization nearly made him stumble in his prayers, which he was sure would have greatly displeased Badna in this moment of communion.

Long after his body had grown fatigued from lack of movement, Ah'Navor felt a rising, tingling sensation on his skin, which rapidly expanded to encompass first the flesh below, and then his very bones in a shower of pain that made him scream. In panic he opened his eyes and found himself floating above the shrine's floor, his skin wreathed in cold, cobalt flames. Before him was the queen, who had shed her appearance like a serpent shed its old skin, unveiling for Ah'Navor's sight her true appearance, which he had but seen once before, when he was ordained as her royal defiler.

His gaze followed her hand's movement to her chest, whence she snapped a single scale with claws that could dent steel. His rising gaze was not swift enough to catch the small, glistening orb being expelled from her impossibly wide maw. Orb and scale both floated to a point in midair between Abalach-Re and Ah'Navor, each slowly spinning under the burning gaze of the chanting queen.

With a sudden rush, the orb and scale accelerated to slam into Ah'Navor, the scale striking his chest while the orb embedded itself in his abdomen, knocking the breath out of him. Ah'Navor felt a pain he would never forget for the rest of his life as the two objects burned through the cobalt radiance, turning it a dark red color around them.

The now scorching crimson flames writhed madly as the scale buried itself in his chest, and the orb slowly disappeared within the inner folds of his abdomen, leaving but a slight bulge in his skin indicating its presence.

Ah'Navor felt his pain-wracked body plummet to the marble floor, his body casting hundreds of shadows from the wall candelabra, now that the sorcerous flames had extinguished. His seared and nauseatingly bruised flesh still seemed to burn under his searching hand.

You are whole, intoned a voice in Ah'Navor's mind, overpowering his feverish thoughts, filled with such certainty of his well-being that he lifted his head to meet the gaze of Abalach-Re, now become queen again. *Rise, my chosen, my sweet*, said the queen in her honeyed voice.

As Ah'Navor rose to obey her he felt a new organ stretch and awaken within him, and in a moment of clarity sensed the palpitating life of those sacrifices still alive at his feet, as if he had run his fingertips over all of their beating hearts at once. When he arose, the queen continued: *You will find all of my enemies, all those that committed treason against me and their god Badna, and you will bring me back the very substance of their lives... starting with the traitor Farcluun.*

The name of the traitor sent a pang of alarm in Ah'Navor's tired heart. The queen, seeming to sense his distress, narrowed her eyes to cobalt slits as her smiling face turned to a snarl.

You will serve, the imperious voice commanded in his mind.

The first prestige class appendix was first released by athas.org in 2005, containing mostly converted kits from previous *Dark Sun* supplements. The community feedback was so positive that athas.org decided to release a new appendix, but with something different this time, its content would be completely created by the community for the community.

We have received over 80 submissions from fans, some also conversions from older supplements, other brand new, and the 31 prestige classes contained in this book is the result.

How to Use This Book

Prestige Class Appendix II is designed for use in any *Dark Sun* 3.5 game. You will need the *Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), *Monster Manual* (MM), *Expanded Psionics Handbook* (XPH), as well as the *Dark Sun Core Rules* (DS3) to make use of the material in this book. In addition, you might find useful to have the *Epic Level Handbook*, since this book contains a small amount of material designed for use with the system introduced in that rulebook.

Ambofari

"Oh, skull of my ancestor, what light will you give us so that we shall forever remember our lineage back to the beginnings of time".

—Kimbo, ambofari of the pale moth-men.

Ambofaris are the keepers of Gulg's oral lore. Each specific People has one assigned as guardian of their daga-fari, or house-tree, and of their spiritual lives. They are advisers, healers, lawyers and executioners of their People. The ambofaris are also very knowledgeable about the spirit world and as such, protect Gulg's populace from the various malicious spirits that inhabit the forest.

Much of the knowledge they acquire is from ancient rituals that involve the contacting of each People's ancestors. This is done within the shrine of ancestors in the highest branches of the daga-fari. The ambofari is highly respected within the community and she is usually the one to sentence lawbreakers of their People found guilty by a templar. Rarely does the templar refute that authority but they have every right to do so in cases when the ambofari is considered too lenient.

Becoming an Ambofari

To qualify to become an ambofari, a character must fulfill all the following criteria.

Entry Requirements

Skills: Knowledge (local) 4 ranks, Knowledge (religion) 8 ranks, Perform (oratory) 4 ranks.

Feats: Any Gulg regional feat.

Special: Must have been apprenticed by your People's ambofari.

Class Features

Spellcasting/Manifesting: At every level indicated on the table, you gain new spells per day as if you had also

attained a level in any one spellcasting class you belonged to before you added the prestige class. You gain additional **power points** per day and access to new powers as if you had also gained a level in any one manifesting class you belonged to previously. You do not, however, gain any other benefit a character of either class would have gained (bonus **metamagic**, **metapsionic**, or item creation feats, **psicrystal** special abilities, and so on). This essentially means that you add the level of ambofari to the level of whatever other spellcasting class and manifesting class you have, then determines spells per day, **caster level**, **power points** per day, powers known, and **manifestor level** accordingly.

If you had more than one spellcasting class or more than one manifesting class before you became an ambofari, you must decide to which class you add each level of ambofari for purpose of determining spells per day, **caster level**, **power points** per day, **powers known**, and **manifestor level**.

Skull Rituals: From the beginning of her training, the ambofari learns how to communicate with the spirits of her ancestors.

- Lore (Ex):** At 1st level, you can meditate with individual skulls and gain instinctive knowledge regarding various topics, just as a **bard** can with the **bardic knowledge** class feature. You add your ambofari class level and your **Intelligence** modifier to the skull ritual check.
- Speak With Ancestors (Su):** At 4th level, you learn how to speak directly to your ancestors. You may now **Speak with dead** a number of times per day equal to 1 + your **Charisma** bonus. However, the skulls' used must be of your own People (DM's discretion).
- Oracle (Su):** At 7th level, you can ask your ancestors to pierce the web of time and speak of the future. You may now cast **divination** once per day. This ritual must be cast within the daga-fari.
- Ancestor's Strength (Su):** At 10th level, you can ask one ancestor to infuse its spirit within yourself. This translates in a +6 bonus to a chosen ability score for 10

Table: The Ambofari

Hit Die: d4

	Base					
	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spellcasting/Manifesting
1st	+0	+0	+0	+2	Skull ritual (lore)	+1 level of existing manifesting or spellcasting class
2nd	+1	+0	+0	+3	—	+1 level of existing manifesting or spellcasting class
3rd	+1	+1	+1	+3	Turn/rebuke undead	—
					Skull ritual (speak with ancestors)	—
4th	+2	+1	+1	+4	—	+1 level of existing manifesting or spellcasting class
5th	+2	+1	+1	+4	—	+1 level of existing manifesting or spellcasting class
6th	+3	+2	+2	+5	Spirit vision	+1 level of existing manifesting or spellcasting class
7th	+3	+2	+2	+5	Skull ritual (oracle)	—
8th	+4	+2	+2	+6	Ghost warrior	—
9th	+4	+3	+3	+6	—	+1 level of existing manifesting or spellcasting class
					Skull ritual (ancestors strength)	+1 level of existing manifesting or spellcasting class
10th	+5	+3	+3	+7		

Class Skills (4 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Knowledge (any), Listen, Perform (oratory), Profession, Psicraft, Sense Motive, Spellcraft, Spot.

hours once per day. The ritual takes 1 hour and must be practiced within the daga-fari.

Turn/Rebuke Undead (Su): At 3rd level, you can **turn** or **rebuke/command** undead as a **cleric** two levels lower would. You can **rebuke** undead a number of times per day equal to 3 + your **Charisma** modifier.

Spirit Vision (Su): The senses of the ambofari become attuned to all things invisible. You can now use *see invisibility* at will.

Ghost Warrior (Su): Beginning at 8th level, you confer the **ghost touch** special ability (DMG 223) to any weapon you hold as long as you hold it. You also become resistant to the **touch attacks** of **incorporeal** creatures, and may use your normal **Armor Class** (not your **touch AC**) against touch attacks delivered by an **incorporeal** creature.

Arcanist

"Useless knowledge? There isn't such a thing."

—Utaa Fireshaper, arcanist

Arcanists are elves striving to learn all matters arcane. Their greatest pleasure is to learn unusual spells and add magical items to their collection. Arcanists carry an extensive number of pouches and packs; each one crammed full of items pertaining to the arcane arts. Spell components spill from every pocket, and arcane texts carved on bone and stone jut from every crowded pouch.

The great majority of arcanists come from the wizard class, as natural extensions of that class. Some few are psions, druids and clerics that wish to understand all forms of supernatural occurrences. As a result of their endless research and studies, arcanists end up knowing a little about a lot of different things. They are consulted often, becoming experts and advisers for their tribes.

NPC arcanists can be found in Elven Markets, selling both genuine and fake magic items, as well as teaching aspiring elf mages the tools of the trade.

Becoming an Arcanist

To qualify to become an arcanist, a character must fulfill all the following criteria.

Entry Requirements

Skills: **Knowledge** (arcana) 8 **ranks**, **Knowledge** (history) 4 **ranks**, **Literacy** (Elvish), **Speak Language** (any ancient language), **Spellcraft** 5 **ranks**.

Spells: Ability to cast 3rd-level arcane spells.

Special: Must be an elf affiliated to a tribe.

Class Features

Spellcasting: You gain spells per day as if you had gained a level in whatever arcane spellcasting class that you belonged to before you gained the prestige class. If you have more than one arcane spell class then you must choose only one to which to apply the increase. You do not gain any other benefit that a character of that class would normally gain, such as bonus feats or **metamagic** feats.

Arcanist Lore (Ex): You have the ability to know legends or information regarding various topics, just as a **bard** can with **bardic knowledge**. You add your arcanist level and your **Intelligence** modifier to the arcanist lore check, which functions otherwise exactly like a **bardic knowledge** check.

Investigator: At 1st level, you receive **Investigator** as a bonus feat.

Savant (Ex): You gain a +2 **insight bonus** in all **Knowledge** checks in which you have at least 5 **ranks**.

Bonus Feat: At 3rd level, you receive an item creation feat as a bonus feat.

Exegete (Ex): At 4th level, having spent a great amount of time pouring over old tablets, deciphering ancient carvings, and hunting for hidden lore, you become able to draw upon this vast wealth of knowledge and apply it to many situations. You are considered to be trained in all forms of **Knowledge** and can choose to **take 10** in **Knowledge** checks which you have at least 10 **ranks** in.

Spelunker (Ex): The arcanist becomes a master at finding arcane relics. In your travels you have acquired many things that, due to their age and obscurity, take a while to properly study so as to reveal the secrets they hold. By 5th level you are granted a magic item of arcane design worth up to 10,000 Cp.

Table: The Arcanist

Hit Die: d4

Level	Base	Fort	Ref	Will	Special	Spellcasting
	Attack Bonus					
1st	+0	+0	+0	+2	Arcane lore, investigator	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Savant	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Exegete	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Spelunker	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): **Bluff**, **Concentration**, **Craft**, **Gather Information**, **Knowledge** (all skills taken individually), **Literacy**, **Profession**, **Speak Language**, **Spellcraft**, **Spot**, **Use Magic Device**.

New Feat: Psionic Mimicry [General]

Due to your study of psionic powers, you can pass your spells as such.

Prerequisite: Bluff 8 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.

Benefit: You can disguise your spells as psionic powers by making a successful Psicraft check (DC 10 + spell level). An onlooker suspecting the nature of your spellcasting can attempt to identify a spell being cast using the Spellcraft skill, but your check DC increases by +2.

Arena Mage

"You can't possibly hope to stand against my mastery of the Way. Will you yield, or should I burn out your other eye?"

—Kauthkos, arena mage

The arena mage is a wizard who has acquired the skills necessary to survive the rigors of arena combat, engaging his opponents with an arsenal of spells. The lesson to conceal this spellcasting ability comes quickly, as failure means death. As such, an arena mage becomes a master at casting spells in secret, as well as masking his magic-use. To accomplish this feat, the arena mage has developed a unique talent to help him: giving his spells the trappings of psionic powers. Through the art of deception and a constant charade of psionic aptitude he is able to maintain secret his spellcasting even in the most public of places.

Creatures of any race and any class can end up in the arena, but only those with magical aptitude become arena mages. Most are slaves who have somehow kept their spellbooks hidden, or have succeeded in making new ones, and have chosen to use their magical skills to their advantage. Rarely, a free wizard becomes an arena mage, either for fame and fortune or to aid in the infiltration of the slave pens at the behest of a higher authority, such as a sorcerer-monarch or the Veiled Alliance.

The vast majority of arena mages are preservers, as it is far easier for them to conceal their use of magic. Defiler arena mages are very rare, for they do not long survive templar scrutiny. Those who do survive make clever use of the Distance Raze feat, or take levels in the myrmeleon class, to hide their defiling. Preserving arena mages, due to their great skill at spellcasting concealment, are often sought out by members of the Veiled Alliance. Therefore,

it is not uncommon for an arena mage to also have levels as a veiled one. Arena mages frequently multiclass, allowing them to draw upon the skills of the other class to further disguise their spellcasting. Templar and druids, however, rarely find themselves in the arena, so almost never become arena mages.

Most NPC arena mages are human or half-elven, the adaptability of these races making them better suited to the rigors of such a life. Elves, with their natural aptitude for magic, make excellent arena mages if they can endure the confinement of the arena walls. Dwarves, on the other hand, rarely become arena mages due to their general distrust of magic, and halfling or aarakocra arena mages are almost unheard of.

Becoming an Arena Mage

To qualify to become an arena mage, a character must fulfill all the following criteria.

Entry Requirements

Skills: Bluff 8 ranks, Disguise 8 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.

Feats: Combat Casting, Eschew Materials, Psionic Mimicry, Skill Focus (Bluff).

Spells: Able to cast 2nd-level arcane spells. Must know at least one melee touch spell and at least one spell with a psionic counterpart (such as *keen edge*).

Class Features

Spellcasting: Starting at 2nd level and every even level afterwards, you gain new spells per day as if you had also gained a level in whatever arcane spellcasting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of that class would have gained. This essentially means that

Table: The Arena Mage

Hit Die: d6

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+2	+2	Arena casting, psionic mimicry	—
2nd	+1	+0	+3	+3	Unarmed strike	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+3	Sneak attack +1d6	—
4th	+2	+1	+4	+4	Distract opponent 1/day	+1 level of existing arcane spellcasting class
5th	+2	+1	+4	+4	Fast concealment	—
6th	+3	+2	+5	+5	Uncanny dodge	+1 level of existing arcane spellcasting class
7th	+3	+2	+5	+5	Reputation	—
8th	+4	+2	+6	+6	Sneak attack +2d6	+1 level of existing arcane spellcasting class
9th	+4	+3	+6	+6	Distract opponent 2/day	—
10th	+5	+3	+7	+7	Persistent touch	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Balance, Bluff, Climb, Concentration, Craft, Disguise, Gather Information, Intimidate, Jump, Perform, Profession, Psicraft, Sense Motive, Sleight of Hand, Spellcraft, Tumble.

you add the level of arena mage to the level of whatever other arcane spellcasting class you have, then determine spells per day and **caster level** accordingly.

If you had more than one arcane spellcasting class before you became an arena mage, you must decide to which class you add each level of arena mage for the purpose of determining spells per day.

Arena Casting (Ex): You add half your arena mage level (rounded down) as a **competence bonus** to **Concentration** checks made to cast spells while on the defensive.

Psionic Display (Ex): You can attempt to create psionic displays during the casting of a spell, with a successful **Psicraft** check (DC 15 + spell level). Adding displays to a spell provides a +5 **circumstance bonus** to **Bluff** checks made to conceal spellcasting. Spells that have psionic counterparts, such as *daze*, emulate the displays of their psionic counterparts; spells that do not have psionic counterparts get attributed random displays.

An opponent can attempt to identify a spell being cast by you using the **Psicraft** skill, just as if the spell were a psionic power, as long as the spell's displays correspond to an actual psionic power. A spell that has random displays cannot be identified.

Unarmed Strike: At 2nd level, you gain the benefit of the **Improved Unarmed Strike** feat.

Sneak Attack (Ex): This is exactly like the **rogue** ability of the same name. The extra damage dealt increases by +1d6 at 8th level. If you get a **sneak attack** bonus from another source the bonuses on damage stack.

Distract Opponent (Ps): When reaching 4th level, you can create figments that only your opponent can see, such as phantom blows or whispers in the mind. You can, once per day, use this ability as a **swift action** on a single target within 30 ft. The target is rendered **flat-footed** until the beginning of her next turn, unless she succeeds at a **Will save**. You can use this ability another time per day at 9th level. The **save DC** against this ability is 11 + your **Charisma** modifier.

Fast Concealment (Ex): By 5th level, you have become so good at concealing your spellcasting using the **Bluff** skill, that it is no longer a **move action** for you but rather a

free action.

Uncanny Dodge (Ex): At 6th level, your constant attentiveness allows you to retain your **Dexterity** bonus to **AC** (if any) even if you are caught **flat-footed** or struck by an invisible attacker. However, you still lose your **Dexterity** bonus to **AC** if **immobilized**. If you already have **uncanny dodge** from a different class, you automatically gain **improved uncanny dodge** (as the gladiator ability) instead.

Reputation (Ex): By 7th level, your exploits earn you the respect and admiration of those around you. You receive a +1 **circumstance bonus** to non-combat uses of the **Bluff**, **Diplomacy**, **Gather Information**, and **Intimidate** skills. These benefits do not apply when dealing with rival gladiators or their devoted fans. If you have or select the **Leadership** feat, you gain a +1 bonus to your **Leadership** score.

Persistent Touch (Ex): The arena mage has mastered the use of touch spells in combat by 10th level. Whenever you use a melee touch spell, the charge persists for another round, allowing you to discharge the spell again the next round, as if you were holding the charge (*PH* 141). If you are capable of multiple attacks per round (due to high level or being under the effects of *haste*, for example), you may instead elect to make multiple melee touch attacks with the spell against a single opponent, as though using a **full attack** action.

Auditor

"Information is more powerful than steel."

—Arandes, Tyrian auditor

The cities of Athas are filled with intrigue, treachery, and double-dealing. In this setting, information is a weapon that may be wielded against one's enemies. The auditor specializes in extracting information through psionic observation or interrogation.

The auditor's job description ranges from information broker to psionic assassin. In most cities, the templars have auditors working for them. Other auditors are members of the Veiled Alliance, criminal gangs, or are

Table: The Auditor

Hit Die: d6

	Base					
	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Spellcasting/Manifesting
1st	+0	+0	+0	+2	Contact 1/week	—
2nd	+1	+0	+0	+3	Fast gathering	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Contact 2/week	+1 level of existing manifesting class
5th	+2	+1	+1	+4	No display	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Bonus feat	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Penetrating mind, contact 3/week	+1 level of existing manifesting class
8th	+4	+2	+2	+6	Great inquisitor	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Piercing mind, contact 4/week	—

Class Skills (4 + Int modifier per level): **Bluff**, **Craft**, **Concentration**, **Diplomacy**, **Disguise**, **Gather Information**, **Knowledge** (all skills, taken individually), **Listen**, **Profession**, **Psicraft**, **Sense Motive**, **Spot**.

employed by the merchant dynasties.

Humans are the most common auditors, since they draw the least attention in urban settings. Elves, half-elves, and dwarves are also found. Auditors can be found in great cities or wherever their services are needed.

Becoming an Auditor

To qualify to become an auditor, a character must fulfill all the following criteria.

Entry Requirements

Skills: Gather Information 8 ranks, Listen 5 ranks, Spot 5 ranks.

Feats: Inquisitor, Skill Focus (Sense Motive).

Psionics: Able to manifest 3rd-level powers.

Class Features

Weapon and Armor Proficiency: Auditors are proficient in all simple weapons and the wrist razor.

