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# PRESTIGE CLASSES

Prestige classes offer a new form of multiclassing. Unlike the basic classes, characters must meet Requirements before they can take their first level of a prestige class. The rules for level advancement apply to this system, meaning the first step of advancement is always choosing a class. If a character does not meet the Requirements for a prestige class before that first step, that character cannot take the first level of that prestige class.

## Definitions of Terms

Here are definitions of some terms used in this section.
**Base Class:** One of the standard eleven classes.
**Caster Level:** Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.
**Character Level:** The total level of the character, which is the sum of all class levels held by that character.
**Class Level:** The level of a character in a particular class. For a character with levels in only one class, class level and character level are the same.

## ARCANE ARCHER

**Hit Die:** d8.

**Requirements**

To qualify to become an arcane archer, a character must fulfill all the following criteria.
**Race:** Elf or half-elf.
**Base Attack Bonus:** +6.
**Feats:** Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).
**Spells:** Ability to cast 1st-level arcane spells.

**Class Skills**

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex). Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Survival (Wis), and Use Rope (Dex).
**Skill Points at Each Level:** 4 + Int modifier.

**Table: The Arcane Archer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Enhance arrow +1 |
| 2nd | +2 | +3 | +3 | +0 | *Imbue arrow* |
| 3rd | +3 | +3 | +3 | +1 | Enhance arrow +2 |
| 4th | +4 | +4 | +4 | +1 | *Seeker arrow* |
| 5th | +5 | +4 | +4 | +1 | Enhance arrow +3 |
| 6th | +6 | +5 | +5 | +2 | *Phase arrow* |
| 7th | +7 | +5 | +5 | +2 | Enhance arrow +4 |
| 8th | +8 | +6 | +6 | +2 | *Hail of arrows* |
| 9th | +9 | +6 | +6 | +3 | Enhance arrow +5 |
| 10th | +10 | +7 | +7 | +3 | *Arrow of death* |

**Class Features**

All of the following are Class Features of the arcane archer prestige class.
**Weapon and Armor Proficiency:** An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields.
**Enhance Arrow (Su):** At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes magical, gaining a +1 enhancement bonus. Unlike magic weapons created by normal means, the archer need not spend experience points or gold pieces to accomplish this task. However, an archer's magic arrows only function for her. For every two levels the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).
***Imbue Arrow*** **(Sp):** At 2nd level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered on where the arrow lands, even if the spell could normally be centered only on the caster.

This ability allows the archer to use the bow's range rather than the spell's range. It takes a standard action to cast the spell and fire the arrow. The arrow must be fired in the round the spell is cast, or the spell is wasted.

***Seeker Arrow* (Sp):** At 4th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action).

***Phase Arrow* (Sp):** At 6th level, an arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (Any magical barrier stops the arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

Using this ability is a standard action (and shooting the arrow is part of the action).

***Hail of Arrows* (Sp):** In lieu of her regular attacks, once per day an arcane archer of 8th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

***Arrow of Death* (Sp):** At 10th level, an arcane archer can create an *arrow of death* that forces the target, if damaged by the arrow's attack, to make a DC 20 Fortitude save or be slain immediately. It takes one day to make an *arrow of death*, and the arrow only functions for the arcane archer who created it. The *arrow of death* lasts no longer than one year, and the archer can only have one such arrow in existence at a time.

## ARCANE TRICKSTER

**Hit Die:** d4.

**Requirements**

To qualify to become an arcane trickster, a character must fulfill all of the following criteria.

**Alignment:** Any nonlawful.

**Skills:** Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks.

**Spells:** Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

**Special:** Sneak attack +2d6.

**Class Skills**

The arcane trickster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

**Table: The Arcane Trickster**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Ranged legerdemain 1/day | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | Sneak attack +1d6 | +1 level of existing class |
| 3rd | +1 | +1 | +3 | +3 | Impromptu sneak attack 1/day | +1 level of existing class |
| 4th | +2 | +1 | +4 | +4 | Sneak attack +2d6 | +1 level of existing class |
| 5th | +2 | +1 | +4 | +4 | Ranged legerdemain 2/day | +1 level of existing class |
| 6th | +3 | +2 | +5 | +5 | Sneak attack +3d6 | +1 level of existing class |
| 7th | +3 | +2 | +5 | +5 | Impromptu sneak attack 2/day | +1 level of existing class |
| 8th | +4 | +2 | +6 | +6 | Sneak attack +4d6 | +1 level of existing class |
| 9th | +4 | +3 | +6 | +6 | Ranged legerdemain 3/day | +1 level of existing class |
| 10th | +5 | +3 | +7 | +7 | Sneak attack +5d6 | +1 level of existing class |

**Class Features**

All of the following are Class Features of the arcane trickster prestige class.

**Weapon and Armor Proficiency:** Arcane tricksters gain no proficiency with any weapon or armor.

**Spells per Day:** When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

**Ranged Legerdemain:** An arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Sleight of Hand. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less.
An arcane trickster can use ranged legerdemain once per day initially, twice per day upon attaining 5th level, and three times per day at 9th level or higher. He can make only one ranged legerdemain skill check each day, and only if he has at least 1 rank in the skill being used.
**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an arcane trickster gets a sneak attack bonus from another source the bonuses on damage stack.
**Impromptu Sneak Attack:** Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).
At 7th level, an arcane trickster can use this ability twice per day.

## ARCHMAGE

**Hit Die:** d4.
**Requirements**
To qualify to become an archmage, a character must fulfill all the following criteria.
**Skills:** Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.
**Feats:** Skill Focus (Spellcraft), Spell Focus in two schools of magic.
**Spells:** Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

**Class Skills**
The archmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).
**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Archmage**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | High arcana | +1 level of existing arcane spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | High arcana | +1 level of existing arcane spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | High arcana | +1 level of existing arcane spellcasting class |
| 4th | +2 | +1 | +1 | +4 | High arcana | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | High arcana | +1 level of existing arcane spellcasting class |

**Class Features**
All the following are **Class Features** of the archmage prestige class.
**Weapon and Armor Proficiency:** Archmages gain no proficiency with any weapon or armor.
**Spells per Day/Spells Known:** When a new archmage level is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever arcane spellcasting class in which he could cast 7th-level spells before he added the prestige class level. He does not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which he could cast 7th-level spells before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.
**High Arcana:** An archmage gains the opportunity to select a special ability from among those described below by permanently eliminating one existing spell slot (she cannot eliminate a spell slot of higher level than the highest-level spell she can cast). Each special ability has a minimum required spell slot level, as specified in its description.
An archmage may choose to eliminate a spell slot of a higher level than that required to gain a type of high arcana.
*Arcane Fire (Su):* The archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) that deals 1d6 points of damage per class level of the archmage plus 1d6 points of damage per level of the spell used to create the effect. This ability costs one 9th-level spell slot.

*Arcane Reach (Su):* The archmage can use spells with a range of touch on a target up to 30 feet away. The archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs one 7th-level spell slot.
*Mastery of Counterspelling:* When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning*, then it is merely counterspelled. This ability costs one 7th-level spell slot.
*Mastery of Elements:* The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.
*Mastery of Shaping:* The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.
*Spell Power:* This ability increases the archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs one 5th-level spell slot.
*Spell-Like Ability:* An archmage who selects this type of high arcana can use one of her arcane spell slots (other than a slot expended to learn this or any other type of high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.
The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level.
The archmage may use an available higher-level spell slot in order to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to use the spell-like ability four times per day, and a slot six levels higher lets her use it six times per day.
If spell-like ability is selected more than one time as a high arcana choice, this ability can apply to the same spell chosen the first time (increasing the number of times per day it can be used) or to a different spell.

## ASSASSIN

**Hit Die:** d6.

**Requirements**

To qualify to become an assassin, a character must fulfill all the following criteria.
**Alignment:** Any evil.
**Skills:** Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks.
**Special:** The character must kill someone for no other reason than to join the assassins.

**Class Skills**

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).
**Skill Points at Each Level:** 4 + Int modifier.

**Table: The Assassin**

| | | | | | | —— Spells per Day —— | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** | **1st** | **2nd** | **3rd** | **4th** |
| 1st | +0 | +0 | +2 | +0 | Sneak attack +1d6, death attack, poison use, spells | 0 | — | — | — |
| 2nd | +1 | +0 | +3 | +0 | +1 save against poison, uncanny dodge | 1 | — | — | — |
| 3rd | +2 | +1 | +3 | +1 | Sneak attack +2d6 | 2 | 0 | — | — |
| 4th | +3 | +1 | +4 | +1 | +2 save against poison | 3 | 1 | — | — |
| 5th | +3 | +1 | +4 | +1 | Improved uncanny dodge, sneak attack +3d6 | 3 | 2 | 0 | — |
| 6th | +4 | +2 | +5 | +2 | +3 save against poison | 3 | 3 | 1 | — |
| 7th | +5 | +2 | +5 | +2 | Sneak attack +4d6 | 3 | 3 | 2 | 0 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 8th | +6 | +2 | +6 | +2 | +4 save against poison, hide in plain sight | 3 | 3 | 3 | 1 |
| 9th | +6 | +3 | +6 | +3 | Sneak attack +5d6 | 3 | 3 | 3 | 2 |
| 10th | +7 | +3 | +7 | +3 | +5 save against poison | 3 | 3 | 3 | 3 |

**Class Features**

All of the following are Class Features of the assassin prestige class.

**Weapon and Armor Proficiency:** Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If an assassin gets a sneak attack bonus from another source the bonuses on damage stack.

**Death Attack:** If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Poison Use:** Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Spells:** Beginning at 1st level, an assassin gains the ability to cast a number of arcane spells. To cast a spell, an assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence bonus. When the assassin gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

The assassin's spell list appears below. An assassin casts spells just as a bard does.

Upon reaching 6th level, at every even-numbered level after that (8th and 10th), an assassin can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level assassin spell the assassin can cast. An assassin may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for that level.

**Table: Assassin Spells Known**

| | —— Spells Known —— | | | |
|---|---|---|---|---|
| **Level** | **1st** | **2nd** | **3rd** | **4th** |
| 1st | 2[1] | — | — | — |
| 2nd | 3 | — | — | — |
| 3rd | 3 | 2[1] | — | — |
| 4th | 4 | 3 | — | — |
| 5th | 4 | 3 | 2[1] | — |
| 6th | 4 | 4 | 3 | — |
| 7th | 4 | 4 | 3 | 2[1] |
| 8th | 4 | 4 | 4 | 3 |
| 9th | 4 | 4 | 4 | 3 |
| 10th | 4 | 4 | 4 | 4 |

1 Provided the assassin has sufficient Intelligence to have a bonus spell of this level.

**Save Bonus against Poison:** The assassin gains a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two additional levels the assassin gains.

**Uncanny Dodge (Ex):** Starting at 2nd level, an assassin retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class the character automatically gains improved uncanny dodge (see below).

**Improved Uncanny Dodge (Ex):** At 5th level, an assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks

to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).
If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.
**Hide in Plain Sight (Su):** At 8th level, an assassin can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin can hide himself from view in the open without having anything to actually hide behind.
He cannot, however, hide in his own shadow.
**Assassin Spell List**
Assassins choose their spells from the following list:
1st Level: *disguise self, detect poison, feather fall, ghost sound, jump, obscuring mist, sleep, true strike.*
2nd Level: *alter self, cat's grace, darkness, fox's cunning, illusory script, invisibility, pass without trace, spider climb, undetectable alignment.*
3rd Level: *deep slumber, deeper darkness, false life, magic circle against good, misdirection, nondetection.*
4th Level: *clairaudience/clairvoyance, dimension door, freedom of movement, glibness, greater invisibility, locate creature, modify memory, poison.*

## BLACKGUARD

**Hit Die:** d10.
**Requirements**
To qualify to become a blackguard, a character must fulfill all the following criteria.
**Alignment:** Any evil.
**Base Attack Bonus:** +6.
**Skills:** Hide 5 ranks, Knowledge (religion) 2 ranks.
**Feats:** Cleave, Improved Sunder, Power Attack.
**Special:** The character must have made peaceful contact with an evil outsider who was summoned by him or someone else.
**Class Skills**
The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex).
**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Blackguard**

| | | | | | | — Spells per Day — | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** | **1st** | **2nd** | **3rd** | **4th** |
| 1st | +1 | +2 | 0 | 0 | Aura of evil, *detect good*, poison use | 0 | — | — | — |
| 2nd | +2 | +3 | 0 | 0 | Dark blessing, smite good 1/day | 1 | — | — | — |
| 3rd | +3 | +3 | +1 | +1 | Command undead, aura of despair | 1 | 0 | — | — |
| 4th | +4 | +4 | +1 | +1 | Sneak attack +1d6 | 1 | 1 | — | — |
| 5th | +5 | +4 | +1 | +1 | Fiendish servant, smite good 2/day | 1 | 1 | 0 | — |
| 6th | +6 | +5 | +2 | +2 | | 1 | 1 | 1 | — |
| 7th | +7 | +5 | +2 | +2 | Sneak attack +2d6 | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +2 | +2 | | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +3 | +3 | | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +3 | +3 | Sneak attack +3d6, smite good 3/day | 2 | 2 | 2 | 1 |

**Class Features**
All of the following are Class Features of the blackguard prestige class.
**Weapon and Armor Proficiency:** Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields.
**Aura of Evil (Ex):** The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level plus his cleric level, if any.
***Detect Good* (Sp):** At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.
**Poison Use:** Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Dark Blessing (Su):** A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.
**Spells:** A blackguard has the ability to cast a small number of divine spells. To cast a blackguard spell, a blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells per day of a given spell level he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just as a cleric. A blackguard prepares and casts spells just as a cleric does (though a blackguard cannot spontaneously cast *cure* or *inflict* spells).
**Smite Good (Su):** Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.
At 5th level, and again at 10th level, a blackguard may smite good one additional time per day.
**Aura of Despair (Su):** Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.
**Command Undead (Su):** When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.
**Sneak Attack:** This ability, gained at 4th level, is like the rogue ability of the same name. The extra damage increases by +1d6 every third level beyond 4th (7th and 10th). If a blackguard gets a sneak attack bonus from another source the bonuses on damage stack.
**Blackguard Spell List**
Blackguards choose their spells from the following list:
1st Level: *cause fear, corrupt weapon, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.*
2nd Level: *bull's strength, cure moderate wounds, darkness, death knell, eagle's splendor, inflict moderate wounds, shatter, summon monster II*.*
3rd Level: *contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon monster III*.*
4th Level: *cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.*
* Evil creatures only.
**Corrupt Weapon**
Blackguards have access to a special spell, *corrupt weapon,* which is the opposing counterpart of the paladin spell *bless weapon*. Instead of improving a weapon's effectiveness against evil foes *corrupt weapon* makes a weapon more effective against good foes.

**Fallen Paladins**
Blackguards who have levels in the paladin class (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they have.
A fallen paladin who becomes a blackguard gains all of the following abilities that apply, according to the number of paladin levels the character has.
1–2: Smite good 1/day. (This is in addition to the ability granted to all blackguards at 2nd level.
3–4: Lay on hands. Once per day, the blackguard can use this supernatural ability to cure himself or his fiendish servant of damage equal to his Charisma bonus x his level.
5–6: Sneak attack damage increased by +1d6. Smite good 2/day.
7–8: Fiendish summoning. Once per day, the blackguard can use a *summon monster I* spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.
9–10: Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked and gains all special bonuses as a fiendish servant when the blackguard gains levels. Smite good 3/day.
11 or more: A fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in.
The character level of the character does not change. With the loss of paladin levels, the character no longer gains as many extra abilities for being a fallen paladin.

**The Blackguard's Fiendish Servant**
Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. The blackguard's servant further gains HD and special abilities based on the blackguard's character level (see the table below).
A blackguard may have only one fiendish servant at a time.
Should the blackguard's servant die, he may call for another one after a year and a day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

| Character Level | Bonus HD | Natural Armor Adj. | Str Adj. | Int | Special |
|---|---|---|---|---|---|
| 12th or lower | +2 | +1 | +1 | 6 | Empathic link, improved evasion, share saving throws, share spells |
| 13th–15th | +4 | +3 | +2 | 7 | Speak with blackguard |
| 16th–18th | +6 | +5 | +3 | 8 | Blood bond |
| 19th–20th | +8 | +7 | +4 | 9 | Spell resistance |

*Character Level:* The character level of the blackguard (his blackguard level plus his original class level).
*Bonus HD:* Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.
*Natural Armor Adj.:* This is an improvement to the servant's existing natural armor bonus.
*Str Adj.:* Add this figure to the servant's Strength score.
*Int:* The servant's Intelligence score. (A fiendish servant is smarter than normal animals of its kind.)

The abilities mentioned in the "Special" column of the accompanying table are described below.
**Empathic Link (Su):** The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.
Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.
**Improved Evasion (Ex):** If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.
**Share Saving Throws:** For each of its saving throws, the servant uses either its own base save bonus or the blackguard's, whichever is higher. The servant applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the blackguard might have.
**Share Spells:** At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).
**Speak with Blackguard (Ex):** If the blackguard's character level is 13th or higher, the blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.
**Blood Bond (Ex):** If the blackguard's character level is 16th or higher, the servant gains a +2 bonus on all attack rolls, checks, and saves if it witnesses the blackguard being threatened or harmed.
This bonus lasts as long as the threat is immediate and apparent.
**Spell Resistance (Ex):** If the blackguard's character level is 19th or higher, the servant gains spell resistance equal to the blackguard's level + 5. To affect the servant with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the servant's spell resistance.

## DRAGON DISCIPLE

**Hit Die:** d12.
**Requirements**
To qualify to become a dragon disciple, a character must fulfill all the following criteria.
**Race:** Any nondragon (cannot already be a half-dragon).
**Skills:** Knowledge (arcana) 8 ranks.
**Languages:** Draconic.
**Spellcasting:** Ability to cast arcane spells without preparation.
**Special:** The player chooses a dragon variety when taking the first level in this prestige class.
**Class Skills**
The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int) Listen (Wis), Profession (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis).
**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Dragon Disciple**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Bonus Spells |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Natural armor increase (+1) | 1 |
| 2nd | +1 | +3 | +0 | +3 | Ability boost (Str +2), claws and bite | 1 |
| 3rd | +2 | +3 | +1 | +3 | Breath weapon (2d8) | 0 |
| 4th | +3 | +4 | +1 | +4 | Ability boost (Str +2), natural armor increase (+2) | 1 |
| 5th | +3 | +4 | +1 | +4 | Blindsense 30 ft. | 1 |
| 6th | +4 | +5 | +2 | +5 | Ability boost (Con +2) | 1 |
| 7th | +5 | +5 | +2 | +5 | Breath weapon (4d8), natural armor increase (+3) | 0 |
| 8th | +6 | +6 | +2 | +6 | Ability boost (Int +2) | 1 |
| 9th | +6 | +6 | +3 | +6 | Wings | 1 |
| 10th | +7 | +7 | +3 | +7 | Blindsense 60 ft., dragon apotheosis | 0 |

**Class Features**

All of the following are Class Features of the dragon disciple prestige class.

**Weapon and Armor Proficiency:** Dragon disciples gain no proficiency with any weapon or armor.

**Bonus Spells:** Dragon disciples gain bonus spells as they gain levels in this prestige class, as if from having a high ability score, as given on Table: The Dragon Disciple. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character has more than one spellcasting class, he must decide to which class he adds each bonus spell as it is gained. Once a bonus spell has been applied, it cannot be shifted.

**Natural Armor Increase (Ex):** At 1st, 4th, and 7th level, a gains an increase to the character's existing natural armor (if any), as indicated on Table: The Dragon Disciple (the numbers represent the total increase gained to that point). As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect.

**Claws and Bite (Ex):** At 2nd level, a dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite damage values, whichever are greater.

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

A dragon disciple is considered proficient with these attacks. When making a full attack, a dragon disciple uses his full base attack bonus with his bite attack but takes a –5 penalty on claw attacks. The Multiattack feat reduces this penalty to only –2.

**Ability Boost (Ex):** As a dragon disciple gains levels in this prestige class, his ability scores increase as noted on Table: The Dragon Disciple.

These increases stack and are gained as if through level advancement.

**Breath Weapon (Su):** At 3rd level, a dragon disciple gains a minor breath weapon. The type and shape depend on the dragon variety whose heritage he enjoys (see below). Regardless of the ancestor, the breath weapon deals 2d8 points of damage of the appropriate energy type.

At 7th level, the damage increases to 4d8, and when a disciple attains dragon apotheosis at 10th level it reaches its full power at 6d8. Regardless of its strength, the breath weapon can be used only once per day. Use all the rules for dragon breath weapons except as specified here.

The DC of the breath weapon is 10 + class level + Con modifier.

A line-shaped breath weapon is 5 feet high, 5 feet wide, and 60 feet long. A cone-shaped breath weapon is 30 feet long.

| Dragon Variety* | Breath Weapon |
|---|---|
| Black | Line of acid |
| Blue | Line of lightning |
| Green | Cone of corrosive gas (acid) |
| Red | Cone of fire |
| White | Cone of cold |
| Brass | Line of fire |
| Bronze | Line of lightning |
| Copper | Line of acid |
| Gold | Cone of fire |
| Silver | Cone of cold |

* Other varieties of dragon disciple are possible, using other dragon varieties as ancestors.

**Blindsense (Ex):** At 5th level, the dragon disciple gains blindsense with a range of 30 feet. Using nonvisual senses the dragon disciple notices things it cannot see. He usually does not need to make Spot or Listen checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature.
Any opponent the dragon disciple cannot see still has total concealment against him, and the dragon disciple still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. At 10th level, the range of this ability increases to 60 feet.
**Wings (Ex):** At 9th level, a dragon disciple grows a set of draconic wings. He may now fly at a speed equal to his normal land speed, with average maneuverability.
**Dragon Apotheosis:** At 10th level, a dragon disciple takes on the half-dragon template. His breath weapon reaches full strength (as noted above), and he gains +4 to Strength and +2 to Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, 60-foot darkvision, immunity to *sleep* and paralysis effects, and immunity to the energy type used by his breath weapon (see above).

## DUELIST

**Hit Die:** d10.
**Requirements**
To qualify to become a duelist, a character must fulfill all the following criteria.
**Base Attack Bonus:** +6.
**Skills:** Perform 3 ranks, Tumble 5 ranks.
**Feats:** Dodge, Mobility, Weapon Finesse.
**Class Skills**
The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), and Tumble (Dex).
**Skill Points at Each Level:** 4 + Int modifier.

**Table: The Duelist**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Canny defense |
| 2nd | +2 | +0 | +3 | +0 | Improved reaction +2 |
| 3rd | +3 | +1 | +3 | +1 | Enhanced mobility |
| 4th | +4 | +1 | +4 | +1 | Grace |
| 5th | +5 | +1 | +4 | +1 | Precise strike +1d6 |
| 6th | +6 | +2 | +5 | +2 | Acrobatic charge |
| 7th | +7 | +2 | +5 | +2 | Elaborate parry |
| 8th | +8 | +2 | +6 | +2 | Improved reaction +4 |
| 9th | +9 | +3 | +6 | +3 | Deflect Arrows |
| 10th | +10 | +3 | +7 | +3 | Precise strike +2d6 |

**Class Features**
**Weapon and Armor Proficiency:** The duelist is proficient with all simple and martial weapons, but no type of armor or shield.
**Canny Defense (Ex):** When not wearing armor or using a shield, a duelist adds 1 point of Intelligence bonus (if any) per duelist class level to her Dexterity bonus to modify Armor Class while wielding a melee weapon. If a duelist is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.
**Improved Reaction (Ex):** At 2nd level, a duelist gains a +2 bonus on initiative checks.
At 8th level, the bonus increases to +4. This bonus stacks with the benefit provided by the Improved Initiative feat.
**Enhanced Mobility (Ex):** When wearing no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.
**Grace (Ex):** At 4th level, a duelist gains an additional +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing no armor and not using a shield.
**Precise Strike (Ex):** At 5th level, a duelist gains the ability to strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to her normal damage roll.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike. At 10th level, the extra damage on a precise strike increases to +2d6.

**Acrobatic Charge (Ex):** At 6th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

**Elaborate Parry (Ex):** At 7th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for each level of duelist she has.

Deflect Arrows: At 9th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon.

## DWARVEN DEFENDER

**Hit Die:** d12.

**Requirements**

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

**Race:** Dwarf.

**Alignment:** Any lawful.

**Base Attack Bonus:** +7.

**Feats:** Dodge, Endurance, Toughness.

**Class Skills**

The defender's class skills (and the key ability for each skill) are Craft (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Dwarven Defender**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | AC Bonus | Special |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | +1 | Defensive stance 1/day |
| 2nd | +2 | +3 | +0 | +3 | +1 | Uncanny dodge |
| 3rd | +3 | +3 | +1 | +3 | +1 | Defensive stance 2/day |
| 4th | +4 | +4 | +1 | +4 | +2 | Trap sense +1 |
| 5th | +5 | +4 | +1 | +4 | +2 | Defensive stance 3/day |
| 6th | +6 | +5 | +2 | +5 | +2 | Damage reduction 3/–, improved uncanny dodge |
| 7th | +7 | +5 | +2 | +5 | +3 | Defensive stance 4/day |
| 8th | +8 | +6 | +2 | +6 | +3 | Mobile defense, trap sense +2 |
| 9th | +9 | +6 | +3 | +6 | +3 | Defensive stance 5/day |
| 10th | +10 | +7 | +3 | +7 | +4 | Damage reduction 6/– |

**Class Features**

All of the following are Class Features of the dwarven defender prestige class.

**AC Bonus (Ex):** The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10th level.

**Weapon and Armor Proficiency:** A dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields.

**Defensive Stance:** When he adopts a defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus on all saves, and a +4 dodge bonus to AC. The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a –2 penalty to Strength for the duration of that encounter. A defender can only use his defensive stance a certain number of times per day as determined by his level (see Table: The Dwarven Defender). Using the defensive stance takes no time itself, but a defender can only do so during his action.