Manifesting: At every level from 2nd through 9th, you gain additional **power points** per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, **metapsionic**, psionic or item creation feats, psycrystal special abilities, and so on). This essentially means that you add the level of auditor to the level of whatever manifesting class you have, then determines **power points** per day, powers known, and **manifestor level** accordingly.

If you had more than one manifesting class before you became an auditor, you must decide to which class you add the new level of auditor for the purpose of determining **power points** per day, powers known, and **manifestor level**.

Contact: Auditors have the privilege of acquaintances that will do favors for them. The use of contacts is restricted to the listed amount of times per week. The DM has final say on the extent of favors that may be extracted.

The following list provides sample uses of contact.

- Access to information (equal to **Gather Information** DC 20)
- Access to purchase black market goods.
- Access to purchasing spellcasting services.
- Access to rumors (equal to **Knowledge (local)** DC 20)
- Appointment or meeting with an **NPC** (templar,

noble, gladiatorial slave, chieftain etc. at DM's discretion).

Fast Gathering: Auditors are efficient informers; they take only half of the rolled time on **Gather Information** checks.

Bonus Feat: At 3rd, 6th and 9th levels, you gain a bonus feat from the following list: **Diligent**, **Deceitful**, **Skill Focus**, **Improved Initiative**, **Investigator**, **Negotiator**, **Persuasive**, **Alertness**, **Stealthy**, **Iron Will**. You must qualify for any feat requirements.

No Display (Ex): You gain a +10 **competence bonus** to **Concentration** checks to manifest psionic powers without displays.

Penetrating Mind (Ex): At 7th level, you add 2 to the **save DC** of a **clairsentient** or **telepathic** power you manifests. You also gain a +2 bonus to **manifestor level checks** to overcome **power resistance** when manifesting **clairsentient** or **telepathic** powers.

Great Inquisitor: Beginning at 8th level, when you spend your **psionic focus** for the **Inquisitor** feat, you gain a +20 bonus on **Sense Motive** checks to resist **Bluff** checks, instead of +10.

Piercing Mind (Ex): At 9th level, you add 4 to the **DC** of a **clairsentient** or **telepathic** power you manifest and gain instead a +4 bonus to **manifestor level checks** to overcome **power resistance** when manifesting **clairsentient** or **telepathic** powers. These numbers replace the penetrating mind ability.

Blind Fighter

"Sight is a weakness to be exploited."

—Eke the Blind, mul gladiator

Blind fighters are warriors who have been born blind, become blind later in life, or have trained with a blind fold or other device to obscure vision. The blind fighter has honed her remaining senses to the point where it has made her a deadly weapon. Where she is crippled in one sense, she has gained a sixth sense and combines that with her remaining 4 senses, bringing her awareness to an all new level and allowing her to become the ultimate fighting machine.

Gladiators, usually mul gladiators, often become blind fighters due to their natural hardiness and ability to stay alive more than any other race in the gladiatorial pit. A hermit that was blind since birth could become a blind fighter naturally just by practicing and honing what fighting skills he has. Others actually use blindfolds and

Table: The Blind Fighter

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+2	+0	Improved blind fight, alerted defense
2nd	+2	+3	+3	+0	Focused alertness (+2)
3rd	+3	+3	+3	+1	Improved blind fight (ghost touch), bonus feat
4th	+4	+4	+4	+1	Focused alertness (+4)
5th	+5	+4	+4	+1	Blindsight, bonus feat

Class Skills (2 + Int modifier per level): Balance, Climb, Concentration, Craft, Intimidate, Jump, Listen, Move Silently, Profession, Tumble.

Hit Die: d10

other devices to obscure their vision on purpose so that they can become blind fighters and take their fighting skills to a whole new level.

Blind fighters are found mostly in gladiatorial arenas, but can be found anywhere where warriors are found. There is usually at least one match per gladiatorial event that will be a blind fighter event, sometimes in teams, sometimes one on one, and sometimes it's a blind fighter versus a warrior which has no training as a blind fighter, just to show how powerful these warriors can become and to give the match a nice twist, or to torture the one that hasn't been trained in the blind fighter style.

Becoming a Blind Fighter

To qualify to become a blind fighter, a character must fulfill all the following criteria.

Entry Requirements

Base attack bonus: +6

Feats: Alertness, Blind-Fight.

Special: Blind since birth or at some other point in life, or have been trained with blind folds and other devices that would hinder vision in some way.

Class Features

Weapon and Armor Proficiency: A blind fighter is proficient with all martial and simple weapons. They are also proficient in light armor and shields.

Improved Blind Fight (Ex): Starting at 1st level, you no longer receive a movement penalty when blind fighting. In addition, you receive a +2 **competence bonus** to all attack rolls when fighting blindly against targets with **concealment**. At 3rd level, an **incorporeal** creature's 50% chance to avoid damage does not apply to attacks from you.

Alerted Defense (Ex): Starting at 1st level, a blind fighter benefits from an increased survival instinct during combat. Because of this sixth sense, you add 1 point of **Intelligence** bonus (if any) per blind fighter class level to your **Armor Class** in addition to any other modifiers you would normally receive. If you are caught **flat-footed** or are otherwise denied your **Dexterity** modifier to **Armor Class**, you also lose this bonus.

Focused Alertness (Ex): Starting at 2nd level, the blind fighter, through heightened senses, is able to better attune her senses than what they normally would be, which grants a +2 **competence bonus** to all **Listen** and **Spot** checks as long as you are blind. This bonus increases to +4 at 4th level. This bonus stack with the bonuses provided by the **Alertness** feat.

Bonus Feat: You can pick bonus feats from the fighter's list of bonus feats as listed in the *Player's Handbook*.

Blindsight (Su): At 5th level, you receive the **blindsight** ability. This ability works just like the one from *DMG* and has a range of 60 feet.

"Under all that armored flesh and bone, there is a mind..."

—Ome, mekillot handler

Animal merchants, caravan masters, gladiatorial managers and cities' templarates are always in need of animal handlers able to control the most unruly of beasts of burden — such as inixes, mekillots, and korinths — which sometimes turn on their trained handlers.

Anyone that already has an affinity for sensing the emotions of others can become a cornac, be they experts, psionicists, or any other class. Considered the lowest of psionic practitioners by the academies and schools of the Way, they still receive more respect and better wages than other civil workers. Few other races besides humans and dwarves use massive animals to accomplish tasks and as such do not train cornacs.

NPC cornacs have made of their skills with animals a profession, which they practice on a daily basis, on all hours of the day, often accompanying caravans or armies for long trips.

Becoming a Cornac

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

Entry Requirements

Base Attack Bonus: +2

Skills: Handle Animal 5 ranks, Sense Motive 2 ranks.

Psionics: Manifest level 3rd and able to manifest *empathy* and *telempathic projection*.

Class Features

Weapon and Armor Proficiencies: The cornac is proficient in the use of all simple weapons and with light armor but not shields.

Manifesting: At every level indicated on the table, you gain additional power points per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of that class would have gained (bonus feats, **metapsionic** or item creation feats, **psicrystal** special abilities, and so on). This essentially means that you add the level of cornac to the level of whatever manifesting class you have, then determines **power points** per day, powers known, and **manifest level** accordingly.

If you have more than one manifesting class before you became a cornac, you must decide to which class you add the new level of cornac for the purpose of determining **power points** per day, powers known, and **manifest level**.

Empathic (Su): Beginning at 1st level, every time you manifest *empathy* or *telempathic projection*, you can apply the bonuses or penalties to **Handle Animal** checks as well.

Telempathic: By the 3rd level, whenever you use *telempathic projection* on an animal or magical beast

Table: The Cornac

Hit Die: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Animal empathy, cornac's will
2nd	+1	+0	+0	+3	Mind's touch 2/day
3rd	+2	+1	+1	+3	Sensorium, telempathic
4th	+3	+1	+1	+4	Mind's touch 3/day
5th	+3	+1	+1	+4	Domination

Class Skills (2 + Int modifier per level): Handle Animal, Heal, Intimidate, Knowledge (nature), Profession, Ride, Survival, Use Rope.

creature, you alter the creature's attitude towards you by two steps in a positive direction, instead of one.

Additionally, you gain an augmentation option unavailable to other manifesters of this power. **Augment:** If you spend 2 additional power points, this power's maximum duration increases to 1 hour/level.

Dominating (Ex): At 5th level, you add *psionic dominate* to your powers known (if you don't already know it) and can affect an animal or magical beast at no additional power point cost.

Additionally, you can manifest *psionic dominate* at a reduced power point cost once per day. The cost of *psionic dominate* is reduced by your cornac level, to a minimum of 1 power point. The effect of this power is still restricted by your manifester level.

Dead Heart Interrogator

"Ah, but you don't understand, it doesn't matter whether you're alive or dead. I will still get the answers I need..."

—Tuorvoch, dead heart interrogator.

Dead heart interrogators are masters of the mind and the ways in which to wrench information from the psyches of others. Not only are they skilled in the Way, but also in the arts of magic. The dead heart interrogator has studied the darkest of lore in order to attain the most effective, if not morbid, of methods in extracting information from his victims. Many find places in the courts of the sorcerer-monarchs' from which they received a majority of their training. The dead heart's position is often times for life, and thus the cities' monarchs are most reluctant to lose such talented individuals. More so, for the knowledge they have garnered in their years of service in the templarate.

Dead heart interrogators can hail from most races in the Table Lands. However, they are commonly human in stock. All are apt in both the arts of psionics and magic. Generally, they are *psion*/templars or *psion*/wizards, but it is not uncommon for them to be composed of other classes that meet the criteria of the dead heart interrogator prestige class.

Most dead heart interrogators are *NPCs* in the employ of one of the sorcerer-monarchs. They are usually found in dungeons, or similar areas, beneath the city-states practicing on those unfortunate enough to be the subject of their unsavory craft.

Becoming a Dead Heart Interrogator

To qualify to become a dead heart interrogator, a character must fulfill all the following criteria.

Entry Requirements

Alignment: Any nongood.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks.

Feats: Inquisitor, Skill Focus (Sense Motive).

Psionics: Manifester level 3rd and able to manifest *read thoughts*.

Spells: Must be able to cast 2nd-level arcane or divine spells.

Class Features

Manifesting: At every level indicated on the accompanying table, you gain additional power points per day and access to new discovered powers as if you had also gained a level in whatever psionic manifesting class you belonged to before you added the prestige class. You do not however gain any other benefit a character of that class would have gained. If you had more than one psionic class before becoming a dead heart interrogator, you must decide to which class to add the new level of dead heart interrogator for the purpose of determining power points per day, powers known, and manifester level.

Spellcasting: At every level indicated on the accompanying table, you gain new spells per day as if you had also gained a level in an arcane spellcasting class you belonged to before you added the prestige class. You do not however gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a dead heart interrogator, you must decide to which class to add the new level of dead heart interrogator for the purpose of determining spells per day, spells known, and caster level.

Read Thoughts (Ps): At 1st level, you can manifest *read thoughts* once per day at a reduced power point cost. The cost of *read thoughts* is reduced by your dead heart interrogator's level, to a minimum of one power point. The effect of this power is still restricted by your manifester level.

Additionally, you gain an augmentation option unavailable to other manifesters of this power. **Augment:**

Table: The Dead Heart Interrogator
Hit Die: d4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Manifesting
1st	+0	+0	+0	+2	Read thoughts, secular authority	—
2nd	+1	+0	+0	+3	Psychological tormenter	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Speak with dead 1/day	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Will breaker	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Mind probe	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Speak with dead 2/day	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Discern lies	+1 level of existing manifesting class
9th	+4	+3	+3	+6	—	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Master of secrets	—

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (all skills taken individually), Psicraft, Sense Motive, Speak Language, Spellcraft.

For every 2 additional **power points** you spend, this power's **save DC** increases by 1.

Secular Authority (Ex): This ability works exactly as described in the templar class entry in the *DS3 Core Rules*.

Psychological Tormenter (Ex): You are skilled in the art of conversation and attuned to the psyche of those you interrogate. At 2nd level, you gain a **competence bonus** equal to half your dead heart interrogator level to **Bluff** and **Intimidate** checks.

Speak with Dead (Su): Your studies have given you the ability to tap the memories of the dead. At 3rd level, you can use *Speak with Dead* as the spell (caster level equal to class level) once per day. At 7th level you can use this ability twice per day.

Will Breaker (Ex): Starting at 5th level, a dead heart interrogator can sap the will from his victims. By succeeding on a **Bluff** or **Intimidate** check, you can cause one target to become **shaken**. The target is **shaken** for a number of minutes equal to your dead heart interrogator level. This ability takes you one full minute (10 rounds) before you are able to make the appropriate **skill** check. Will breaker is a **language-dependent**, **mind-affecting**, **sonic** ability.

Mind Probe (Ps): At 6th level, you add *mind probe* to your powers known (if you don't already know it). Once per day, you can manifest *mind probe* at a reduced **power point** cost. The cost of *mind probe* is reduced by the dead heart interrogator's level, to a minimum of one **power point**. The effect of this power is still restricted by the dead heart interrogator's **manifest level**.

Discern Lies (Su): On reaching 9th level, you can sense when someone is lying. You can use *discern lies* (caster level equal to class level) as the spell within a 10 feet radius. This ability is active as long as you are **psionically focused**.

Master of Secrets (Ex): At 10th level, the dead heart interrogator is able to extract information even from the most resilient of minds. You can affect creatures (with a minimum **Intelligence** value of 5) that are normally immune to mind-affecting abilities with the following spells and powers:

Spells: cause fear, command, demand, detect thoughts, modify memory, suggestion.

Powers: cloud mind, disable, distract, inflict pain, read thoughts, psionic suggestion, mind probe.

Desert Runner

"Death is stillness, so run, you elves. Dance to the beat of life, for the moment is quick and oh so short. There is nothing as fast nor as proud nor as wonderfully made as an elf."

—Utaa Star Racer

Running is exalted in even the most central of Elven legends, that of Coraanu Star Racer. So it is no wonder that elves hold running ability in high regard. Desert runners are elves that have devoted themselves to the run, pushing themselves to the limit of Elven running ability. They are the scouts and messengers of a tribe. They run ahead of the rest, or alone through the desert to deliver important messages or items between clans with the greatest of speed. They are also some of the more competent hunters of the tribe able to track quarry silently while moving quickly through the desert.

Rangers are most likely to take up the mantle of the desert runner, and in fact it can be difficult to qualify without at least one level in ranger. Barbarians and Rogues sometimes become desert runners though far less often. Other classes almost never become desert runners.

Becoming a Desert Runner

To qualify to become a desert runner, a character must fulfill all the following criteria.

Entry Requirements

Race: Elf.

Skills: Move Silently 5 ranks, Survival 5 ranks.

Feats: Endurance, Run, Track.

Table: The Desert Runner

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+2	+0	Favored terrain, fast movement
2nd	+1	+3	+3	+0	Stealth walk, swift tracker
3rd	+2	+3	+3	+1	Enduring run, terrain mastery

Class Skills (4 + Int modifier per level): Balance, Concentration, Craft, Hide, Jump, Knowledge (geography), Knowledge (nature), Move Silently, Profession, Search, Spot, Survival, Tumble.

Class Features

Favored Terrain: Starting at 1st level, you gain the benefits of a favored terrain that must be selected from the following terrain types: Verdant Belts, Stony Barrens, Sandy Wastes, Rocky Badlands, Mud Flats, Boulder Fields, or Salt Flats. If you already have a favored terrain, you can choose the same favored terrain as normal (DS3 23)

Fast Movement (Ex): Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before modifying your speed because of any load carried or armor worn.

Stealth Walk (Ex): Starting at 2nd level, you gain the ability to move quickly while remaining silent. You no longer suffer a -5 penalty to make [Move Silently](#) checks for moving at normal speed. When moving at twice your normal speed, the penalty to [Move Silently](#) is only -10 (instead of the normal -20).

Swift Tracker (Ex): You can move at your normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Enduring Run (Su): Starting at 3rd level, a desert runner is said to gain the blessing of Coraanu. You gain a +4 bonus on all [Concentration](#) checks related to the elf run racial ability, and on all other checks to continue running. This includes [skill checks](#) to avoid tripping or falling and [saving throws](#) to resist effects that would directly slow or impede movement (such as a [Will save](#) to resist a [slow](#) spell). It does not however include indirectly related checks, such as a [Spot](#) check to notice a pit trap.

Terrain Mastery (Su): At 3rd level, your overland movement is no longer impaired when moving through your favored terrain type. If Salt Flats was chosen as your

Hit Die: d8

favored terrain type, you instead gain the ability to never get lost while on the Salt Flats.

Dragon Warrior

"We live and bleed to serve the Dragon"

—Oath of the Dragon Warriors of Ur-Draxa

The dragon warriors are the elite defenders of Ur-Draxa. They exist solely to obey and serve their lord and master, the Dragon of Tyr. Dragon warriors are held the in greatest esteem by the populace of their city. The fanaticism in which they strive to accomplish the Dragon's bidding is legendary and renown throughout the Valley of Dust and Fire and beyond.

Most dragon warriors are either fighters or rangers who have climbed through the ranks of Ur-Draxa's social and political infrastructure, though they can hail from any class. A great number of them consist of warriors; however an occasional templar or member of another class is not uncommon.

Dragon warriors can be encountered in Ur-Draxa, or scouting the desolation of the Valley of Dust and Fire. Dragon warriors are proud and arrogant organization and view all others with contempt. Even though the dragon warriors work well with each other they are not beyond back stabbing one of their own in order to advance in station.

Table: The Dragon Warrior

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Mounted attack, bonded roc
2nd	+2	+3	+0	+0	Sneak attack +1d6
3rd	+3	+3	+1	+1	Fight to the death
4th	+4	+4	+1	+1	Blessing of the Dragon
5th	+5	+4	+1	+1	Frightful presence, sneak attack +2d6

Class Skills (2 + Int modifier per level): Balance, Bluff, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Profession, Ride, Sense Motive.

Hit Die: d8

Becoming a Dragon Warrior

To qualify to become a dragon warrior, a character must fulfill all the following criteria.

Entry Requirements

Base Attack Bonus: +8

Alignment: Any nongood.

Skills: Diplomacy 4 ranks, Intimidate 4 ranks, Handle Animal 8 ranks, Ride 8 ranks.

Feats: Mounted Combat, Skill Focus (Handle Animal).

Special: Must be accepted into the ranks of the dragon warriors.

Class Features

Mounted Attack (Ex): A dragon warrior can always attack on the same round as his bonded roc, and is not required to make a Ride check in order to do so.

Bonded Roc (Su): Dragon warriors gain a +10 competence bonus on any Handle Animal checks made to train rocs. Additionally, you form an empathic bond with your roc mount just like the druid class ability (PH 35). You may have only one bonded mount at a time, and you must personally train your bonded roc.

Sneak Attack (Ex): At 2nd level, if a dragon warrior can catch an opponent off guard and unable to defend himself effectively from his attack, he can strike a vital spot for +1d6 of extra damage. This is exactly like the rogue ability of the same name. This extra damage increases to +2d6 at 5th level. If a dragon warrior gets a sneak attack bonus from another source the bonuses on damage stack.

Fight to the Death (Ex): At 3rd level, you gain the Diehard feat as a bonus feat, even if you do not have the prerequisites to select it.

Blessing of the Dragon (Su): Beginning at 4th level, you apply your Charisma modifier (if positive) as a bonus on all saving throws. This ability does not stack with similar abilities.

Frightful Presence (Su): Starting at 5th level, the sight of a dragon warrior riding his bonded roc can unsettle foes. Creatures within a radius of 30 feet x the dragon warrior's Charisma modifier (minimum 30 ft.) are subject to the effect if they have fewer HD than the dragon warrior. A potentially affected creature that succeeds on a Will save (DC 10 + dragon warrior level + dragon warrior Cha modifier) remains immune to that dragon warrior's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 2d6 rounds and those with 5 or more HD become shaken for 2d6 rounds. Dragon warriors ignore the frightful presence of other dragon warriors.