**Uncanny Dodge (Ex):** Starting at 2nd level, a dwarven defender retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

**Trap Sense (Ex):** At 4th level, a dwarven defender gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 8th level, these bonuses rise to +2. These bonuses stack with trap sense bonuses gained from other classes.

**Damage Reduction (Ex):** At 6th level, a dwarven defender gains damage reduction. Subtract 3 points from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6/–. Damage reduction can reduce damage to 0 but not below 0.

**Improved Uncanny Dodge (Ex):** At 6th level, a dwarven defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender.

The exception to this defense is that a rogue at least four levels higher than the dwarven defender can flank him (and thus sneak attack him).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

**Mobile Defense (Ex):** At 8th level, a dwarven defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

## ELDRITCH KNIGHT

**Hit Die:** d6.

**Requirements**

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

**Weapon Proficiency:** Must be proficient with all martial weapons.

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

**Class Skills**

The eldritch knight's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Jump (Str), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Eldritch Knight**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Bonus feat |
| 2nd | +2 | +3 | +0 | +0 | +1 level of existing arcane spellcasting class |
| 3rd | +3 | +3 | +1 | +1 | +1 level of existing arcane spellcasting class |
| 4th | +4 | +4 | +1 | +1 | +1 level of existing arcane spellcasting class |
| 5th | +5 | +4 | +1 | +1 | +1 level of existing arcane spellcasting class |
| 6th | +6 | +5 | +2 | +2 | +1 level of existing arcane spellcasting class |
| 7th | +7 | +5 | +2 | +2 | +1 level of existing arcane spellcasting class |
| 8th | +8 | +6 | +2 | +2 | +1 level of existing arcane spellcasting class |
| 9th | +9 | +6 | +3 | +3 | +1 level of existing arcane spellcasting class |
| 10th | +10 | +7 | +3 | +3 | +1 level of existing arcane spellcasting class |

**Class Features**

All of the following are features of the eldritch knight prestige class.

**Weapon and Armor Proficiency:** Eldritch knights gain no proficiency with any weapon or armor.

**Bonus Feat:** At 1st level, an eldritch knight may choose a bonus feat from the list of feats available to fighters. This is in addition to the feats that a character of any class normally gets from advancing levels. The character must still meet any prerequisites for these bonus feats, including levels of fighter for the Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization feats.

**Spells per Day:** From 2nd level on, when a new eldritch knight level is gained, the character gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of eldritch knight to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before she became an eldritch knight, she must decide to which class she adds each level of eldritch knight for the purpose of determining spells per day.

# HIEROPHANT

**Hit Die:** d8.

**Requirements**

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

**Skills:** Knowledge (religion) 15 ranks.

**Feats:** Any metamagic feat.

**Spells:** Able to cast 7th-level divine spells.

**Class Skills**

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Hierophant**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Special ability |
| 2nd | +1 | +3 | +0 | +3 | Special ability |
| 3rd | +1 | +3 | +1 | +3 | Special ability |
| 4th | +2 | +4 | +1 | +4 | Special ability |
| 5th | +2 | +4 | +1 | +4 | Special ability |

**Class Features**

All the following are Class Features of the hierophant prestige class.

**Weapon and Armor Proficiency:** Hierophants gain no proficiency with any weapon or armor.

**Spells and Caster Level:** Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

**Special Ability:** Every level, a hierophant gains a special ability of his choice from among the following.

*Blast Infidel (Su):* A hierophant can use negative energy spells to their maximum effect on creatures with an alignment opposed to the hierophant. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

| Hierophant Alignment | Opposed Alignment |
|---|---|
| Lawful good | Chaotic evil |
| Neutral good | Neutral evil |
| Chaotic good | Lawful evil |
| Lawful neutral | Chaotic neutral |
| Neutral | Lawful good, chaotic good, lawful evil, chaotic evil* |
| Chaotic neutral | Lawful neutral |
| Lawful evil | Chaotic good |
| Neutral evil | Neutral good |
| Chaotic evil | Lawful good |

* A neutral hierophant chooses one of these alignments to be the one that he opposes, for the purposes of this special ability.

*Divine Reach (Su):* A hierophant with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

*Faith Healing (Su):* A hierophant can use healing spells to their maximum effect on creatures of the same alignment as the hierophant (including the hierophant himself ). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot).

*Gift of the Divine (Su):* Available only to hierophants with cleric levels, this ability allows a hierophant to transfer one or more uses of his turn undead ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead

instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma modifier.

*Mastery of Energy (Su):* Available only to hierophants with cleric levels, this ability allows a hierophant to channel positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage rolls. This ability only affects undead, even if the hierophant can turn other creatures, such as with a granted power of a domain.

*Metamagic Feat:* A hierophant can choose a metamagic feat in place of one of the special abilities described here if desired.

*Power of Nature (Su):* Available only to hierophants with druid levels, this ability allows a hierophant to temporarily transfer one or more of his druid Class Features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druid powers except spellcasting and the ability to have an animal companion.

The druid's wild shape ability can be partially or completely transferred. The heirophant choses how many uses of wild shape per day to give to transfer and retains the rest of the uses for himself. If the hierophant can assume the form of Tiny or Huge animals, the recipient can as well.

As with the *imbue with spell ability* spell, the hierophant remains responsible to his deity for any use to which the recipient puts the transferred abilities.

*Spell Power:* This special ability increases a hierophant's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

*Spell-Like Ability:* A hierophant who selects this special ability can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used twice per day. The hierophant does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell normally uses a spell slot of the spell's level (or higher, if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used) or to a different spell.

## HORIZON WALKER

**Hit Die:** d8.

**Requirements**

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

**Skills:** Knowledge (geography) 8 ranks.

**Feats:** Endurance.

**Class Skills**

The horizon walker's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Speak Language (none), Spot (Wis), and Survival (Wis).

**Skill Points at Each Level:** 4 + Int modifier.

**Table: The Horizon Walker**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Terrain mastery |
| 2nd | +2 | +3 | +0 | +0 | Terrain mastery |
| 3rd | +3 | +3 | +1 | +1 | Terrain mastery |
| 4th | +4 | +4 | +1 | +1 | Terrain mastery |
| 5th | +5 | +4 | +1 | +1 | Terrain mastery |
| 6th | +6 | +5 | +2 | +2 | Planar terrain mastery |
| 7th | +7 | +5 | +2 | +2 | Planar terrain mastery |
| 8th | +8 | +6 | +2 | +2 | Planar terrain mastery |
| 9th | +9 | +6 | +3 | +3 | Planar terrain mastery |
| 10th | +10 | +7 | +3 | +3 | Planar terrain mastery |

**Class Features**

All of the following are features of the horizon walker prestige class.
**Weapon and Armor Proficiency:** Horizon walkers gain no proficiency with any weapon or armor.
**Terrain Mastery:** At each level, the Horizon Walker adds a new terrain environment to their repertoire from those given below. Terrain mastery gives a horizon walker a bonus on checks involving a skill useful in that terrain, or some other appropriate benefit. A horizon walker also knows how to fight dangerous creatures typically found in that terrain, gaining a +1 insight bonus on attack rolls and damage rolls against creatures with that terrain mentioned in the Environment entry of their descriptions. The horizon walker only gains the bonus if the creature description specifically lists the terrain type. Horizon walkers take their terrain mastery with them wherever they go. They retain their terrain mastery bonuses on skill checks, attack rolls, and damage rolls whether they're actually in the relevant terrain or not.
**Planar Terrain Mastery:** Planar terrain mastery functions just like terrain mastery, except that the horizon walker can choose one of the planar categories at each level. The horizon walker can take a non-planar terrain type instead, if she wishes.

**Terrain Mastery Benefits**
**Aquatic:** You gain a +4 competence bonus on Swim checks, or a +10-foot bonus to your swim speed if you have one. You gain a +1 insight bonus on attack and damage rolls against aquatic creatures.
**Desert:** You resist effects that tire you. You are immune to fatigue, and anything that would cause you to become exhausted makes you fatigued instead. You gain a +1 insight bonus on attack and damage rolls against desert creatures.
**Forest:** You have a +4 competence bonus on Hide checks. You gain a +1 insight bonus on attack and damage rolls against forest creatures.
**Hills:** You gain a +4 competence bonus on Listen checks. You gain a +1 insight bonus on attack and damage rolls against hills creatures.
**Marsh:** You have a +4 competence bonus on Move Silently checks. You gain a +1 insight bonus on attack and damage rolls against marsh creatures.
**Mountains:** You gain a +4 competence bonus on Climb checks, or a +10- foot bonus to your climb speed if you have one. You gain a +1 insight bonus on attack and damage rolls against mountain creatures.
**Plains**: You have a +4 competence bonus on Spot checks. You gain a +1 insight bonus on attack and damage rolls against plains creatures.
**Underground:** You have 60-foot darkvision, or 120-foot darkvision if you already had darkvision from another source. You gain a +1 insight bonus on attack and damage rolls against underground creatures.
**Fiery (Planar):** This kind of planar terrain mastery provides you with resistance to fire 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the fire subtype.
**Weightless (Planar):** You gain a +30-foot bonus to your fly speed on planes with no gravity or subjective gravity. You gain a +1 insight on attack and damage rolls against creatures native to the Astral Plane, the Elemental Plane of Air, and the Ethereal Plane.
**Cold (Planar):** This kind of planar terrain mastery provides you with resistance to cold 20. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals with the cold subtype.
**Shifting (Planar):** You instinctively anticipate shifts in the reality of the plane that bring you closer to your destination, giving you the spell-like ability to use *dimension door* (as the spell cast at your character level) once every 1d4 rounds. You gain a +1 insight bonus on attack and damage rolls against outsiders and elementals native to a shifting plane.
**Aligned (Planar):** You have the instinctive ability to mimic the dominant alignment of the plane. You incur none of the penalties for having an alignment at odds with that of the plane, and spells and abilities that harm those of the opposite alignment don't affect you. You have the dominant alignment of the plane with regard to magic, but your behavior and any alignment-related Class Features you have are unaffected.
**Cavernous (Planar):** You gain tremorsense with a 30-foot range.
**Other (Planar):** If other planes are in use additional Planar Terrains can be created.

## LOREMASTER
**Hit Die:** d4.
**Requirements**
To qualify to become a loremaster, a character must fulfill all the following criteria.
**Skills:** Knowledge (any two) 10 ranks in each.
**Feats:** Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).
**Spells:** Able to cast seven different divination spells, one of which must be 3rd level or higher.
**Class Skills**
The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha).
**Skill Points at Each Level:** 4 + Int modifier.

**Table : The Loremaster**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Secret | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Lore | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Secret | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Bonus language | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Secret | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Greater lore | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Secret | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Bonus language | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Secret | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | True lore | +1 level of existing class |

**Class Features**

All of the following are Class Features of the loremaster prestige class.

**Weapon and Armor Proficiency:** Loremasters gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** When a new loremaster level is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Secret:** At 1st level and every two levels higher than 1st (3rd, 5th, 7th, and 9th), the loremaster chooses one secret from the table below. Her level plus Intelligence modifier determines the total number of secrets she can choose. She can't choose the same secret twice.

**Lore:** At 2nd level, a loremaster gains the ability to know legends or information regarding various topics, just as a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

**Bonus Languages:** A loremaster can choose any new language at 4th and 8th level.

**Greater Lore (Ex):** At 6th level, a loremaster gains the ability to understand magic items, as with the *identify* spell.

**True Lore (Ex):** At 10th level, once per day a loremaster can use her knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

**Loremaster Secrets**

| Level + Int Modifier | Secret | Effect |
|---|---|---|
| 1 | Instant mastery | 4 ranks of a skill in which the character has no ranks |
| 2 | Secret health | +3 hit points |
| 3 | Secrets of inner strength | +2 bonus on Will saves |
| 4 | The lore of true stamina | +2 bonus on Fortitude saves |
| 5 | Secret knowledge of avoidance | +2 bonus on Reflex saves |
| 6 | Weapon trick | +1 bonus on attack rolls |
| 7 | Dodge trick | +1 dodge bonus to AC |
| 8 | Applicable knowledge | Any one feat |
| 9 | Newfound arcana | 1 bonus 1st-level spell* |
| 10 | More newfound arcana | 1 bonus 2nd-level spell* |

* As if gained through having a high ability score.

## MYSTIC THEURGE

**Hit Die:** d4.

**Requirements**

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

**Skills:** Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

**Spells:** Able to cast 2nd-level divine spells and 2nd-level arcane spells.

**Class Skills**
The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).
**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Mystic Theurge**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Spells per Day |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 4th | +2 | +1 | +1 | +4 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 5th | +2 | +1 | +1 | +4 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 6th | +3 | +2 | +2 | +5 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 7th | +3 | +2 | +2 | +5 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 8th | +4 | +2 | +2 | +6 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 9th | +4 | +3 | +3 | +6 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |
| 10th | +5 | +3 | +3 | +7 | +1 level of existing arcane spellcasting class/ +1 level of existing divine spellcasting class |

**Class Features**
All of the following are features of the mystic theurge prestige class.
**Weapon and Armor Proficiency:** Mystic theurges gain no proficiency with any weapon or armor.
**Spells per Day:** When a new mystic theurge level is gained, the character gains new spells per day as if he had also gained a level in any one arcane spellcasting class he belonged to before he added the prestige class and any one divine spellcasting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of mystic theurge to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day and caster level accordingly. If a character had more than one arcane spellcasting class or more than one divine spellcasting class before he became a mystic theurge, he must decide to which class he adds each level of mystic theurge for the purpose of determining spells per day.

## SHADOWDANCER

**Hit Die:** d8.
**Requirements**
To qualify to become a shadowdancer, a character must fulfill all the following criteria.
**Skills:** Move Silently 8 ranks, Hide 10 ranks, Perform (dance) 5 ranks.
**Feats:** Combat Reflexes, Dodge, Mobility.
**Class Skills**
The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).
**Skill Points at Each Level:** 6 + Int modifier.

**Table: The Shadowdancer**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Hide in plain sight |

| | | | | | |
|---|---|---|---|---|---|
| 2nd | +1 | +0 | +3 | +0 | Evasion, darkvision, uncanny dodge |
| 3rd | +2 | +1 | +3 | +1 | *Shadow illusion*, summon shadow |
| 4th | +3 | +1 | +4 | +1 | Shadow jump 20 ft. |
| 5th | +3 | +1 | +4 | +1 | Defensive roll, improved uncanny dodge |
| 6th | +4 | +2 | +5 | +2 | Shadow jump 40 ft., summon shadow |
| 7th | +5 | +2 | +5 | +2 | Slippery mind |
| 8th | +6 | +2 | +6 | +2 | Shadow jump 80 ft. |
| 9th | +6 | +3 | +6 | +3 | Summon shadow |
| 10th | +7 | +3 | +7 | +3 | Shadow jump 160 ft., improved evasion |

**Class Features**

All of the following are features of the shadowdancer prestige class.

**Weapon and Armor Proficiency:** Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

**Hide in Plain Sight (Su):** A shadowdancer can use the Hide skill even while being observed. As long as she is within 10 feet of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Evasion (Ex):** At 2nd level, a shadowdancer gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

**Darkvision (Su):** At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

**Uncanny Dodge (Ex):** Starting at 2nd level, a shadowdancer retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see below).

***Shadow Illusion* (Sp):** When a shadowdancer reaches 3rd level, she can create visual illusions. This ability's effect is identical to that of the arcane spell *silent image* and may be employed once per day.

**Summon Shadow (Su):** At 3rd level, a shadowdancer can summon a shadow, an undead shade. Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer, and the creature cannot create spawn. The summoned shadow cannot be turned, rebuked, or commanded by any third party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer adds +2 HD (and the requisite base attack and base save bonus increases) to her shadow companion.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadowdancer must attempt a DC 15 Fortitude save. If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level. The shadowdancer's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

**Shadow Jump (Su):** At 4th level, a shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadowdancer can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance a shadowdancer can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

**Defensive Roll (Ex):** Starting at 5th level, once per day, when a shadowdancer would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), she can attempt to roll with the damage. She makes a Reflex saving throw (DC = damage dealt) and, if successful, takes only half damage from the blow. She must be aware of the attack and able to react to it in order to execute her defensive roll. If she is in a situation that would deny her any Dexterity bonus to AC, she can't attempt a defensive roll.

**Improved Uncanny Dodge (Ex):** At 5th level, a shadowdancer can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least four levels higher than the shadowdancer can flank her (and thus sneak attack her).

If a character gains uncanny dodge (see above) from a second class the character automatically gains improved uncanny dodge, and the levels from those classes stack to determine the minimum rogue level required to flank the character.

**Slippery Mind (Ex):** At 7th level, if a shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects occur normally.

**Improved Evasion (Ex):** This ability, gained at 10th level, works like evasion (see above). A shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage. What's more, she takes only half damage even if she fails her saving throw.

## THAUMATURGIST

**Hit Die:** d4.

**Requirements**

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

**Feats:** Spell Focus (conjuration).

**Spells:** Able to cast *lesser planar ally*.

**Class Skills**

The thaumaturgist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Speak Language (none), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

**Table: The Thaumaturgist**

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Improved ally | +1 level of existing spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | Augment Summoning | +1 level of existing spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | Extended summoning | +1 level of existing spellcasting class |
| 4th | +2 | +1 | +1 | +4 | Contingent conjuration | +1 level of existing spellcasting class |
| 5th | +2 | +1 | +1 | +4 | Planar cohort | +1 level of existing spellcasting class |

**Class Features**

All of the following are features of the thaumaturgist prestige class.

**Weapon and Armor Proficiency:** Thaumaturgists gain no proficiency with any weapon or armor.

**Spells per Day:** When a new thaumaturgist level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of thaumaturgist to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before he became a thaumaturgist, he must decide to which class he adds each level of thaumaturgist for the purpose of determining spells per day.

**Improved Ally:** When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

**Augment Summoning:** At 2nd level, a thaumaturgist gains the Augment Summoning feat.

**Extended Summoning:** At 3rd level and higher, all spells from the summoning subschool that the thaumaturgist casts have their durations doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spells don't change, however. This ability stacks with the effect of the Extend Spell feat, which does change the spell's level.

**Contingent Conjuration:** A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as described for the *contingency* spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. A thaumaturgist can have only one contingent conjuration active at a time.

**Planar Cohort:** A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature. To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used

to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level –2.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat.

# CHAPTER 2: PRESTIGE CLASSES

"*How do you* ***do*** *that?*"

—*Regdar*

Introduced in the DUNGEON MASTER'S *Guide*, prestige classes are character classes that PCs must qualify for before taking. Requirements for entry are listed in each prestige class's section. Unless noted otherwise, follow all normal multiclass rules when adding prestige classes to your PCs.

## CAVALIER

Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor. The charge of the cavalier is among the most devastating battlefield offensive weapons any culture can hope to field.

Most cavaliers belong to the upper social class or nobility of a society. The cavalier dedicates his life to the service of a higher authority, such as a noble or sovereign, deity, military or religious order, or a special cause. His is a hereditary honor that comes with the price of lifelong service to his monarch, country, or other object of service. The cavalier is expected to participate in any wars or other armed conflict in which his lord or cause is engaged. Cavaliers in service to other nobles often serve their master beyond the battlefield as well, performing such duties as their skills, and their noble lord, see fit.

The cavalier often pursues such selfless goals as the eradication of evil and chaos from the world, and justice for all the subjects of his land. He can also be a bully and a braggart who uses his status and privileges to pursue only his own self-aggrandizement.

**Hit Die**: d10.

### Requirements

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

**Alignment**: Lawful.

**Base Attack Bonus**: +8.

**Feats**: Spirited Charge, Weapon Focus (lance), Weapon Focus (any sword), Mounted Combat, Ride-by attack.

**Handle Animal**: 4 ranks.

**Knowledge (Nobility and Royalty)**: 4 ranks.

**Ride**: 6 ranks.

**Equipment**: Masterwork heavy armor and masterwork large shield.

### Class Skills

The cavalier's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Profession (Int), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

**TABLE 2–1: THE CAVALIER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Mounted weapon bonus lance +1, Ride bonus +2, tall in the saddle +1 |
| 2nd | +2 | +3 | +0 | +3 | Deadly Charge 1/day, Mounted weapon bonus sword +1 |
| 3rd | +3 | +3 | +1 | +3 | Burst of speed, Mounted weapon bonus lance +2, Tall in the saddle +2 |
| 4th | +4 | +4 | +1 | +4 | Deadly Charge 2/day, mounted weapon bonus sword +2, Ride bonus +4 |
| 5th | +5 | +4 | +1 | +4 | Mounted weapon bonus lance +3, tall in the saddle +3 |
| 6th | +6 | +5 | +2 | +5 | Deadly Charge 3/day, full mounted attack, mounted weapon bonus sword +3 |
| 7th | +7 | +5 | +2 | +5 | Mounted weapon bonus lance +4, Ride bonus +6, tall in the saddle +4 |
| 8th | +8 | +6 | +2 | +6 | Deadly Charge 4/day, mounted weapon bonus sword +5 |
| 9th | +9 | +6 | +3 | +6 | Mounted weapon bonus lance +5, Ride bonus +8, tall in the saddle +5 |
| 10th | +10 | +7 | +3 | +7 | Deadly Charge +5 |

## Class Features

**Weapon and Armor Proficiency:** The cavalier is proficient with all simple and martial weapons, all types of armor, and shields.

**Knowledge (Nobility and Royalty):** The cavalier gains this skill automatically at 1st level without having to purchase it with skill points.

**Tall in the Saddle:** The cavalier gains a bonus to his Ride skill check whenever he uses the Mounted Combat feat to negate a hit his mount takes in combat.

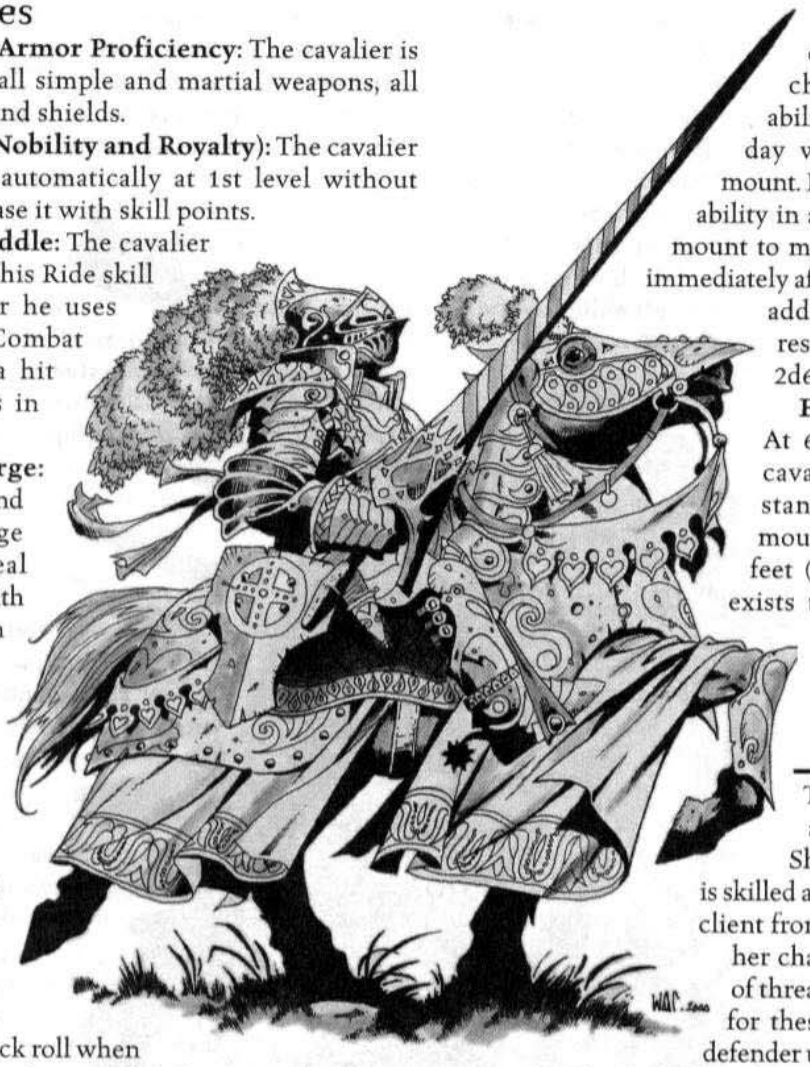
**Deadly Charge:** When mounted and using the charge action, you deal triple damage with a melee weapon (or quadruple damage with a lance), up to the number of times per day indicated. This ability supersedes the Spirited Charge feat.

**Mounted Weapon Bonus:** The cavalier gains a bonus to his attack roll when using the designated weapon while mounted.

**Ride Bonus:** The cavalier gains a competence bonus to Ride checks.

**Burst of Speed:** At 3rd level, the cavalier can urge his mount to greater than normal speeds. This ability doubles the distance of the mount's normal charge movement. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount taking 2d6 points of damage.

**Full Mounted Attack:** At 6th level, the mounted cavalier may attack as a standard action when his mount moves more than 5 feet (assuming an opponent exists to be attacked), rather than as a partial action.



## DEVOTED DEFENDER

The devoted defender is a professional guardian. She is an individual who is skilled at protecting a designated client from harm, often by taking her charge's place as the target of threats and attacks. In return for these services, the devoted defender usually receives compensation in the form of coin, room and board, and sometimes in resources such as access to magic healing, but the exact details of the agreement are between the individual devoted defender and her employer. It is not uncommon for a noble or other important personage to

**TABLE 2–2: THE DEVOTED DEFENDER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | AC Bonus | Special |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | +1 | Harm's way |
| 2nd | +2 | +3 | +3 | +0 | +1 | Defensive strike |
| 3rd | +3 | +3 | +3 | +1 | +2 | Deflect attack +1 |
| 4th | +4 | +4 | +4 | +1 | +2 | Defensive strike +1 |
| 5th | +5 | +4 | +4 | +1 | +3 | Deflect attack +2 |
| 6th | +6 | +5 | +5 | +2 | +3 | Defensive strike +2 |
| 7th | +7 | +5 | +5 | +2 | +4 | Deflect attack +3 |
| 8th | +8 | +6 | +6 | +2 | +4 | Defensive strike +3 |
| 9th | +9 | +6 | +6 | +3 | +5 | Deflect attack +4 |
| 10th | +10 | +7 | +7 | +3 | +5 | Defensive strike +4 |

**AC Bonus:** The defensive bonus to the character's Armor Class, added to the character's normal AC bonus. This bonus applies *only* when the devoted defender is actively engaged in protecting her client from an attack; otherwise, use the character's normal AC bonus.

number at least one devoted defender among his personal retinue, and sometimes to make a devoted defender the chief of his security services.

Most devoted defenders are fighters, but any character who becomes a devoted defender benefits from the attack, save and Armor Class bonuses. Monks sometimes become devoted defenders, as do clerics, when they are assigned to protect important individuals within their order or clergy. NPC devoted defenders are mostly fighters who either left military service and turned to security work to make a living.

**Hit Die**: d12.

## Requirements

To qualify to become a devoted defender, a character must fulfill the following criteria.

**Base Attack Bonus**: +5.

**Feats**: Weapon Focus (any melee weapon), Alertness.

**Search**: 4 ranks.

**Sense Motive**: 4 ranks.

**Spot**: 4 ranks.

## Class Skills

The devoted defender's class skills (and the key ability for each skill) are Climb (Str), Innuendo (Wis), Jump (Str), Listen (Wis), Profession (Int), Sense Motive (Wis), Search (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The devoted defender is proficient with all simple and martial weapons, all types of armor, and shields.

**Armor Class Bonus:** The devoted defender concentrates on defense, both for herself and her charge. She receives this dodge bonus to AC as a result of that focus.

**Harm's Way:** Beginning at 1st level, the devoted defender may elect to place herself in the path of danger in order to protect her single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.



**Defensive Strike:** You can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

**Deflect Attack:** Beginning at 3rd level, the devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

# DRUNKEN MASTER

Martial arts students face a bewildering array of martial arts schools, each with its own adherents and detractors. But few schools are as unusual—or as controversial—as Drunken Boxing. By weaving and staggering about as if inebriated, drunken boxers avoid many blows. Likewise, their stumbling, lurching attacks catch their opponents off guard. Moreover, when they actually imbibe alcohol, drunken masters can perform truly prodigious feats of strength and bravery.

None of this garners them much respect among other martial arts schools, because drunken boxing exacts a toll on its users. Drunken masters remain intoxicated for hours after a fight, and they are often found half-asleep in taverns, mumbling incoherently. This flies in the face of other schools' ascetic principles. But rival schools must be wary—they never know when the tipsy lout at the bar is just a harmless thug, and when it is a nigh-unstoppable drunken master.

Monks form the backbone of the drunken boxing school. They lose some face with their original school or monastery for becoming a drunken master, but a brilliant display of drunken fighting can sometimes silence critics in one's former school. Members of other character classes are chosen as drunken boxers only rarely, although students often tell the tale of a barbarian from the north who became a phenomenal drunken master.

Prospective students are studied at a distance by drunken masters, then treated to a display of drunken boxing's power. If the student expresses enthusiasm for learning the new techniques, a group of drunken masters take him or her from tavern to tavern, getting rip-roaring drunk, causing trouble, and passing along the first secrets of the technique. Those who survive the revelry are new drunken masters.

NPC drunken masters are often found in taverns and bars. They rarely pick fights there, but are quick to come to the aid of someone overmatched in a tavern brawl. Most keep a low profile, although some are famous—or infamous—for the deeds they have performed while under the influence.

**Hit Die:** d8

## Requirements

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

**Base Attack Bonus:** +4.
**Base Unarmed Attack Bonus:** +4.
**Feats:** Great Fortitude, Dodge.
**Tumble:** 6 ranks.
**Other:** Evasion ability, must be chosen by existing drunken masters and survive night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

## Class Skills

The drunken master's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Drink Like a Demon:** Your body handles alcohol differently from other people's. You can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move-equivalent action. Every bottle or tankard of alcohol you consume during combat reduces your Dexterity, Wisdom, and Intelligence by 1 point each, but increases your Strength or Constitution (your choice) by 1 point. However, your Reflex save bonus, Dexterity bonus to Tumble, and AC bonus remain at their original levels regardless of your new Dexterity modifier. Your body metabolizes one drink per hour, reducing both the penalties and the bonus accordingly. You only gain the Strength and Constitution bonuses for alcohol drunk during a fight, and the bonuses only last until the end of the combat.

**TABLE 2–3: THE DRUNKEN MASTER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Speed 50 ft., drink like a demon, bottle proficiency, unarmed damage 1d8 |
| 2nd | +2 | +3 | +3 | +0 | Stagger |
| 3rd | +3 | +3 | +3 | +1 | Speed 60 ft., swaying waist |
| 4th | +4 | +4 | +4 | +1 | AC bonus +1, improvised weapons |
| 5th | +5 | +4 | +4 | +1 | Drunken rage, unarmed damage 1d10 |
| 6th | +6 | +5 | +5 | +2 | Speed 70 ft., lurch |
| 7th | +7 | +5 | +5 | +2 | Drunken embrace |
| 8th | +8 | +6 | +6 | +2 | For medicinal purposes |
| 9th | +9 | +6 | +6 | +3 | AC bonus +2, speed 80 ft., corkscrew rush, unarmed damage 1d12 |
| 10th | +10 | +7 | +7 | +3 | Breath of flame |

**Base Attack Bonus:** Note that, like a monk, a drunken master makes unarmed iterative attacks at a –3 penalty, not the usual –5 penalty.




(The penalties disappear more gradually.) What quantity of alcohol constitutes a "drink" is deliberately left undefined.

**Bottle Proficiency:** You can use bottles and large tankards as weapons using your unarmed base attack bonus, including your more favorable number of attacks per round. Bottles do 1d6 points of bludgeoning damage with their first blow, then 1d4 points of slashing damage thereafter. Tankards do 1d6 points of bludgeoning damage. Furthermore, you can make these attacks without spilling most of the liquid inside.

**Stagger:** By tripping, stumbling, and staggering, you can make a charge attack that surprises your opponents. This has two beneficial aspects: First, your charges need not be in straight lines, and you still move up to twice your speed. Second, make a Tumble check (DC 15) when you begin your charge. If you succeed, your movement through threatened squares provokes no attacks of opportunity.

**Swaying Waist:** You weave and bob about as you attack. You gain a +2 dodge bonus to AC against any one opponent you choose during your turn. This supersedes the Dodge feat, but functions like it in all other ways.

**Improvised Weapons:** You can use furniture, farm implements, or nearly anything else at hand to attack your foes. Anything from a ladder to a haunch of meat to a barstool is a weapon once you imbue it with your *ki* using this ability. Regardless of the exact item, the weapon does 1d6 points of damage at your more advantageous number of attacks per round. Most items do bludgeoning damage, although shish-kabob skewers, for example, would do piercing damage. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give you a +2 bonus on Disarm attempts. Finally, large items with broad, flat surfaces (such as tables) can be upended to become improvised tower shields.

**Drunken Rage:** You can rage just as a barbarian does, with a duration equal to your (new) Constitution modifier plus the number of drinks you have consumed. You gain +4 to Strength, +4 to Constitution, a +2 morale bonus on Will saves, and a –2 penalty to AC. This ability supersedes the Strength and Constitution bonuses from drink like a demon.

**Lurch:** Your lurching movements let you make one feinting in combat Bluff check (opposed by Sense Motive) per round as a move-equivalent action. You gain a +4 competence bonus to Bluff checks made for this purpose.

**Drunken Embrace:** You can grapple an opponent without provoking an attack of opportunity, and you gain a +4 competence bonus on all opposed grapple checks.

**For Medicinal Purposes:** By combining your *ki* power with alcohol, you can convert an alcoholic drink to a *potion of cure moderate wounds* up to three

times per day. The alcohol activates the *ki* in your body, so the *cure* only works on you. Alcohol drunk in this way neither impairs nor improves your ability scores.

**Corkscrew Rush:** You leap forward, twisting your body in midair as you head-butt an opponent. This is a charge attack that, in addition to dealing normal damage, automatically initiates a bull rush attack (without provoking an attack of opportunity). Furthermore, you are considered to have the Power Attack feat for the purposes of a corkscrew rush, and if you hit your opponent, you stun your foe unless she makes a Will save (DC 17 + the drunken master's Wisdom modifier). However, if your attack misses, you land prone in front of your opponent.

**Breath of Flame:** You can use your *ki* to ignite the alcohol within you and spew it forth from your mouth in a breath of flame. Breath of flame deals 3d12 points of fire damage to all within the 20-foot cone (Reflex save DC 18 for half). Each time you use breath of flame, it consumes one drink's worth of alcohol within you, reducing both penalties and bonuses to your ability scores.



## DUELIST

In a world with heavily armored knights on huge, galloping chargers and powerful mages wielding mind-churning spells, there's no place for the daring swashbuckler who relies on his wits and reflexes to survive, right? Wrong. The duelist proves that precision and skill are viable alternatives to massive weapons and agility is a viable alternative to heavy armor.

The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. Also known as the swashbuckler, the duelist always takes full advantage of his quick reflexes and wits in a fight. Rather than wearing bulky armor, duelists feel the best way to protect themselves is to not get hit at all.

Duelists are most often fighters or rangers, but almost as often are rogues or bards. Wizards, sorcerers and monks make surprisingly good duelists due to the lack of the class's reliance on armor. They benefit greatly from the weapon skill the duelist offers. Paladins and barbarians who deviate a good deal from their archetypes become duelists. Elves are more likely to become duelists than dwarves, and halfling and gnome duelists are not uncommon. Half-orc duelists are very rare.

**TABLE 2–4: THE DUELIST**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Canny defense |
| 2nd | +2 | +0 | +3 | +0 | Precise strike +1d6 |
| 3rd | +3 | +1 | +3 | +1 | Enhanced mobility |
| 4th | +4 | +1 | +4 | +1 | Grace |
| 5th | +5 | +1 | +4 | +1 | Acrobatic attack |
| 6th | +6 | +2 | +5 | +2 | Precise strike +2d6 |
| 7th | +7 | +2 | +5 | +2 | Elaborate parry |
| 8th | +8 | +2 | +6 | +2 | Improved reflexes |
| 9th | +9 | +3 | +6 | +3 | Deflect Arrows |
| 10th | +10 | +3 | +7 | +3 | Precise strike +3d6 |

NPC duelists are usually loners looking for adventure or a get-rich-quick scheme. Occasionally they work in very small, tight-knit groups, fighting with team-based tactics.

**Hit Die**: d10.

## Requirements

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

**Base Attack Bonus**: +6.

**Perform**: 3 ranks.

**Tumble**: 5 ranks.

**Feats**: Dodge, Weapon Proficiency (rapier), Ambidexterity, Mobility.

## Class Skills

The duelist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex) Innuendo (Wis), Jump (Str), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spot (Wis), Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency**: The duelist is proficient with all simple and martial weapons, but no type of armor. The only shield they are proficient with is the buckler.

**Canny Defense**: When not wearing armor, duelists add their Intelligence bonus (if any) to their Dexterity bonus to modify Armor Class while wielding a melee weapon. If the duelist is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

**Precise Strike**: At 2nd level, the duelist gains the extraordinary ability to strike precisely with a one-handed piercing weapon, gaining a bonus 1d6 damage added to her normal damage roll. When making a precise strike, the duelist cannot attack with a weapon in her other hand, although she can defend with it (or, if she has the proficiency, a buckler). A duelist's precise strike only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with *fortification*) also protects a creature from a precise strike. Every four duelist levels gained thereafter, she increases the extra damage by +1d6.

**Enhanced Mobility**: When unarmored, the duelist gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of or within a threatened area.

**Grace**: At 4th level, the duelist gains an additional +2 competence bonus to all Reflex saving throws. This ability functions for the duelist only when wearing no armor.

**Acrobatic Attack**: At 5th level, if the duelist attacks by jumping at least 5 feet toward his opponent, jumping down at least 5 feet onto his opponent or swinging on a rope or similar object into his opponent, he gains a +2 to attack and damage rolls. Make a Jump check; if the result is less than 5 feet, you cannot use this ability on this attack. If the distance is greater than that between the duelist and the opponent, the duelist can limit the distance to that of the opponent as a free action. This is an extraordinary ability.

**Elaborate Parry**: At 7th level, if the duelist chooses to fight defensively or use all-out defense in melee combat, she gains an additional +1 dodge bonus to her AC for each class level of duelist she has advanced. This is an extraordinary ability.

**Improved Reaction**: At 8th level, the duelist gains a +2 to initiative rolls. This ability stacks with Improved Initiative.

**Deflect Arrows**: The duelist gains the Deflect Arrows feat (see the *Player's Handbook*) only when he uses his one-handed piercing weapon.

# FIST OF HEXTOR

While many view the Fists of Hextor simply as effective if brutal mercenaries, they are in fact templars sworn to the service of their unforgiving deity. The world is a dark and unforgiving place, or so says the Church of Hextor, wherein the strong survive by ruling the weak and forging order from the chaos. To support its dogma, the Church established this elite company of templars and made them available for hire to those whose causes complemented the Church's ultimate goals (and who could, naturally, afford to pay the hefty tithes necessary to maintain a crack unit of well-armed and well-trained men and women). The Fists are infamous for their efficient brutality: Nowhere will an employer in need of military aid locate mercenaries more dedicated to ensuring that the rule of law prevails over the forces of anarchy and confusion.

Most Fists of Hextor are fighters, monks or clerics, but ex-barbarians, ex-paladins, rangers, and wizards are all counted among their number. The chief qualifications for membership are (apart from veneration of Hextor, Champion of Evil and Scourge of Battle) a willingness to utilize cruelty and harsh measures to crush dissent, a belief that power is the greatest reward life offers, and a willingness to endure all manner of hardship in service to these ideals.

NPC Fists of Hextor are usually mercenary soldiers engaged in some martial enterprise on behalf of the nearest temple dedicated to Hextor. Sometimes small groups or even solitary Fists are encountered, though these too are often carrying out a specific task or mission for the Church.

**Hit Die:** d10.



## Requirements

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

**Alignment**: Lawful evil, neutral evil, or lawful neutral.

**Base Attack Bonus:** +5.

**Feats**: Power Attack, Cleave, Spiked gauntlet weapon proficiency.

**Intimidate:** 4 ranks.

**Spot:** 4 ranks.

**Knowledge (religion)**: 4 ranks.

**Other**: Must worship Hextor, and must survive the ritual ceremony of induction into the Fists of Hextor (see Organizations on page 44 of this book).

## Class Skills

The Fist of Hextor's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Profession (Int), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** All Fists of Hextor are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Brutal Strike:** The Church of Hextor trains its templars to fight with ruthless efficiency. Every action, the Fist may add this bonus either to one attack roll or one damage roll, but not both. You must declare where the bonus applies at the start of your action.

**Strength Boost:** Staring at 2nd level, the Fist can call upon Hextor for a +4 Strength bonus once per day. The Fist may boost his Strength one additional time per day for every three levels above 2nd. This bonus lasts for 4 rounds plus the Fist's level.

**Frightful Presence:** When a Fist of Hextor reaches 3rd level, he gains the extraordinary ability to instill *fear* in others as a free action once per day. The Fist must make some dramatic action in the round in which he uses the ability, and it only affects those who

**TABLE 2–5: THE FIST OF HEXTOR**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Brutal strike +1 |
| 2nd | +2 | +3 | +0 | +0 | Strength boost 1/day |
| 3rd | +3 | +3 | +1 | +1 | Frightful presence 1/day |
| 4th | +4 | +4 | +1 | +1 | Brutal strike +2 |
| 5th | +5 | +4 | +1 | +1 | Strength boost 2/day |
| 6th | +6 | +5 | +2 | +2 | Frightful presence 2/day |
| 7th | +7 | +5 | +2 | +2 | Brutal strike +3 |
| 8th | +8 | +6 | +2 | +2 | Strength boost 3/day |
| 9th | +9 | +6 | +3 | +3 | Frightful presence 3/day |
| 10th | +10 | +7 | +3 | +3 | Brutal strike +4 |

see (or possibly hear, depending on the dramatic act) the Fist. The ability has a range of 5 feet per level. All those (except for other Fists) within range are frightened for 5d6 rounds. Those who succeed at a Will saving throw are merely shaken. The DC for the Will save is 10 + the Fist's level + the Fist's Charisma modifier. This extraordinary ability creates a mind-affecting fear effect. The Fist may use this one additional time per day for every three levels above 3rd.

# GHOSTWALKER

A mysterious figure becomes visible at the edge of town. Unheralded and unnoticed until his first step onto the dried-mud street, the stranger's only companion is soundlessness. He draws the wordless gaze of children who cease their play and scurry to seek a hidden place to watch him, unseen. From behind shuttered windows and closed doors, parents and shopkeepers end their conversations as their eyes follow his slow steps. The din of the blacksmith dies, and the sudden whinny of a horse is blasphemously loud. No one saw this one before he seemed to appear out of the summer's haze, but they know their lives will change before he has gone.

The ghostwalker is not a role that fits many heroes. The ghostwalker wanders from place to place, typically alone as he goes about his business. Just what drives the ghostwalker to roam from one town to another depends on the individual. Many are monks who have left behind their cloisters, because they could no longer engage in a life of contemplation or because they rebelled against the ordered, sheltered life within a world of chaos. One ghostwalker may be out to right an ancient wrong, another to take vengeance on a distant foe, and yet another to atone for some tragic mistake. Some ghostwalkers represent a source of merciless justice as they right wrongs and punish the villainous. Others are more compassionate as they progress from one community to another, helping those in need. Ghostwalkers do exist who seep into communities determined to spread their selfish desires and villainy like a cancer. Their abilities point to some underlying, mysterious mysticism that surrounds and accompanies these wanderers, and they often appear just when and where they are needed.

Most ghostwalkers are warriors, whether their background describes them to be fighters, monks, or rangers. Former barbarians, fallen paladins, rogues, and some bards also take to the dusty roads of a wandering life. Wizards, clerics, druids, and sorcerers are rarely seen as ghostwalkers, but have been known to exist.

**Hit Die**: d10.

## Requirements

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

**Alignment**: Lawful good, lawful evil, chaotic good, chaotic evil, or true neutral.

**Base Attack Bonus**: +6.

**Feats**: Endurance, Iron Will, Toughness.

**Intimidate**: 4 ranks.

**Move Silently**: 4 ranks.

## Class Skills

The ghostwalker's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intuit Direction (Wis), Knowledge (law) (Int), Profession (Wis), Spot (Wis), Listen (Wis), Move Silently (Dex), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency**: The ghostwalker is proficient with all simple and martial weapons, light and medium types of armor, and shields.

**Painful Reckoning**: If the ghostwalker loses more than 50% of his normal hit-point total in one encounter (and survives), he gains this bonus to his AC, attack, and damage rolls when he faces the specific foe(s) that he fought in the initial encounter.

**TABLE 2-6: THE GHOSTWALKER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Painful reckoning +1, resolute aura, anonymity |
| 2nd | +2 | +3 | +0 | +3 | Feign death, painful reckoning +2 |
| 3rd | +3 | +3 | +1 | +3 | Superior Iron Will, painful reckoning +3 |
| 4th | +4 | +4 | +1 | +4 | Etherealness 1/day, painful reckoning +4 |
| 5th | +5 | +4 | +1 | +4 | Shadow walk, painful reckoning +5 |
| 6th | +6 | +5 | +2 | +5 | Painful reckoning +6 |
| 7th | +7 | +5 | +2 | +5 | Etherealness 2/day, painful reckoning +7 |
| 8th | +8 | +6 | +2 | +6 | Painful reckoning +8 |
| 9th | +9 | +6 | +3 | +6 | Painful reckoning +9 |
| 10th | +10 | +7 | +3 | +7 | Etherealness 3/day, painful reckoning +10 |

**Resolute Aura:** Whether fearful or respectful, humanoids around the ghostwalker typically pause and obey when confronted. Ghostwalkers add their number of ghostwalker levels to all Intimidate checks. Therefore, a 5th-level ghostwalker has a +5 bonus to all Intimidate checks.

**Anonymity:** The ghostwalker benefits from anonymity, but should his name ever become known to his foes, his powers are weakened. On those enemies who know his name, his resolute aura no longer functions. If they are hostile, he cannot feign death, become ethereal, or shadow walk in their presence (to a distance of 100 feet), and his painful reckoning bonus, if any, is halved against them.

**Feign Death:** Once per day, the ghostwalker can enter a cataleptic state that is impossible to distinguish from actual death—usually for ending an encounter. The effect lasts for 10 rounds per level of the ghostwalker. Although he can smell, hear, and knows what is going on, no feeling or sight of any sort is possible for the ghostwalker; any wounding of his body is not felt, and any damage taken is only one-half normal. Paralysis, poison, and energy drain do not effect the ghostwalker in this state, but poison injected into the body becomes effective when the effect ends.

**Superior Iron Will:** This ability provides an additional +2 bonus to Will saves. It stacks with the Iron Will feat.

**Etherealness:** Calling on the obscure, mystic forces that drive him to wander the world, the ghostwalker has the power to become ethereal, as per the spell *ethereal jaunt*. The effect persists for 1 round per level of the ghostwalker. This is an extraordinary ability.

**Shadow Walk:** The ghostwalker can shadow walk, as per the spell. The character travels at a rate of one mile in (11 – the number of ghostwalker levels) minutes. The maximum time that the ghostwalker can shadow walk is 1 hour per level per day. The ghostwalker can shadow walk three times per day. In addition, while in this state, the ghostwalker heals at the rate of 3 hit points per ghostwalker level. This is an extraordinary ability.

# GLADIATOR

Some are mere slaves, sent into a squalid pit to fight against insurmountable odds. Others are wealthy professionals with an entourage of managers, agents, and trainers. Rich or poor, all gladiators face death whenever they step into the arena.

Gladiators are trained warriors who fight in front of spectators in arenas large and small. Usually they face other gladiators in single combat, but larger arenas sometimes offer group battles. Some even feature man vs. monster matches, pitting one or more gladiators against a beast captured from the wilderness. The spectators cheer wildly for their favorite gladiators, and many bet vast sums on a combat's outcome. No one wagers more than the gladiator herself does, for often a match ends only when the loser dies.

Most gladiators were once fighters or barbarians, but rogues and monks sometimes find their way to the arena floor (much to the chagrin of their surprised opponents). In some rare cases, arenas feature "spellcaster duels" or pit a warrior against a wizard, making sure that the spellcaster's repertoire is suitably flashy and unlikely to harm the spectators. Becoming a gladiator is a simple matter, say the veterans of the pits. "Survive your first match, and you can call yourself a gladiator. Lot of good it will do you. . ."

NPC gladiators usually ply their trade in caravans that travel from arena to arena, although some are employed as regulars in the vast coliseums of large cities. Sometimes more famous gladiators are hired to act as bodyguards for aristocrats, and veteran gladiators assess new prospects and train would-be gladiators for their first fights in the ring.

**Hit Die:** d10.

## Requirements

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

**Base Attack Bonus:** +5.

**Perform or Intimidate:** 4 ranks. (Crowds respond best to the most attractive and most menacing combatants.)

**Feats:** Must have at least two feats from the list of fighter bonus feats. You do not have to earn them as a fighter, but they must appear on that list.

## Class Skills

The gladiator's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Improved Feint:** The gladiator has learned sneaky tactics such as kicking dirt in a foe's face, pretending to be badly wounded, or forcing an opponent to stare into the sun. You can use the feinting in combat Bluff technique on page 64 of the *Player's Handbook* as a move-equivalent action.

**Study Opponent:** You are adept at spotting weaknesses in your foes' fighting styles. If you take a all-out defense action, you gain a dodge bonus to your AC against any opponent who attacks you in melee combat that round. The dodge bonus begins the round

**TABLE 2–7: THE GLADIATOR**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Improved feint |
| 2nd | +2 | +3 | +0 | +0 | Study opponent +1 |
| 3rd | +3 | +3 | +1 | +1 | Exhaust opponent |
| 4th | +4 | +4 | +1 | +1 | Roar of the crowd |
| 5th | +5 | +4 | +1 | +1 | Study opponent +2 |
| 6th | +6 | +5 | +2 | +2 | Improved coup de grace |
| 7th | +7 | +5 | +2 | +2 | Poison use |
| 8th | +8 | +6 | +2 | +2 | Study opponent +3 |
| 9th | +9 | +6 | +3 | +3 | Make them bleed |
| 10th | +10 | +7 | +3 | +3 | The crowd goes wild |

after that opponent attacks you and lasts for the duration of the fight.

**Exhaust Opponent:** As combat continues, you can tire out your foe. You must attack the same opponent for at least 3 consecutive rounds. After your third set of attacks, your opponent must make a Fortitude save to avoid taking 1d6 subdual damage from exhaustion. The DC for this save starts at 15 and increases by 1 for every round beyond the third you continue to attack the same foe. Many gladiators fight defensively while employing this attack. If you do not attack for one round, the count resets to zero.

**Roar of the Crowd:** You can appeal to spectators with flourishes, trash-talking, and fancy moves. As a move-equivalent action, make a Perform check (DC 15). If you succeed, you get a +1 morale bonus to attacks and damage for the duration of the fight. Spectators must be noncombatants, and there must be at least a half-dozen of them.

**Improved Coup de Grace:** You dispatch fallen foes quickly, or with great flair. You may use a melee weapon to deliver a coup de grace attack as a standard action. If you are being showy, you take a full-round action to deliver the coup de grace attack, but gain a +2 morale bonus to attack for the rest of the combat.

**Poison Use:** You are trained in the use of poison just as assassins are. Ask your DM for details; the poison rules are found in the *Dungeon Master's Guide*.

**Make Them Bleed:** You are skilled at dealing wounds that cause extra blood loss. When you deal damage with a slashing weapon, the wound bleeds for one point of damage per round thereafter until a Heal check (DC 15) is made, any *cure* spell is applied, or 10 rounds minus the opponent's Constitution modifier elapse. Multiple wounds are cumulative, but creatures without discernible anatomies such as constructs, undead, and plants are immune to this effect.