Drake Guardian

"I am lacking respect for your Master? Why worship a Sorcerer-king when you can worship a true godly being?"

—Drake guardian to Nibenese Templars before seeing them swallowed by his Master

Drake guardians – elusive insiders to a world that most Athasians consider to be the stuff of legends. They are the ears and eyes, voice and mind to the most savage predator on the continent. A creature that does not seek a bond of companionship with humans, but one of absolute loyalty and obedience. Drakes take guardians to watch over their hunting grounds, care for their young while they are bringing food back to the lair and to look after their treasure collections. Drake guardians also assist in warding off more complicated threats such as defilers or hunting parties. Most of all, however, these outcasts from the elemental planes like to be worshipped as higher beings – and in a world without gods they are the next best thing (at least in their view of the world – they do not quite grasp the concept of defiler dragons).

Drake guardians are a mixture of druid, cleric and psion. They have harsh and eccentric masters but are given great powers in return to protect the drake and its environment. To be chosen by a drake is a dubious honor bestowed upon very few people. These individuals are usually alienated from human society or value power and knowledge above all. Drake guardians are bound to serve their master's interests and if they do not prove worthy they know what terrible fate awaits them...

Successful drake guardians gain more similarities with their masters over the years in terms of their appearance and their abilities before finally ascending to a state of near perfection as a half-drake.

The class is typically taken by druids and clerics who have multi-classed as psions, though some psions choose to enter into an elemental pact to come closer to this natural source of power. The psion, druid or cleric has to have an affinity for the same element as the drake.

Becoming a Drake Guardian

To qualify to become a drake guardian, a character must fulfill all the following criteria.

Entry Requirements

Base attack bonus: +3.

Skills: Knowledge (planes) 8 ranks, Survival 5 ranks.

Feats: Great Fortitude.

Spells: Ability to cast protection from energy as a divine spell.

Psionics: Ability to manifest energy bolt.

Special: Must be accepted and initiated by a drake.

Class Features

Weapon and Armor Proficiency: Drake guardians do not carry armor apart from their natural armor. They are proficient with natural and simple weapons.

Spellcasting/Manifesting: From 2nd to 9th levels, when a new drake guardian level is attained, you decide whether to gain a spellcaster level or manifester level in any one divine spellcasting class or manifesting class that you belonged to before you added the prestige class. This essentially means that you add the level of drake guardian to the level of whatever other divine spellcasting class or manifesting class you have, then determines spells per day, caster level, power points per day, powers

known, and **manifest level** accordingly. You do not, however, gain any other benefit a character of either class would have gained (bonus **metamagic**, **metapsionic**, or item creation feats, psicrystal special abilities, and so on).

If you had more than one divine spellcasting class or more than one manifesting class before you became a drake guardian, you must decide to which class you add each level of drake guardian for purpose of determining spells per day, **caster level**, **power points** per day, powers known, and **manifest level**.

Elemental Affinity (Ex): All drakes, elements and paraelements have an associated energy type. The drake guardian's class features are affected by this relationship. The following table details the affiliation between element and energy type (Element: Energy type).

- Air: **Electricity**
- Earth: **Acid**
- Fire: **Fire**
- Magma: **Fire**
- Rain: **Electricity**
- Silt: **Acid**
- Sun: **Fire**
- Water: **Cold**

Elemental Power (Ps): You add to your powers

known an additional power determined by your elemental affiliation. In addition, you can manifest that power as a **psi-like ability** once per day with manifesting level equal to your drake guardian level. The applicable **DC** of any **save** against the **psi-like ability** is 10 + the power's level + your **Cha** modifier.

- Air: *control air*.
- Earth: *swarm of crystals*.
- Fire: *control flames*.
- Magma: *matter agitation*.
- Rain: *psionic grease*.
- Silt: *body equilibrium*.
- Sun: *control light*.
- Water: *concentrate water*

Energy Resistance (Su): Drake guardians become more resistant to the type of energy associated with their drake's element. At 2nd level, you gain a resistance of 5 against this energy type; at 6th level you gain a resistance of 10. This resistance stacks with that granted by certain **cleric** domains.

Heart of the Drake (Su): Drakes are closely tied to their home elemental plane, despite having left the elemental planes many generations ago. This link continues to fuel the elemental powers of the drake. You

Table: The Drake Guardian

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting/Manifesting
1st	+0	+2	+2	+2	Elemental affinity, elemental power	—
2nd	+1	+3	+3	+3	Energy resistance 5, heart of the drake	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
3rd	+1	+3	+3	+3	Aspect of the drake, scales of the drake (+2 natural armor)	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
4th	+2	+4	+4	+4	Favor of the drake (1/day)	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
5th	+2	+4	+4	+4	Elemental shield (1/day)	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
6th	+3	+5	+5	+5	Energy resistance 10	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
7th	+3	+5	+5	+5	Aspect of the element	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
8th	+4	+6	+6	+6	Favor of the drake (2/day)	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
9th	+4	+6	+6	+6	Elemental attack (1/day)	+1 level of existing divine spellcasting class or +1 level of existing manifesting class
10th	+5	+7	+7	+7	Drake ascension, favor of the drake (luck)	—

Class Skills (2 + Int modifier per level): **Concentration**, **Craft**, **Disguise**, **Handle Animal**, **Knowledge (nature)**, **Knowledge (the planes)**, **Psicraft**, **Spellcraft**, **Spot**, **Survival**.

can draw on this power from the drake to achieve two effects. Spells cast and powers manifested by you that have the energy descriptor affiliated with your patron element have their [save DCs](#) increased by 1 and they are cast or manifested at +1 [caster/manifester level](#). Additionally, you gain a measure of the drake's fortitude gaining a +2 bonus to [Constitution](#).

Aspect of the Drake (Ex): The guardian takes on certain physical characteristics of the drake. You gain claw and bite attacks if you do not already have them. Use the values below or your base claw and bite damage values, whichever is greater.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6

You are considered proficient with these attacks. When making a [full attack](#), you use your full [base attack bonus](#) with your bite attack but take a -5 penalty on claw attacks. The [Multiattack](#) feat reduces this penalty to only -2.

Scales of the Drake (Ex): The guardian takes on other physical characteristics of the drake. Your skin starts to resemble drake hide, gaining a +2 increase to your existing [natural armor](#) (if any).

Favor of the Drake (Su): At 4th level, the drake gifts his guardian with a token (typically a scale, tooth or nail) that grants the bearer some of the fabled luck of the drake. You gain the power of good fortune, which is usable once per day. This [extraordinary ability](#) allows you to reroll one roll that you have just made before the [DM](#) declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll. At 8th level this power can be used twice a day. At 10th level the token also acts as a [stone of good luck](#) (DMG 267). Another can use the token but if the guardian does not carry it then it loses its powers (It takes one day/guardian level for the powers to fade). The token will also lose all its powers if the drake itself dies.

Elemental Shield (Su): Beginning at 5th level, you can activate this ability as a [move action](#). Your body is wreathed by your element, harming neither you nor your equipment. If you are struck in melee, the attacker takes 1d6 points of damage +1 point per drake guardian level. This ability lasts for up to 1 round per drake guardian level and is usable once per day. The damage inflicted is of the energy type associated with the drake's element.

Aspect of the Element (Su): As a [standard action](#), you may assume the aspect of your drake's element. You can assume the form for a total number of rounds per day equal to your drake guardian level. These rounds need not be consecutive.

- **Air:** Your body becomes gaseous (as the [gaseous form](#) spell, except that you can fly at a speed of 100 feet with perfect maneuverability and doesn't lose your supernatural abilities while in this form). While in this form, you gain the [air subtype](#) and have immunity to [poison](#), [sleep](#), [paralysis](#), and [stunning](#), as well as any

other immunities provided by the [gaseous form](#) spell. You cannot cast spells while this aspect is in effect.

- **Earth:** Your body becomes stony and rocklike. While in this form, you gain the [earth subtype](#) and have immunity to [poison](#), [sleep](#), [paralysis](#), and [stunning](#). You gain a slam attack that deals bludgeoning damage equal to a morningstar of your size (1d8 for [Medium](#), 1d6 for [Small](#) creatures). Your [natural armor](#) bonus becomes +8 (replacing any other [natural armor](#) bonus you have, though [enhancement bonuses](#) to [natural armor](#) still apply normally). You also gain [damage reduction](#) 10/magic. You cannot cast spells while this aspect is in effect.

- **Fire:** Your body bursts into flame. While in this form, you gain the [fire subtype](#) and have immunity to [poison](#), [sleep](#), [paralysis](#), and [stunning](#). In addition, any creature struck by you in melee (whether with a weapon, unarmed attack, or natural weapon) takes an extra 1d6 points of fire damage and must succeed on a [Reflex save](#) or catch fire for 1d4 rounds. The [save DC](#) is 10 + 1/2 your guardian level + your [Con](#) modifier. Creatures hitting you with natural weapons or unarmed attacks while this aspect is in effect take 1d6 points of fire damage and also catch fire unless they succeed on the [Reflex save](#) noted above. You also gains [damage reduction](#) 10/magic.

- **Magma:** Your body becomes hot and viscous. While in this form, you have immunity to [fire](#), [poison](#), [sleep](#), [paralysis](#), and [stunning](#). Anyone you touch must succeed on a [Reflex save](#) (DC 10 + 1/2 your guardian level + your [Con](#) modifier) or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after your last successful attack. In this shape, you can also ignite flammable materials with a touch. Anyone within 20 feet of you must also succeed on a [Fortitude save](#) (same DC as above) or take 1d6 points of heat damage per round from the intense heat. Any metal weapon that strikes you must succeed on a [Fortitude save](#) (same DC as above) or melt away into slag.

- **Rain:** Your body becomes steam-like. While in this form, you have immunity to [poison](#), [sleep](#), [paralysis](#), and [stunning](#), as well as any other immunities provided by the [gaseous form](#) spell. While in this form, you also gain a +5 bonus on [Escape Artist](#) checks, [resistance to fire](#) 5, and immunity to [poison](#), [sleep](#), [paralysis](#), and [stunning](#). You gain [quench](#) as a [spell-like ability](#) at a [caster level](#) equal to your drake guardian level.

- **Silt:** Your body becomes a blurred shape of powder. While in this form, you have immunity to [poison](#), [sleep](#), [paralysis](#), and [stunning](#), as well as any other immunities provided by the [gaseous form](#) spell. A guardian in silt form can engulf opponents and fill the air around them with silt. For this, you must hit with a [slam attack](#). You can then attempt to start a [grapple](#) as a [free action](#) without provoking an [attack of opportunity](#). The target must succeed on a [Fortitude save](#) (DC 10 + 1/2 your drake guardian level + your [Con](#) modifier) or inhale the silt. The victim can hold her breath for 2 rounds per point of [Constitution](#). After this period of time, she must make a DC 10 [Constitution](#) check in order to continue holding her breath. The [save](#) must be repeated each round, with the

DC increasing by +1 for each previous success. When the character fails one of these **Constitution** checks, she begins to suffocate. In the first round, she falls unconscious (0 **hit points**). In the following round, she drops to -1 **hit points** and is dying. In the third round, she suffocates. Also, you can blind a character with the silt. Affected opponents take a -2 penalty to **Armor Class**, lose their **Dexterity** bonus to **AC** (if any), move at half speed, and take a -4 penalty on **Search** checks and on most **Strength**- and **Dexterity**-based **skill checks**. All checks and activities that rely on vision (such as reading and **Spot** checks) automatically fail.

- **Sun:** Your body becomes gaseous and radiates hot and blinding light. While in this form, you have immunity to **poison**, **sleep**, **paralysis**, and **stunning**, as well as any other immunities provided by the *gaseous form* spell. All within 30 feet who look upon you must make a **Fortitude save** (DC 10 + 1/2 your guardian level + your **Cha** modifier) or be **dazzled**. While in this form you have an ability similar to the *fiery disincorporation* power except that it works through sunlight rather than fire.

- **Water:** Your body becomes semifluid. While in this form, you gain the **water subtype** and a +10 bonus on **Escape Artist** checks, **resistance to fire** 10, and immunity to **poison**, **steep**, **paralysis**, and **stunning**. You gain a swim speed of 90 feet and a +8 bonus on **Swim** checks. Your touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are Large or smaller. You can dispel magical fire you touch as if you had cast *greater dispel magic* on it. You also gain **damage reduction** 10/magic.

Elemental Attack (Su): This ability works just like a drake's special attack with the same name (*ToA* 30).

Drake Ascension: At 10th level, you have channeled your drake master's will and energies so often that they have had a permanent transformative effect on your mind and body. You acquire the half-drake template (*ToA* 67), though the **ability modifiers** are as follows: **Str** +8, **Int** +2, **Cha** +2.

Elemental Champion

"The very wind screams for vengeance. Who am I not to listen?"
—Grall, half-elf elemental champion

Rare warriors devoted to the elemental powers of this dying world, elemental champions are created for a single purpose – to protect the waning vitality of their elemental patron at any cost. Chosen from among the strongest warriors, elemental champions are a desperate measure taken against the continued devastation of the natural world. Imbued with the power of their patrons, elemental champions protect the few remaining pristine places on Athas and often serve as bodyguards or agents for clerics who serve their chosen element. The main goal of every champion though, is the execution of defilers. Each and every defiler they leave bloodied and broken in their wake is one less parasite draining away the essence of their patron, and some champions take this ideology even

farther to extend their wrath to all wizards. With foes like these, however, few champions live long enough to truly make a difference.

Not all champions despise wizardry though, as the paraelemental powers have their champions as well. Although they are very rare, paraelemental champions serve the same and opposite roles of the elemental counterparts, guarding and serving paraelemental clerics and defilers while seeking to expand the influence of their twisted masters. Paraelemental champions are otherwise the same as elemental champions in every respect except their allegiances.

Almost all elemental champions come from the **ranks** of the warrior classes, but fighters make up the bulk of the class due to the ease that they can be the prerequisites. Barbarians and rangers also make excellent elemental champions. Of the common races, dwarves, mul, and half-giants are often chosen to become elemental champions due to their sheer strength and **Endurance**, although a half-giant's notoriously feeble mentality can be a significant problem. Halflings are also common as elemental champions, particularly in the Forest Ridge.

Becoming an Elemental Champion

To qualify to become an elemental champion, a character must fulfill all the following criteria.

Entry Requirements

Base attack bonus: +6.

Skills: **Knowledge (religion)** 3 **ranks**, **Knowledge (warcraft)** 3 **ranks**.

Feats: **Diehard**, **Endurance**, **Power Attack**.

Special: A prospective elemental champion must ritually petition his chosen elemental patron in order to take up the mantle of a champion of the element.

Class Features

Weapon and Armor Proficiency: Elemental champions are proficient in all simple and martial weapons. They are also proficient with all light and medium armor, and with shields (but not tower shields).

Spellcasting: An elemental champion has the ability to cast a small number of divine spells. To cast an elemental champion spell, you must have a **Wisdom** score of at least 10 + the spell's level, so an elemental champion with a **Wisdom** of 10 or lower cannot cast these spells.

Elemental champion bonus spells are based on **Wisdom**, and **saving throws** against these spells have a **DC** of 10 + spell level + your **Wisdom** modifier. When you get 0 spells per day of a given spell level you gain only the bonus spells you would be entitled to based on your **Wisdom** score for that spell level. The elemental champion's spell list appears below. An elemental champion has access to any spell on the list and can freely choose which to prepare, just as a **cleric**. An elemental champion prepares and casts spells just as a **cleric** does (though an elemental champion cannot spontaneously cast *cure* or *inflict* spells).

Defiler Scent (Sp): At 1st level, you gain the ability to use the *defiler scent* spell at will as a **spell-like ability**.

Smite (Su): Once a day, an elemental champion of 1st level or higher may attempt to **smite** a creature with directly opposed **alignment** with one normal melee attack. You add your **Charisma** modifier (if positive) to your attack roll and deals 1 extra point of damage per elemental champion level. If you accidentally **smite** a creature that is of opposite **alignment**, the **smite** has no effect but it is still used up for that day. At 4th level, 7th and 10th level, you may **smite** one additional time per day.

Domain: At 2nd level, an elemental champion receives one domain from the domains available to those who follow your patron element. You gain the domain's class **skill(s)**, weapon and armor proficiencies, and **granted power**. You also can prepare and cast spells for the chosen domain in addition to the spells on the elemental champion spell list, up to the maximum spell level you can cast. You do not receive any additional spell slots due to this ability, however.

Elemental Blessing (Su): You apply your **Charisma** modifier (if positive) as a bonus on all **saving throws**.

Mettle (Ex): At 3rd level, you gain the ability to resist magical compulsions and other unusual attacks with uncommon willpower and stamina. If you make a successful **Fortitude** or **Will save** against an attack that would normally have a lesser effect with a successful **save** (such as a spell with a **saving throw** entry of **Will** half or **Fortitude** partial), the effect is instead completely negated. This ability only works as long as you are conscious, however.

Aura of Sacrifice (Su): By 5th level, your power has grown strong enough that you can protect the natural world from the ravages of defiling magic. If someone defiles within 30 feet of you, you can react to protect the land through sacrificing part of your own life force. This nullifies a wizard's defiling radius and any effects it entails, including those of Raze feats. You lose 1 **hit point** per 5 feet of defiling radius nullified.

Bonus Feat: You receive a bonus feat at 6th and 9th level. This feat can be chosen only from the **fighter** bonus feat list.

Elemental Champion Spell List

Elemental champions choose their spells from the following list:

1st level: *Bane, bless, bless element, cause fear, create element, cure light wounds, curse element, detect poison, divine favor, endure elements, guidance, inflict light wounds, magic weapon, purify food & drink, remove fear, resistance, shield of faith, true strike.*

2nd level: *Align weapon, augury, bear's endurance, bull's strength, cat's grace, cure moderate wounds, eagle's splendor, inflict moderate wounds, resist energy.*

3rd level: *Breathing, cure serious wounds, dispel magic, elemental armor, elemental weapon, greater magic weapon, haste, inflict serious wounds, keen edge, surface walk.*

4th level: *Bestow curse, cure critical wounds, death ward, divination, divine power, freedom of movement, inflict critical wounds.*

Ex-Elemental Champions

An elemental champion who defiles (even if he only defiles once) loses all elemental champion spells and abilities (but not weapon, armor, and shield proficiencies). He may not progress any farther in levels as an elemental champion. You regain your abilities and advancement potential if you atone for your violation (see the **atonement** spell description), as appropriate. Paraelemental champions, on the other hand, do not suffer from this restriction.

Elite Judaga

"Your head is mine."

—Jabori, dwarven Judaga meeting a Nibenese scout

Elite Judaga warriors and archers are trained within Gulg's army to fight within the confines of the forest. The judaga, meaning head-hunters, make superb ambushers and stealthy skirmishers, appearing amidst a group of Nibenese woodcutter crew and leaving with their heads as ghosts would. Usually, the elite judagas are trained after they have shown an affinity and aggressiveness in

Table: The Elemental Champion

Level	BBA	Fort Save	Ref Save	Will Save	Special	Spellcasting			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Defiler scent, smite 1/day	0	-	-	-
2nd	+2	+3	+1	+3	Domain, elemental blessing	1	-	-	-
3rd	+3	+3	+1	+3	Mettle	1	1	-	-
4th	+4	+4	+1	+4	Smite 2/day	1	1	-	-
5th	+5	+4	+2	+4	Aura of sacrifice	1	1	1	-
6th	+6	+5	+2	+5	Bonus feat	2	1	1	-
7th	+7	+5	+2	+5	Smite 3/day	2	1	1	1
8th	+8	+6	+3	+6	—	2	1	1	1
9th	+9	+6	+3	+6	Bonus feat	2	2	1	1
10th	+10	+7	+3	+7	Smite 4/day	2	2	2	1

Class Skills (2 + Int modifier per level): **Concentration**, **Craft**, **Heal**, **Intimidate**, **Knowledge (religion)**, **Knowledge (warcraft)**, **Knowledge (the planes)**, **Profession**, **Ride**, **Spellcraft**, **Survival**.

returning with their adversaries' heads. In the end, it's up to the judaga's leading templar to decide if he is to be trained or not.