**The Crowd Goes Wild:** With each blow you strike, the spectators cheer more loudly. If you have already engaged the spectators with roar of the crowd, you gain a +2 morale bonus to damage on your first successful blow. This bonus increases by +2 for each successive consecutive blow that deals damage to your opponent. The bonus resets to +2 if you miss.

# HALFLING OUTRIDER

The semi-nomadic culture of the halfling race often results in sudden encounters with peril. To safeguard themselves, many halfling communities turn to their outriders, an elite champion whose task it is to warn his fellows of, and protect them from, danger. The outrider is naturally skilled in the arts of riding and scouting.

Most halfling outriders are fighters, rangers, druids or rogues. All classes, however, can benefit from the AC bonus and defensive riding capabilities of the class.

NPC halfling outriders are usually found performing their duties in the field, or relaxing in their off-duty hours. The presence of an outrider whether afield or at rest indicates that a halfling community cannot be far away.

However, some outriders feel the pull of adventure more strongly. These leave behind their hearths and homes for a life of excitement on the road.

**Hit die:** d10.

## Requirements

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

**Base Attack Bonus:** +5.
**Race:** Halfling.
**Listen:** 4 ranks.
**Ride:** 6 ranks.
**Spot:** 4 ranks.
**Feats:** Mounted Combat, Mounted Archery.

## Class Skills

The halfling outrider's class skills (and the key ability for each skill) are Animal Empathy (Wis), Handle Animal (Cha), Listen (Wis), Ride (Dex), Search (Int),

and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The halfling outrider is proficient with all simple and martial weapons, light armor, and shields.

**Mount:** Halfling outriders gain a mount appropriate to the resources of their halfling community at 1st level. Most halfling communities attempt to provide their outriders with warponies, though some have been known to make do with lesser steeds, and a few boast more exotic animals. The outrider is not required to pay for the mount, nor its tack, harness and accoutrements.



**Alertness:** The halfling outrider gains a +2 bonus on all Listen and Spot checks.

**Ride Bonus:** The halfling outrider gains a +2 competence bonus on all Ride checks.

**Defensive Ride:** The nature of the halfling outrider's responsibilities has taught him the tricks of defensive riding, provided that he does nothing else (he cannot attack when riding defensively). He gains +2 Dexterity and a +4 AC dodge bonus. In addition, his mount gains: ×2 speed, a +2 bonus on all Will saves, and a +4 AC dodge bonus.

A defensive ride lasts for 3 rounds, plus the character's (newly improved) Dexterity modifier. The outrider may end the defensive ride voluntarily. At the end of the ride, both the outrider and his mount are winded and suffer a –2 Strength penalty until they are able to rest for at a minimum of 10 minutes. The outrider can only embark on a defensive ride a certain number of times per day (determined by level). Beginning the ride is a free action, but the outrider can only do so on his action.

**Deflect Attack:** Beginning at 3rd level, the outrider can attempt to parry a melee attack against his mount. He must be holding a melee weapon or shield to deflect the attack. Once per round when your mount would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magical bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

**Table 2–8: The Halfling Outrider**

| Class Level | AC Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Alertness, Ride bonus |
| 2nd | +1 | +0 | +3 | +0 | Defensive ride 1/day |
| 3rd | +2 | +1 | +3 | +1 | Deflect attack +1 |
| 4th | +2 | +1 | +4 | +1 | Defensive ride 2/day |
| 5th | +3 | +1 | +4 | +1 | Leap from the saddle |
| 6th | +3 | +2 | +5 | +2 | Defensive ride 3/day |
| 7th | +4 | +2 | +5 | +2 | Deflect attack +2 |
| 8th | +4 | +2 | +6 | +2 | Defensive ride 4/day |
| 9th | +5 | +3 | +6 | +3 | Deflect attack +3 |
| 10th | +5 | +3 | +7 | +3 | Defensive ride 5/day |

**AC Bonus:** This is a nonmagical deflection bonus applied to the character's Armor Class regardless of armor worn only when mounted.

**Leap from the Saddle**: When your mount is moving no faster than twice its Speed, you can dismount with a successful Handle Animal check (DC 20) and land adjacent to your mount as a free action. If an opponent is in an area you threaten (after you dismount), you can make a charge attack against that opponent. This requires the full attack action.

# KNIGHT PROTECTOR OF THE GREAT KINGDOM

The few, the proud, the Knight Protectors are warriors dedicated to restoring the ideals of knightly chivalry before they fade forever. The Protectors see moral decay everywhere they look in the world around them, brought on by a lapse in ethical behavior following the collapse of the once-proud Great Kingdom. The Protectors are the last remnants of a formerly great order of knights who pledged their existence to defending that now-defunct nation. Few of this ancient lineage remain alive today, and all that remains of the Great Kingdom is its name and a scattered few inheritor countries. But those who take up the mantle of Knight Protector today still hope for the return of the Great Kingdom, and believe they can hasten its restoration and repair society's ills by living their lives as paragons of their venerable chivalric code.

Like paladins, knight protectors adhere to a rigid code of behavior that expresses such values as honor, honesty, chivalry, and courage. Unlike paladins, the Protector's first duty is to this code and the vanished nation for which it stands, rather than to a deity or holy order. The Protector is expected to display these ideals in all aspects of his behavior, and throughout all his actions and deeds, however arduous they may be. A Knight who unwillingly or unknowingly violates this code, or violates it willingly in the belief that doing so contributes to an act of greater good, may redeem himself by undertaking and completing a quest or other dangerous mission assigned by the order's leadership. A Protector who willingly and knowingly violates this code for no adequate reason is removed from the order, and may no longer advance in levels as a Knight Protector.

**Hit Die**: d10.

### The Code of the Knight Protector

**Code of Conduct:** The Knight Protector must be of a lawful alignment, and must adhere to the order's Code of Conduct (see below).

**Support:** The order supports its own. The Knight Protector can expect to receive normal arms and armor, room and board, a mount and its accoutrements from the order for as long as he remains in its ranks and adheres to the Code.

**The Code:**

Courage and enterprise in obedience to the Order.

Defense of any mission unto death.

Respect for all peers and equals; courtesy to all lessers.

Combat is glory; battle is the true test of self-worth; war is the flowering of the chivalric ideal.

Personal glory above all in battle.

Death to those who oppose the Great Kingdom.

Death before dishonor.

## Requirements

To qualify to become a Knight Protector of the Great Kingdom, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4.

**Race**: Dwarf, elf, half-elf, human.

**Diplomacy:** 6 ranks.

**Knowledge (Nobility and Royalty):** 4 ranks.

**Ride:** 6 ranks.

**Feats**: Power Attack, Cleave, Mounted Combat, Great Cleave.

**Heavy armor proficiency.**

**Alignment**: Lawful.

**Other**: Gain membership in the order.



## Class Skills

The Knight Protector's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Knowledge (Nobility and royalty) (Int), Ride (Dex), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** Knight Protectors are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Defensive Blow:** Whenever the Knight Protector is engaged in a melee combat situation where the Knight seeks to protect a creature who is weaker than the Knight Protector (fewer HD or total levels) or who is helpless, the Knight Protector gains the listed morale bonus to his attack and weapon damage rolls.

**Shining Beacon**: The Knight Protector is the physical and spiritual embodiment of high ideals.

**Table 2–9: The Knight Protector**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Defensive blow +2, shining beacon |
| 2nd | +2 | +0 | +0 | +3 | Best effort +2, Iron Will |
| 3rd | +3 | +1 | +1 | +3 | Supreme Cleave |
| 4th | +4 | +1 | +1 | +4 | Defensive blow +3 |
| 5th | +5 | +1 | +1 | +4 | Best effort+3 |
| 6th | +6 | +2 | +2 | +5 | No mercy +1 |
| 7th | +7 | +2 | +2 | +5 | Defensive blow +4 |
| 8th | +8 | +2 | +2 | +6 | Best effort +4 |
| 9th | +9 | +3 | +3 | +6 | No mercy +2 |
| 10th | +10 | +3 | +3 | +7 | Best effort +5, defensive blow +5 |

All his allies gain a +4 morale bonus on saves versus fear effects when they stand within 10 feet of the Knight Protector. If the Knight is *held*, unconscious, or otherwise rendered helpless, his allies lose this bonus.

**Best Effort**: The daunting nature of the Knight Protector's goals often requires special focus of effort. Beginning at 2nd level, a Knight Protector gains a bonus to any one skill check he makes, once per day. You must declare that you are using this ability before you make the skill check.

**Iron Will:** At 2nd level, the Knight gains the feat Iron Will.

**Supreme Cleave:** Beginning at 3rd level, the Knight can take a 5-foot step between attacks when using the Cleave or Great Cleave feat.

**No Mercy:** At 6th level, the Knight Protector gains the ability to make extra attacks of opportunity. The knight protector may make a number of extra attacks of opportunity against opponents equal to the number of the bonus and use the Knight's full attack bonus.

# LASHER

The lasher prestige class uses the whip as an extension of herself. A whip in the hands of a lasher is like unto a live thing, obeying the character's every command. Lasher training goes far beyond simple exotic weapon proficiency, and not all who take up the discipline survive to its end. Lashers prefer to use a whip or a whip dagger (exotic weapons, both). Their ability with the whip makes them deadly warriors to be reckoned with.

Fighters, ex-paladins, rangers, ex-druids and barbarians are drawn to the art of the lash, which transforms an interesting tool into a deadly weapon. Rogues, monks, and bardic lashers find the understated profile of a whip a plus in many of their activities. Sorcerers, wizards, and clerics are least likely to be drawn to the art of the lash.

As NPCs, lashers are individuals who love to display the crack and snap of their whip skills. Though they consider the use of the whip an art form, they recognize it is a martial art used primarily for combat.

**Hit Die:** d10.

## Requirements

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

**Base Attack Bonus:** +5.

**Rope Use:** 2 ranks.

**Craft (leatherworking):** 2 ranks.

**Weapon Focus:** Whip.

**Exotic Weapon Proficiency:** Whip.

**Special:** The lasher must own a whip or whip dagger (see Chapter 5). Usually, a lasher owns both types of whip (and, if wealthy enough, mighty versions of both types).

## Class Skills

The lasher's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** A lasher's weapon training focuses on the whip. Lashers are proficient with no armor and no shields.

**Whip Sneak Attack:** If a lasher catches an opponent unable to defend himself effectively from her attack anywhere within range (up to 15 ft.), she can use a whip or whip dagger to strike a vital spot for extra damage (a lasher does not gain a sneak attack with other weapons). Any time the lasher's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the lasher's attack deals +1d6 points of damage. This extra damage increases by a +1d6 points every fourth level (+2d6 at 5th level, and +3d6 at 9th level). Should the lasher

**TABLE 2–10: THE LASHER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Whip sneak attack +1d6, close combat, wound, whip lash |
| 2nd | +2 | +0 | +3 | +0 | Improved trip, third hand |
| 3rd | +3 | +1 | +3 | +1 | Crack of fate |
| 4th | +4 | +1 | +4 | +1 | Lashing whip |
| 5th | +5 | +1 | +4 | +1 | Sneak attack +2d6 |
| 6th | +6 | +2 | +5 | +2 | Improved Disarm |
| 7th | +7 | +2 | +5 | +2 | Stunning snap |
| 8th | +8 | +2 | +6 | +2 | Crack of doom |
| 9th | +9 | +3 | +6 | +3 | Sneak attack +3d6 |
| 10th | +10 | +3 | +7 | +3 | Death spiral |

score a critical hit with a sneak attack, this extra damage is not multiplied. This ability stacks with any other sneak attack ability.

With a regular whip (but not a whip dagger), the lasher can make a sneak attack that deals subdual damage instead of normal damage (see Wound below).

A lasher can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the lasher must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The lasher cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a lasher gets a general sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Close Combat:** At 1st level, the lasher can attack an opponent in a threatened square with a whip or whip dagger and not provoke an attack of opportunity.

**Wound:** At 1st level, a lasher can use a normal whip to deal regular damage to an opponent, instead of subdual damage, at her option. This allows the lasher to inflict damage on creatures with an armor bonus of +1 or better or a natural armor bonus of +3 or better. If using the whip to deal subdual damage, it deals no damage to creatures with a +1 or more armor bonus or +3 or more natural armor (as usual). Lashers using a whip dagger always deal regular damage to opponents.

**Whip Lash:** The lasher can make attacks of opportunity with his whip or whip dagger against foes within 5 feet as if it were a melee weapon.

**Improved Trip:** At 2nd level, the lasher gains the Improved Trip feat, if using a whip or whip dagger to perform the trip. She need not have taken the Expertise feat, normally a prerequisite, before this.

**Third Hand:** At 2nd level, a lasher's precision with the whip or whip dagger allows her to use it almost like a third hand—a third hand at the end of a flexible 15-foot-long arm—as a standard action. Depositing a lashed object into your hand is a move-equivalent action. *Note:* A lasher generally uses a normal whip to perform abilities granted by third hand, because a whip dagger deals its damage to the object or individual grasped, while a regular whip does not. Sometimes, this is not a problem, especially if the item grasped has hardness, but other times inflicting damage by using third hand is a bad idea. Thus, most lashers carry two whips. A lasher successfully performs a task if her attack roll equals or exceeds the DC for a given task:

- Punch a button, snuff a candle flame, flick a coin lying along the ground, etc. as a move-equivalent action. Range 15 feet, DC 15.
- Retrieve an unattended object of up to 20 pounds, and deposit into your off hand as a move-equivalent action. Range 15 feet, DC 20.
- Firmly wrap the end of your whip around a pole, spike, or other likely projection up to 15 feet away as a move-equivalent action. The DC is 22. If used to wrap around a projection at the top of a wall, reduce the DC to climb the wall by 5. If the point of attachment is optimal on a ceiling fixture, you could swing over a chasm of up to 25 feet wide. You can also wrap items heavier than 20 pounds, but you cannot automatically flick them into your off hand (but you could drag them). You can unwrap the end of your whip from the entangled object as a free action.
- When the victim of a precipitous fall, you can give up your Reflex save in an attempt to use your whip to snag a likely projection, pillar, rafter, etc., within 15 feet of the edge of the pit, cliff, bridge, etc. Generally, an unattached item (such as a statue, table, etc.) must weight twice as much as you for you to arrest your fall, otherwise you merely pull it after you). You may attempt to snag a friend or foe standing near the edge of the precipice as you fall. You make a ranged touch attack against another

creature's AC (the friend does not apply his Dexterity bonus while an unwilling friend or a foe applies their Dexterity modifier to AC), If you hit, you wrap your whip around the target, who must make a successful Strength check against DC 20 to arrest both you and himself. An unsuccessful Strength check sends both you and your target into the precipice. You can unwrap the end of your whip from the entangled object as a free action.

**Crack of Fate:** At 3rd level, a lasher can take one extra attack per round with a whip or whip dagger. The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a –2 penalty. The lasher must use the full attack action to use crack of fate.

**Lashing Whip:** At fourth level, the lasher adds a +2 damage bonus to her whip and/or whip dagger. If using a whip, she adds +2 subdual damage or +2 regular damage, at her option. If the lasher has already gained weapon specialization from another class (fighter, for example), the damage bonus stacks.

**Improved Disarm:** At 6th level, the lasher gains the Improved Disarm feat, if using a whip or whip dagger to perform the disarm action. She need not have taken the Expertise feat, normally a prerequisite, before this. If the lasher successfully disarms a foe, she can attempt use her third hand ability to deposit the weapon of up to 20 pounds in her off hand if she makes the appropriate check, as a move-equivalent action. Treat the lasher's whip as a Medium-size weapon for purposes of disarming an opponent.

**Stunning Snap:** A lasher can use a whip or whip dagger to stun a creature instead of inflicting subdual or normal damage. The lasher can use this ability once per round, but no more than once per level per day. The lasher must declare she is using a stun attack before making an attack roll. (A missed attack roll ruins the attempt.) A foe struck by a whip or whip dagger must make a Fortitude saving throw (DC 10 + the lasher's level + Strength modifier), in addition to receiving normal damage (subdual or standard). If the saving throw fails, the opponent is stunned for one round. A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the lasher's stunning attack.

**Crack of Doom:** At 8th level, a lasher can take two extra attacks per round with a whip or whip dagger. This ability supersedes crack of fate (the abilities do not stack). The attack is at the lasher's highest base attack bonus, but each attack (the extra one and normal ones) suffers a –4 penalty. The lasher must use the full attack action to use crack of doom

**Death Spiral:** At 10th level, the lasher gains transcendental understanding of her whip or whip dagger. Once per day, she can spin the whip over her head with supernatural speed. All foes within a 15-foot radius of the lasher must make a Reflex save against a DC equal to the lasher's attack roll. Opponents who fail are stunned for 1d4+1 rounds. Stunned opponents must make a successful Fortitude save (DC 18) or become helpless for 1d4–1 rounds (minimum 1 round). Allies (as selected by the lasher) in range are spared the effects of the death spiral. The death spiral is a supernatural ability.

## MASTER OF CHAINS

The master of chains is a combatant specializing in the use of chains—specifically the spiked chain—as a weapon. They usually have a sinister aura about them, and are never completely good. They use chains as tools of terror and intimidation as much as weapons. Along with their use of chains, they are good with locks as well.

Fighters are best equipped to become masters of chains, although rogues, rangers, and barbarians make excellent members of this rare, frightening group as well.

A master of chains often creates a lair underground filled with chains on the ground and hanging from the

**TABLE 2-11: THE MASTER OF CHAINS**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Scare |
| 2nd | +2 | +0 | +3 | +0 | Climb fighting |
| 3rd | +3 | +1 | +3 | +1 | Superior Weapon Focus |
| 4th | +4 | +1 | +4 | +1 | Chain bind |
| 5th | +5 | +1 | +4 | +1 | Chain armor, double chain |
| 6th | +6 | +2 | +5 | +2 | Deflect attacks |
| 7th | +7 | +2 | +5 | +2 | Superior Weapon Specialization |
| 8th | +8 | +2 | +6 | +2 | Superior barbed chain |
| 9th | +9 | +3 | +6 | +3 | Swinging attack |
| 10th | +10 | +3 | +7 | +3 | Chain mastery |

ceiling. Whole rooms of rattling chains suspended from above create an unnerving and dangerous setting for their foes. Members of this prestige class usually do not work together, although a master of chains gladly teams up with those of other classes for mutual benefit. Due to their similar affinities, these individuals often ally themselves with the outsiders known as kytons (see the *Monster Manual*).

**Hit Die:** d10.

## Requirements

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

**Alignment**: Any nongood.

**Escape Artist:** 6 ranks.

**Open Lock:** 4 ranks.

**Intimidate:** 4 ranks.

**Feats**: Exotic Weapon Proficiency (spiked chain), Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

**Ability Score**: Int 13+ (required for Expertise).

## Class Skills

The master of chains' class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (metalworking) (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), and Open Lock (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The master of chains is proficient with no weapons, and no type of armor or shield.

**Scare:** By rattling his chains as a standard action, the master can induce *fear* in a creature as the spell of the same name, using his class level as the caster level (see the *Player's Handbook*). The master can use this extraordinary ability only once per day.

**Climb Fighting:** If master of chains is climbing on a rope or a chain, he suffers no penalty to attacks and foes gain no bonus to attack him, rather than the master of chains losing his Dexterity modifier while climbing and his enemy gaining a +2 on attack rolls against the master of chains. If the master of chains is hanging from a chain that has the ability to swing more than five feet, he can use that to his advantage and gain a +2 dodge AC bonus.

**Superior Weapon Focus:** Stacking on top of any existing Weapon Focus bonus, this ability grants a master of chains an additional +1 to attack rolls with a spiked chain.

**Chain Bind**: At 4th level, the master of chains can use his weapon and a quick application of a lock (the whole process requiring a full-round action) to bind a single Small, Medium, or Large creature. This should be treated as an attack with a net, except that the Escape Artist check to escape has a DC of 25, and the burst DC is 30. A chain at least 10 feet long is required to accomplish this. If it is a spiked chain, the entangled creature suffers 1 point of damage per round while entangled unless they remain motionless.

**Chain Armor:** At 5th level, a master of chains can wrap himself in chains (as long as he has at least 20 feet of chain) to provide him with a +5 armor bonus to AC. For him, there is only a –2 maneuver penalty, no max Dex modifier, and a 30% arcane spell failure chance. Speed is not affected.

**Double Chain:** At 5th level, the master of chains can choose to use a spiked chain as a double weapon instead of a weapon with reach. (Each round, he can switch how he uses it.)

**Extra Lash:** At 6th level, a master of chains inflicts an additional +1d6 points of damage with a spiked chain, slashing the foe with extra slack in the chain. He must use the full attack action to use this ability.

**Deflect Attacks:** As a move-equivalent action, a 6th-level master of chains can use a spinning chain to provide a +4 deflection AC bonus against all attacks coming in from a chosen 180-degree arc. This is an extraordinary ability.

**Superior Weapon Specialization:** Stacking on top of any existing weapon specialization bonus, this adds an additional +2 to all damage rolls made with a chain or spiked chain.

**Superior Spiked Chain:** At 8th level, the master of chains can modify his spiked chain so that it leaves cruel barbs behind in the targets it strikes. Using the chain in this way causes victims to bleed 1 hit point per round until a successful Heal check is used to bind the wounds (DC 15) or until magical healing is applied to them. It costs 25 gp to modify a chain in this manner, and 10 gp to add new spikes once the modified chain has been used five times. (After five uses, the modified chain can be used as a normal spiked chain.) Only 8th level and above masters of chains can make and use these specially modified weapons properly—in anyone else's hands they are simply spiked chains.

**Swinging Attack:** At 9th level, as a full-round action, the master of chains can wrap the end of his chain around an overhead object (something that can sustain his weight) and swing at any target within 10 feet. The foe so attacked is treated as flat-footed and the master gains a +2 attack bonus and inflicts +3d6 damage with this single attack (only one attack is allowed).

**Chain Mastery:** As a supernatural ability, the master of chains can animate a chain (as the spell *animate rope*, but with chains) of up to 50 feet in length for 10 rounds. The master of chains can use this ability three times per day plus a number of times equal to his Charisma bonus.

# MASTER SAMURAI

The master samurai is a military retainer of a feudal overlord; he practices a martial code of behavior that emphasizes the value of personal honor over life itself. In some cultures he is part of the warrior aristocracy.

The details of the master samurai code are quite specific. Master samurai are required and expected to demonstrate absolute obedience to their feudal overlord, even if his lord's commands might result in the master samurai's certain death. He remains ready to die for his lord or his honor at a moment's notice, and to avenge to the death any slight to either. His personal honor demands that he repay all debts fairly. Perhaps the most important tenet of this code is the expectation that the master samurai never commit a dishonorable act or demonstrate the slightest fear of personal injury or death. Master samurai who fail to live up to these strictures face personal shame so overwhelming that they prefer to destroy themselves rather than live under its shadow.

Fighters, rangers, and paladins make excellent master samurai, and they find that its class abilities enhance their own combat potential. Monks also make good master samurai: The discipline of bushido is a natural reflection of the monk's desire to study a philosophy or belief with single-minded determination. Wizards and sorcerers may find it difficult to qualify for master samurai, but those who do enjoy the martial enhancements available to them.

**Hit Die**: d12.



## Requirements

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

**Base Attack Bonus:** +5.

**Knowledge (nobility and royalty):** 4 ranks.

**Ride:** 4 ranks.

**Intimidate:** 4 ranks.

**Feats**: Cleave, Improved Initiative, Mounted Archery, Mounted Combat, Power Attack, Weapon Focus (bastard sword).

## Class Skills

The master samurai's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Knowledge (code of martial honor) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

**TABLE 2–12: THE MASTER SAMURAI**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +2 | Tumble bonus, Great Cleave |
| 2nd | +2 | +0 | +3 | +3 | Blades of Fury, Supreme Cleave |
| 3rd | +3 | +1 | +3 | +3 | Supreme Mobility |
| 4th | +4 | +1 | +4 | +4 | Blades of death |
| 5th | +5 | +1 | +4 | +4 | *Ki* strength 1/day |
| 6th | +6 | +2 | +5 | +5 | *Ki* attack 1/day |
| 7th | +7 | +2 | +5 | +5 | *Ki* strength 2/day |
| 8th | +8 | +2 | +6 | +6 | *Ki* attack 2/day |
| 9th | +9 | +3 | +6 | +6 | *Ki* strength 3/day |
| 10th | +10 | +3 | +7 | +7 | *Ki* attack 3/day |

## Class Features

**Weapon and Armor Proficiency:** Master samurai are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Code of Conduct:** The master samurai must be of a lawful alignment, and must adhere to the martial code of honor (see sidebar). If the master samurai violates this code, he may be required to atone by performing some arduous or disagreeable task; if the violation was particularly egregious, he may be invited to commit ritual suicide. In some cultures, when a feudal overlord is killed, defeated, or disgraced, his master samurai retainers are expected to follow him into death.

**Support:** Master samurai can expect to receive all the necessary requirements of life from their feudal overlord, including room and board, transportation, normal (including masterwork) arms, and armor. Those master samurai who do not serve a lord are called ronin and do not receive the support benefit.

**Tumble:** At 1st level, the master samurai gains a +2 competence bonus to Tumble skill checks.

**Great Cleave:** At 1st level, the master samurai receives this feat for free.

**Supreme Cleave:** At 2nd level, the master samurai gains the ability to take a 5-foot step before making a Cleave or Great Cleave attack.

**Blades of Fury:** When a master samurai delays his attack with the katana until after he is attacked in the round, he takes advantage of the opening and can add a +2 bonus to his attack and damage rolls. In other words, you delay your action until after you are attacked in melee combat.

**Blades of Death:** When the master samurai fights with the katana two-handed, he adds double his Strength modifier to damage rolls.

**Supreme Mobility:** The master samurai gains a +6 dodge bonus to his AC against attacks of opportunity provoked by moving into or out of a threatened area. Note: A condition that makes you lose your Dex bonus to Armor Class (if any) also makes you lose dodge bonuses. This dodge bonus supersedes that of Mobility.

***Ki* Strength:** Beginning at 5th level, the master samurai learns to channel *ki*, a source of inner energy and strength shared by all living creatures. You can add +2 to your Strength score for a number of rounds equal to your Wisdom bonus.

***Ki* Attack:** Beginning at 6th level, the master samurai gains the supernatural ability to imbue his melee attacks with *ki* energy for one successful attack as a free action. The damage from such an attack can harms even a creature with damage reduction. When using this ability, consider the master samurai's weapon to be a magic weapon with a bonus equal to the character's Wis modifier for of harming a creature with damage reduction. Once activated, this bonus remains until the master samurai hits once with the weapon charged with *ki*.

### The Master Samurai's Code

The master samurai is obedient to his lord.

It is a master samurai's right to protest against bad judgments or orders from his lord and death is the final protest a master samurai can make.

The master samurai is ready to die at any time.

There is no failure, only success or death.

To die in the service of one's lord is the greatest service a master samurai can perform.

Dishonor to one's lord or family is dishonor to the master samurai.

All debts, of honor or vengeance, are repaid.

An enemy deserves no mercy.

Cowardice is dishonorable.

# NINJA OF THE CRESCENT MOON

Some monks seek only enlightenment. Others are tempted by more shadowy pursuits.

The Ninja of the Crescent Moon is a mercenary clan whose members engage in sabotage and other covert missions for an outlandish fee—if the job meets their own inscrutable moral code. The ninja are a thorn in the side of both evil tyrants and just nobles, and no one outside the upper hierarchy knows what their real aims are. Their bases and safehouses are unknown to any outside the Crescent Moon, and would-be patrons contact them only through a long chain of contacts.

But once the Ninja of the Crescent Moon are hired, they generally complete the job by the next crescent moon (hence the name). The black-garbed ninja typically infiltrate their target, reveal themselves in a whirlwind of violence, then slip away into the shadows of the night.

Most ninja were once monks who heard the whispered promise of the ninja's esoteric secrets. Curious, they began to research the Crescent Moon, following half-remembered rumors to their source. Any monk (or occasionally rogue or fighter) who manages to track the ninja back to their source are typically offered membership. Those who turn the Crescent Moon down are marked for death.

NPC ninja appear seemingly from nowhere, striking without mercy. They are often hired to steal a valuable item, kill a powerful rival, or infiltrate a besieged fortress as a precursor to an attack.

**Hit Die:** d8.

## Requirements

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

**Base Attack Bonus:** +6.

**Feats:** Improved Unarmed Strike, Deflect Arrows, Quick-Draw.

**Move Silently** 10 ranks.

**Hide** 10 ranks.

**Other:** Evasion class feature, must contact Crescent Moon leadership.

## Class Skills

The ninja's class skills (and the key ability for each skill) are Alchemy (Int), Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Swim (Str), and

**Table 2–13: Ninja of the Crescent Moon**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +2 | Monk-like armor bonuses, sneak attack +1d6 |
| 2nd | +2 | +3 | +3 | +3 | Improved evasion, kuji-kiri |
| 3rd | +3 | +3 | +3 | +3 | Poison use, sneak attack +2d6 |
| 4th | +4 | +4 | +4 | +4 | AC bonus +1, fast climb, silencing attack |
| 5th | +5 | +4 | +4 | +4 | Fast sneak, sneak attack +3d6 |
| 6th | +6 | +5 | +5 | +5 | Invisibility, opportunist |
| 7th | +7 | +5 | +5 | +5 | Gaseous form, sneak attack +4d6 |
| 8th | +8 | +6 | +6 | +6 | Improved kuji-kiri |
| 9th | +9 | +6 | +6 | +6 | AC bonus +2, Blindsight, Sneak Attack +5d6 |
| 10th | +10 | +7 | +7 | +7 | Always sneaky, Ethereal jaunt |

Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Monklike AC Bonuses:** When the ninja is wearing no armor or shield, he receives the AC bonus listed in Table 3–10 in the *Player's Handbook*. This bonus stacks with any AC bonus he previously received as a monk. Furthermore, the ninja applies Dexterity and Wisdom bonuses to AC if unarmored.

**Sneak Attack:** If a ninja can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Any time the ninja's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the ninja's attack deals +1d6 points of damage. This extra damage increases by an +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on). Should the ninja score a critical hit with a sneak attack, this extra damage is not multiplied. This class ability stacks with any other sneak attack the character possesses.

It takes precision and penetration to hit a vital spot, so ranged attacks only count as sneak attacks if the target is 30 feet away or less.

A ninja can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the ninja must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The ninja cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach. If a ninja gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Improved Evasion:** At 2nd level, a ninja's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she only takes half damage on a failed save.

**Kuji-kiri:** By making mystical hand gestures as a standard action, the ninja can render opponents helpless as if he would cast *hypnotic pattern*. The ninja can affect 2d4 +1 per ninja level HD with kuji-kiri, and subjects must make Will saves against DC 12 + the ninja's Charisma bonus to avoid the effect. The hypnotic pattern lasts as long as the ninja continues to gesture, plus one additional round. The ninja can use this power once daily for each level of ninja.

**Poison Use:** Ninjas are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Fast Climb:** The ninja can scurry up a wall at unbelievable speed. With each successful Climb check, the ninja can move half his speed as a move-equivalent action or his speed as a full-round action. Furthermore, he retains his Dex bonus to AC while climbing.

**Silencing Attack:** If the ninja successfully hits a flat-footed opponent with a melee attack, the opponent is unable to speak for one round. This prevents casting spells with a verbal component and shouting warnings or alarms.

**Fast Sneak:** When using Move Silently and Hide, the ninja can move at his normal speed without suffering a penalty to those skills.

**Invisibility:** The ninja can turn invisible (as the spell *invisibility*, but targeting himself only) once daily for each level of ninja.

**Opportunist:** Once per round, the ninja can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the ninja's attacks of opportunity for that round. Even a ninja with the Combat Reflexes feat cannot use the opportunist ability more than once per round.

**Gaseous Form:** You can assume *gaseous form*, as the spell (see the *Player's Handbook*), once per day for 1 round per class level. Using this ability requires a full-round action.

**TABLE 2–14: THE ORDER OF THE BOW INITIATE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +2 | Ranged sneak attack +1d6 |
| 2nd | +2 | +0 | +3 | +3 | Close combat shot |
| 3rd | +3 | +1 | +3 | +3 | Ranged sneak attack +2d6 |
| 4th | +4 | +1 | +4 | +4 | Superior Weapon Focus |
| 5th | +5 | +1 | +4 | +4 | Ranged sneak attack +3d6 |
| 6th | +6 | +2 | +5 | +5 | Free attack, Zen Archery |
| 7th | +7 | +2 | +5 | +5 | Superior Weapon Specialization |
| 8th | +8 | +2 | +6 | +6 | Ranged sneak attack +4d6 |
| 9th | +9 | +3 | +6 | +6 | Banked shot |
| 10th | +10 | +3 | +7 | +7 | Ranged sneak attack +5d6 |

**Improved Kuji-kiri**: The ninja's swirling hand gestures are harder to resist. Kuji-kiri now affects 3d6 +1 per ninja level HD of creatures, and the Will save DC is 15 + the ninja's Charisma bonus.

**Blindsight**: Using nonvisual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the ninja maneuvers and fights just as well in darkness as in light. Invisibility and darkness are irrelevant, though the ninja still cannot discern ethereal beings. The ninja's blindsight extends for 60 feet.

**Always Sneaky**: The ninja is always taking 10 on Move Silently and Hide. Unless the ninja wants to be seen or heard, make opposed Spot and Listen checks to detect the ninja's presence.

**Ethereal Jaunt**: By focusing his *ki*, the ninja can become ethereal for a moment or two. Three times a day as a free action, the ninja can make an ethereal jaunt (as the spell of the same name, except the duration is only 1 round).

# ORDER OF THE BOW INITIATE

The Way of the Bow is used by some for spiritual self-improvement, by others a philosophical art. Others practice it as a way of life, and yet others employ it as a religious ceremony. Of course, many find the art of killing with the bow to be an important skill in a dangerous world. The Way of the Bow is always what you make of it. The Way of the Bow embraces the following concepts:

Through one's archery, one's true character can be determined.

The Way of the Bow is a spiritual art. By learning it, the archer learns about himself. By improving in the Way of the Bow, the archer improves himself.

The Way of the Bow is a highly meditative martial art whose ultimate goals are Truth, Goodness, and Beauty.

When asked, "What is Truth?", a Master Archer picks up his bow, fires an arrow and, without saying a word, lets his mastery of the bow serve as the gauge of the archer's progress along the "way," thereby showing the archer's knowledge of reality, or "truth" itself.

The Way of the Bow is a matter of precision and discipline: the relationship you have with your bow, the arrow, your body, and your mind. The Way of the Bow is standing meditation. When you shoot, you can see the reflection of your mind, as in a mirror. The target is the mirror. When you release, you also let go of your ego. You can see your own mind.

Fighters are the most common initiates of the Order of the Bow. Powerful rangers, paladins, and even barbarians utilize these skills and philosophies as well.

**Hit Die**: d10.

## Requirements

To qualify as an initiate, a charater must fulfill all the following criteria:

**Base Attack Bonus**: +5.

**Knowledge (religion)**: 2 ranks.

**Proficiency**: Longbow or shortbow or composite longbow or composite shortbow.

**Feats**: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow or shortbow or the composite version of either, Weapon Specialization (longbow or shortbow or the composite version of either).

## Class Skills

The Order of the Bow's class skills (and the key ability for each skill) are: Knowledge (religion) (Int), Craft (bowmaking) (Int), Spot (Wis), Swim (Str), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency**: None.

**Ranged Sneak Attack**: Any time the initiate's target would be denied his Dexterity bonus to AC (regardless of whether he has a Dexterity bonus), the initiate's ranged

sneak attack deals extra damage. The extra damage is +1d6 at 1st level, and +1d6 every two levels after that. Ranged attacks only count as sneak attacks if the target is within 30 feet. The initiate cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability as a rogue, the bonuses stack.

**Close Combat Shot:** At 2nd level, the initiate can attack with a ranged weapon in a threatened area and not provoke an attack or opportunity.

**Superior Weapon Focus:** Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the initiate's bow.

**Free Attack:** Once per round, whenever an ally within line of sight gains an attack of opportunity upon a foe, the initiate can make one ranged attack against the same foe, at his highest attack bonus as a free action.

**Zen Archery:** You gain this feat for free (see page 10). If the character already has this feat, then the Wisdom modifier stacks with the Dexterity modifier for ranged attacks.

**Superior Weapon Specialization:** This stacks with any existing weapon specialization bonus, and adds an additional +2 to all damage rolls made with a longbow or shortbow.

**Banked Shot:** This extraordinary ability allows the initiate to fire an arrow at a target within 20 feet of a wall (but not adjacent to the wall) and treat the target as if flat-footed for purposes of AC and damage inflicted. This is a full-round action, since it is extremely difficult.

# RAVAGER

Feared by many, understood by few, the infamous Ravager is an individual who has dedicated himself to the service of Erythnul, Deity of Slaughter. Living a life of violence and savagery, the Ravager seeks to spread this deity's malignant influence wherever he goes, never resting long in one place lest the forces of good and law pursue him.

Ravagers who come from the ranks of fighters and monks find that the Ravager's offensive capabilities enhance their combat skills, while wizard, sorcerer, cleric and druid Ravagers find that their ability to cause terror in their foes is a very useful defensive measure. Ravagers spend much of their time with others of their kind, roaming the land in small, close-knit warbands, striking unsuspecting communities without warning, and retiring back into the wilderness to plan their next terrible raid. Sometimes the clergy of Erythnul commands a lone Ravager to undertake some mission or project that obliges the Ravager to join up with other, non-Ravager individuals, but such alliances are usually temporary and must be managed carefully, lest they lead to quarrels or worse.

NPC Ravagers are usually encountered in small warbands of from two to six individuals, but sometimes a lone Ravager may be met when undertaking a special mission.

All Ravagers are readily identified by the bizarre and fearsome facial tattoos they wear to mark themselves as Erythnul's instruments.

**Hit Die**: d10.

## Requirements

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

**Alignment**: Chaotic evil, chaotic neutral, neutral evil.
**Base Attack Bonus:** +5.
**Feats**: Dirty Fighting, Power Attack, Sunder.
**Intimidate:** 3 ranks.
**Knowledge (religion)**: 3 ranks.
**Wilderness Lore** 4 ranks.
**Other**: Must survive the Ravager initiation rites. (See the Ravager organization description on page 50 of this book.)

## Class Skills

The Ravager's class skills (and the key ability for ech skill) are Intimidate (Cha), Knowledge (religion) (Int), Move Silently (Dex), Profession (Int), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

**TABLE 2–15: THE RAVAGER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Pain touch 1/day |
| 2nd | +2 | +3 | +0 | +0 | Aura of fear 10' 1/day |
| 3rd | +3 | +3 | +1 | +1 | Cruelest cut 1/day |
| 4th | +4 | +4 | +1 | +1 | Pain touch 2/day |
| 5th | +5 | +4 | +1 | +1 | Aura of fear 20' 2/day |
| 6th | +6 | +5 | +2 | +2 | Cruelest cut 2/day |
| 7th | +7 | +5 | +2 | +2 | Pain touch 3/day |
| 8th | +8 | +6 | +2 | +2 | Aura of fear 30' 3/day |
| 9th | +9 | +6 | +3 | +3 | Cruelest cut 3/day |
| 10th | +10 | +7 | +3 | +3 | Visage of terror |

## Class Features

**Weapon and Armor Proficiency:** All Ravagers are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Pain Touch:** Erythnul teaches that life is pain, and so is the touch of a Ravager. A Ravager can make an unarmed touch attack that causes 1d8 hit points of damage, plus one point per the Ravager's level. Weapon attacks also transmit the pain of Erythnul, but only at the rate of 1d4 extra points of damage, plus 1 point per the Ravager's level. The Ravager may make one additional pain touch attack for every three levels above 1st.

**Aura of Fear:** Enemies within the stated distance of the Ravager suffer a –2 morale penalty on all saving throws for as long as they remain within range. This is a supernatural ability, usable a number of times per day as given on the table.

**Cruelest Cut:** Your familiarity with pain and fear grants you a cruel precision with your melee attacks. You must declare you are using cruelest cut before making any attack rolls. If you miss all your attack in that round, you lose one use of the cruelest cut. If you strike successfully, you deal 1d4 points of temporary Constitution damage to your target, in addition to normal damage on one attack. You may use cruelest cut once per day for every three levels you have attained.

**Visage of Terror:** You have plumbed the true depths of horror and hopelessness. Once per day, you can trigger a spell-like ability similar to the arcane spell *phantasmal killer* (save DC 14 + the Ravager's class level) as a standard action. To the foe you select, you seem to take on the visage of what the target fears most. To others including yourself, no effect is discernible. In order for the phantasm to touch the target, the Ravager must make a successful touch attack. In all other respects, this ability functions as the spell in the *Player's Handbook*.

# RED AVENGERS

The Red Avenger is the master of *ki*, an ancient and formidable discipline that allows the user to accomplish the extraordinary. Through study and training, the Red Avenger learns to channel the *ki* energy and thereby achieve a variety of effects, up to and including the ability to damage an opponent by releasing the *ki* energy in her own body. Though their primary concerns revolve around settling an age-old score (see the Red Avenger class organization for details), the Red Avengers sometimes accept employment with those who can afford their services, becoming agents of injury and destruction.

Most Red Avengers are monks: The mastery of *ki* is a natural extension of the monk's own class abilities. Fighters, rangers and paladins sometimes become Red Avengers and find that the initiative bonus and *ki* abilities make them more formidable in combat. Rogues enjoy the versatility of the Red Avenger's *ki* mastery, while druids find that the study of *ki* energy can offer new insights on the natural world.

NPC Red Avengers are normally monks who are engaged in carrying out activities that support the clan's primary goals.

**Hit Die**: d8.

## Requirements

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

**Base Attack Bonus:** +5.
**Feats**: Improved Unarmed Strike, Stunning Fist.
**Listen:** 8 ranks.
**Tumble:** 8 ranks.

## Class Skills

The Red Avenger's class skills (and the key ability for each skill) are Balance (Dex), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

**TABLE 2–16: THE RED AVENGER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +2 | Stunning shout 1/day |
| 2nd | +2 | +3 | +3 | +3 | *Ki* save 1/day |
| 3rd | +3 | +3 | +3 | +3 | *Ki* skill 1/day |
| 4th | +3 | +4 | +4 | +4 | *Ki* healing 1/day |
| 5th | +4 | +4 | +4 | +4 | Deadly shout 1/day, stunning shout 2/day |
| 6th | +5 | +5 | +5 | +5 | *Ki* save 2/day |
| 7th | +6 | +5 | +5 | +5 | *Ki* skill 2/day |
| 8th | +6 | +6 | +6 | +6 | *Ki* healing 2/day |
| 9th | +7 | +6 | +6 | +6 | Deadly shout 2/day, stunning shout 3/day |
| 10th | +8 | +7 | +7 | +7 | Free *ki* |



## Class Features

**Weapon and Armor Proficiency:** The Red Avenger is proficient with all simple weapons, light armor, medium armor, and shields. (Note: Armor heavier than leather carries a penalty on the Red Avenger skills Hide and Move Silently.)

*Ki*: At 1st level, the Red Avenger gains a greater understanding of the supernatural ability to control and utilize *ki*. *Ki* is an energy source created by and flowing through all living creatures. Much of the Red Avenger's training is devoted to understanding and learning to focus *ki*, and the effects she can produce at each level reflect the increasing complexity of their education.

**Stunning Shout:** The Red Avenger releases her *ki* energy in a sonic attack. You can blast *ki* energy in a cone 30 feet long. The attack stuns all targets in the cone for one round unless they make a successful Fortitude save (DC 15 + Red Avenger's Wisdom modifier). The attack is a standard action, and requires the Red Avenger to be able to vocalize in order to use the ability.

***Ki* Save:** At 2nd level, the Red Avenger gains the ability to channel her *ki* into protecting herself from adverse effects. She gains a bonus equal to her Wisdom bonus on *any* one saving throw of her choice. You must declare that you are using this ability before you make the saving throw. You can use this once per day per Avenger level.

***Ki* Skill:** At 3rd level, the Red Avenger gains a bonus to any skill check when using any Red Avenger class skill, equal to her Wisdom bonus. You must declare that you are using this power before you make the skill check. You can use this once per day per Avenger level.

***Ki* Healing:** At 4th level, the Red Avenger gains the ability to channel *ki* into healing energy. When she lays her hands on a living creature other than herself, she conducts the *ki* in such a way that it heals a number of hit points equal to her class level multiplied by her Wisdom bonus. She may choose to divide her *ki* healing energy among multiple recipients, and she need not use it all at once. *Ki* healing is a supernatural ability whose use is a standard action. You can use this once per day per Avenger level.

**Deadly Shout:** The Red Avenger releases her *ki* energy in a sonic attack. You can blast *ki* energy in a cone 30 feet long. The attack deals 3d6 + your Wisdom modifier in damage to all within the cone. A successful Fortitude save (DC 15 + the Avenger's Wisdom bonus) halves the damage. The attack is a standard action, and requires the Red Avenger to be able to vocalize in order to use the ability.

**Free *Ki*:** The Red Avenger has mastered the use of *ki* energy and channels it with ease. Whenever using any class ability that is imbued with *ki*, you may add double your Wisdom bonus.

**Multiclass Note:** Monk characters can freely multiclass with this class. In other words, you can give your monk PC a Red Avenger level, then return to the monk class for your next level, take a Red Avenger level after that, and so on.

# TRIBAL PROTECTOR

The tribal protector is the battlefield champion of a savage humanoid race. While a tribe's warriors make up the bulk of its military forces, and barbarians may be its fiercest soldiers, tribal protectors are disciplined and deadly fighters who lead any martial endeavor.

Most tribal protectors are fighters, warriors, or barbarians who adopt this prestige class to gain (or continue) a fighter's specialized training in combat

**TABLE 2–17: THE TRIBAL PROTECTOR**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Bonus feat, tribal enemy, homeland |
| 2nd | +2 | +3 | +3 | +0 | Wild fighting |
| 3rd | +3 | +3 | +3 | +1 | Terrain AC bonus +2 |
| 4th | +4 | +4 | +4 | +1 | Smite 1/day |
| 5th | +5 | +4 | +4 | +1 | Bonus feat |
| 6th | +6 | +5 | +5 | +2 | Terrain AC bonus +3 |
| 7th | +7 | +5 | +5 | +2 | Smite 2/day |
| 8th | +8 | +6 | +6 | +2 | Terrain AC bonus +4 |
| 9th | +9 | +6 | +6 | +3 | Bonus feat |
| 10th | +10 | +7 | +7 | +3 | Smite 3/day |

maneuvers, fierce and destructive attack abilities, and a home field advantage in their tribal lands and fighting their traditional foes. Sometimes tribal adepts, clerics, or sorcerers take on this role, depending on the tribe.

NPC tribal protectors are often found in the vanguard of a humanoid army. If honor demands a battle between champions, the tribal protector steps forward. Otherwise, the protector seeks out the leading warriors of the enemy army and engages them in single combat, or—as a last resort—cuts swaths through the rank and file of the opposing troops.

**Hit Die:** d10.

## Requirements

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

**Alignment:** The same alignment as the majority of the character's tribe.

**Race:** Any humanoid or monstrous humanoid *except* dwarf, elf, gnome, halfling, half-elf, or human.

**Base Attack Bonus:** +5.

**Feats:** Power Attack, Cleave, Great Cleave.

**Wilderness Lore:** 4 ranks.

## Class Skills

The tribal protector's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Sense Motive (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

**Weapon and Armor Proficiency:** The tribal protector is proficient with all simple and martial weapons, all types of armor, and shields.

**Bonus Feats:** The tribal protector gains a bonus feat at 1st, 5th, and 9th level. These bonus feats must be chosen from the list of bonus feats available to a fighter.

**Tribal Enemy:** At first level, a tribal protector declares a specific group of people or monsters as his tribal enemy. This is a much narrower category than a ranger's favored enemy. Tribal enemies might include the neighboring human nation, members of a specific religion, a rival humanoid tribe, or the drow beneath the mountains. Tribal protectors gain a +3 bonus to Bluff and Sense Motive checks when using these skills against their enemies. They gain the same +3 bonus to weapon damage rolls against these creatures. This damage bonus does not apply to damage against creatures that are immune to critical hits, and the tribal defender does not gain this bonus when using a ranged weapon against a target more than 30 feet distant. A tribal defender who is also a ranger chooses a tribal enemy that is a subset of his favored enemy. The bonuses stack.

**Homeland:** Tribal protectors gain a +2 bonus to Hide, Intuit Direction, Move Silently, and Wilderness Lore checks when they are within the terrain type and geographical area of their tribal homeland. Examples of homelands include the County of Urnst, the Adri Forest, or the Vale of the Mage. This bonus reflects the protector's intimate familiarity with his home terrain.

**Wild Fighting:** Similar to a monk attacking with a flurry of blows, a tribal defender of 2nd level or higher can enter a state of wild fighting, attacking in a storm of ferocious assaults. The character gains one extra attack per round, at his highest base attack bonus, but all the character's attacks in that round suffer a –2 penalty. This penalty lasts for an entire round, so it also affects any attacks of opportunity the protector might make in that round.

**Terrain AC Bonus:** You take great advantage of your homeland's features and gain the listed deflection bonus to your AC when in your homeland (see above).

**Smite:** Beginning at 4th level, a tribal protector gains the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to his class level (if he hits) against a member of his tribal enemy. The protector must declare the smite before attacking. At 7h level, the protector can smite twice per day. At 10th level, this increases to three times per day.

# WARMASTER

On a green hill outside the Furyondan capital of Chendl sprawls a vast, white mansion surrounded by stables and fortifications. Most civilian passersby deem it the home of some wealthy lord, but a practiced military eye notes that many of the walls and catapults face each other, not any outward threat. Also, military officers across the world recognize the mansion as a hallowed training grounds: The Furyondan College of War.

Graduates of the College of War—called warmasters—have served Furyondy's military for generations, providing most of the army's high-ranking generals. Receiving an assignment to train at the College of War is the best assignment a young officer can hope for, and those who excel in the harsh training there become a formidable presence on the battlefield.

Warmasters are generally drawn from the ranks of standing armies, so fighters predominate at the College of War. But the appointment process has a political aspect (as does everything else in Furyondy), so civilian "heroes of the realm" sometimes find themselves training to become warmasters. Clerics and paladins of Heironeous and St. Cuthbert are common, but other classes are rare (every class at the College of War has at least a few wizards and rangers, however). Would-be warmasters are most often human, although every race is represented at the College of War.

NPC warmasters are usually found at the head of an army, either on the march or defending a castle at a strategically important site. Most are eager to lend a hand to fellow warmasters; the college's alumni form a loose "old soldier's network." Sometimes the bonds of comradeship even stretch across battle lines, although warmasters stress loyalty as a primary virtue.

This prestige class may not be suitable for all campaigns, due to the responsibilities that warmasters have thrust on them and the complexities involved in maintaining a keep or castle. As in all things, your DM decides on the viability of this class in your game.

**Hit Die:** d10.

## Requirements

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

**Base Attack Bonus:** +7.

**Diplomacy:** 5 ranks.

**Alignment:** Any nonchaotic, nonevil.

**Feats:** Leadership (found in the *Dungeon Master's Guide*), Martial Weapon Proficiency, Weapon Specialization.

## Class Skills

The warmaster's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (Int), Profession (Wis), Ride (Dex), Sense Motive (Cha). See the *Player's Handbook*, Chapter 4, for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

**Brotherhood:** Warmasters are a fraternal organization, and members are generally willing to lend a hand to their fellows. You gain a +4 competence bonus to Diplomacy checks made to influence other warmasters. This is a two-way street: You are expected to treat other warmasters honorably and charitably.

**Leadership Bonus:** Warmasters earn bonuses to their leadership level (character level + Cha bonus), enabling them to attract more powerful cohorts and followers when they use the Leadership feat upon earning a new level.