All common humanoid races have been seen as elite head-hunters at a time or another but the majority is humans. The rarest would be the halflings for they have mostly fled since the Oba tried to force them into service. A very few of the ones left have accepted her offer and make the finest elite judagas; the rest were thrown in her dungeons.

Becoming a Judaga Warrior

To qualify to become a judaga warrior, a character must fulfill all the following criteria.

Entry Requirements

Base Attack Bonus: +4.

Skills: Hide 3 ranks, Intimidate 3 ranks, Move Silently 3 ranks, Survival 7 ranks.

Feats: Death Blow, **Weapon Focus** (spear or short bow).

Special: Must be part of Gulg's army.

Class Features

Weapon and Armor Proficiencies: Judaga warriors are proficient light armor, shields and with both simple and martial weapons. They also gain proficiency with the juka.

Combat Training (Ex): Upon first entering this class the judaga must choose which combat training he will favor: melee or archery.

If you select melee training, you the war cry ability, usable 1/day for every 2 class levels, which allows you to designate one target of your choosing within 15 feet that will become **shaken** for 1 round if failing a **Will save** against your **Intimidate** check.

If you select archery training, you gain the **poison use** ability.

Mother's Arms (Ex): Judagas receive a +1 **competence bonus** to **Armor Class**, as well as a +1 bonus to **Hide** checks, while in forest terrain. The bonuses increase to +2 at 3rd level, and +3 at 5th level.

Nibenese Hatred (Ex): Young warriors are taught to hate Nibenese with a passion. This confers them with a +3 **morale bonus** to **Bluff**, **Intimidate** and **Sense Motive** check and a +3 to damage dealt when dealing with Nibenese. On the other hand, it confers a -3 penalty to **Diplomacy** when dealing with folks from Nibenay.

Sneak Attack (Ex): Relying on stealth and ambushes,

the judaga learns to spot weaknesses in her prey. This is the class feature is the same as described in *Player's Handbook*.

Improved Combat Training (Ex): At 3rd level, your training provides you with another benefit. If you selected melee at 1st level, you gains the rage ability, as per the barbarian class feature in the *Player's Handbook*.

If you selected archery at 1st level, you are treated as having the **Improved Precise Shot** feat even if you don't have the prerequisites.

Quick Trophy (Ex): Taking the heads of enemies becomes an art achieved even faster than before. **Coup de graces** are made as a **free action** at 4th level.

Combat Training Mastery (Ex): At 5th level, the judaga masters his training. If you selected melee at 1st level, you gain the **death attack** ability, as per the **assassin** class feature in the *Dungeon Master's Guide*.

If you selected archery at 1st level, you gain the spirit of the forest ability. When sniping from at least 10 feet away from your opponent, you may attempt to **Hide** at half penalty. This ability stacks with the Sniper feat.

Ex-Judaga

A judaga who turns his back on his queen and survives is considered exiled and cannot gain new levels as a judaga. She retains most of her abilities except the Mother's Arms class features.

Hunter Noble

"May the spirits guide me through the hunt."

—Donolj, Gulg noble before the Red Moon Hunt

Hunter nobles embrace the Hunter Cult of the Oba of Gulg and its traditions completely. They have a single-mindedness to achieve the perfect state of the predator's soul. They become the pillars of Gulg's military tacticians since their knowledge of the Crescent Forest becomes unparalleled.

To become a noble, any freeman or freewoman of Gulg, preferably after years of training, must artfully bring back enough heads on the morning following the Red Moon Hunt. If the queen is pleased, the aspiring hunter will be ennobled at the next Low Sun Festival. They can then start training as Gulg's elites in the Hunter Dagada. Many try but few succeed.

Humans, being the most popular race of Gulg, tend to be the majority in the cult, but half-elven or dwarven

Table: The Judaga Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Combat training, mother's arms +1, Nibenese hatred
2nd	+2	+3	+0	+0	Sneak attack +1d6
3rd	+3	+3	+1	+1	Improved combat training, mother's arms +2
4th	+4	+4	+1	+1	Quick trophy, sneak attack +2d6
5th	+5	+4	+1	+1	Combat training mastery, mother's arms +3

Class Skills (4 + Int modifier per level): Climb, Craft, Handle Animal, Hide, Intimidate, Jump, Knowledge (nature), Knowledge (warcraft), Listen, Move Silently, Ride, Spot, Survival.

nobles are not unheard of. The nomadic elves usually steer clear of the nobles' cult for they usually can't abide by its beliefs and honor code. A few half-giants and even thri-kreen have made their way into the nobles' ranks in the past, but they are uncommon. As for halflings, the tensions between them and the Gulgs have made it impossible to see the little savages as nobles, although what the future holds, no one knows.

The hunter nobles of Gulg are primarily found in the Crescent Forest, hunting prey, be they animal or Nibenese lumberjacks. They are providers of the city but can also serve as scouts or leaders for Gulg's army. Sometimes, a particularly skilled noble will be sent by the Sorcerer-Queen herself as a bounty hunter to bring back a wanted felon... that is, someone who has upset the Oba and who will pay dearly for the mistake.

Becoming a Hunter Noble

To qualify to become a hunter noble, a character must fulfill all the following criteria.

Entry Requirements

Base attack bonus: +5.

Skills: Hide 4 ranks, Knowledge (nature) 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Alertness, Track.

Special: Must have been accepted as a hunter noble at a Low Sun festival in Gulg.

Class Features

Weapon and Armor Proficiencies: Hunter nobles are proficient with light armor, shields and with both simple and martial weapons. They also gain proficiency with the Juka.

Aspect of the Hunt (Ex): Upon reaching 1st, 5th and 10th level, the hunter noble may choose between two aspects of the hunt: **avored enemy** (PH 47) or **avored terrain** (DS3 36).

Mother's Arms (Ex): Hunter nobles receive a +1 **competence bonus** to **Armor Class**, as well as a +1 bonus to **Hide** checks, while in forest terrain. The bonuses increase to +2 at 4th level, +3 at 7th level and +4 at 10th level. These bonuses stack with the Judaga class feature of

the same name.

Oba's Court: Being part of the Oba's court gives the noble the bonus language High Gulg. Also, hunter nobles gain the respect of the population of Gulg which translate in a +1 bonus per hunter noble level to **Bluff**, **Diplomacy** and **Intimidate** checks when dealing with Gulgs other than templars. To keep this bonus, you have the responsibility of bringing back one edible prey of **Medium**-size or two **Small** size per week per level unless on assignment. The bonus will go down by one per week and may go down to a -4 penalty. Starting to bring back prey will make the bonus go up again at a rate of one per week fulfilled. For example, a hunter noble may bring back three weeks worth of preys to gain back +3 bonus up to her maximum.

Death Attack (Ex): Hunter nobles learn to bring down their prey quickly and efficiently. This works as described in the DMG.

Sneak Attack (Ex): Relying on stealth and ambushes, the hunter noble learns to spot weaknesses in her prey. This class feature is the same as described in the PHB.

Oba's Child (Ex): The hunter noble knows the forest is his friend and it lets him pass without hampering him. You gain the **woodland stride** ability. If you already have **woodland stride**, you gain **trackless step** instead.

Stealth Walk (Ex): You no longer suffer a -5 penalty to make **Move Silently** checks for moving at normal speed. When moving at twice your normal speed, the penalty to **Move Silently** is only -10 (instead of the normal -20).

Swift Tracker (Ex): You can move at your normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Guerrilla Tactician (Ex): When leading a pack of judaga or a group loyal to you with a number up to your hunter noble level, wearing armor no heavier than light, you may coerce your team to be as stealthy as you are. This translates in a **morale bonus** equal to half your hunter noble class level to **Hide** and **Move Silently** checks for the one with the lowest result of the team. You may not be aided in this attempt.

Stealth Run (Ex): The hunter noble may use **Move**

Table: The Hunter Noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Aspect of the hunt, mother's arms +1, Oba's court
2nd	+2	+0	+3	+0	Death attack, sneak attack +1d6
3rd	+3	+1	+3	+1	Stealth walk
4th	+4	+1	+4	+1	Mother's arms +2, swift tracker
5th	+5	+1	+4	+1	Aspect of the hunt, Oba's child, sneak attack +2d6
6th	+6	+2	+5	+2	Guerrilla tactician
7th	+7	+2	+5	+2	Mother's arms +3
8th	+8	+2	+6	+2	Sneak attack +3d6, stealth run
9th	+9	+3	+6	+3	Aspect of the hunt, master tracker
10th	+10	+3	+7	+3	Mother's arms +4, Oba's chosen

Class Skills (4 + Int modifier per level): Climb, Craft, Diplomacy, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (nature), Knowledge (nobility and royalty), Knowledge (warcraft), Listen, Move Silently, Spot, Survival.

Hit Die: d8

Silently with no penalty while moving at twice his normal speed.

Master Tracker (Ex): The hunter noble may track with no penalty while moving at twice his normal speed.

Oba's Chosen (Ex): The hunter noble can always **take 10** on **Hide** and **Move Silently** checks even when under stress or distracted.

Ex-Hunter Nobles

A hunter noble who turns his back on his queen and survives is considered exiled and cannot gain new levels as a hunter noble. She retains most of her abilities except the Mother's Arms, Oba's Court (although, the High Gulg bonus language remains), Oba's Child and Oba's Chosen class features.

Kalak

"Kalak z'er tekemma'ak."

—Kyl'k, kalak

The kreen way of life is the hunt, and there are few among that race of relentless hunters that can match the skill of the kalak (finder for combat). Usually selected from those thri-kreen that are slightly smaller and quicker, these kreen are trained extensively in the lore of the hunt and the way of stealth, honing their natural skills beyond those of the norm of their kind.

In the hunt, the kalak's function is to locate prey and guide the hunters to it. They also range far beyond the limits of the thri-kreen camps and hunting grounds, constantly on the move in order to provide an early warning of the approach of enemies or large predators. Because they are so often far from their clutch and pack in search of prey, water, and other necessities of life, the kalak are often the first of the pack to make contact with other beings, whether these are humanoids or members of a strange pack.

Rangers and rogues make up a bulk of those who advance as a kalak, due to their extensive training in stealth and observation, though they are by no means the only class who takes up the path of the kalak.

Becoming a Kalak

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

Entry Requirements

Skills: Knowledge (geography) 2 ranks, Listen 2 ranks, Search 5 ranks, Survival 5 ranks.

Feats: Alertness, Wastelander.

Race: Thri-kreen.

Class Features

Track: You gain **Track** as a bonus feat.

Sand Chitin (Ex): Your chitin is more adapted to sandy or arid areas than other kreen. Your chitin continues to evolve, becoming more and more colored like your surroundings. At 2nd, 6th and 10th level, your racial **Hide** bonus increases by 2.

Uncanny Dodge (Ex): Starting at 3rd level, you can react to danger before your senses would normally allow you to do so. You retain your **Dexterity** bonus to **AC** (if any) even if you are caught **flat-footed** or struck by an invisible attacker. However, you still lose your **Dexterity** bonus to **AC** if **immobilized**.

If you already have **uncanny dodge** from a different class you automatically gains **improved uncanny dodge** (see below) instead.

Swift Tracker (Ex): Beginning at 4th level, you can move at your normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Stealth Walk: You no longer suffer a -5 penalty to **Move Silently** checks for moving at normal speed. When moving at twice your normal speed, the penalty to **Move Silently** is only -10 (instead of the normal -20).

Stealth Run: You may **Move Silently** with no penalty while moving at twice your normal speed.

Improved Uncanny Dodge (Ex): A kalak of 6th level or higher can no longer be flanked.

This defense denies a **rogue** the ability to **sneak attack** the character by flanking you, unless the attacker has at least four more **rogue** levels than you.

If you already has **uncanny dodge** (see above) from a

Table: The Kalak

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Track
2nd	+2	+0	+3	+0	Sand chitin +2
3rd	+3	+1	+3	+1	Uncanny dodge
4th	+4	+1	+4	+1	Swift tracker
5th	+5	+1	+4	+1	Stealth walk
6th	+6	+2	+5	+2	Sand chitin +4
7th	+7	+2	+5	+2	Improved uncanny dodge
8th	+8	+2	+6	+2	Stealth run
9th	+9	+3	+6	+3	Master Tracker
10th	+10	+3	+7	+3	Sand chitin +6

Class Skills (6 + Int modifier per level): Climb, Craft (trapmaking), Handle Animal, Hide, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Search, Spot, Survival, Use Rope.

Hit Die: d8

second class, you automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

Master Tracker: You can move at up to twice your normal speed while following tracks without taking any penalty.

Kik

"Kcha dra."

—Drej of the Riik-kek, kik

While some thri-kreen turn away from the pure hunt only temporarily, the kik has fully turned away from the life as a hunter and instead embraced the life of a raider, known in the language of the thri-kreen as a kik. The kik are in many ways more barbaric than the average kreen who roam the Tablelands, though they are not as feral as their cousins the trin. Of all kreen, kiks are the most likely to have come into contact with humanoids, so these unpredictable and savage thri-kreen are what most other races expect the mantis folk to be.

Lack of prey, or a pack tradition of raiding, has led this thri-kreen from the purity of the hunt into predatory attacks on other sapients. The raider cares mostly for survival, of self and of clutchmates. A kik usually cares little for non-kreen law or custom.

Kiks eat sapients; the rest of the world is prey. However, the clutch is still sacred: the kik fights a clutchmate or a packmate only under unusual circumstances or in a challenge for dominance.

Becoming a Kik

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

Entry Requirements

Alignment: Any non-good.

Skills: Intimidate 5 ranks, Survival 5 ranks.

Feats: Endurance, Martial Weapon Proficiency (gythka), Exotic Weapon Proficiency (zerka), Track

Race: Thri-kreen.

Class Features

Intimidating Presence: Due to your aggressive and intimidating behavior, you receive a -2 circumstance

Table: The Kik

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Intimidating presence
2nd	+2	+3	+3	+0	Demoralize
3rd	+3	+3	+3	+1	Bonus feat
4th	+4	+4	+4	+1	Salvager
5th	+5	+4	+4	+1	Frightening presence

Class Skills (4 + Int modifier per level): Appraise, Bluff, Craft (trapmaking), Handle Animal, Hide, Intimidate, Jump, Move Silently, Listen, Search, Sense Motive, Spot, Survival.

penalty to all Bluff, Diplomacy, and Gather Information skill checks when dealing with other characters outside their pack. You receive a circumstance bonus to Intimidate checks equal to your kik level.

Demoralize (Ex): You can use the demoralize opponent action as a move action.

Bonus Feat: At 3rd level you earn a bonus feat. The feat must be selected from the following list: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Diehard, Great Fortitude, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Trip, Lightning Reflexes, Mobility, Protective, Quick Draw, Spring Attack, Sniper, Teamwork, Weapon Finesse, Whirlwind Attack.

Salvager: You become skilled at salvaging material from destroyed caravans and vehicles. Salvaging a destroyed vehicle takes time, as noted below. At the end of this time, make a Search check. If the check succeeds, you earn Cp by the amount indicated on the table, either by selling the salvaged parts or using them to offset the cost of other items. A particular vehicle can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Salvaged Vehicle	Time Required	Search Check DC	Cp Earned
Large or smaller	15 min.	10	10
Huge	30 min.	15	20
Gargantuan	1 hr.	20	30
Colossal	3 hr.	25	40

Frightening Presence (Ex): Starting at 5th level, when you use the demoralize opponent action in combat, a character with a failed save instead becomes panicked for 1 round.

Master Shipfloater

"You can rest assured. I will stand by my post until we are there."

—Saeltus, Balikite master shipfloater

Master shipfloaters form the core of those who sail the psionic silt skimmers, specializing in the control of the obsidian engines that power them.

Psions make up the majority of those who become master shipfloaters, if they travel enough on the silt to warrant the taking of these levels. While psions like the contemplative state one must be in to control the

Hit Die: d8

New Feat: Shipfloater [Psionic]

You are a trained shipfloater, even knowing how to keep control of an obsidian engine even while taking other actions.

Benefit: You gain a +3 bonus on **Profession** (shipfloater) check. You can also control an obsidian engine as a **standard action**. You must stay **psionically focused** and remain in touch with the engine as normal.

Normal: You can control an obsidian engine as a **full-round action**.

skimmer, those who prefer more action like **psychic warriors** will find that sitting hours before an *obsidian engine* to be quite monotonous.

NPC master shipfloaters often hail from the city-state of Balic or from those villages on the shores of the Sea of Silt that make common use of silt skimmers. Since the disappearance of the city's sorcerer-king, House Wavir took over the city's silt harbor and now controls most of its silt skimmers, although a few captains took their chances in the chaos and fled. Master shipfloaters are found in the employ of the Balican naval fleet — under House Wavir's control — and the merchant houses who privately own psionic silt skimmers.

Becoming a Master Shipfloater

To qualify to become a master shipfloater, a character must fulfill all the following criteria.

Entry Requirements

Skills: **Concentration** 8 ranks, **Psicraft** 6 ranks.

Feats: Shipfloater, **Skill Focus** (**Concentration**).

Psionics: Able to manifest 3rd-level powers, with at least one from the **psychokinesis** discipline.

Class Features

Manifesting: When a master shipfloater reaches 1st and 3rd level, you gain additional **power points** per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, **metapsionic**, psionic or item creation feats, **psicrystal** special abilities, and so on). This essentially means that you add the level of master shipfloater to the level of whatever manifesting class you have, then determines **power points** per day, powers known, and **manifestester level** accordingly. If you had more than one manifesting class before you became a master shipfloater, you must decide to which class you add the new level of master shipfloater for the purpose of determining **power points** per day, powers known, and **manifestester level**.

Adept Steersman (Ex): The master shipfloater knows from experience how to better transfer his psychic

energies through an obsidian engine. You gain a bonus equal to twice your master shipfloater level to your **Concentration** check to control the obsidian engine under safe circumstances. The master shipfloater also gains a +2 bonus to its **Constitution** check to resist taking **nonlethal damage** by making a forced march while in control of an obsidian engine.

Stay In Control (Ex): At 2nd level, you become so in touch with an obsidian engine that you can control it as a **free action**. You must stay **psionically focused** and remain in touch with the engine as normal.

Accomplished Steersman (Ex): By 3rd level, you can use your psychic energies to control and power an obsidian engine far better than other users. From now on, you can **take 10** to make your **Concentration** check each round the vessel is in danger of sinking, or if you are personally attacked.

Monarch's Chosen

"The greatest power now flows within me."

— Ah'Navor, chosen of Abalach-Re

Some dragons have taken loyal defilers under their guidance and transformed them through the arts of sorcery and the Way to make them better able to serve. Through transforming the subjects by imbuing them with their own power, the dragons were better able to understand the nature of their own transformation, at the same time creating a loyal follower who could be used as a source of power in time of need. Able to tap the life energy from animals and intelligent beings, and then store the energy within themselves for their own use, some of the chosen are unaware the store of energy can be tapped by their master and can only question the drained feeling that occasionally washes over them. Chosen are marked with a greater taint of defilement—the brand of their dragon master—which they carry proudly as a symbol of their favored status. Chosen are often told at creation that their master has powers of life and death over them, or they at least assume as much.