**Battle Cry:** When your shout rings across the battlefield, it lifts the spirits of your allies. This ability functions as the bard's inspire courage ability, found on page 28 of the *Player's Handbook*. This bonus lasts a number of rounds equal to your Charisma bonus, and

**Table 2–18: The Warmaster**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Brotherhood, Leadership bonus +1 |
| 2nd | +2 | +3 | +0 | +0 | Battle cry |
| 3rd | +3 | +3 | +1 | +1 | Direct troops, Leadership bonus +2 |
| 4th | +4 | +4 | +1 | +1 | Tower, rally troops |
| 5th | +5 | +4 | +1 | +1 | Hard march, Leadership bonus +3 |
| 6th | +6 | +5 | +2 | +2 | Keep |
| 7th | +7 | +5 | +2 | +2 | Battle standard, Leadership bonus +4 |
| 8th | +8 | +6 | +2 | +2 | Castle |
| 9th | +9 | +6 | +3 | +3 | Die for your country, Leadership bonus +5 |
| 10th | +10 | +7 | +3 | +3 | Huge castle |

you can shout a battle cry once per day for every level of warmaster you have attained.

**Direct Troops:** As a full-round action, you can give compelling directions. You can bestow a +2 competence bonus on either attacks or skill checks to all allies within 30 feet. This bonus lasts a number of rounds equal to your Charisma bonus.

**Tower:** An organization affiliated with you (the army or an important lord, for example) has offered to build you a tower in a mutually agreeable location. As long as you uphold the ideals of the organization involved, you can manage the affairs of the tower as you wish, although you are responsible for upkeep costs. A tower is a round or square, three-level building made of stone.

**Rally Troops:** Your presence is enough to grant any allies within 30 feet a second saving throw against *fear* and charm effects that they have already succumbed to. Even if they fail the second saving throw, any *fear* effects are less severe: panicked characters are only frightened, frightened characters are only shaken, and shaken characters are unaffected.

**Hard March:** You can exhort your troops to march faster. Anyone traveling with you gains a +4 morale bonus to Constitution checks required for making a forced march or any other task requiring extended exertion. Animals are not affected.

**Keep:** As "Tower" above. A keep is a fortified stone building with fifteen to twenty-five rooms.

**Battle Standard:** The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle. Allies within 30 feet of your standard gain the effects of both Battle Cry and Rally Troops (above) as long as the standard is within range and held by you. If your standard is captured in battle, all allies within range aware of its loss suffer a –1 morale penalty to attacks and damage until it is recovered in addition to losing the benefits described above.



**Castle:** As "Tower" above. A castle is a keep (also above) surrounded by a 15-foot-high stone wall with four towers. The wall is 10′ thick.

**Die for Your Country:** Your presence inspires your troops to make the ultimate sacrifice for your cause. Any allies within 30 feet of you can continue to fight while disabled or dying without penalty. They continue until they reach –10 hit points.

**Huge Castle:** As "Tower" above. This large complex has numerous associated buildings (stables, a forge, granaries, etc.), and an elaborate 20-foot-high, 10-foot-thick wall creating bailey and courtyard areas. The wall has six towers.

## WEAPON MASTER

The monk, the red avenger, the drunken master, and the master samurai all harness *ki* energy as part of their martial disciplines; they are not, however, the only such persons to do so. Some pursue the study of *ki* by mastering a single melee weapon. To unite this weapon of choice with the body, to make them one, to use the weapon as naturally and without thought as any other limb, is the goal of weapon master.

Monks who follow this path may choose unarmed attacks or the kama, nunchaku, siangham (see the

**Table 2–19: The Weapon Master**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | *Ki* damage 1/day/level |
| 2nd | +2 | +0 | +3 | +0 | Increased multiplier 1/day |
| 3rd | +3 | +1 | +3 | +1 | Superior Weapon Focus |
| 4th | +4 | +1 | +4 | +1 | Increased multiplier 2/day |
| 5th | +5 | +1 | +4 | +1 | Superior Combat Reflexes |
| 6th | +6 | +2 | +5 | +2 | Increased multiplier 3/day |
| 7th | +7 | +2 | +5 | +2 | *Ki* critical |
| 8th | +8 | +2 | +6 | +2 | Increased multiplier 4/day |
| 9th | +9 | +3 | +6 | +3 | *Ki* Whirlwind Attack |
| 10th | +10 | +3 | +7 | +3 | Increased multiplier 5/day |

*Player's Handbook*, Chapter 7) or the three-section staff (see Chapter 5 of this book) as their weapon of choice. In order to gain any of the special abilities of the weapon master class, you must use your weapon of choice. Once chosen, the weapon of choice cannot be later changed.

This does not mean that, if your weapon of choice is the longsword, you can only use the longsword you owned when you first became a weapon master. The only material requirement for the class is a masterwork version of your weapon. It means you can use any masterwork longsword and gain the benefits of the weapon master.

If you use any other weapon, you can use none of the special abilities of the prestige class.

**Hit Die**: d10.

## Requirements

To qualify to become a weapon master, a character must fulfill all the following criteria:

**Base Attack Bonus:** +5.

**Intimidate:** 4 ranks.

**Proficiency**: With your weapon of choice.

**Weapon**: Masterwork weapon (unless unarmed).

**Feats**: Dodge, Mobility, Combat Reflexes, Expertise, Weapon Focus, Whirlwind Attack, Dex 13+.

## Class Skills

The weapon master's class skills (and the key ability for each skill) are: Intimidate (Cha), Knowledge (weaponry) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

***Ki* Damage:** After you score a hit with your weapon of choice, you do not roll dice to determine the damage. Instead, you figure the normal maximum damage (not a critical hit) you can inflict with that weapon and do that much damage to the target. Assume you use a longsword, have a base attack bonus of +7, and possess a 17 Strength. A longsword does 1d8 damage, so its maximum damage is 8 points. Your Strength modifier is +3, so add that for a total of 11. Additional damage, such as from using the Power Attack feat (following all the rules for it normally) and the sneak attack ability are determined normally; they are not maximized. This ability cannot be used when you roll a successful critical hit.

**Increased Multiplier:** Determine the standard critical multiplier for your weapon of choice. With this ability, you can increase that multiplier by +1. For example, the longsword has a critical multiplier of ×2. Using this ability, you can increase that multiplier to ×3 (2+1=3) once per day at 2nd level. You must declare the use of this ability before you roll any damage dice.

**Superior Weapon Focus:** Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with the weapon master's weapon of choice.

**Superior Combat Reflexes:** This ability lets you make a total number of attacks of opportunity in a round equal to your Dexterity modifier plus your Wisdom modifier.

***Ki* Critical:** Gain the Improved Critical feat for free. If you already possess this feat, add an additional +2 to your weapon of choice's threat range for critical hits.

***Ki* Whirlwind:** You can make a Whirlwind Attack as a standard action rather than a full attack action.

**Multiclass Note:** Monk characters can freely multiclass with this class. In other words, you can give your monk PC a weapon master level, then return to the monk class for your next level, take a weapon master level after that, and so on.

# CHAPTER 1: PRESTIGE CLASSES

*"How do you do that?"*

—Regdar

*"It's all in the wrist, just . . . like . . . this!"*

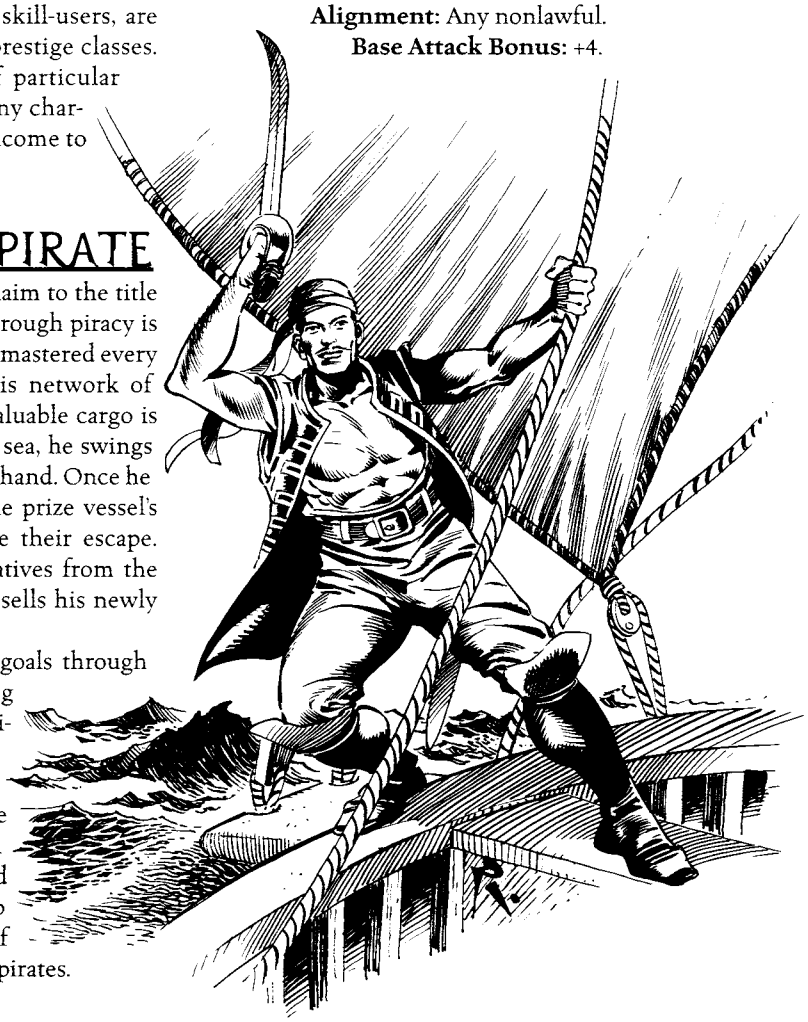
—Lidda

Rogues and bards, the game's ultimate skill-users, are ideal candidates for advancement into prestige classes. The ten classes presented here are of particular interest to rogues and bards, although any character who meets the requirements is welcome to adopt one.

## DREAD PIRATE

Thugs and cutthroats in every port lay claim to the title "pirate," but actually making a fortune through piracy is no easy task. A dread pirate, however, has mastered every aspect of larceny on the high seas. His network of contacts tells him when a particularly valuable cargo is shipping out. After a flawless ambush at sea, he swings aboard the target ship on a rope, rapier in hand. Once he and his shipmates have overpowered the prize vessel's crew, they liberate the cargo and make their escape. Later, the dread pirate meets representatives from the black market in some isolated cove and sells his newly acquired cargo for a handsome profit.

Some dread pirates accomplish their goals through fear, killing indiscriminately and ruling their ships at rapier-point. Others minimize bloodshed and exhibit a curious sort of chivalry, perhaps realizing that the captain and crew of a prize ship are more likely to surrender if they believe they'll live to see port again. Now and then a dread pirate takes his chivalric streak a step further and preys only on the ships of enemy nations—or even solely on other pirates.



A dread pirate's lifestyle fits most rogues to a tee, for the job requires a number of skills that members of other classes don't have the time or inclination to learn. However, the class is also attractive for some spellcasters, who can use magic to conceal their ships or incapacitate a prize vessel's crew.

**Hit Die:** d6.

### Requirements

To qualify for the dread pirate prestige class, a character must fulfill all the following criteria.

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +4.

**TABLE 1–1: THE DREAD PIRATE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Fight with two weapons |
| 2nd | +2 | +0 | +3 | +0 | Fearsome reputation +2 |
| 3rd | +3 | +1 | +3 | +1 | Rope swing, wind at your back |
| 4th | +4 | +1 | +4 | +1 | Fearsome reputation +4 |
| 5th | +5 | +1 | +4 | +1 | Leadership +2, shifting deck |
| 6th | +6 | +2 | +5 | +2 | Come about, fearsome reputation +6 |
| 7th | +7 | +2 | +5 | +2 | Concealed weapon attack, leadership +4 |
| 8th | +8 | +2 | +6 | +2 | Fearsome reputation +8, *hoist the black flag* |
| 9th | +9 | +3 | +6 | +3 | Leadership +6 |
| 10th | +10 | +3 | +7 | +3 | Fearsome reputation +10, scourge of the seas |

**Skills:** Appraise 8 ranks, Profession (sailor) 8 ranks, Swim 5 ranks, Use Rope 5 ranks.

**Feats:** Quick Draw, Weapon Finesse (any).

**Special:** The character must own a ship worth at least 10,000 gp. The method of acquisition—purchase, force of arms, or skullduggery—makes no difference, as long as he can freely operate it on the high seas.

## Class Skills

The dread pirate's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All the following are class features of the dread pirate prestige class. The Difficulty Class (DC) for any required skill check is included where appropriate.

**Weapon and Armor Proficiency:** A dread pirate is proficient with simple and martial weapons and with light and medium armor. If he is wearing light, medium, or no armor, he can fight with two weapons as if he had the feats Ambidexterity and Two-Weapon Fighting. A dread pirate most often fights with a rapier and either a short sword or a dagger in his off hand. If he has no magical means of swimming in armor, he usually goes unarmored, at least while aboard ship.

**Fearsome Reputation:** At 2nd level, the dread pirate is developing a reputation on the high seas. At this point, he must decide whether to adopt the honorable pirate's code (avoid undue bloodshed and focus on cargo, not mayhem) or take the more bloodthirsty, dishonorable approach. Unless he is going incognito, the dread pirate gains a +2 circumstance bonus on Diplomacy checks (if honorable) or Intimidate checks (if dishonorable). Every two dread pirate levels thereafter, this bonus increases by +2. Failure to live up to his reputation at any point may (at the DM's discretion) negate these bonuses.

**Rope Swing (Ex):** If a number of overhead ropes or booms are nearby (and on a ship, they almost always are), a dread pirate of 3rd level or higher can grab one and swing up to 20 feet in a straight line as a move-equivalent action or as the movement portion of a charge action. If the dread pirate makes a successful Use Rope check (DC 15), this movement doesn't provoke attacks of opportunity for moving through threatened squares. A successful Use Rope check (DC 25) allows the character to move up to 20 feet through occupied squares without provoking attacks of opportunity. Failure in either case means the dread pirate swings through the desired area but provokes attacks of opportunity normally. Rope swing can be used on land as well—in a room with a tapestry or chandelier, for example.

Players using the variant rules for Tumble (see Chapter 2) should apply the same variant to rope swing.

**Wind at Your Back:** At 3rd level, the dread pirate has become a master at eking every bit of propulsion out of the prevailing winds. Any ship he captains moves 1 mile per hour faster than normal.

**Leadership Bonus:** At 5th level, the dread pirate gains a +2 bonus to his character level for the purpose of acquiring cohorts with the Leadership feat. Every two dread pirate levels thereafter, this bonus increases by +2.

**Shifting Deck:** As a free action, a dread pirate of 5th level or higher can attempt a Balance check (DC 15). Success negates any penalties for uneven ground, such as a ship's deck in rolling seas, and any higher-ground bonuses that opponents might otherwise have. The DM may set a higher DC for checks involving particularly uneven or dangerous ground.

**Come About:** The dread pirate's ability to maneuver a vessel is legendary. At 6th level, he gains a +4 insight bonus on Profession (sailor) checks.

**Concealed Weapon Attack:** A dread pirate often hides small daggers up his sleeves or in his boots. At 7th level, a dread pirate who doesn't already have the sneak attack ability gets it now at a +2d6 damage bonus, but he can use it only to make sneak attacks with concealed weapons. If the character does have the sneak attack ability from a previous class, the damage bonuses stack only for sneak attacks made with concealed weapons.

***Hoist The Black Flag* (Sp):** The unique insignia of a dread pirate of 8th level or higher is so well known that when it is displayed on a flag or banner, every ally within 50 feet of it gains a +2 morale bonus on attacks. This bonus lasts for 10 rounds after the flag is revealed, or until it is destroyed or lowered, whichever occurs first. *Hoist the black flag* may be used three times per day, and the dread pirate must either hoist the flag personally or hand it to an ally who then hoists it.

**Scourge of the Seas:** A 10th-level dread pirate's exploits have become so legendary that hundreds of able sailors are willing to sign on as his crew for no compensation other than a share of the booty. High-level dread pirates can use this influx of sailors to crew pirate fleets of up to a dozen ships. Any small city's dock district has enough sailors (1st-level warriors and experts) to crew a single ship, and a larger city can provide the crew for an entire fleet. This ability is separate from the Leadership feat; crew members acquired with the scourge of the seas ability don't count as cohorts or followers.

# DUNGEON DELVER



In many ways, the dungeon delver is the ultimate expression of the adventuring rogue. He's skilled at moving stealthily through all types of dungeon terrain, detecting and disarming inconvenient traps, bypassing locks, locating treasure, and filching protected items.

The typical dungeon delver has forsaken people skills to concentrate on the nuts and bolts of dungeon exploration and treasure retrieval. Rogues make excellent dungeon delvers, as do the rare bards and rangers who choose to pursue this track. (Most bards would miss their admiring audiences, however, and rangers might find it difficult to acquire all the necessary skills.)

Since a dungeon delver frequently works alone, he must learn to think and act independently, relying upon no one but himself. Even when exploring a dungeon in the company of other adventurers, he often keeps to himself—scouting ahead, disarming traps a safe distance from the group, or seeking treasure while the others are distracted.

The best dungeon delvers become legends and are sought after by anyone with a particularly inaccessible treasure to recover. Some even accept regular stipends from various nobles to leave their treasures alone. Only the best dungeon delvers survive to make names for themselves, however. Those who lack the necessary skill and savvy perish anonymously on unsuccessful expeditions, leaving behind their bones for some luckier compatriot to discover.

**Hit Die:** d6.

## Requirements

To qualify as a dungeon delver, a character must fulfill all the following criteria.

**Skills:** Climb 10 ranks, Craft (stonemasonry) 5 ranks, Disable Device 10 ranks, Hide 5 ranks, Move Silently 5 ranks, Open Lock 10 ranks, Search 10 ranks.

**Feats:** Alertness, Blind-Fight.

**Special:** To become a dungeon delver, a character must first survive a great trial underground. This usually takes one of three forms:

- A solo dungeon expedition that earns the character one-half of the experience points needed for advancement to the next level. (For example, a 7th-level character must earn 3,500 XP on such a solo run.) The character must complete the venture in one week, though he may leave the dungeon and return as often as desired during that time.
- Survival of a cave-in or other collapse (see Cave-Ins and Collapses in Chapter 4 of the *Dungeon Master's Guide*).
- Living for a year without seeing the light of the sun, usually among underground denizens such as the deep dwarves or drow.

## Class Skills

The dungeon delver's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Intuit

**Table 1–2: The Dungeon Delver**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Danger sense +2/+4, traps |
| 2nd | +1 | +3 | +3 | +0 | Blindsight 20 ft. |
| 3rd | +2 | +3 | +3 | +1 | Stonecunning |
| 4th | +3 | +4 | +4 | +1 | *Reduce* |
| 5th | +3 | +4 | +4 | +1 | *Darkvision* |
| 6th | +4 | +5 | +5 | +2 | Danger sense +4/+6 |
| 7th | +5 | +5 | +5 | +2 | Treasure sense |
| 8th | +6 | +6 | +6 | +2 | Blindsight 40 ft. |
| 9th | +6 | +6 | +6 | +3 | *Find the path* |
| 10th | +7 | +7 | +7 | +3 | *Phase door* |

Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

## Class Features

All the following are class features of the dungeon delver prestige class.

**Weapon and Armor Proficiency:** Dungeon delvers are proficient with all simple and martial weapons, as well as with light armor.

**Danger Sense:** The dungeon delver possesses an uncanny intuition that warns him of impending danger. This grants him a +2 insight bonus on Reflex saves to avoid traps, a +2 dodge bonus to AC against attacks by traps, and a +4 insight bonus on Spot checks made to spot creatures at the beginning of an encounter (see the Encounter Distance rules in Chapter 3 of the DUNGEON MASTER'S *Guide*). At 6th level, these bonuses increase to +4, +4, and +6, respectively.

**Traps:** At 1st level, the dungeon delver acquires the traps ability if he does not already have it from a previous class (see the Rogue section in Chapter 3 of the *Player's Handbook*).

**Blindsight (Ex):** At 2nd level, the dungeon delver gains acute sensitivity to sounds, smells, movement, and other disturbances within 20 feet. This enhanced spatial sense enables him to maneuver and fight as well as he can under normal conditions, regardless of the ambient lighting. Invisibility is irrelevant, though the character cannot sense ethereal creatures. Blindsight does not replace normal vision. Activating this ability is a standard action, and the effect lasts for 10 minutes. This ability is not dependent upon hearing, so *deafness* and similar effects do not negate it. At 8th level, the dungeon delver's blindsight range increases to 40 feet.

**Stonecunning (Ex):** A 3rd-level dungeon delver gains the stonecunning ability. This functions exactly as it does for dwarves (see Dwarf in Chapter 2 of the *Player's Handbook*), except that the check modifiers are competence bonuses rather than racial bonuses.

***Reduce* (Sp):** At 4th level, the dungeon delver can squeeze through narrow crevices, half-collapsed passages, prison bars, and other tight spots that would normally block a character of his size and bulk. This ability, usable three times a day, works exactly like a *reduce* spell cast by a 5th-level sorcerer.

***Darkvision* (Sp):** At 5th level, the dungeon delver gains the ability to use *darkvision* at will, with a range of 60 feet. If he already has darkvision as a class feature or racial ability, the ranges do not stack.

**Treasure Sense (Su):** At 7th level, the dungeon delver can sense an accumulation of treasure worth 1,000 gp or more within a range of 200 feet per dungeon delver level. He does not know the exact composition or nature of the treasure thus located, only its direction and distance from him (with a 10-foot margin of error). All valuables within 10 feet of a given point count as a single treasure, so two piles of gold pieces separated by 5 feet would register as one treasure, not two. Treasure sense always locates the treasure with the greatest market value if more than one accumulation is within range. This ability does not grant any knowledge about the safest path (if any) between the dungeon delver and the treasure; it merely provides direction and distance.

***Find the Path* (Sp):** Three times per day, a dungeon delver of 9th level or higher can find his way into and out of the most confounding mazes and dungeons. This ability functions like a *find the path* spell cast by a 16th-level sorcerer, except that it affects the user only.

***Phase Door* (Sp):** At 10th level, the dungeon delver gains the ability to create a phase door once per day. This enables him to bypass cave-ins, walk through dead ends and immovable obstructions (such as a portcullis welded into place), and make quick escapes through walls. This ability functions exactly like a *phase door* spell cast by an 18th-level sorcerer, except that the dungeon delver can create an ethereal passage through any nonliving substance, not just wood, plaster, and stone.

# FANG OF LOLTH

Many bards and rogues study ways to "trick" magic items into working without their usual requirements. Sometimes, though, the curious get more than they bargained for.

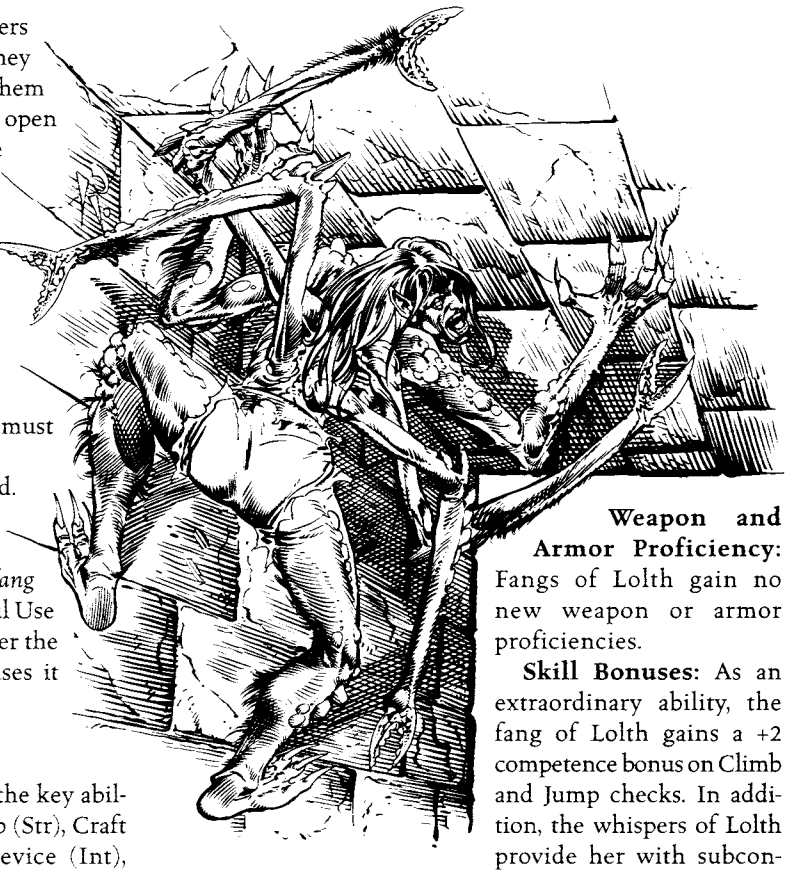
Worshipers of Lolth occasionally create a magic item called a *fang scarab* that gives spiders an attack bonus. Such an item is ordinary enough—until a bard or rogue makes a successful Use Magic Device check to trick it into working for her. Though she does gain the benefit of the *fang scarab*, it also fuses to her neck, beginning a metamorphosis that could eventually turn her into a half-spider abomination.

Some fight this transformation, continuing their adventuring careers normally with only a few outward manifestations of spiderlike qualities. Others embrace the metamorphosis and earn levels in the fang of Lolth prestige class, giving over their bodies to the image of the Demon Queen of Spiders. Regardless of their attitudes toward this new legacy, those who have fused with *fang scarabs* eventually learn that death is the only way to separate the items from their bodies.

Clerics and other agents of Lolth know about this aspect of *fang scarabs*, so they spare no effort to bring anyone who has fused with one into Lolth's service. Most NPC fangs of Lolth work for clerics of the Spider Queen, but a few renegades exist who want the power of the spider but aren't willing to bow to Lolth. Agents of the Spider Queen constantly hound such characters, intent on either bringing them into Lolth's service or killing them to recover the *fang scarabs*.

Because fangs of Lolth begin their careers by unlocking the secrets of the *fang scarab*, they must be able to trick the item into treating them as spiders. That limitation leaves this class open only to characters with ranks in the Use Magic Device skill. Even the most powerful wizards and sorcerers try in vain to get *fang scarabs* to work in this manner; it takes the intuitive guesswork (and luck) of one who knows how to trick magic items.