Most dragons are sorcerer-monarchs, and as such tend

Table: The Master Shipfloater

Hit Die: d4

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Adept steersman	+1 level of existing manifesting class
2nd	+1	+0	+0	+3	Stay in control	—
3rd	+1	+1	+1	+3	Accomplished steersman	+1 level of existing manifesting class

Class Skills (2 + Int modifier per level): **Concentration**, **Craft**, **Knowledge** (any), **Listen**, **Psicraft**, **Profession**, **Search**, **Spot**.

to exclusively choose humans as their closest servants. Other dragons do not share the monarchs' historical views on races, and may themselves be of another race than human. As such most chosen are human or half-elven, although other races are possible. Most chosen come from the [ranks](#) of simple defilers, but some also have levels of arch defiler, leech, or royal defiler. Their dragon master always forbids them from extensively studying the Way, ensuring their own supremacy over dragonhood.

To become a chosen, a character must take part in a day-long ritual, known as the Transference of Scales, performed by his dragon master. The ritual varies from one dragon to another, but always involves a dragon scale, an obsidian orb, and sorcerous incantations. After the ritual's completion, a chosen often discovers his body has changed in minor ways; pointed teeth, forked tongue, colored eyes, a whiff of sulphur about him, or even no external ears. NPC monarch's chosen can be found roaming the wastes in pursuit of their master's enemies, collecting the betrayers' life energies. Beyond that role, those chosen created by sorcerer-monarchs have sorcerous duties within their master's domain. Some serve as royal defilers or into similar positions; usually above the law. Most of those chosen are part of the monarch's favorites—beings that especially amuse and interest him. When within their master's city-state or a client village, a chosen often covers his appearance by wearing a mask and robes.

Becoming a Monarch's Chosen

To qualify to become a monarch's chosen, a character must fulfill all the following criteria.

Entry Requirements

Race: Any living nondragon.

Alignment: Any nongood.

Skills: Diplomacy 6 ranks, Knowledge (arcana) 12 ranks, Knowledge (religion) 6 ranks, Spellcraft 12 ranks.

Feats: Great Fortitude, any one metamagic feat.

Spells: Able to cast 4th-level arcane spells.

Special: Must be a defiler and must have the spell *monarch's choosing* cast upon you prior to taking this class.

Class Features

Death Knell (Sp): You gain the ability to use *death knell* as a [spell-like ability](#), at will. The [save DC](#) against this ability is 12 + your [Charisma](#) modifier. At 5th level you can use the [spell-like ability](#) as an immediate action whenever a creature is reduced to -1 [hp](#) or less. At 9th level the [spell-like ability](#) becomes a 10 ft.-radius spherical emanation centered on you, affecting all creatures in the area reduced to -1 [hp](#) or less; your effective [caster level](#) now goes up by 1 per death caused by this ability, to a maximum of 1/2 your original [caster level](#). The [save DC](#) against this ability is 13 + the chosen's [Charisma](#) modifier.

The [caster level](#) is equal to your arcane [spellcaster level](#).

Draw of the Defiler (Su): You can drain the life energy of nearby living beings, once per day per chosen level. Living beings within a 30 ft. radius of you suffer 1 point of damage per chosen level, e.g. a 5th-level monarch's chosen would inflict 5 points of damage to all creatures caught in the radius. Using this ability is a [full-round action](#) that provokes attacks of opportunity.

Obsidian Well (Su): You can store life energy, drained through your draw of the defiler ability, in the obsidian orb stored within you. As you advance in the class this orb grows and bonds with you, becoming an inseparable part of you. Each 8 [hp](#) drained counts as 1 [HD](#). You may store up to 50 [HD](#) per monarch's chosen level this way.

Tainted Aura: The chosen is tainted by the dragon magic within him, in such a manner that it is noticeable. People feel uncomfortable and wary when you are present and animals whimper when you approach. You suffer a -1 circumstance penalty to [Bluff](#), [Diplomacy](#), [Gather Information](#) and [Handle Animal](#) checks for every odd level of chosen gained. You receive a similar [circumstance bonus](#) to [Intimidate](#) checks. The tainted aura has a range of 5 feet per chosen level.

Fell Healing (Sp): Starting at 2nd level, you gain the power to use the stored life energy gathered in your obsidian well. By draining its stored energy you can gain a form of fast healing for a short period of time. As a [standard action](#) you may spend a number of [HD](#) from the obsidian well, up to your monarch's chosen level, to gain fast healing 1 for 1 round per [HD](#) spent. This ability improves to fast healing 2 at 6th level, and fast healing 3 at 10th level.

Draconic Skin (Ex): You slowly grow small scales all over your body, gaining a +1 natural bonus to [Armor Class](#) at 3rd, 5th, 7th, and 9th levels.

Dragon Shape (Sp): By 4th level you can spend some of your stored energy to use this ability and assume a dragon shape with which to fight your enemies. While in the dragon shape you enter a state of animalistic rage, wanting to kill all that oppose you. While in this form, you cannot use any [Charisma](#)-, [Dexterity](#)-, or [Intelligence](#)-based skills (except for [Balance](#), [Escape Artist](#), and [Intimidate](#)), the [Concentration](#) skill, or any abilities that require patience or concentration, nor can you cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. You can use any feat you have except [Combat Expertise](#), item creation feats, and [metamagic](#) feats.

At 4th level you may assume a lesser dragon shape. When transforming you gain a +4 bonus to [Strength](#), [Dexterity](#), and [Constitution](#), a +4 [competence bonus](#) on [Fortitude saves](#), 2 claw attacks (as per a dragon of your character's size), and the natural armor bonus you gain through your draconic skin increases by +2 for the duration. Your [base attack bonus](#) equals your [character level](#). These changes last for 1 minute per [HD](#) expended from the obsidian well. This lesser dragon shape appears as slightly draconic, with long claws and extensive scales over your body.

By 8th level you can choose to assume a greater dragon shape. You gain all of the advantages of the lesser dragon shape as well as an increase in size of one category, **damage reduction** 5/magic, and a **bite attack** (as per a dragon of your size). These changes last for 1 round per **HD** expended from the obsidian well. This greater dragon shape is distinctly draconic in appearance and is quite similar to a dragon midway along his metamorphosis.

Dragon Apotheosis: At 10th level, you finish the transformation started by the casting of the *monarch's choosing* spell. Your type changes to dragon. You no longer age and no longer suffer from the penalties of aging, nor can you die of old age.

Monarch's Choosing

Transmutation

Spellcraft DC: 34

Components: V, S, M, F, Ritual

Casting Time: 1 day

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

To Develop: 306,000 Cp; 7 days; 12,240 XP. Seed: *metamorphosis* (DC 28), *contact* (DC *). Factors: telepathic bond between caster and participant (+115 DC), drain participant through telepathic bond (+5 DC). Mitigating factors: 5,000,000 Cp structure (-50 DC), increase casting time to 1 day (-22 DC), one additional participant contributing a 4th level spell (-7 DC), burn 2,500 points of experience (-25 DC), 10d6 backlash (-10 DC).

This spell transforms the target by imbuing it with a single scale of a dragon, as well as melting in its body an *orb of energy storing*, which allows the target to progress in the monarch's chosen class. The target must provide an

arcane spell as part of the casting process. This spell creates a telepathic bond between the target and the caster, allowing them to converse at any distance on the same plane.

However, there is a dark side to this bond, as the dragon who casts the spell can affect the target at any distance. The caster can choose to drain the target of its life energy if he has the dragon magic class feature (see the Athasian dragon prestige class), or choose to drain the stored energy from the target's obsidian well (if the target has taken levels in the monarch's chosen prestige class) as if he had the energy storing feature (*LoA* 102).

Only a character who has cast the *defiler metamorphosis I* spell may cast this spell. The casting also requires you to lose your **psionic focus** and spend 68 **power points**. If you are unable to lose the 68 **power points** the spell immediately fails. The spell must be cast within a specialized focus structure designed specifically for the *defiler metamorphosis* spells, costing no less than 5,000,000 Cp.

Material Component: A dragon's scale and an *orb of energy storing* 1-inch in diameter.

XP Cost: 2,500 XP.

Mystic Dancer

"Follow my lead and you will regret it."

—Elicra, Mystic Dancer of Nibenay

The mystic dancer is a professional dancer and much more. Most reside in, or at least originate from, Nibenay and are hired for all sorts of tasks, from entertainer to bodyguard incognito to a hired assassin. No job is too small or too great; the mystic dancer is very diverse in her abilities, using her skills to accomplish many different goals. Their abilities are totally incorporated into the famous dances of Nibenay that they have known since a

Table: The Monarch's Chosen

Hit Die: d8

Level	Base				Special	Spellcasting/Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Death knell, draw of the defiler, obsidian well, tainted aura	—
2nd	+1	+3	+1	+3	Fell healing 1	+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3	Draconic skin (+1)	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	Dragon shape (lesser)	+1 level of existing arcane spellcasting class
5th	+2	+4	+2	+4	Death knell (immediate action), draconic skin (+2)	—
6th	+3	+5	+2	+5	Fell healing 2	+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+5	Draconic skin (+3)	+1 level of existing arcane spellcasting class
8th	+4	+6	+3	+6	Dragon shape (greater)	+1 level of existing arcane spellcasting class
9th	+4	+6	+3	+6	Death knell (10' radius), draconic skin (+4)	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Fell healing 3, dragon apotheosis	—

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Intimidate, Knowledge (all skills taken individually), Profession, Spellcraft.

child growing up in Nibenay or have learned since moving to the city. They are a sleek, mobile type of warrior, hardly ever staying in one spot and prove to be an unpredictable and deadly opponent.

Most mystic dancers are multiclassed **bard/psychic warriors** due to the combination of performance ability and mental focus required to perform the dances that give the mystic dancer their name. Some are **psions** instead of **psychic warriors**, while others may have some background as a **rogue** or **fighter**. Any character that meets the tough requirements of the mystic dancer can benefit from all special abilities she receives, but performers will enjoy those benefits above anyone else. NPC mystic dancers are usually looking for work they can easily incorporate into their dancing. Some may work on retainer for a patron, performing any task their employer requires in exchange for significant monetary compensation.

Becoming a Mystic Dancer

To qualify to become a mystic dancer, a character must fulfill all the following criteria.

Entry Requirements

Feats: Cloak Dance, Psionic Dodge.

Skills: Bluff 6 ranks, Perform (dance) 8 ranks.

Special: Must have a **power point** reserve of at least 3 **power points**.

Class Features

Innuendo Dance (Ex): Starting at 1st level, you can deliver a secret message through your dance. You receive a bonus equal to your mystic dancer level on this check. See the **Bluff** skill description (PH 67) for more information.

Defense Dance (Ex): Starting at 1st level, as long as you maintain your **psionic focus**, you add your **Charisma** modifier (if positive) as a **dodge bonus** to **AC**, due to your constant dancing about as you move and distracting the attacker with your charms.

Uncanny Dodge: Starting at 2nd level, you gain the ability to react to danger before your senses would

normally allow you to do so. You retain your **Dexterity** bonus to **AC** (if any) even if you are caught **flat-footed** or struck by an invisible attacker. However, you still lose your **Dexterity** bonus to **AC** if **immobilized**.

If you already have **uncanny dodge** from a different class (you with at least four levels of **rogue**, for example), you automatically gain **improved uncanny dodge** (see below) instead.

Priytu-ih (Su): Also known as the joyful dance, you dance in a way to charm the watcher starting at 2nd level. If you have 10 or more **ranks** in **Perform (dance)** you can use your dance to improve the attitude of **NPCs** around you. Each creature to be influenced must be within 90 feet, able to see and hear the dancer, and able to pay attention to your. You must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three class levels beyond 1st, you can target one additional creature with a single use of this ability. Starting a priytu-ih is a **standard action** that provokes an **attack of opportunity**.

To use the ability, you make a **Perform (dance)** check. Your check result is the **Will save DC** for each affected creature. If a creature's **saving throw** succeeds, you cannot attempt to influence that creature again for 24 hours. If its **saving throw** fails, the creature regards you as its trusted friend and ally (treat the target's attitude as **friendly**). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its **saving throw**. Any potential threat requires the dancer to make another **Perform (dance)** check and allows the creature a new **saving throw** against a **DC** equal to the new **Perform** check result. The effect lasts for as long as the creature sees you perform and for up to 5 rounds thereafter. Priytu-ih is an **enchantment (charm)**, **mind-affecting** ability.

Improved Psionic Dodge (Ex): Starting at 3rd level, your **Psionic Dodge bonus** increases to +2, and can be applied wholly to one target, or a combination of two targets with a +1 bonus each. This bonus improves to +3 at 7th level and +4 at 10th level. All other normal rules for the **Psionic Dodge** feat apply.

Table: The Mystic Dancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Innuendo dance, defense dance
2nd	+1	+0	+3	+3	Uncanny dodge, priytu-ih
3rd	+2	+1	+3	+3	Improved psionic dodge +2, trap sense +1
4th	+3	+1	+4	+4	Evasion, liaka-ih
5th	+3	+1	+4	+4	Chance 1/day, improved cloak dance
6th	+4	+2	+5	+5	Defensive-fight dance, trap sense +2
7th	+5	+2	+5	+5	Improved psionic dodge +3, improved uncanny dodge
8th	+6	+2	+6	+6	Force dance
9th	+6	+3	+6	+6	Improved evasion, trap sense +3
10th	+7	+3	+7	+7	Wriquo-ih, improved psionic dodge +4

Class Skills (4 + Int modifier per level): Autohypnosis, Balance, Bluff, Climb, Concentration, Craft, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Jump, Knowledge (local), Listen, Move Silently, Perform, Profession, Sense Motive, Sleight of Hand, Spot, Tumble, Use Psionic Device, Use Rope.

Hit Die: d6

Trap Sense (Ex): At 3rd level, you gain an intuitive sense that alerts you to danger from traps, giving you a +1 bonus to **Reflex saves** made to avoid traps and a +1 **dodge bonus** to **AC** against attacks by traps. These bonuses increase by +1 every three mystic dancer levels thereafter (6th, 9th, etc.). Trap sense bonuses gained from multiple classes stack.

Evasion (Ex): At 4th level you gain the **evasion** ability. When you make a successful **Reflex saving throw** against an attack that normally deals half damage on a successful **save**, you instead takes no damage. **Evasion** can be used only if you are wearing light armor or no armor. A **helpless** mystic dancer does not gain the benefit of evasion.

Liaka-ih (Su): Also known as the tragic dance, you can make any target that watches the dance sick starting at 4th level. The range that this dance is effective is 15 feet plus 5 feet per class level. You must dance for at least 3 rounds and upon the completion of this dance, all targets in range of the effect who were watching must make a **Will save** at **DC 10** + your **Charisma** modifier or become **fatigued** for a number of rounds equal to 1 plus 1 round for every increment of 2 that the **save** failed by rounded down (minimum 1 round).

You must expend your **psionic focus** in order to perform this dance.

If you are attacked successfully while performing this dance, you must make a **Concentration** check (**DC 12** + damage dealt) to keep it from being stopped. If the **Concentration** check fails, you keep dancing but do not receive any benefit from the dance, and must start it up again your next round if so desired once you can maintain your **psionic focus** again.

Chance (Ex): Mystic dancers are quick thinkers and have a supernatural luck about them because of this. You can reroll any failed result on a d20 once per day. You must keep the result of the reroll, even if it is another failure.

Improved Cloak Dance (Ex): As the **Cloak Dance** feat, except that you can use a **free action** to obscure your exact position. Until your next turn you have **concealment**. Alternatively, you can take a **move action** to entirely obscure your exact position which then grants here total **concealment** until your next turn.

Defensive-Fight Dance (Ex): Starting at 6th level, whenever you use the fighting defensively action and is **psionically focused**, you receive a +4 **dodge bonus** to **AC** instead of the normal +2. Whenever you use the total defense action, you receive a +6 **dodge bonus** to **AC** instead of the normal +4. All bonuses stack with the bonuses one would receive from having 5 or more **ranks** in **Tumble**, as described in the fighting defensively section in *PH*

Improved Uncanny Dodge (Ex): At 7th level and higher, you can no longer be **flanked**; you can react to opponents on opposite sides of you as easily as you can react to a single attacker. This defense denies a **rogue** the ability to use a flank attack to **sneak attack** you, unless the attacker has at least four more **rogue** levels than you have mystic dancer levels. If you already have **uncanny dodge**

(see above) from another class, you automatically gain **improved uncanny dodge** instead, and the levels from the classes that grant **uncanny dodge** stack to determine the minimum levels a **rogue** must be to flank you.

Force Dance (Ex): When unarmored, a mystic dancer of 8th level or higher with 16 or more **ranks** in **Perform (dance)** can use his dance to improve your combat abilities. After 1 round of uninterrupted dance, you can add your **Charisma** modifier (if any) to attack and damage rolls with all melee attacks you have on the following round. Starting a force dance is a **full-round action** and requires the expenditure of your **psionic focus**. You can use force dance once per day per mystic dancer level.

Improved Evasion (Ex): At 9th level, your **evasion** ability improves. You still take no damage on a successful **Reflex saving throw** against attacks, but henceforth you takes only half damage on a failed **save**. A **helpless** mystic dancer does not gain the benefit of improved evasion.

Wriquo-ih (Su): When unarmored, you can accomplish another style of the force dance known as the war dance at 10th level, but with added emphasis on war, and martial life. If the mystic dancer has 20 or more **ranks** in **Perform (dance)**, you can use your dance to turn yourself into a dancing war machine. After 2 rounds of uninterrupted dance, you must make a **DC 30 Perform (dance)** check and expend your **psionic focus**, you gain the abilities as if you performed a force dance, plus you receive a +10 bonus to your movement and can also now add your **Charisma** modifier to your **AC**. You also receive an extra attack at your full **base attack bonus** on your next round. You can use this ability as many times as you want in a day, however, upon completion of the dance the mystic dancer must make a **Fortitude** check at **DC 25**, if you fail you is automatically considered **exhausted**.

Obstinate Soul

"There's nothing that can't be accomplished once you set your mind to it."

—Glabric, obstinate soul

All dwarven folk are known for their determination and obsession with completing tasks they have taken on. The obstinate souls are dwarves who take the devotion to their focus to a level above most of their kin, hinging every act and decision upon how it relates to their focus, unwavering in their pursuits to complete it.

Obstinate souls are greatly respected by their fellow dwarves, and are often tasked with the most vital of undertakings. Most often found within dwarven communities, an obstinate soul won't usually be found in positions of authority due to their single-minded approach to all things; though they are always called upon to offer insight on a situation that pertains to their current focus. Obstinate souls can be found anywhere, if there is reason to be there that relates to the completion of their focus.

Table: The Obstinate Soul

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Class Features
1st	+0	+2	+0	+2	Expanded focus	+1 level existing class features
2nd	+1	+3	+0	+3	Dwarven resolve +2	—
3rd	+2	+3	+1	+3	Expanded focus	+1 level existing class features
4th	+3	+4	+1	+4	Focused probability	—
5th	+3	+4	+1	+4	Expanded focus, dwarven resolve +3	+1 level existing class features

Class Skills (4 + Int modifier per level): Craft, Concentration, Knowledge (any three), Listen, Profession, Search, Sense Motive, Spot.

Most classes find the abilities of the obstinate soul beneficial, but the majority of those who take this class come from a combat-related background or an NPC class. These dwarves work well with anyone whose goals are in line with their current focus, but most work alone due to their constant drive to meet their goal.

Becoming an Obstinate Soul

To qualify to become an obstinate soul, a character must fulfill all the following criteria.

Entry Requirements

Skills: Concentration 7 ranks.

Feats: Disciplined, Iron Will.

Race: Dwarf.

Special: The character must have successfully completed three or more foci, each of which required at least one month to accomplish.

Class Features

Class Features: At 1st, 3rd, and 5th-levels, your class features (including spellcasting or manifesting abilities) increase in effective level as if you had also gained a level in a class to which you belonged before adding the prestige class level. You do not, however, gain the benefit of your previous class's Hit Dice, attack progression, skill points, or saving throws. If you had more than one class before becoming into this prestige class, you must decide to which class to add each level for the purpose of determining class features.