**Hit Die:** d6.



## Requirements

To qualify as a fang of Lolth, a character must fulfill all the following criteria.

**Alignment:** Any nonlawful and nongood.

**Base Attack Bonus:** +5.

**Skills:** Use Magic Device 10 ranks.

**Special:** The character must acquire a *fang scarab* and get it to function with a successful Use Magic Device check (DC 25). This grants her the benefits of the item (see sidebar) and fuses it permanently to her neck.

## Class Skills

The class skills for the fang of Lolth (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All the following are class features of the fang of Lolth prestige class.

**Weapon and Armor Proficiency:** Fangs of Lolth gain no new weapon or armor proficiencies.

**Skill Bonuses:** As an extraordinary ability, the fang of Lolth gains a +2 competence bonus on Climb and Jump checks. In addition, the whispers of Lolth provide her with subconscious hints about how magic works, giving her a +4 insight bonus on Use Magic Device checks. This bonus is a supernatural ability.

**Sneak Attack:** The fang of Lolth gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 2nd level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 5th level and to +3d6 at 8th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

**Spider Bite:** The fang of Lolth can unhinge her jaw and bite with her razor-sharp teeth as an attack action.

**TABLE 1–3: THE FANG OF LOLTH**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Physical Changes |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Skill bonuses | Skin darkens |
| 2nd | +1 | +0 | +3 | +0 | Sneak attack +1d6 | Limbs lengthen |
| 3rd | +2 | +1 | +3 | +1 | Spider bite | Jaw unhinges to allow bite attack |
| 4th | +3 | +1 | +4 | +1 | Climb speed 20 ft. | Eyes enlarge and become multifaceted |
| 5th | +3 | +1 | +4 | +1 | Sneak attack +2d6 | Fingers and toes lengthen |
| 6th | +4 | +2 | +5 | +2 | Natural armor +2, spider vision | Tufts of coarse, black hair cover body, eyes develop spider vision |
| 7th | +5 | +2 | +5 | +2 | *Summon swarm* | Back hunches |
| 8th | +6 | +2 | +6 | +2 | Sneak attack +3d6 | Smallest finger or toe on each limb atrophies away harmlessly |
| 9th | +6 | +3 | +6 | +3 | Spider limbs | Grows extra spiderlike limbs |
| 10th | +7 | +3 | +7 | +3 | Natural armor +4, vermin type | Insect chitin covers skin |

### Fang Scarab

A fang-shaped crystal dangles from a loop of finely wrought silver chain in the center of this spiderweb medallion. When the chain is used to wrap the *fang scarab* around the juncture of a monstrous spider's cephalothorax (head) and abdomen, the creature can hear Lolth's dark whispers in its subconscious. This gives it an instinctive knowledge of what the next moment will bring, which manifests as a +1 insight bonus on attack rolls.

Because the *fang scarab* is designed for spiders, it's not useful to most adventurers. A nonspider can make a *fang scarab* function with a successful Use Magic Device check (DC 25), but this also fuses it permanently to its user's neck, near the throat. Nothing short of the wearer's death can then remove it.

Though the *fang scarab* grants its wearer the same attack bonus that it would to a spider, it also initiates a terrible metamorphosis that changes the wearer into a half-spider abomination over time. When the scarab first attaches itself, the wearer's canine teeth enlarge, and coarse black hair appears on the back of her neck. No further changes occur until she attains levels in the fang of Lolth prestige class (see Physical Changes, at right).

*Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *divination*; *Market Price:* 3,500 gp; *Weight:* —.

Her bite is a natural attack that deals 1d6 points of damage if she is Medium-size, or 1d4 points of damage if she is Small. This attack does not provoke an attack of opportunity from the fang of Lolth's foe. If she uses a full attack action, she can make normal weapon attacks and use her bite as a secondary natural attack at the standard –5 penalty.

**Climb Speed 20 Feet (Ex):** At 4th level, the fang of Lolth can climb walls and ceilings at a speed of 20 feet, just like the monstrous spider she's slowly becoming. This ability grants her a +8 racial bonus on Climb checks.

**Natural Armor:** At 6th level, the character's skin toughens, granting her a +2 natural armor bonus. At 10th level, her skin hardens into a chitinous carapace, increasing her natural armor bonus to +4.

**Spider Vision (Ex):** At 6th level, the fang of Lolth gains increased visual acuity in the form of a +4 competence bonus on both Spot and Search checks. She also gains darkvision with a range of 60 feet. If she already has darkvision as a class feature or racial ability, the ranges do not stack.

***Summon Swarm* (Sp):** Three times a day, a fang of Lolth of 7th level or higher can summon and direct an army of normal spiders to do her bidding. This ability works exactly like a *summon swarm* spell cast by a druid of a level equal to the character's fang of Lolth level, except that the swarm is always composed of spiders. The fang of Lolth can spend a move-equivalent action to direct the swarm, which moves at a speed of 30 feet.

**Spider Limbs (Ex):** At 9th level, the fang of Lolth actually grows two more pairs of limbs, which emerge from her back or the sides of her torso when needed and are fully retractable. Extending or retracting the spider limbs is a move-equivalent action that does not provoke attacks of opportunity. The fang of Lolth's spider legs are tipped with simple claws that can hold weapons and other items normally, though they are incapable of the fine manipulation required for spellcasting or using Dexterity-based skills such as Open Lock and Pick Pocket. Despite her extra limbs, the fang of Lolth is still limited to one standard action per round. She can, however, make a secondary natural attack with each clawed spider leg at the standard –5 penalty as part of a full attack action. Her claws deal 1d4 points of damage if she is Medium-size or 1d3 points of damage if she is Small. The fang of Lolth can acquire the Multiattack, Multidexterity, and Multiweapon Fighting feats if she wishes to use her claws more effectively or wield weapons in multiple limbs.

At 10th level, the fang of Lolth's spider limbs grow long and sturdy enough to propel her forward. If she devotes two of her spider legs entirely to locomotion, her land and climb speeds each increase by 20 feet.

**Vermin Type (Ex):** At 10th level, the fang of Lolth's creature type changes to vermin, though she retains her previous Intelligence score, Hit Die type, and abilities. As a vermin, she becomes immune to mind-influencing effects (*charms*, compulsions, phantasms, patterns, and morale effects).

**Physical Changes:** With each fang of Lolth level she attains, the character's body undergoes a metamorphosis. With the exception of the unhinged jaw and the extra spider limbs (both of which allow special attacks as detailed above), all these changes are merely cosmetic, but they are permanent. These spiderlike features do not alter the fang of Lolth's Charisma score or interpersonal skills, but the DM may choose to impose a circumstance penalty on any checks involving interaction with creatures that find such changes frightening. A clever fang of Lolth may avoid this issue by wearing a *hat of disguise* or employing some other magic that alters her appearance.

## OUTLAW OF THE CRIMSON ROAD

It's often said that you don't choose the crimson road; it chooses you. "The crimson road" is how folklore often refers to the outlaw's life because it is bloody and dangerous. But while you may come to outlawry through no fault of your own, most outlaws unquestionably bring that fate upon themselves.

The outlaw of the crimson road is totally cut off from normal society. Anyone is free to kill him without legal reprisal, for a writ of outlawry has already revoked his rights to trial and due process. Whether or not he's truly guilty of the crimes attributed to him, there's a reward for putting his head on a pike or hanging him at a crossroads.

An outlaw of the crimson road might be a failed revolutionary, a loyal supporter of some deposed ruler, or merely an ordinary individual who angered the wrong person at the wrong time. With a sentence of death hanging over his head, he has taken to living outside society's laws, robbing all who pass except those under his special protection (see The Outlaw's Code sidebar).

Characters of many classes may find themselves outlaws, but some take to it better than others. Rogues excel at stealth and rangers at woodcraft—both handy skills for planning ambushes. Bards, on the other hand, rely primarily on their reputations and the legends

about their exploits to make travelers part peaceably with their goods. A lone monk drummed out of his order could be a highly effective outlaw, as could a paladin who has fallen afoul of a corrupt administration and taken to the woods as a final, desperate way of righting wrongs. Barbarians usually lack the subtlety to make a living this way.

**Hit Die:** d6.

## Requirements

To become an outlaw of the crimson road, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4.

**Skills:** Bluff 5 ranks, Disguise 5 ranks, Gather Information 5 ranks, Intimidate 5 ranks, Ride 5 ranks.

**Feats:** Expertise, Improved Initiative.

**Special:** An appropriate legal authority must pronounce a writ of outlawry upon the character, though he need not actually be guilty of any of the crimes named therein. In addition, the character must swear to abide by the Outlaw's Code (see sidebar).

## Class Skills

The class skills for the outlaw of the crimson road (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All the following are class features of the outlaw of the crimson road prestige class.

**Weapon and Armor Proficiency:** An outlaw of the crimson road is proficient with simple weapons, one martial weapon of choice, and one exotic weapon (the net), as well as with light armor.

**Ambush:** During a surprise round, the outlaw can make an attack against any target who hasn't yet acted. If successful, such an attack by a 1st-level outlaw of the crimson road deals +1d6 points of extra damage. This amount increases by +1d6 points for every two additional outlaw levels the attacker has. Creatures immune to sneak attacks (such as undead, constructs, oozes, and plants) are likewise not vulnerable to this special damage. A ranged attack delivers the extra damage only if the target is within 30 feet. If the character already has the sneak attack ability from a previous class, the extra damage for an ambush stacks with his sneak attack damage, but only if conditions are also right for a sneak attack.

**Life on the Crimson Road:** The outlaw has learned much from his time on the wrong side of the law. At



**TABLE 1–4: THE OUTLAW OF THE CRIMSON ROAD**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Ambush +1d6 |
| 2nd | +1 | +3 | +3 | +0 | Life on the crimson road |
| 3rd | +2 | +3 | +3 | +1 | Ambush +2d6, evasion |
| 4th | +3 | +4 | +4 | +1 | Fugitive's luck, Leadership |
| 5th | +3 | +4 | +4 | +1 | Ambush +3d6, life on the crimson road |
| 6th | +4 | +5 | +5 | +2 | Fugitive's luck, improved evasion |
| 7th | +5 | +5 | +5 | +2 | Ambush +4d6, ranged disarm |
| 8th | +6 | +6 | +6 | +2 | Legend |
| 9th | +6 | +6 | +6 | +3 | Ambush +5d6, fugitive's luck |
| 10th | +7 | +7 | +7 | +3 | Cheat death |

2nd level and again at 5th level, he may take one of the following bonus feats: Alertness, Improved Disarm, Improved Trip, Mounted Archery, Mounted Combat, Quick Draw, Ride-By Attack, Spirited Charge, Trample, Weapon Finesse, or Whirlwind Attack. Prerequisites apply normally for these choices.

**Evasion:** At 3rd level, the outlaw gains the evasion ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

**Fugitive's Luck:** At 4th level, the outlaw of the crimson road gains a +1 luck bonus on all saving throws and a +2 luck bonus on Escape Artist checks. These bonuses increase to +2 and +4 at 6th level, and to +3 and +6 at 9th level.

**Leadership:** Also at 4th level, the outlaw gains Leadership as a bonus feat and begins to attract a band of like-minded cohorts and followers. These may range from people he spared in an earlier encounter (see The Outlaw's Code sidebar) to would-be lieutenants drawn by his growing reputation among the homeless commoners he protects. Some of these cohorts and followers may join the outlaw in his hideout and operate openly at his side, while others might help by providing safe houses, alibis, supplies, and possibly even cover identities when needed. After all, an outlaw who enters a town where there's a price on his head has a better chance of maintaining his cover if he has a good disguise and some innocent-looking companions.

**Improved Evasion:** At 6th level, the outlaw gains the improved evasion ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

**Ranged Disarm:** At 7th level, the outlaw can use ranged attacks to disarm opponents within 30 feet. Doing so doesn't provoke an attack of opportunity from the defender unless a normal ranged attack would (if the outlaw and the target are adjacent, for instance). Regardless of the ranged weapon the outlaw is using, it counts as a one-handed, Medium-size weapon for the opposed disarm check. The outlaw cannot lose his own weapon during such an attempt.

**Legend:** At 8th level, the character's reputation gains him a +4 circumstance bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks. This bonus applies only when he is interacting openly with others who know his reputation, not when he is in disguise or otherwise unknown to those with whom he is dealing. Furthermore, the outlaw's status as a legend counts as "great prestige" for purposes of acquiring cohorts and followers with the Leadership feat.

**Cheat Death (Ex):** At 10th level, an outlaw of the crimson road gains the extraordinary ability to avoid a fatal blow. This reflects the difficulty inherent in bringing the career of any truly remarkable highwayman to its final close. The cheat death ability functions exactly like the rogue's defensive roll (see the Rogue section in Chapter 3 of the *Player's Handbook*), except that any source of damage (including spells and traps) can be avoided, and the outlaw need not be aware of the attack beforehand. Once per day, he can make a Reflex save (DC = damage dealt) to take half damage from an attack, spell, or effect that would otherwise reduce him to 0 or fewer hit points. If the effect directed at him allows a Reflex save for half damage, the outlaw's improved evasion ability comes into play as it normally would, but improved evasion does not otherwise help him cheat death.

Of course, an unscrupulous outlaw who knows that someone is about to storm his hideout might use his Disguise skill to switch clothes with a flunky. Then all he has to do is feign death from some relatively minor injury (one that dealt enough damage to kill the flunky) and make a quiet exit as soon as his "killers" are occupied elsewhere. Ruses such as this often help to extend an outlaw's career.

### The Outlaw's Code

Each outlaw of the crimson road must choose a group (subject to the DM's approval) that is immune to his depredations. For example, the Pirates of Penzance refused to rob orphans, while Robin Hood spared the poor. Some outlaws refuse to steal from members of the opposite sex, of their own race, or of the clergy. In return, the group granted this immunity idolizes the outlaw and aids him in times of distress. For example, members of the chosen group might provide a hiding place or send pursuers in the wrong direction. An outlaw who knowingly harms a member of his chosen group must atone for his misdeeds (see the *atonement* spell in the *Player's Handbook*). Until he has completed his penance, he loses all class features from the prestige class except for weapon and armor proficiencies.

# ROYAL EXPLORER

Keoland monarchs enjoy learning of other lands and cultures, but pressing matters of state often keep them tied to their throne rooms. So for years, they have sponsored crack teams of explorers who travel the length and breadth of the world, then return to deliver reports on faraway wonders. Accordingly, the royal library of Keoland has the best selection of maps in the world, as well as a fascinating series of journals known as the *Minutes of the Royal Explorers Society.*

Because the *Minutes* are often used in geography lessons, many a noble's child lies awake at night, dreaming of climbing mountains along with Ahn Balic or hunting albino dire wolves with Istai Sunblessed. However, the entrance examinations for the Royal Explorers Society are rigorous indeed. To be accepted, an applicant must not only demonstrate a thorough knowledge of geography and possess impeccable cartographic skills, but also impress the society's admissions committee with verifiable tales of a particularly noteworthy exploration.

Academic geographers tend not to survive explorations in the wild, so most royal explorers are former bards or rogues. Adventurers in the midst of their own explorations sometimes encounter NPC royal explorers, who may either seek advice or offer it. In addition, many of them hire bands of adventurers to deal with the more dangerous denizens of the areas they're exploring. Royal explorers also pay top coin for copies of any maps adventurers may have made of previously unexplored regions.

**Hit Die:** d8.

## Requirements

To become a royal explorer, a character must fulfill all the following criteria.

**Skills:** Decipher Script 5 ranks, Intuit Direction 8 ranks, Profession (cartographer) 8 ranks, Wilderness Lore 5 ranks.

**Feats:** Alertness, Endurance.

**Special:** The character must be admitted to the Royal Explorers Society. This requires fulfilling all the requirements listed above and also submitting a verifiable report of a significant exploration to the society's review council. Such a report should include, at minimum, a detailed map of the area explored, descriptions of native flora and fauna, a narrative of encounters with the area's inhabitants, and a significant relic (preferably magical) brought back for the society's museum.

## Class Skills

The class skills for the royal explorer (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Handle Animal (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (geography) (Int), Listen (Wis), Profession (Wis), Speak Language (None), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

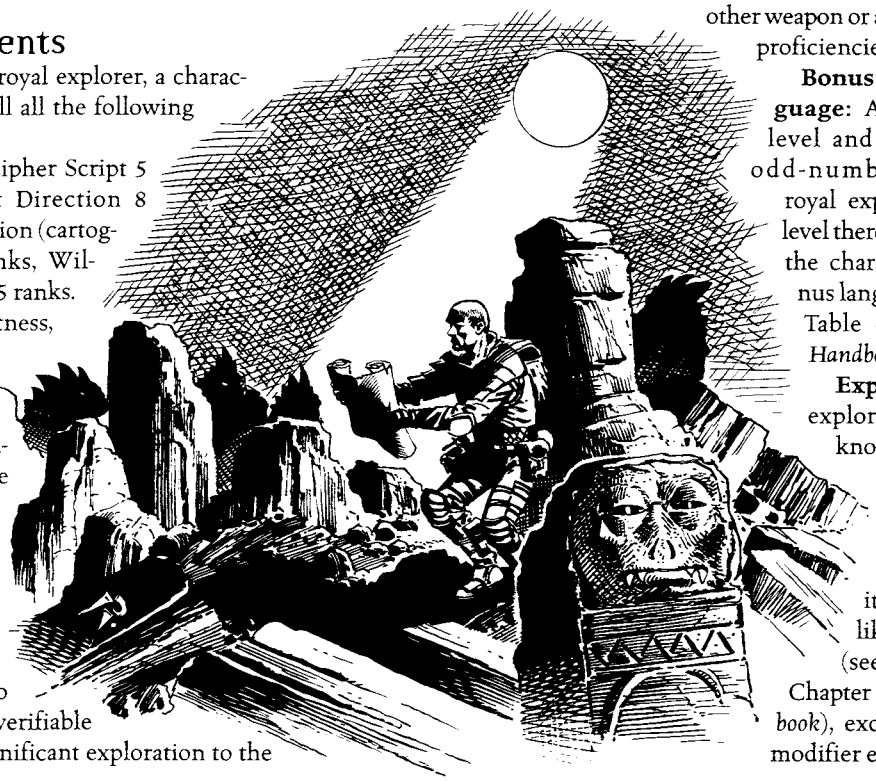
## Class Features

All the following are class features of the royal explorer prestige class.

**Weapon and Armor Proficiency:** The royal explorer gains proficiency with one exotic weapon of choice. He gains no other weapon or armor proficiencies.

**Bonus Language:** At 1st level and each odd-numbered royal explorer level thereafter, the character gains one bonus language of choice from Table 4–6 in the *Player's Handbook.*

**Explorer Lore:** A royal explorer has a chance to know almost anything, either from his own experience or from the tales of fellow explorers. This ability functions exactly like bardic knowledge (see the Bard section in Chapter 3 of the *Player's Handbook*), except that the check modifier equals the character's



### The Minutes of the Royal Explorers Society

Because they're map-intensive and hand-scribed, copies of the *Minutes of the Royal Explorers Society* are rare. Thus, they are terrific finds for characters seeking adventure (and treasure). Each bimonthly issue contains at least one lengthy report on a far-off land, typically written as a series of journal entries. Relevant maps are included, as is other data collected during the exploration. Shorter reports on explorations in progress appear in a separate "Correspondence from Afield" section.

The most interesting parts of the *Minutes,* however, are near the back of each issue. The "Annotations" section offers lively debate as explorers query, dispute, or praise reports from previous issues. The "Order of the Cautionary Tale" section always offers a firsthand account of some misadventure, comic or tragic, suffered by a royal explorer. The Order of the Cautionary Tale isn't a real knightly order, of course, but many royal explorers take a curious pride in attaining membership. After all, an explorer has to survive to tell a cautionary tale. . . .

**TABLE 1–5: THE ROYAL EXPLORER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Bonus language, explorer lore |
| 2nd | +1 | +3 | +3 | +0 | Explorer check (Diplomacy), Track |
| 3rd | +2 | +3 | +3 | +1 | Bonus language, brave |
| 4th | +3 | +4 | +4 | +1 | Explorer check (Sense Motive) |
| 5th | +3 | +4 | +4 | +1 | Bonus language, Search bonus |
| 6th | +4 | +5 | +5 | +2 | Explorer check (Gather Information), never lost |
| 7th | +5 | +5 | +5 | +2 | Bonus language, skill mastery |
| 8th | +6 | +6 | +6 | +2 | Explorer check (Disable Device) |
| 9th | +6 | +6 | +6 | +3 | Bonus language, fearless |
| 10th | +7 | +7 | +7 | +3 | Explorer check (Use Magic Device) |

royal explorer level + his Intelligence modifier. Bard levels stack with royal explorer levels for the purpose of determining this modifier.

**Explorer Check:** The royal explorer makes a Knowledge (geography) check (DC 15) once per month or whenever he travels to a new culture. Success means he can use his knowledge of the culture he is visiting to his advantage, gaining a +4 circumstance bonus on certain skill checks. At 2nd level, this bonus applies only to Diplomacy checks. For every two royal explorer levels thereafter, the bonus also applies to one additional skill, as shown on Table 1–5. He retains these circumstance bonuses until his next Knowledge (geography) check. For particularly isolated or far-off cultures, the DM can raise the DC of the Knowledge (geography) check to 20 or higher.

**Track:** At 2nd level, the royal explorer gains Track as a bonus feat.

**Brave:** A royal explorer of 3rd level or higher gains a +4 morale bonus on Will saves against *fear* effects.

**Search Bonus:** At 5th level, a royal explorer gains a +2 competence bonus on Search and Wilderness Lore checks made to find a path, including checks for secret doors and for following tracks.

**Never Lost:** A royal explorer of 6th level or higher automatically succeeds at Wilderness Lore and Intuit Direction checks made to avoid being lost, and *maze* spells don't affect him.

**Skill Mastery:** At 7th level and higher, a royal explorer can use his skills reliably even under adverse conditions. When he first qualifies for this ability, select a number of skills equal to 3 + his Intelligence modifier for mastery. When making a check with one of these skills, the character may take 10 even if stress and distractions would normally prevent him from doing so.

**Fearless (Ex):** A royal explorer of 9th level or higher is immune to *fear* effects.

## SPYMASTER

Some adventurers glory in their reputations—the wider their exploits are known, the happier they are. By contrast, the spymaster prefers to avoid attention. She does her work quietly and in private, keeping well away from public scrutiny. To allay suspicions, she often maintains a cover identity by pretending to be a member of some other character class—typically the one in which she began her career.

Spymasters are rarely popular, but as long as nation distrusts nation, there will be work for those who can gather information that others wish to keep hidden. Many a ruler who publicly claims to abhor spymasters secretly employs a stable of them, if only to protect his own secrets from the spymasters of other nations. The secrecy inherent in the profession and its high fatality rate make it impossible to determine how many spymasters are active in a setting at any given time.

Rogues make excellent spymasters because of their generous skill allotments and their propensity for stealth. Likewise, rangers have an edge when operating as spymasters in outdoor surroundings. In truth, however, characters of any class may become spymasters—the more unlikely the combination may seem, the better the cover it provides. Some wizards and sorcerers use their spellcraft as a cover for subterfuge, and some barbarians are far more subtle than they may seem. Spymasters may also be of any alignment. They range from self-serving information brokers who sell their services to the highest bidder to high-minded moles who penetrate and destroy corrupt organizations.

It's important for spymasters to keep personal emotions distinct from professional attachments. They must be ready to liquidate even someone close to them without a moment's thought if so ordered. Betrayal is their business, and their loyalty is always to their mission, not to the people encountered while carrying that mission out.

Occasionally, spymasters find it expedient to infiltrate adventuring parties heading for the area where the real mission lies.

**Hit Die:** d8.

### Requirements

To become a spymaster, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Bluff 5 ranks, Gather Information 5 ranks, Innuendo 5 ranks.

**Feat:** Skill Focus (Bluff).

**Special:** The character must have 5 ranks in each of two skills from the following list: Diplomacy, Disguise, Forgery, and Sense Motive.

## Class Skills

The spymaster's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

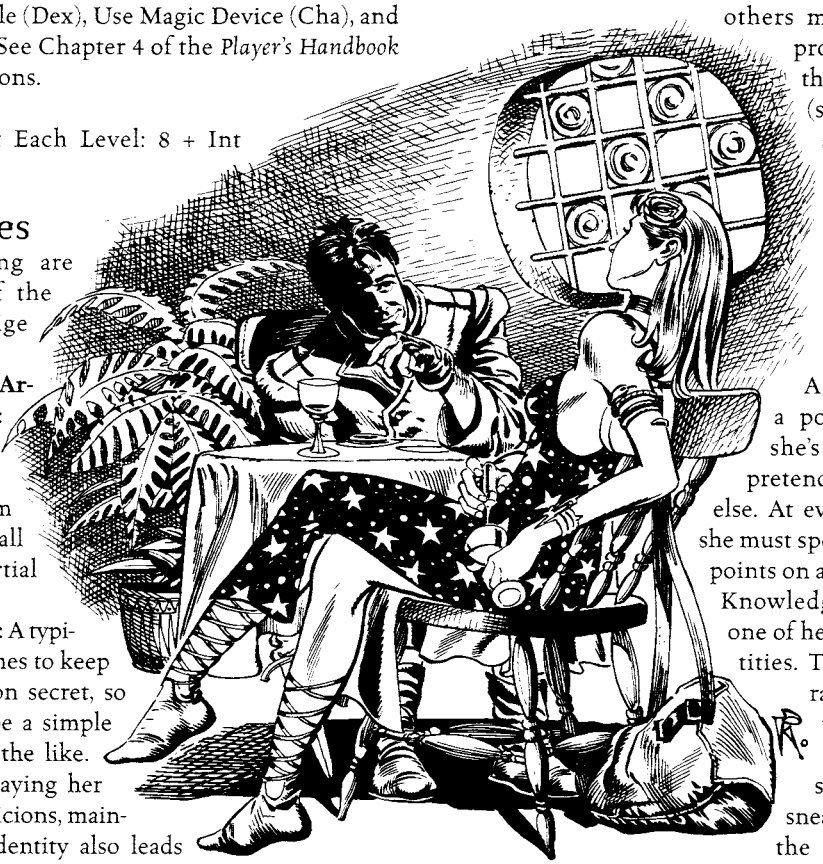
## Class Features

All the following are class features of the spymaster prestige class.