Expanded Focus: Beginning at 1st level and at every odd level thereafter, you may choose to add your focus bonus to affect one of the following:

- Initiative checks
- Armor Class
- Spells or psionic powers with variable numeric effects
- Turning checks
- Caster or manifester level checks
- Ability checks

Each option can be selected only once.

Dwarven Resolve (Ex): Beginning at 2nd level, your morale bonus on all checks related to your focus increases to +2. At 5th level, your morale bonus increases to +3.

Focused Probability: Starting at 4th level, you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check that relates to your focus. The choice to reroll must be declared before the results of

the previous die roll is revealed a success or failure. You must take the result of the reroll, even if it is worse than the original roll. This ability is usable only once per day.

Procurer

"Of course these are my goods! I bought them from a trusted source."

—Coraanu Clearwater, procurer

Procurers are elves who conduct legitimate trading with one hand while stealing with the other. These elves usually work for either themselves as traders or for their respective tribes, filling the market stalls with goods stolen from other merchants, nobles, free citizens, templars, and even sorcerer-kings.

Procurers can be found in any city-state, haggling and bartering for a better price for their wares and illicit good. Most procurers come from the bard and rogue class, whose abilities allow them to excel at obtaining more goods for sale. Multi-class combinations are not unusual, since spells and the Way would greatly help with their efforts to procure good for sale, though druids and templars almost never become procurers due to their ties to either the land or respective sorcerer-kings and not their Elven tribe.

NPC procurers can be found anywhere there are profits to be made, seeking new markets, suppliers, and new opportunities to rob something valuable.

Becoming a Procurer

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

Entry Requirements

Skills: Appraise 8 ranks, Spot 6 ranks, Profession (trader) 4 ranks.

Feats: Trader.

Special: Must be an elf affiliated to a tribe.

Class Features

Secret Door Finding: A procurer who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Trapfinding: Procurers can use the Search skill to locate traps when the task has a DC higher than 20.

Table: The Procurer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Secret door finding, obsession
2nd	+1	+0	+3	+0	Skillful fingers, trapfinding
3rd	+2	+1	+3	+1	Trade secret
4th	+3	+1	+4	+1	Trap intuition
5th	+3	+1	+4	+1	Special ability

Class Skills (6 + Int modifier per level): Appraise, Bluff, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Spot.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

You can use the **Disable Device** skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A procurer who beats a trap's DC by 10 or more with a **Disable Device** check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Obsession: Procurers are extremely curious. You must make a **Will save** (DC 10 + your procurer level) to avoid snooping around any closed door or tent opening.

Skillful Fingers: You receive a +2 bonus on **Open Lock**, **Disable Device**, and **Sleight of Hand** checks.

Trade Secret: At 3rd level, you may select one of the following trade secrets: coolheaded, skilled or versatile.

Trap Intuition (Ext): Starting at 3rd level, you gain a bonus on **Reflex saves** made to avoid traps and a **Dodge bonus** to AC against attacks made by traps equal to your procurer class level. This ability stacks with trap sense.

Special Ability: At 5th level, you gain a special ability of your choice from among the following options: dune trader, silver tongue, skill mastery, notoriety, slippery mind, looter's luck, and feat. These abilities are described in the *Player's Handbook* and the *Dark Sun Core Rules*.

Psilogist

"The Way is hard for those without the Will to follow it to the end."

—Urmexca, Draji psilogist

Many are those who are trained in the use of the Way, but few dedicate themselves completely to its comprehension. The psilogist studies extensively in the psionic academies and schools to unlock a mastery over the Way that other never dream of. By learning from the various existing traditions of the Way, he can benefit from the wisdom of hundreds of great masters. Intense contemplation on the uses of his powers and on the understanding of his Will are paramount to this end. He firmly believes that psionics is superior to magic, or any other physical training, if its user is knowledgeable enough in the Way and has the Will to back it up. The psilogist even considers himself superior to other, more mundane users of the Way.

Hit Die: d6

Only manifesters who have given a priority to their psionic development are likely to be drawn to becoming psilogists. Thus, almost all psilogists come from the **ranks** of psions or psionicists (NPC psionic class), and a few wilders who trained in the academies after developing their powers on their own. **Psychic warriors** and soulknives rarely have the intellectual focus required to become psilogists.

NPC psilogists are most often found in the various psionic academies dotting the lands of Athas. They are often teachers of the Way, masters who show the superiority of psionics over all other disciplines to those who wish to listen. They are always on the lookout to find new ways to develop their already impressive grasp of the Will and the Way.

Becoming a Psilogist

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

Entry Requirements

Alignment: Any lawful.

Skills: Knowledge (psionics) 12 ranks, Psicraft 12 ranks.

Feats: Psionic Affinity, Skill Focus (Knowledge [psionics]), Skill Focus (Psicraft), any two metapsionic feats.

Psionics: Able to manifest 5th-level powers.

Special: Must have trained in at least three different psionic academies or schools and must still be a member in good standing in one of them.

Class Features

Manifesting: At every level, you gain additional **power points** per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, **metapsionic**, psionic or item creation feats, psicrystal special abilities, and so on). This essentially means that you add the level of psilogist to the level of whatever manifesting class you have, then determines **power points** per day, powers known, and **manifesters level** accordingly.

If you had more than one manifesting class before you became a psilogist, you must decide to which class you add the new level of psilogist for the purpose of

determining **power points** per day, powers known, and **manifest level**.

Psionicism: You benefit from being a member from a psionic academy or school. The organization you are a member of provides you a place to stay for as long as you wish. You may board at the schoolground campus and are provided with meals and lodging of common quality. You must perform various duties in return for these benefits. Duties include making yourself available to teach students on campus for at least 2 consecutive weeks every six months and accepting special commissions handed down by senior members of the institution.

Psionic Acumen (Ps): At 2nd level, you develop ways to strengthen your powers farther than other users of the Way. You can now augment any power you know for a total of 1 **power point** more than your **manifest level**. At 5th and 9th level, you add an additional **power point** to the limit of **power points** you can spend for augmenting powers you know. This benefit cannot be used while you are wild surging, since it is by controlling consciously your use of the Will that you achieve this result.

Psionic Rationalization (Ps): At 3rd level, your understanding of the Way shows itself as you can enhance your powers while making less use of your Will. When using a **metapsionic** feat, you reduce the increased **power point** cost by 1. At 7th level, you can reduce the cost by an additional point. The cost cannot be reduced below its original cost by the use of this ability.

Forethought (Ps): Upon achieving 4th level, and later at 6th level, your control of the Way becomes such that you can manifest a power as if you were using **Quicken Power** a number of times indicated in Table: The Psiologist.

Discipline Insight (Ps): At 8th level, you master a single discipline that you choose, and your knowledge and understanding of this chosen discipline is so great that you can, once per day, manifest a power from that discipline as if you had two additional **manifest levels**. This benefit cannot be used while you are wild surging, since it is by controlling consciously your use of the Will that you achieve this result. If you are already a **psion**, then you must choose your chosen **psion** discipline when

using this ability.

Schoolmaster (Ps): At 10th level, you are able to manifest powers from your chosen discipline for the maximum effect possible. Once per day, you can manifest a power from that discipline that is both empowered and maximized, without any extra **power point** cost. The chosen discipline for the schoolmaster ability must be the same one as was chosen for discipline insight.

Quari-Dre

"Let me show you what I do to the soft shelled ones."

—Dej G'sed, to'ksa quari-dre

The quari-dre, or "bringer of death", is a kreen stalker that devotes itself to hunting intelligent humanoids. They hate their quarry with a passion, their hate fueled by a desire to avenge all the clutchmates they have lost to them. Qhari-dre are the quintessential image that all humanoids fear of the kreen: a killing insect-man that plows through their ranks, rapidly dealing death with its claws and mandibles.

Qhari-dre are usually warriors or fighters, and more rarely **psychic warrior**, for they concentrate more on their martial prowess than their psionic might. Unclassed kreen that meet the requirements can also have some levels in the class. Qhari-dre usually come from the ranks of those kreen especially proud of their racial heritage, and may as such have taken levels in the thri-kreen paragon class.

NPC quari-dre can be found as part of any kreen clutch, protecting their clutchmates from the depravities of the soft shelled races. Some of those are without clutch anymore wander the wastes alone, with the purpose of avenging the deaths of their former clutchmates.

Becoming a Quari-Dre

To qualify to become a quari-dre, a character must fulfill all the following criteria.

Entry Requirements

Table: The Psiologist

Hit Die: d4

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Psionicism	+1 level of existing manifesting class
2nd	+1	+0	+0	+3	Psionic acumen (1)	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Psionic rationalization (-1)	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Forethought (1/day)	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Psionic acumen (2)	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Forethought (2/day)	+1 level of existing manifesting class
7th	+3	+2	+2	+5	Psionic rationalization (-2)	+1 level of existing manifesting class
8th	+4	+2	+2	+6	Discipline insight	+1 level of existing manifesting class
9th	+4	+3	+3	+6	Psionic acumen (3)	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Schoolmaster	+1 level of existing manifesting class

Class Skills (2 + Int modifier per level): **Autohypnosis**, **Bluff**, **Concentration**, **Diplomacy**, **Knowledge** (all skills, taken individually), **Psicraft**, **Sense Motive**, **Use Psionic Device**.

Race: Thri-kreen.
Base attack bonus: +5.
Skills: Move Silently 5 ranks, Spot 5 ranks, Survival 5 ranks.
Feats: Improved Overrun, Multiattack.
Special: Must have lost a clutchmate to a humanoid's attack.

Class Features

Dra Killer (Ex): Due to extensive training against soft-shelled opponents and training in specifically designed combat techniques using your natural attacks, you gain a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humanoids with a +2 or less natural armor bonus. You get the same bonus on attack and damage while using your natural weapons against these creatures. The bonus on damage does not apply against creatures that are immune to critical hits. At 3rd, 6th, and 9th level, your bonus increase by 1.

The bonuses gained from this ability stack with those conferred by the favored enemy class feature.

Stability (Ex): The quari-dre, by using his multiples limbs to keep his Balance and stability, gains a +4 bonus to his Strength check to knock prone or resist being knocked prone by a defender.

Jump Amongst the Enemy (Ex): At 2nd level, you can use the overrun action to plow past more than one opponent in a round. You can use this ability to overrun opponents until you fail to knock one of your opponents prone. The additional opponents over the first must be of the humanoid type. You can overrun a maximum of 2 opponents at 2nd level, 3 opponents at 5th level, and 4 opponents at 8th level.

Pierce the Soft Shell (Ex): At 5th level, the damage you inflict with your unarmed attacks increases by one step, as if your size had increased by one category (MM 291).

Slash at the Fell (Ex): Upon achieving 4th level, the quari-dre that knocks an opponent prone with the overrun action may make an attack of opportunity with one claw against this opponent. You can do so once per overrun action at 4th level, and twice at 7th level. Only

one attack of opportunity is allowed per opponent knocked prone.

Tear the Soft Shell: By 7th level, you treat your natural weapons as if you had the Improved Critical feat when fighting humanoids with a +2 or less natural armor bonus.

Dra Slayer (Ex): At 10th level, you gain an ability equivalent to the assassin's death attack ability (DMG 180), except it can only be used against humanoids with a +2 or less natural armor bonus, is usable only with one of your unarmed attacks, and does not require a successful sneak attack. The humanoid must still be denied its Dexterity bonus.

Royal Animator

"If this spy refuses to tell us who his master is, then his corpse will in his stead. Kill him."

— Ang-Thal, Raamin royal animator

Royal animators in service of sorcerer-monarchs have similar duties as royal defilers, with an emphasis on the dead arts. They are often trained in those arts by more powerful defilers in service of the king or queen, and sometimes even personally by the sorcerer-monarch. Royal animators can exert the same authority as templars within the boundaries of their monarch's city-state.

In most of the cities that have lost their dragon kings, animators have been driven away or killed by the populaces who have feared them all their lives. These defilers can attain powerful positions in the templar hierarchy and can achieve great personal power. Their duties in the dead arts extend to raising walking dead for gladiatorial games and the creation of undead armies and war machines in times of war. They are also used to pilfer of knowledge the dead minds of corpses, and some sorcerer-monarchs also employ them for particularly horrible punishments.

Humans are ambitious, elves are scrupulous and half-elves have the natural aptitude of their parent races' aptitude for magic. These three races are the most common royal animators. All royal animators have levels in the wizard class. The most feared agents of the

Table: The Quari-Dre

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Dra killer +1, stability
2nd	+2	+3	+0	+0	Jump amongst the enemy (2 opponents)
3rd	+3	+3	+1	+1	Dra killer +2
4th	+4	+4	+1	+1	Pierce the soft flesh, slash at the fell (once)
5th	+5	+4	+1	+1	Jump amongst the enemy (3 opponents)
6th	+6	+5	+2	+2	Dra killer +3
7th	+7	+5	+2	+2	Slash at the fell (twice), tear the soft flesh
8th	+8	+6	+2	+2	Jump amongst the enemy (4 opponents)
9th	+9	+6	+3	+3	Dra killer +4
10th	+10	+7	+3	+3	Dra slayer

Class Skills (2 + Int modifier per level): Bluff, Craft, Intimidate, Jump, Listen, Move Silently, Search, Sense Motive, Spot, Survival.

Hit Die: d10

sorcerer-kings are multi-classed templar/defilers who sometimes become royal animators and are the most devoted tools of their liege.

Becoming a Royal Animator

To qualify to become a royal animator, a character must fulfill all the following criteria.

Entry Requirements

Skills: Diplomacy 2 ranks, Intimidate 2 ranks, Knowledge (arcana) 8 ranks, Knowledge (religion) 4 ranks, Knowledge (warcraft) 4 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Must be a defiler specialized in the Necromancy school of magic and must be accepted by his sorcerer-monarch.

Class Features

Animation Reserve (Ex): A royal animator receives a pool of points he can spend instead of experience points when using the shape undead ability. Each time you gain a class level, you receive a new animation reserve. When gaining a new level, unspent points from previous levels are lost.

Secular Authority (Ex): This ability works exactly as described in the templar class entry in the *DS3 Core Rules*.

King's Library: Royal animators have access to the King's Library, a vast resource of spells and magical knowledge. You gain four new spells for every level gained in royal animator (including 1st), rather than two at every level.

Shape Undead: Skilled at undead crafting, a royal animator can impart unto the undead, at the moment he animates or creates them, certain abilities depending on his number of ranks in Knowledge (religion). Each ability has a cost in XP and when applied affects all creatures

produced through a necromancy spell. Imparting one or more of these abilities increases the casting time of the necromancy spell to 1 hour (unless it already is 1 hour or longer).

- **Hardened Body:** Each undead you animate or create with any necromancy spell gains a +2 natural armor bonus to Armor Class.

Ranks: 4; XP Cost: 25.

- **Nimble Body:** Each undead you animate or create with any necromancy spell gains a +4 bonus on initiative checks and a 10-foot increase to its base land speed.

Ranks: 4; XP Cost: 50.

- **Retributive Death:** Each undead you animate or create with any necromancy spell releases a burst of grayish vapors upon its destruction, dealing 1d4 points of negative energy damage per Hit Die of the undead to every creature within a 10-foot spread (Reflex DC 15 half).

Ranks: 6; XP Cost: 100.

- **Pestilent Body:** Each undead you animate or create with any necromancy spell carries the filth fever disease (see Glossary in the *Dungeon Master's Guide*), transmissible upon physical contact with the undead or through a natural or melee touch attack.

Ranks: 8; XP Cost: 125.

- **Swarm Body:** Undead vermin that you animate break down into one or more bugdead swarm of your choice (see Appendix 2 of *Terrors of the Dead Lands*). The total Hit Die of the undead swarm or swarms has to be equal to or less than the HD of the undead vermin they are composed of. For example, a 12 HD undead rhinoceros beetle can break down into one 8 HD undead Athasian locust swarm and one 4 HD undead mini-kank swarm, or any combination of bugdead swarms whose total Hit Die is equal to or less than 12 HD.

Ranks: 8; XP Cost: 150.

- **Toughened Body:** Each undead you animate or create

Table: The Monarch's Chosen

Level	Base					Hit Die: d4	
	Attack Bonus	Fort Save	Ref Save	Will Save	Animation Reserve	Special	Spellcasting
1st	+0	+2	+0	+2	500	King's library, secular authority, shape undead	+1 level of existing arcane spellcasting class
2nd	+1	+3	+1	+3	700	Animator secret	—
3rd	+1	+3	+1	+3	900	—	+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4	1,200	Animator secret	—
5th	+2	+4	+2	+4	1,500	—	+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	2,000	Animator secret	—
7th	+3	+5	+2	+5	2,500	—	+1 level of existing arcane spellcasting class
8th	+4	+6	+3	+6	3,000	Animator secret	—
9th	+4	+6	+3	+6	4,000	—	+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	5,000	Animator secret	—

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (all skills, taken individually), Literacy, Profession, Sense Motive, Spellcraft.

with any **necromancy** spell gains a +4 **enhancement bonus** to **Strength** and +2 **hit points** per **Hit Die**.

Ranks: 8; **XP Cost:** 75.

- **Battleborn:** Each undead you animate or create with any **necromancy** spell gains a spark of intelligence and **skill**. Undead gain a bonus feat of the royal animator's choice or access to a **skill**. Undead with **Int** — can only gain a feat with combat applications, such as **Power Attack** or **Improved Initiative**. Creatures with an **Intelligence** score can gain any **skill** or general feat, including a **skill**-related feat such as **Stealthy**, or a feat from a specialized type like **metamagic** or divine. The undead must meet the prerequisites for the feat. Skill points gained equal (4 + **Int** modifier, minimum 1) per **HD**, with quadruple **skill** points for the first **HD**.

Ranks: 10; **XP Cost:** 250.

- **Undead Lieutenant:** An intelligent undead with this ability can take control of skeletons and zombies. The undead creatures must be uncontrolled and within 30 feet of the intelligent undead to fall under its control. Taking control is a **standard action**, and the intelligent undead decides which creature or creatures it gains control of. Undead remain under its control indefinitely. It commands them by voice and they understand it, no matter what language it speaks. Even if vocal communication is impossible the controlled creatures do not attack the intelligent undead. It can control only 2 **HD** worth of undead creatures per **Hit Die** it possesses. If it exceeds this number, all the newly controlled creatures fall under its control, and any excess undead previously controlled become uncontrolled. (It chooses which creatures are released.) The creatures move with the intelligent undead, staying within 30 feet of it. If commanded to leave this radius they become uncontrolled. These undead creatures count towards the maximum number of **HD** worth of undead creatures the intelligent undead can control per **caster level**, if it has levels in a spellcasting class.

Ranks: 12; **XP Cost:** 500.

Animator Secret: At 2nd level and every two other levels afterward, the royal animator learns an animator secret, chosen from the following list. A secret may only be chosen once, unless the description says otherwise, and the royal animator must meet any prerequisites.

- **Advanced Undead War Machine:** You can make extraordinary use of the **Knowledge** (warcraft) **skill** to animate the corpses of **Large** or larger animals or vermin, such as mekillots or war beetles, into advanced undead war machines. Such a creature receives 1 additional **HD** per 2 **ranks** in **Knowledge** (warcraft) that you possess. These additional **HD** do not count against your limit of undead controlled and you do not need to pay the material components for their addition. These **HD** do not increase the creature in size even if they would normally do so.

- **Dark Crafting Knowledge:** You can create magic items that pertain to the animation, creation, and control of undead, as well as those items that specifically affect them, as if you have the **Craft Wondrous Item** feat, and

pay half the price in **Cp** and **XP** for their creation (the duration of the item creation process is left unchanged).

- **Desecrated Animation:** Each undead you animate or create with any **necromancy** spell in a desecrated area gains +1 **hit point** per **HD** and +2 turn resistance.

- **Enduring Control:** **Control undead** has a duration of 10 minutes/level for you.

- **Ignore Necromantic Components:** You may cast **necromancy** spells that animate or create undead without any material components. The **Eschew Materials** feat is a prerequisite for this ability.

- **Necromantic Knowledge:** Study of **necromancy** texts allows you to cast a number of spells more easily. To you, **animate dead** is a 3rd-level spell, **control undead** a 6th-level spell, **create undead** a 5th-level spell, and **create greater undead** a 7th-level spell.

- **Necromantic Specialist:** This ability reduces the level requirement necessary to create a specific type of undead through a casting of **create undead** or **create greater undead** by 1 level. You can take this ability multiple times, each time reducing the level requirement by an additional 1.

- **Raising Curse:** When using **bestow curse** on a living creature, you can choose to impart a special curse unto it. On a failed **save**, the creature animates into an undead upon its death, as per the **animate dead** spell (**caster level** equals your own).

- **Undead Horde:** You can control an additional 2 **Hit Die** worth of undead per **caster level** with any **necromancy** spell. You can take this ability multiple times, each time adding an additional 2 **Hit Die** worth of undead per **caster level**.

- **Unlife Mastery:** Each undead you animate or create with any **necromancy** spell gains maximum **hit points**.

Scion of the Worm

"My masters are not far behind."

—Shtahalam, scion of the worm

Scions of the worm are those that have decided to place themselves in the services of the psurlons completely, in the hope of gaining a greater understanding of psionics. They serve their psionic masters in exchange for power, in return growing more and more like their masters.

Psions and wilders seem most attracted to the scion of the worm class, but **psychic warriors** who wish to bolster their combat abilities also find that the class features are of interest.

NPC scions of the worm are mostly found wandering the wastes on errands for their masters, but can also be encountered in the city-states and villages, searching for secrets or slaves to bring their masters. They often go wrapped in large garments, passing themselves for one of the New Races to avoid arousing suspicion about their appearance.

Becoming a Scion of the Worm

To qualify to become a scion of the worm, a character must fulfill all the following criteria.

Entry Requirements

Alignment: Lawful evil.

Race: Any humanoid.

Skills: Concentration 8 ranks, Knowledge (planes) 4 ranks, Knowledge (psionics) 8 ranks.

Feats: Combat Manifestation.

Psionics: Able to manifest 3rd-level powers.

Special: Must make friendly contact with a psurlon adept and undergo a ritual in which you willingly submit to *read thoughts* to prove your sincerity.

Class Features

Manifesting: At every level indicated on the class table, you gain additional **power points** per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, **metapsionic**, psionic or item creation feats, psicrystal special abilities, and so on). This essentially means that you add the level of scion of the worm to the level of whatever manifesting class you have, then determine **power points** per day, powers known, and **manifester level** accordingly.

If you had more than one manifesting class before you became a scion of the worm, you must decide to which class you add the new level of scion of the worm for the purpose of determining **power points** per day, powers known, and **manifester level**.

Foreign Mind (Su): Due to exposure to and influence from the psurlons, you gain a +4 **resistance bonus** to **charm** and **compulsion** effects.

Domination (Ps): You can manifest *psionic dominate* once per day, as a **standard action** that does not provoke an **attack of opportunity**. The **save DC** is equal to 13 + your **Charisma** modifier. Your **manifester level** is the **manifester level** of the effect. This ability is usable twice per day at 4th level.

Maw of the Psurlon (Ex): Upon achieving 2nd level, your lips retract and your teeth become pointed. You now can make a **bite attack** (1d4 points of damage for a **Medium** creature, 1d3 for a **Small**, and 1d6 for a **Large**).

Ability Boost: By 3rd level, constant psurlon exposure

upon you transforms your brain and elongates your head, increasing your **Intelligence** score by 2 points.

Blindsight (Ex): Upon achieving 5th level, you lose the use of your vision but can now ascertain your surroundings by nonvisual means. Your eyes get smaller and turn solid black. This ability enables you to discern objects and creatures within 60 feet. You do not need to make **Listen** or **Spot** checks to notice creatures within range of your blindsight.

Psurlon Apotheosis (Ex): At 5th level, you have been changed and twisted by the power of the psurlons. Your skin gets a deep, brick-red color, with a subtle segmented look at the joints. Your type changes to monstrous humanoid. This transformation has no effect on your **Hit Die** type. In addition, you gain a +2 **racial bonus** on **Will saves** as your mind is further alienated by your psurlon mentors.

Ex-Scions of the Worm

A scion of the worm that changes his alignment away from lawful evil or willingly opposes psurlons loses almost all the class features of this prestige class. The only class features that are not lost are the psurlon apotheosis and **blindsight** abilities. You are permanently warped and twisted into a monstrous humanoid for the rest of your life.

Sensei

"Physical perfection is useless without mental perfection."

— Talanoa, Nibenese sensei

The most powerful characters on Athas combine the study of psionics with the study of another discipline. Dragons study sorcery in conjunction with the Way, while elemental clerics harness the power of their minds to the power of their worship. The sensei combines an intensive physical training program with the Way, seeking to become the perfect weapon.

Sensei are very rare in the Tyr region, since their art is extraordinarily demanding. Few people are even aware that they exist. Each sensei charts his own course in life; there is no organization or school that binds them together.

They are students of the art of combat, seeking to defeat their foes physically, mentally, and spiritually. They are supremely confident in their abilities and

Table: The Scion of the Worm Hit Die: d6

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Domination 1/day, foreign mind	—
2nd	+1	+0	+0	+3	Maw of the psurlon	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Ability boost (+2 Int)	+1 level of existing manifesting class
4th	+3	+1	+1	+4	Domination 2/day	+1 level of existing manifesting class
5th	+3	+1	+1	+4	Blindsight, psurlon apotheosis	—

Class Skills (4 + **Int modifier per level):** Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Knowledge (the planes/psionics), Listen, Profession, Psicraft, Search, Sense Motive, Spot.

understand their capabilities and limitations exactly. Mere treasure is not enough to win a sensei's service; they only exercise their skills for worthy causes. There is little room in the sensei's existence for anything but the quest for perfection.

The few known sensei are usually humans, half-elves, elves and muls, since they are usually the only races with both the physical and mental requisites. Sensei from other races are unknown in the Tyr Region. Some may be assassins, others gladiators, and others wandering champions who fight against injustice.

Becoming a Sensei

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

Entry Requirements

Base attack bonus: +4

Skills: Autohypnosis 3 ranks, Concentration 7 ranks, Jump 4 ranks, Tumble 5 ranks.

Feats: Improved Unarmed Strike or Weapon Focus (any) and Psionic Meditation.

Psionics: Able to manifest 2nd-level powers.

Class Features

Weapon and Armor Proficiency: Senseis are proficient with all simple weapons, plus the chatkcha.

Manifesting: At every level from 2nd through 9th, you gain additional **power points** per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of that class would have gained (bonus feats, **metapsionic** or item creation feats, psicrystal special abilities, and so on). This essentially means that you add the sensei level to the level of whatever manifesting class you have, then determines **power points** per day, powers known, and **manifester level** accordingly.

If you had more than one manifesting class before you became a sensei, you must decide to which class you add

the new level of sensei for the purpose of determining **power points** per day, powers known, and **manifester level**.

AC Bonus (Ex): You gain an **insight bonus** to your **Armor Class** when wearing no armor equal to your **Wisdom** modifier, if positive. The **insight bonus** received may not exceed your sensei level.

Fighting Style (Ex): At 1st level, you must select one of two combat styles to pursue: armed or unarmed combat. This choice affects your class features but does not restrict your selection of feats or special abilities in any way.

If you select armed, you are treated as having the **Psionic Weapon** feat, even if you do not have the normal prerequisites for that feat.

If you select unarmed combat, you are treated as having the **Psionic Fist** feat, even if you do not have the normal prerequisites for that feat.

The benefits of your chosen style apply only when you wear no armor. You lose all benefits of your combat style when wearing armor.

Unarmed Strike: This is exactly like the **monk** ability of the same name. If you get an increase in your unarmed damage from another source (such as psionic monk levels) your sensei levels stack in order to determine the total damage.

Bonus Feat: You unlock more of your potential. You gain a bonus feat from the following list: **Blind-fight**, **Combat Reflexes**, **Deflect Arrows**, **Combat Expertise**, **Endurance**, **Improved Grapple**, **Improved Disarm**, **Improved Sunder**, **Improved Trip**, **Mental Leap**, **Power Attack**, **Rapid Metabolism**, **Stand Still**, **Stunning Fist**, **Up the Walls**. You must still meet the prerequisites for the feat.

Fast Movement (Ex): Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor and carrying a light load. Apply this bonus before modifying your speed because of any load carried or armor worn.

Improved Fighting Style (Ex): At 5th level, your

Table: The Sensei

Level	Base				Special	Hit Die: d8	
	Attack Bonus	Fort Save	Ref Save	Will Save		Unarmed Damage	Manifesting
					AC bonus, fast movement, fighting style, unarmed strike	1d6	—
1st	+1	+2	+0	+2			
2nd	+2	+3	+0	+3	Bonus feat	1d6	+1 level of existing manifesting class
3rd	+3	+3	+1	+3	—	1d8	+1 level of existing manifesting class
4th	+4	+4	+1	+4	Bonus feat	1d8	+1 level of existing manifesting class
5th	+5	+4	+1	+4	Improved fighting style	1d8	+1 level of existing manifesting class
6th	+6	+5	+2	+5	—	1d10	+1 level of existing manifesting class
7th	+7	+5	+2	+5	Bonus feat	1d10	+1 level of existing manifesting class
8th	+8	+6	+2	+6	—	1d10	+1 level of existing manifesting class
9th	+9	+6	+3	+6	Supreme fighting style	2d6	+1 level of existing manifesting class
10th	+10	+7	+3	+7	Vihear	2d6	—

Class Skills (2 + Int modifier per level): Autohypnosis, Balance, Climb, Concentration, Craft, Heal, Intimidate, Jump, Knowledge (psionics), Profession, Ride, Tumble.

aptitude in your chosen combat style (armed or unarmed combat) improves. If you selected armed at 1st level, you are treated as having the **Improved Psionic Weapon**, even if you do not have the normal prerequisites for that feat.

If you selected unarmed combat at 1st level, you are treated as having the **Improved Psionic Weapon** feat, even if you do not have the normal prerequisites for that feat.

As before, the benefits of your chosen style apply only when you wear no armor. You lose all benefits of your combat style when wearing armor.

Supreme Fighting Style (Ex): At 5th level, your aptitude in your chosen combat style (armed or unarmed combat) becomes supreme. If you selected armed at 1st level, you are treated as having the **Unavoidable Strike**, even if you do not have the normal prerequisites for that feat.

If you selected unarmed combat at 1st level, you are treated as having the **Deep Impact** feat, even if you do not have the normal prerequisites for that feat.

As before, the benefits of your chosen style apply only when you wear no armor. You lose all benefits of your combat style when wearing armor.

Vihear (Ex): Through the quiet acceptance of authority, mental discipline and extinguishing your self, you have obtained a state of inner peace known as Vihear (sanctuary in Nibenese). You are immune to **fear** and **compulsion** effects.

Spirit Incarnate

"We will defile you like you defiled the land."

—Carota, spirit incarnate half-elf

Spirit incarnates occur in **druid**-protected areas frequently despoiled by intruders, especially defilers. The desperation of those spirits of the land taking the brunt of the downward spiral affecting Athas reaches the druids of those lands and forces a conduit through which they can affect their plight. Spirit incarnates will not hesitate to hunt down and eradicate wizards but most do not bother

travelers who are respectful of nature. Many spirit incarnates are found amongst grove masters who see their lands ravaged by the actions of intelligent creatures. A certain duality becomes apparent in the thought processes and mannerisms of these druids as both their essence and that of the spirit of the land have merged.

The rage and desperation of the spirit of the land is what permits this merging to occur, thus fiery half-elves are the best candidates to first feel the connection. Halflings, pterrans, and aarakocras are also found as spirit incarnate due to their strong affinity to nature.

Spirit incarnates will often focus on an area that has been particularly ravaged until the land has been restored to the fullest extent of their abilities. Those spirit incarnates that are also grove masters will restore their guarded lands and stay in the area to protect it from future harm. **NPC** spirit incarnate usually attack without warning travelers who harbor a wizard in their midst.

Becoming a Spirit Incarnate

To qualify to become a spirit incarnate, a character must fulfill all the following criteria.

Entry Requirements

Skills: Knowledge (nature) 8 ranks, Survival 5 ranks.

Feats: Wastelander.

Special: Must have wild shape class feature and come into contact with a Spirit of the Land.

Class Features

Perceive Taint (Sp): Spirit incarnates can feel the intangible taint of defiling. You can use *defiler scent* at will.

Sacrifice (Su): If someone defiles within 60 feet of you, you can react to protect the land through sacrificing part of your own life force. This nullifies a wizard's defiling radius and any effects it entails, including those of Raze feats. You lose 1 **hit point** per 5 feet of defiling radius nullified.

Spirit Shape (Su): You can call upon the local spirit of the land, or guardian, to extend itself into your body, in

Table: The Spirit Incarnate Hit Die: d8

Level	Base				Special	Spellcasting/Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Perceive taint, sacrifice, spirit shape 1/day	+1 level of existing divine spellcasting class
2nd	+1	+3	+1	+3	Righteous rage	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	—	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Great will, spirit shape 2/day	+1 level of existing divine spellcasting class
5th	+3	+4	+2	+4	Rage casting	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Animate features, spirit shape 3/day	+1 level of existing divine spellcasting class
8th	+6	+6	+3	+6	Tireless rage	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	—	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Cleansing fire, spirit shape 4/day	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Handle Animal, Heal, Hide, Intimidate, Knowledge (nature), Listen, Move Silently, Profession, Sense Motive, Spellcraft, Spot, Survival.

effect channeling the spirit. The effect lasts for 1 hour per spirit incarnate level, or until you change back. If the threat at hand against the land is gone, the spirit of the land will retire on its own, putting a stop to the channeling. Initiating or putting an end to this merging is a **standard action** and doesn't provoke an **attack of opportunity**.

While spirit-shaped, you become surrounded by a tangible glowing white-green aura like a sheath of flame as you are infused with part of the spirit of the land, eyes glowing with life-giving energy. You receive 1 temporary **hit point** per **caster level**, and a +5 increase to your existing natural armor bonus. You ignore the first 10 points of energy damage per round. Furthermore, you gain a **SR** of 10 + **caster level** against arcane magic. In addition, you cannot use the *allegiance to the land* spell while spirit-shape.

Righteous Rage (Ex): At 2nd level, you can enter a rage while spirit-shaped. The ability can be used once per use of the spirit shape ability and otherwise functions as per the **barbarian's rage** ability.

Great Will (Ex): At 4th level, a raging spirit incarnate can postpone taking damage from the sacrifice ability until immediately after the end of his rage. When checking for **massive damage**, the damage inflicted by each act of defilement is considered independently.

Rage Casting (Ex): By 5th level, a spirit incarnate can cast spells while in a rage, as long as the spell's casting time is no more than 1 full round.

Animate Features (Sp): You become able to animate the features of the land while spirit-shaped when you reach 7th level. The ability can be used once per use of the spirit shape ability.

Lesser spirits of the land are brought into action by the will of the spirit of the land partially extended into you, animating the land's features (i.e. rocks, dirt, sand, water, sometimes even air and fire), to attack those that desecrate the land. The effect is the same as that of the spell *summon monster VI*, but instead of the summoning of creatures the spirits coalesce out of the land's features themselves. The spirits have the characteristics of appropriate elementals. You choose whether you summons a single **Large** elemental of a given type or many smaller ones (as per the *summon monster VI* spell), in the latter case being able to choose several types of elementals represented in the elements of the land around you.

If so choosing, you can instead command the minor spirits of the land to entangle foes as the entangle option from the *animate plants* spell, with the spirits extending themselves into tendrils of earth or water.

The effect lasts until the threat that brought the spirits into existence as been nullified or until the spirit shape ends.

Tireless Rage (Ex): At 8th level, you no longer become **fatigued** at the end of your **rage**.

Cleansing Fire (Su): At 10th level, you can call upon a force that consumes the corrupt and defiled. The ability can be used a number of times per day equal to your **Wisdom** modifier. As a **standard action**, you can concentrate your white-green aura into a sheath of fire.

This attack takes the form of a 30-foot-long semi-circular burst that deals 1d6 points of damage per **caster level** (maximum 15d6). Half of the damage is fire damage, and the rest is divine energy, therefore not subject to **resistance to fire** or **protection from energy (fire)** and similar magic (creatures immune to death effects are not affected by this force). This effect is not subject to **spell resistance**. In all other respects this force acts as the spell *cleansing flame*.

Ta'chat-tho

"I remember our common past, each one of our ancestors. You would hardly believe how many lives this represents..."

—Tk-k't, tondi ta'chat-tho

Ta'chat-tho are kreen who open themselves completely to the understanding of their racial memory. They are respected by their fellow kreen for their deep understanding of their race. They follow the inner path of the chat-tho – the kreen racial memory – attempting to unravel the past mysteries of their ancestor's lives.

Only kreen can become ta'chat-tho, but those can be from any classes. The majority are **psions** and **clerics** as those are the most likely to dedicate themselves to better understanding their race's ancient history.

NPC ta'chat-tho of the Tablelands are advisors to clutch-leaders and source of inspiration to their fellow clutch-mates. In the G'lathuk, the Kreen Empire of the north, the ta'chat-tho are considered learned sages, respected by their fellow tohr-kreen as living repositories of their great race's millennia old history.

Becoming a Ta'chat-tho

To qualify to become a ta'chat-tho, a character must fulfill all the following criteria.

Entry Requirements

Race: Thri-kreen.

Skills: **Concentration** 11 **ranks**, **Knowledge (nature)** 11 **ranks**.

Feats: **Iron Will**, **Skill Focus (Concentration)**.

Special: Must have experienced a natural racial memory trigger like viewing the Great One, the Dej, or the Chak'sa.

Class Features

Chat-tho Awakening (Ex): Your newly found connection with the genetic ancestors contained within your racial memory bolsters your spiritual resilience. You gain a +1 **morale bonus** to your **Will saves** for every odd level you gains within this class (maximum +5 at 9th level).

Pheromone Presence (Ex): You can emit pheromones that all kreen recognize as emanating from a kreen who is especially in touch with your racial memory. Those pheromones can be used to trigger intense reactions in other kreen. Different types of pheromones can be emitted as you advance within this class:

Acknowledgment: You continually emit pheromones that encourage positive relations with other kreen. All kreen within a 60 feet radius react to you as though they were two steps more friendly in attitude.

Enthrallment: At 4th level, once per day, you can release pheromones that automatically enthrall all kreen within a 60 feet radius. Emitting these pheromones requires a **standard action** to activate and can be used for up to 1 hour.

Dedication: At 7th level, once per day, you can release pheromones that cause an irresistible suggestion to all kreen within a 30 feet radius. The request must be brief and reasonable. Even after this ability ends, the kreen retain their initial attitude toward you. Emitting these pheromones requires a **standard action**.

Inspiration: At 10th level, once per day, you can emit pheromones that inspire other kreen to experience the greatness of their race's past deeds. All kreen within 30 feet gain a +4 **morale bonus** on attack rolls, saves, and **skill** checks, immunity to fear effects, and 10 **temporary hit points** for the next hour. Emitting these pheromones requires a **standard action**.

Ancestral Wisdom (Ex): At 2nd level, you gain an **insight bonus** to **Wisdom**-based skills equal to your ta'chat-tho level. You can use this ability a number of times per day equal to 2 + your **Wisdom** modifier. Each use of this ability is considered to be part of another action (in this case using a **skill**).

Reminiscence: At 3rd, 6th, and 9th level, you gain access to a specific memory, called reminiscence, contained within your racial memory. The experienced ta'chat-tho can even call forth physiological changes from these memories.

Each reminiscence description gives a minimum class level that must be attained in order to select the ability.

Ancestral Chakak (Ps): You awaken ancestral psionic knowledge. By doing so, you gain the following psionic powers, each usable three times per day: **catfall**, **hustle**, and **immovability**. The **manifest level** is your ta'chat-tho level. Minimum class level 6th.

Ancestral Ik (Su): Once per day, you can access the

wisdom of your priestly ancestors contained within your racial memory. You can use your **Wisdom** modifier in place of any other ability score modifier of your choice for a number of rounds equal to your ta'chat-tho level. For example, a severely wounded ta'chat-tho could use your high **Wisdom** modifier in place of your **Dexterity** modifier for a few rounds, increasing your **Armor Class**, **Reflex save** bonus, and ranged attack bonus (as well as **Dexterity**-based skills). Minimum class level 6th.

Ancestral Kak: Learning from the greatest warriors among your ancestors, you can select from one of the following feats: **Active Glands**, **Improved Natural Armor**, **Improved Natural Attack**, **Multiattack**, or **Multiweapon Fighting**. You must still meet all prerequisites for the bonus feat. Minimum class level 3rd.

Ancestral Tikik (Su): You, once per day and after 10 minutes of concentration, can access the knowledge gathered by your druidic ancestors and become one with nature, gaining knowledge of the surrounding territory. You instantly gain knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, sources of water, people, general animal population, presence of natural creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, this ability operates in a radius of 5 miles. In natural underground settings—caves, caverns, and the like—the radius is limited to 500 feet. This ability does not function where nature has been replaced by construction or settlement, such as in dungeons and towns. Minimum class level 3rd.

Ancestral Tik (Ps): You gains access to the knowledge of your most successful hunting ancestors, gaining the ability to use **psychic tracking** thrice per day. Your ta'chat-tho level is the **manifest level** of the power's effect. You also gain a bonus equal to your ta'chat-tho level when making a **Psicraft** check while psychic tracking. Minimum class level 3rd.

Blue Time (Ex): You grow a set of great gossamer wings that you can use to fly like your ancestors did between the islands that dotted the primordial waters. You may now fly at a speed equal to your normal land

Table: The Ta'chat-tho

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Chat-tho awakening, pheromone presence (acknowledgment)
2nd	+1	+0	+0	+3	Ancestral wisdom
3rd	+2	+1	+1	+3	Reminiscence
4th	+3	+1	+1	+4	Pheromone presence (enthrallment)
5th	+3	+1	+1	+4	Ancestral knowledge
6th	+4	+2	+2	+5	Reminiscence
7th	+5	+2	+2	+5	Pheromone presence (dedication)
8th	+6	+2	+2	+6	Chat-tho enlightenment
9th	+6	+3	+3	+6	Reminiscence
10th	+7	+3	+3	+7	Pheromone presence (inspiration)

Class Skills (4 + Int modifier per level): **Appraise**, **Bluff**, **Concentration**, **Craft**, **Decipher Script**, **Diplomacy**, **Gather Information**, **Heal**, **Knowledge** (all skills, taken individually), **Listen**, **Perform** (oratory), **Profession**, **Psicraft**, **Sense Motive**, **Search**, **Speak Language**, **Spot**.

Hit Die: d8

speed, with poor maneuverability. Minimum class level 9th.

Great One (Su): In remembrance of the sacrifice done by the Great One to save nature, you can react to protect the land through sacrificing part of your own life force if someone defiles near him. This nullifies a wizard's defiling radius and any effects it entails, including those of Raze feats. You lose 1 **hit point** per 5 feet of defiling radius nullified. Minimum class level 6th.

Green Time (Su): Memories of a lost time of plenty, when the hunt was easier and more bountiful, increases your natural vitality. You no longer need food (even though you can still eat for pleasure) and water. Your body manufactures sufficient solid and liquid nourishment to satisfy your needs. Also, once per day and for 1 hour, you can benefit from a +5 **enhancement bonus** to your **natural armor bonus**, +20 temporary **hit points**, and a +4 **morale bonus** to **Fortitude saves**. Minimum class level 9th.

Ancestral Knowledge (Ex): At 5th level, tapping into the experience of uncounted kreen generations, you can add your **Wisdom** modifier to **Intelligence**-based skills. You can use this ability a number of times per day equal to 3 + your **Wisdom** modifier. Each use of this ability is considered to be part of another action (in this case using a **skill**).

Chat-tho Enlightenment (Ex): At 8th level, you gain a permanent 2 points increase to your **Wisdom** score.

indicate rank in the military or templarate. The tattooist is a master of your trade which, besides crafting regular tattoos, is able to create psionic tattoos. Adventurers patronize tattooists before their journeys and psions often ornate their bodies with psionic tattoos containing powers they do not have access to. Being a tattoo crafter is a respectable craft, and masters of that trade have reputations reaching well beyond the confines of their city, with tattooists first among them. Their trade attracts all kind of patrons, especially considering their ability to create tattoos no common **psion** can.

Anyone who is trained in the Way can become a tattooist. Player characters with this class trade their craft traveling from place to place, counting on the stunning creations that adorn their skin to attract patrons, while most **NPC** tattooists are found owning tattoo parlors in the cities or trade villagers. Sometimes **NPC** tattooists go on pilgrimages through the land in search of new powers and the inspiration to achieve ever greater pieces of art.

Becoming a Tattooist

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

Entry Requirements

Skills: Profession (tattooist) 10 ranks, **Psicraft** 10 ranks.

Feats: Scribe Tattoo, Skill Focus (Profession [tattooist]).

Psionics: Able to manifest 4th-level powers.

Class Features

Manifesting: At every level indicated on the class table, you gain additional **power points** per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, **metapsionic**, psionic or item creation feats,

Tattooist

"I might be able to help you acquire the edge you need over your competitors..."

—Biirgaz, tattoo parlor owner

Tattoo crafter is a common profession in the city-states, its members mainly employed to mark slaves or to

Table: The Tattooist

Hit Die: d4

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Exceptional scribing +1, improved scribe tattoo	—
2nd	+1	+3	+0	+3	Create crawling tattoo	+1 level of existing manifesting class
3rd	+2	+3	+1	+3	Exceptional scribing +2, advanced scribe tattoo 4th	+1 level of existing manifesting class
4th	+3	+4	+1	+4	Advanced scribe tattoo 5th	+1 level of existing manifesting class
5th	+3	+4	+1	+4	Exceptional scribing +3, prolific scribe 2/day	+1 level of existing manifesting class
6th	+4	+5	+2	+5	Advanced scribe tattoo 6th	+1 level of existing manifesting class
7th	+5	+5	+2	+5	Exceptional scribing +4, advanced scribe tattoo 7th	+1 level of existing manifesting class
8th	+6	+6	+2	+6	Prolific scribe 3/day	+1 level of existing manifesting class
9th	+6	+6	+3	+6	Exceptional scribing +5, advanced scribe tattoo 8th	+1 level of existing manifesting class
10th	+7	+7	+3	+7	Advanced scribe tattoo 9th	+1 level of existing manifesting class

Class Skills (2 + Int modifier per level): Appraise, Concentration, Craft, Profession, Forgery, Knowledge (psionics), **Psicraft**.

psicrystal special abilities, and so on). This essentially means that you add the level of tekchakak to the level of whatever manifesting class you have, then determine [power points](#) per day, powers known, and [manifester level](#) accordingly.

If you had more than one manifesting class before you became a tekchakak, you must decide to which class you add the new level of tekchakak for the purpose of determining [power points](#) per day, powers known, and [manifester level](#).

Exceptional Scribing (Ex): At 1st level and every two levels thereafter, psionic tattoos and crawling tattoos you create receive a +1 resistance bonus to saves against dispelling attempts.

Improved Scribe Tattoo (Ex): A tattooist creating a psionic tattoo spends only 1/33 (instead of 1/25) of the tattoo's base price in [XP](#) and uses up raw materials costing only 1/3 (instead of 1/2) of the tattoo's base price.

Create Crawling Tattoo (Ex): By 2nd level you are able to create crawling tattoos as if you had the [Craft Universal Item](#) feat. Crawling tattoos containing powers higher than 3rd-level can be created with this ability if you have the corresponding [Scribe Tattoo](#) class feature. For example, a crawling tattoo containing a 4th-level power can only be created if you have the [Scribe Tattoo](#) (4th) class feature. Crawling tattoos containing powers higher than 3rd-level are priced as follows.

Power Level	Market Price
4th	1,400 Cp
5th	2,250 Cp
6th	3,300 Cp
7th	4,550 Cp
8th	3,750 Cp
9th	7,650 Cp

Advanced Scribe Tattoo: Beginning at 3rd level, your advanced study of tattooing and psionic allows you to scribe tattoos of 4th-level powers. To determine the market price of such a psionic tattoo, use the pricing formula for psionic tattoos in the *Expanded Psionics Handbook* after price modifications for the improved scribe tattoo class feature. You receive increases to the tattoo maximum level you can create according to the table: The Tattooist.

Prolific Scribe: You have perfected the art of scribing tattoos. Beginning on 5th level, you can scribe two tattoos (totaling no more than 1,000 Cp market value) in one day (an 8-hour period) instead of one. At 8th level, you can scribe three psionic tattoos in one day.

Tekchakak

"Among the thri-kreen of the Tablelands, the constant struggle for survival greatly influences their beliefs and practices. Of course, the racial memory of our kind gives all kreen common ground and insures that certain values are upheld. Of paramount importance among all kreen of all lands is the clutch."

—from the journals of Klik-Chaka'da, zik-trin'ta explorer

Among the kreen of Athas, there are those who see to the preservation and prosperity of the kreen. These thri-kreen are known as tekchakak. They are psions who have devoted themselves to seeing that their clutch or pack survives and thrives in the savage wilds of Athas.

Blending their natural abilities and those of the Unseen Way, the tekchakak use their abilities to support those under their care. Be it for finding prey or defending fellow clutch-mates against raiders and predators, these kreen are always found at their allies' sides. Within a thri-kreen pack, the tekchakak offers advice, guidance, and teaching in addition to active support through his or her psionic abilities. These roles are the same if tekchakaks find themselves in non-kreen packs, though they also step up to act as guards while their companions rest.

Most tekchakaks stand out from other kreen because they decorated their chitin in some manner, either through painting or chitinworking. These markings and symbols make them recognizable to almost all kreen that see them.

Most tekchakak have [psion](#) or [psychic warrior](#) levels, though many multiclass with levels in [ranger](#) or [cleric](#) to provide a full range of support options to help them ensure the survival and good fortune of those under their protection.

Becoming a Tekchakak

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

Entry Requirements

Skills: [Diplomacy](#) 5 ranks.

Feats: [Alertness](#), [Teamwork](#).

Psionics: Able to manifest 2nd-level powers.

Race: Thri-kreen or tohr-kreen.

Class Features

Manifesting: At every level indicated on the class table, you gain additional [power points](#) per day and access to new powers as if you had also gained a level in whatever manifesting class you belonged to before you added the prestige class. You do not, however, gain any other benefit a character of the class would have gained (bonus feats, [metapsionic](#), psionic or item creation feats, psicrystal special abilities, and so on). This essentially means that you add the level of tekchakak to the level of whatever manifesting class you have, then determine

Table: The Tekchakak

Hit Die: d4

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Egg mind, reputation	+1 level of existing manifesting class
2nd	+1	+0	+0	+3	Watcher's ward	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Trap sense +1	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Defensive focus	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Cooperative efforts	+1 level of existing manifesting class

Class Skills (4 + Int modifier per level): Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Gather Information, Hide, Intimidate, Knowledge (the planes/psionics), Listen, Profession, Psicraft, Search, Sense Motive, Spot.

power points per day, powers known, and manifest level accordingly.

If you had more than one manifesting class before you became a tekchakak, you must decide to which class you add the new level of tekchakak for the purpose of determining power points per day, powers known, and manifest level.

Egg Mind: You are accustomed to dealing with insect minds. Whenever you manifest a power affecting humanoids only, and which you can elect to augment so as to affect monstrous humanoids, you can choose to do so at no cost when the affected creature is a kreen.

Reputation: A tekchakak enjoys respect and admiration from the members of his clutch. You receive a +1 circumstance bonus to non-combat uses of the Bluff, Diplomacy, Gather Information, and Intimidate skills. If you have or select the Leadership feat, you gain a +1 bonus to your Leadership score.

Watcher's Ward (Ex): At 2nd level, you add *watcher's ward* to your powers known (if you don't already know it). Once per day, you can manifest *watcher's ward* at a reduced power point cost. The cost of *watcher's ward* is reduced by your tekchakak level, to a minimum of 1 power point. The effect of this power is still restricted by your manifest level.

Trap Sense (Ex): At 3rd level, you gain a +1 bonus on Reflex saves made to avoid traps and a +1 Dodge bonus to AC against attacks by traps. These bonuses stack with trap sense bonuses gained from other classes.

Defensive Focus: You receive a +1 morale bonus on all checks directly related to clutch and pack protection, including skill checks, attack rolls, damage rolls, and saving throws, as well as a +1 morale bonus to spell or psionic power save DCs.

Cooperative Efforts: Creatures under your supervision get a +4 bonus to their skill checks whenever

another character achieves success on your aid another check, instead of the normal +2.

Tik

"I am tembo-slayer and defended my pack against gith."

—Ka'krin of the Grij-tek, tik

The need for the hunt is almost a racial trait that all thri-kreen have and the role of the hunter is one that the mantis-man are well equipped to take on. Of all the kreen, the tik feel the need for the hunt most keenly. Whether it is scouring the grass lands of the Crimson Savanna or traversing the depths of the Endless Sand Dunes, the tik is constantly on the hunt for food for himself and his clutch.

When found among the dra – non-kreen – the tik find their behavior confusing but they still attempt to fulfill their duties to his companions, just as he would for pack of kreen. A tik with clutch-mates who sleep usually hunts, scouts, or guards while they do so, though it takes awhile to become used to this strange way of "wasting time".

A tik is guided by tokchak (egg-mind) and tikchak (hunt-mind) and will attempts to reconcile his current situation to those two principles of his life. Tik tend to be rather ignorant of "civilized" societies and are often the target for fear, suspicion, and prejudice.

Due to their strong connection with the hunt and the wilderness, most tik tend to come from those who follow the path of the ranger, though druids are well represented within this class as well.

Table: The Tik

Hit Die: d8

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+2	+0	+0	Zer-ka
2nd	+2	+3	+0	+0	Tikchak
3rd	+3	+3	+1	+1	Dej-k'Cha
4th	+4	+4	+1	+1	Swift tracker
5th	+5	+4	+1	+1	Resilient

Class Skills (4 + Int modifier per level): Handle Animal, Intimidate, Spot, Craft (trapmaking), Listen, Profession, Search, Jump, Survival.

Becoming a Tik

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

Entry Requirements

Base Attack Bonus: +5.

Skills: Handle Animal 5 ranks, Survival 8 ranks.

Feat: Wastelander, Exotic Weapon Proficiency (chatkcha, gythka, ko•, kyorkcha, lajav, or zerka)

Race: Thri-kreen.

Class Features

Zer-ka: Tiks are hunters by excellence. You gain Track as a bonus feat. In addition, you add your tik level as a bonus to Survival checks made to hunt prey.

Tikchak: You receive a +2 bonus on Handle Animal and Search checks.

Dej-k'Cha: Tiks are good trapmakers. You add both your Wisdom modifier and your tik level to the DC of mechanical traps to catch prey.

Swift Tracker: You can move at your normal speed while following tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while Tracking.

Resilient: A tik has survived many hunts and has become resilient with this experience. You receive a talent from the following list: Great Fortitude, Lightning Reflexes, Endurance, Toughness or Iron Will.

Tribal Psionicist

"You dare call my Way primitive. I call yours uninspired."

—Nhala, halfling tribal psion

Bereft of formal training in the Way, psionically talented individuals from the tribal and nomadic peoples of the Tablelands and beyond must make do with their own understanding of the psionic arts. For some, this includes adapting practices similar to those of their shamans to a psionic mindset.

Seen by formally trained psions as an aberration of proper psionic practice, these self trained individuals can sometimes produce effects that leave their detractors speechless. This path predominantly draws wilders to its ranks, although the occasional psychic warrior or self-

trained psion will adopt the class as well. Humans, elves, and halflings are most apt to practice the Way in this fashion, although some tribes of belgoi and gith also make use of these methods.

Becoming a Tribal Psionicist

To qualify to become a tribal psionicist, a character must fulfill all the following criteria.

Entry Requirements

Base attack bonus: +3.

Skills: Knowledge (psionics) 3 ranks, Profession (herbalist) 4 ranks, Psicraft 3 ranks, Survival 4 ranks.

Feats: Craft Universal Item, any one metapsionic feat.

Psionics: Must be able to manifest 2nd level powers.

Class Features

Weapons and Armor Proficiency: A tribal psionicist is proficient in all simple weapons, and with all light armor, but not with shields of any type.

Manifesting: At the indicated levels, you gain power points and powers as if you had gained a level in a psionic manifester class. You do not, however, gain any other benefit a character of that manifester class would have gained. This essentially means that you add your tribal psionicist level to your level in a manifester class, then determines powers, power points and manifester level accordingly.

Psionic Ritual (Ex): Tribal psionicists develop unique ways to augment their powers in the form of rituals reminiscent of the shaman who tend to the spiritual needs of their tribes. Once per day, you can perform such a ritual to temporarily increase your Will. Each psionic ritual is unique, being of your own design, but all take one hour to complete and require a DC 20 Concentration check. If the ritual is successful, you gains 1d4+1 temporary power points over and above your normal maximum. These power points remain available for one day or until they are used.

Bonus Power: At 2nd level, you gain a bonus psionic power of your choice. This power can be chosen from any power list, not just your own power list, and can be of any power level you can manifest.

Power Fetish (Ex): Upon reaching 3rd level, you learn to enhance your powers with the aid of specially created power fetishes. These crude symbolic constructions of bone and feathers, while absolutely useless to anyone

Table: The Tribal Psionicist Hit Die: d4

Level	Base				Special	Manifesting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Psionic ritual	+1 level of existing manifesting class
2nd	+1	+3	+0	+3	Bonus power	—
3rd	+2	+3	+1	+3	Power fetish	+1 level of existing manifesting class
4th	+3	+4	+1	+4	Bonus feat	—
5th	+3	+4	+1	+4	Metapsionic ritual	+1 level of existing manifesting class

Class Skills (2 + Int modifier per level): Autohypnosis, Concentration, Craft, Diplomacy, Handle Animal, Heal, Intimidate, Knowledge (psionics), Perform, Profession, Psicraft, Survival.

else, allow you to focus your Will more efficiently into the manifestation of a power. Each power fetish must be constructed specifically for use with one power you know, and requires three days of time, 15 Cp worth of raw materials, and the expenditure of a number of XP equal to triple the power's level to construct. Once created, a power fetish allows you to manifest the power it is keyed to at a -1 power point cost as long as the fetish is on your person. Power fetishes are fragile, though, having only 5 hp and no hardness, and if a power fetish is destroyed, you must recreate it from scratch. You can only have a number of completed power fetishes in existence equal to your class level at any given time.

Bonus Feat: At 4th level, you gain a bonus psionic or metapsionic feat of your choice. You must still meet the prerequisites for the feat chosen.

Metapsionic Ritual: At 5th level, you learn to ease your manipulation of the Way in a manner similar to that which allows you to augment your Will. By performing a 15 minute ritual meditation and making a DC 25 Concentration check, you can enhance your next use of a metapsionic feat. The next time you manifest a power using a metapsionic feat after the performance of the ritual, you do not expend your psionic focus and the power point increase normally incurred by the metapsionic feat is reduced by -1 (to a minimum of 1 power point). You can have one metapsionic ritual per day per five manifester levels.

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