**Weapon and Armor Proficiency:** A spymaster is proficient with light and medium armor and with all simple and martial weapons.

**Cover Identity:** A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas. However, the spymaster must be careful to choose identities that can withstand regular scrutiny.



**Required Ranks:** A spymaster makes it a point to know what she's doing while she's pretending to be someone else. At every spymaster level, she must spend at least two skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities. The usual maximum rank limit still applies to these skills.

**Sneak Attack:** The spymaster gains the sneak attack ability (see the Rogue section in

**Table 1–6: The Spymaster**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Cover identity, required ranks, sneak attack +1d6 |
| 2nd | +1 | +0 | +3 | +3 | Required ranks, undetectable alignment |
| 3rd | +2 | +1 | +3 | +3 | Quick change, required ranks, uncanny dodge (Dex bonus to AC) |
| 4th | +3 | +1 | +4 | +4 | Cover identity, required ranks, sneak attack +2d6 |
| 5th | +3 | +1 | +4 | +4 | Required ranks, slippery mind, spot scrying |
| 6th | +4 | +2 | +5 | +5 | Required ranks, uncanny dodge (can't be flanked) |
| 7th | +5 | +2 | +5 | +5 | Cover identity, required ranks, sneak attack +3d6 |
| 8th | +6 | +2 | +6 | +6 | Deep cover, hear subharmonics, required ranks |
| 9th | +6 | +3 | +6 | +6 | Detection damper, reactive body language, required ranks |
| 10th | +7 | +3 | +7 | +7 | *Mind blank*, required ranks |

Chapter 3 of the *Player's Handbook*) at 1st level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level and to +3d6 at 7th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

**Undetectable Alignment (Ex):** The web of different identities and agendas inside the spymaster's mind makes it impossible to detect her alignment via any form of divination once she reaches 2nd level. This ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

**Quick Change (Ex):** By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

**Uncanny Dodge (Ex):** Also at 3rd level, the spymaster gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she did not already have it. She gains additional benefits of this ability as her spymaster level increases (see Table 1–6 on page 15). If she already had uncanny dodge from one or more previous classes, levels of those classes stack with spymaster levels for the purpose of determining the benefits, but she continues to progress in the ability along whichever track she was originally using for it. For example, if a rogue becomes a spymaster, add together her levels of spymaster and rogue, then refer to Table 3–15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at her new, combined level.

**Slippery Mind (Ex):** At 5th level, the spymaster gains the slippery mind ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she does not already have it.

**Spot Scrying (Ex):** Also at 5th level, the spymaster notices the magical sensor created by *arcane eye*, *scrying*, a crystal ball, or the like with a successful Spot check (DC 20).

**Deep Cover (Ex):** At 8th level, the spymaster can quiet her mind and completely immerse herself in her cover identity at will. While she is in deep cover, divination spells detect only information appropriate for her cover identity; they reveal nothing relating to her spymaster persona.

**Hear Subharmonics:** Also at 8th level, the spymaster can determine the true motives of others by listening carefully to the subtle inflections of their voices. Her ears are so well trained that she gains a +3 insight bonus on Sense Motive checks.

**Detection Damper (Su):** At 9th level, the spymaster can subconsciously create interference that hampers *detect magic* spells. The aura strengths for all magic items she holds, carries, or wears register as two categories weaker than they normally would. For example, a strong aura becomes faint, and faint or dim auras become completely undetectable.

**Reactive Body Language (Ex):** Also at 9th level, the spymaster learns the silent language of subconscious body movements. By mimicking the body language of those with whom she interacts, she gains a +2 insight bonus on Bluff and Disguise checks.

***Mind Blank* (Sp):** At 10th level, the spymaster can become immune to all mind-affecting spells and divinations by rigorously silencing her mind. Using *mind blank* is a standard action, and the spymaster can do it a number of times per day equal to 3 + her Intelligence modifier. This ability works exactly like a *mind blank* spell cast by a 15th-level sorcerer, except that it affects the spymaster only and its duration is 10 minutes.

## TEMPLE RAIDER OF OLIDAMMARA

Olidammara's worshipers don't have many temples of their own, but some of them spend a great deal of time in the temples of other deities—robbing them of every valuable that's even remotely portable. The temple raiders are an elite cadre of thieves who worship the Laughing Rogue and specialize in stealing valuables and secret lore from the temples of other deities. Few enterprises are as dangerous as breaking into a temple, so Olidammara grants limited spellcasting abilities to temple raiders in his service.

Temple raiders usually work in small teams, using stealth, disguise, or magic to infiltrate a rival temple secretly. Once inside, they plunder the treasury, steal religious relics, and abscond with any secrets the clerics of the rival temple cared to write down. If all goes well, they slip out unnoticed, but they're not above fighting their way to freedom. They know that the penalty for stealing from a temple is usually death, so they're quick to draw blades when capture seems imminent.

Temple raiders are always listening for news of great riches or dark secrets at the temples of other deities, and they eagerly chase down rumors of hidden shrines and half-buried temples from bygone ages. However, they typically have plenty of time between raids for normal adventuring, which they undertake frequently with their deity's blessing. After all, dungeon adventuring hones the skills that the temple raider needs for special missions—such as liberating the war-booty that the clerics of St. Cuthbert's temple are now bringing home for safekeeping.

Clerics who venerate other deities consider temple raiders a menace, so most of the latter pose as rogues, bards, or even clerics of Olidammara instead. Rogues and bards usually have the skills a temple raider needs, whereas only a few rare clerics—even those of Olidammara—can pick a lock or sabotage a trap well enough to meet the temple raiders' standards. Player

characters may encounter NPC temple raiders fleeing from town with their latest victims on their heels, or in the midst of planning a raid.

**Hit Die:** d6.

## Requirements

To qualify as a temple raider of Olidammara, a character must fulfill all the following criteria.

**Alignment:** Any chaotic.

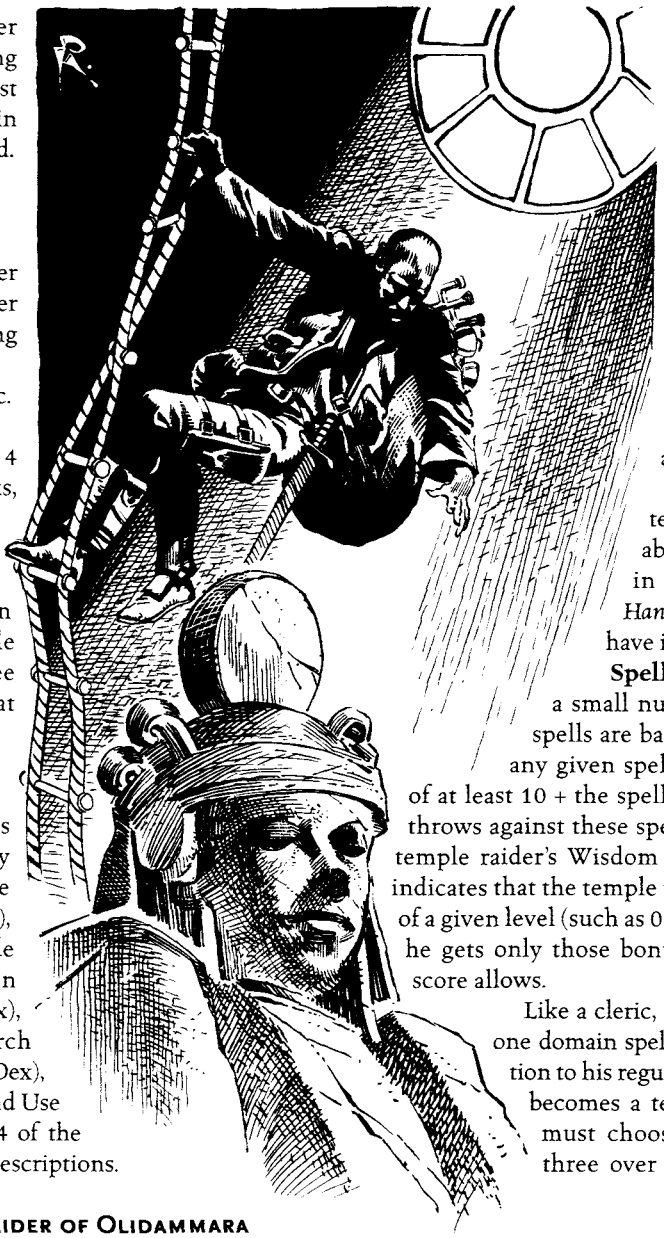
**Base Attack Bonus:** +5.

**Skills:** Disable Device 4 ranks, Open Lock 4 ranks, Search 8 ranks.

**Special:** The character must worship Olidammara and be invited to join the ranks of the temple raiders by at least three current members of that prestige class.

## Class Skills

The temple raider's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.



Skill Points at Each Level: 4 + Int modifier.

## Class Features

All the following are class features of the temple raider of Olidammara prestige class.

**Weapon and Armor Proficiency:** A temple raider is proficient with all simple weapons and with the rapier. In addition, he is proficient with both light and medium armor.

**Traps:** At 1st level, a temple raider gains the traps ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

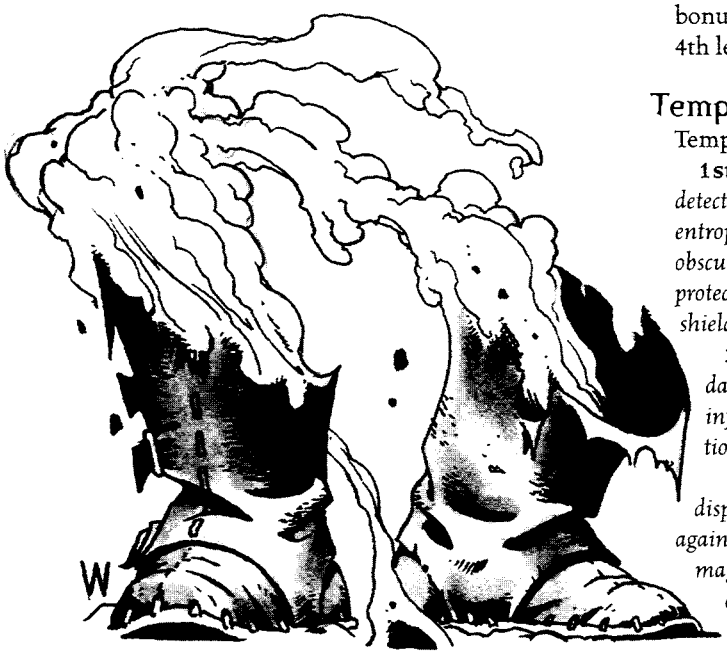
**Spells:** A temple raider can cast a small number of divine spells. His spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the temple raider's Wisdom modifier. When the table indicates that the temple raider is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), he gets only those bonus spells that his Wisdom score allows.

Like a cleric, a temple raider can prepare one domain spell at each spell level in addition to his regular allotment. At the time he becomes a temple raider, the character must choose two domains from the three over which Olidammara holds

**Table 1–7: The Temple Raider of Olidammara**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day* 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Traps | 0+1 | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Sneak attack +1d6 | 1+1 | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Uncanny dodge (Dex bonus to AC) | 1+1 | 0+1 | — | — |
| 4th | +3 | +1 | +4 | +4 | Save bonus +1 | 1+1 | 1+1 | — | — |
| 5th | +3 | +1 | +4 | +4 | Sneak attack +2d6 | 1+1 | 1+1 | 0+1 | — |
| 6th | +4 | +2 | +5 | +5 | Uncanny dodge (can't be flanked) | 1+1 | 1+1 | 1+1 | — |
| 7th | +5 | +2 | +5 | +5 | Save bonus +2 | 2+1 | 1+1 | 1+1 | 0+1 |
| 8th | +6 | +2 | +6 | +6 | Sneak attack +3d6 | 2+1 | 1+1 | 1+1 | 1+1 |
| 9th | +6 | +3 | +6 | +6 | Uncanny dodge (+1 against traps) | 2+1 | 2+1 | 1+1 | 1+1 |
| 10th | +7 | +3 | +7 | +7 | Save bonus +3 | 2+1 | 2+1 | 2+1 | 1+1 |

*In addition to the stated number of spells per day for 1st- through 4th-level spells, a temple raider gets a domain spell for each spell level. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom.



sway (Chaos, Luck, and Trickery). He thus has access to two domain spells at each spell level and may prepare one or the other each day in his domain spell slot.

A temple raider must spend 1 hour each night in quiet contemplation and supplication to Olidammara to regain his daily allotment of spells. Time spent resting has no effect on whether he can prepare spells.

Unlike clerics, temple raiders do not channel energy to turn or rebuke undead, nor can they spontaneously cast *cure* or *inflict* spells. They also gain no granted powers for their domains.

**Sneak Attack:** The temple raider gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 2nd level if he does not already have it. He gains +1d6 damage with this attack initially, and this rises by +1d6 per three temple raider levels thereafter. If he already has the sneak attack ability from a previous class, the damage bonuses stack.

**Uncanny Dodge (Ex):** At 3rd level, the temple raider gains the uncanny dodge ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he did not already have it. He gains additional benefits of this ability as his temple raider level increases (see Table 1–7). If he already had uncanny dodge from one or more previous classes, levels of those classes stack with temple raider levels for the purpose of determining the benefits, but he continues to progress in the ability along whichever track he was originally using for it. For example, if a rogue becomes a temple raider, add together his levels of temple raider and rogue, then refer to Table 3–15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at his new, combined level.

**Save Bonus:** A little bit of Olidammara's luck has rubbed off on the temple raider in the form of a luck bonus on all saving throws. This bonus rises from +1 at 4th level to +2 at 7th level to +3 at 10th level.

### Temple Raider Spell List

Temple raiders choose their spells from the following list:

**1st Level**—*cure light wounds, detect chaos, detect evil, detect good, detect law, detect secret doors, endure elements, entropic shield, inflict light wounds, invisibility to undead, obscuring mist, protection from evil, protection from good, protection from law, random action, remove fear, sanctuary, shield of faith, spider climb.*

**2nd Level**—*augury, cat's grace, cure moderate wounds, darkness, darkvision, delay poison, fog cloud, hold person, inflict moderate wounds, knock, lesser restoration, misdirection, resist elements, silence, undetectable alignment.*

**3rd Level**—*blindness/deafness, cure serious wounds, dispel magic, inflict serious wounds, locate object, magic circle against evil, magic circle against good, magic circle against law, magic vestment, negative energy protection, protection from elements, remove curse.*

**4th Level**—*air walk, cure critical wounds, freedom of movement, inflict critical wounds, neutralize poison, restoration, spell immunity.*

## THIEF-ACROBAT

Like any large guild, a thieves' guild has many specialists within its ranks—pickpockets, burglars, swindlers, and even highway robbers. None of these, however, have the prestige of a thief-acrobat—the superlative second-story burglar who is infamous for daring escapades across the city's rooftops.

The thief-acrobat excels at getting into and out of places no one else can. If every street-level entrance to the Jewelers' Guildhouse is locked and well guarded, the thief-acrobat simply jumps atop the building from the roof of a nearby inn, throws a grappling hook to the highest minaret, runs up the attached rope to a shuttered window, and quickly picks the lock. Should her escape go awry once she has the goods, her gymnastic combat style keeps her out of harm's way.

Most thief-acrobats began as rogues and worked their way up through the guild's ranks. Members of other classes—particularly the barbarian and illusionist—often find the acrobatics and climbing skills of the thief-acrobat prestige class quite attractive as well.

Adventuring parties often encounter an NPC thief-acrobat in the midst of some crime. Sometimes, however, a thief-acrobat hires adventurers to help with particularly dangerous capers, or even to create diversions while she works.

**Hit Die:** d6.

### Requirements

To become a thief-acrobat, a character must fulfill all the following criteria.

**Alignment:** Any nonlawful.

**Skills:** Balance 8 ranks, Climb 8 ranks, Jump 8 ranks, Tumble 8 ranks.

**Special:** The character must have the evasion ability and be a member in good standing of the local thieves' guild.

## Class Skills

The thief-acrobat's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Wis), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Tumble (Dex), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All the following are class features of the thief-acrobat prestige class.

**Weapon and Armor Proficiency:** Thief-acrobats are proficient with all simple weapons. With the exception of sneak attacks, the thief-acrobat cannot use any of her class features while wearing armor bulkier than light.

**Kip Up (Ex):** A thief-acrobat can stand up from a prone position as a free action.

**Unbounded Leap (Ex):** A thief-acrobat's height does not limit her jumping distance (horizontal or vertical).

**Fast Balance (Ex):** At 2nd level, the thief-acrobat gains the ability to balance easily on a precarious surface. A successful Balance check (for DCs, see the Balance skill description in Chapter 4 of the *Player's Handbook*) allows her to move her speed rather than half her speed under such conditions.

**Improved Trip:** At 2nd level, the thief-acrobat gains Improved Trip as a bonus feat, even if she does not have the Expertise feat prerequisite.

**Improved Evasion (Ex):** At 3rd level, the thief-acrobat gains improved evasion (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she does not already have it.

**Slow Fall (Ex):** At 3rd level, the thief-acrobat also gains the slow fall ability (see the Monk section in Chapter 3 of the *Player's Handbook*). Initially, she takes falling damage as though each fall were 20 feet shorter than it actually is. The falling distance that she can ignore increases by 10 feet for every three thief-acrobat levels she gains. If the character already has the slow fall ability from a previous class, the distances do not stack.

**Defensive Fighting Bonus:** The fact that the thief-acrobat is perpetually whirling and spinning makes her a difficult target to hit. When fighting defensively, she gains a +4 dodge bonus to AC rather than the normal +2 bonus or the +3 bonus for having 5 or more ranks in Tumble. When executing the total defense standard action, she gains a +8 dodge bonus to AC rather than the usual +4 bonus or the +6 bonus for having 5 or more ranks in Tumble.



**TABLE 1–8: THE THIEF-ACROBAT**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Kip up, unbounded leap |
| 2nd | +1 | +0 | +3 | +0 | Fast balance, Improved Trip |
| 3rd | +2 | +1 | +3 | +1 | Improved evasion, slow fall (20 ft.) |
| 4th | +3 | +1 | +4 | +1 | Defensive fighting bonus, sneak attack +1d6 |
| 5th | +3 | +1 | +4 | +1 | Cartwheel charge, fast climb |
| 6th | +4 | +2 | +5 | +2 | Prone defense, slow fall (30 ft.) |
| 7th | +5 | +2 | +5 | +2 | Defensive roll |
| 8th | +6 | +2 | +6 | +2 | Move anywhere |
| 9th | +6 | +3 | +6 | +3 | Slow fall (40 ft.), sneak attack +2d6 |
| 10th | +7 | +3 | +7 | +3 | Fight anywhere |

**Sneak Attack:** The thief-acrobat gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 4th level if she does not already have it. She gains +1d6 damage with this attack initially, but this rises to +2d6 at 9th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

**Cartwheel Charge:** By somersaulting and cartwheeling in a straight line toward a foe 10 feet or more away, the thief-acrobat of at least 5th level can make an unusual charge attack, gaining the standard +2 bonus on attack rolls and –2 penalty to AC for a charge. Executing the cartwheel charge requires a Tumble check (DC 20). Success means that the thief-acrobat deals sneak attack damage to her target on a successful hit; failure means she achieves the normal results of a charge but does not get sneak attack damage.

**Fast Climb (Ex):** By 5th level, the thief-acrobat is an expert at climbing. A successful Climb check allows her to move her full speed rather than half her speed in any situation that would normally require such a check. Fast climb counts as a miscellaneous full-round action.

**Prone Defense:** By 6th level, the thief-acrobat is accustomed to rolling and spinning on the ground. Opponents who attack her while she's prone don't get the +4 attack bonus that they ordinarily would receive.

**Defensive Roll:** At 7th level, the thief-acrobat gains the defensive roll ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if she does not already have it.

**Move Anywhere (Ex):** By 8th level, a thief-acrobat can move normally even while balancing on a precarious surface or climbing. In either case, she moves her speed with each move-equivalent action and can even run if desired, as long as she does so in a straight line. Furthermore, she can take 10 on all Climb and Balance checks unless she's engaged in melee combat.

**Fight Anywhere (Ex):** By 10th level, the thief-acrobat can fight normally even while climbing or balancing on something. This means, for example, that a thief-acrobat could climb a few steps up a nearby wall to earn the attack bonus for higher ground while engaged in melee. She must, however, keep at least one hand free to climb.

## VIGILANTE

One vigilante may have suffered personally at the hands of criminals and be bent on revenge. Another might have lost loved ones to knives in a dark alleyway. Still another could be atoning for the time he himself spent on the wrong side of the law. Whatever the cause, a vigilante has a burning desire to solve crimes and bring criminals to justice.

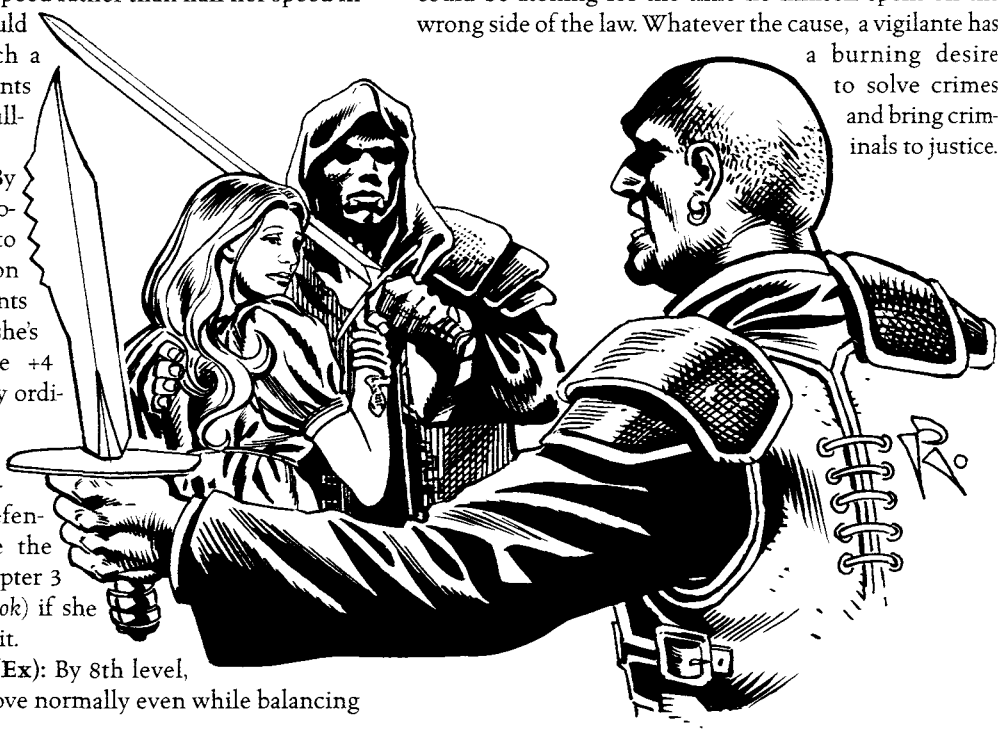


**TABLE 1–9: THE VIGILANTE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | ——Spells per Day—— 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | *Detect evil* | 0 | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Search for clues, streetwise +2 | 1 | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Incredible luck 1/day | 1 | 0 | — | — |
| 4th | +3 | +1 | +4 | +4 | Streetwise +4, Shadow | 1 | 1 | — | — |
| 5th | +3 | +1 | +4 | +4 | Punish the guilty 1/day | 1 | 1 | 0 | — |
| 6th | +4 | +2 | +5 | +5 | Streetwise +6 | 2 | 1 | 1 | — |
| 7th | +5 | +2 | +5 | +5 | Incredible luck 2/day, punish the guilty 2/day | 2 | 1 | 1 | 0 |
| 8th | +6 | +2 | +6 | +6 | Streetwise +8 | 2 | 2 | 1 | 1 |
| 9th | +6 | +3 | +6 | +6 | Slippery mind | 2 | 2 | 2 | 1 |
| 10th | +7 | +3 | +7 | +7 | Punish the guilty 3/day | 3 | 2 | 2 | 2 |

The vigilante combines magical and mundane investigative techniques to assess a crime scene. He's adept at finding out "the word on the street" about a crime, analyzing clues, and identifying likely suspects. Once he's on the trail, he relentlessly tails, apprehends, and interrogates a suspect until the truth comes out. One vigilante could work for the local ruler or the city guard, but another might be an independent detective-for-hire. A third might even take to the streets by night to stop crimes in progress—or keep would-be criminals from striking in the first place.

A bard or rogue can pick up the variety of skills a vigilante needs very quickly. Rangers also tend to find the class appealing, for it allows them to engage in urban hunts with criminals as their prey.

An NPC vigilante might turn up just in time to save the player characters from becoming crime victims themselves. However, if they break the law on a vigilante's home turf, the heroes may find themselves under his unwelcome scrutiny.

**Hit Die:** d6.

## Requirements

To qualify as a vigilante, a character must fulfill all the following criteria.

**Alignment:** Any nonevil.

**Base Attack Bonus:** +4.

**Skills:** Gather Information 8 ranks, Intimidate 8 ranks, Search 8 ranks, Sense Motive 8 ranks.

**Feat:** Alertness.

## Class Skills

The vigilante's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Wis), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All the following are class features of the vigilante prestige class.

**Weapon and Armor Proficiency:** Vigilantes are proficient with all simple and martial weapons, plus the net. They gain no new armor proficiencies.

**Spells:** Beginning at 1st level, a vigilante can cast arcane spells just as a sorcerer does. To cast a particular spell, the vigilante must have a Charisma score of at least 10 + the spell's level. The character gains bonus spells based on his Charisma score, and the DC for the saving throws against his spells is 10 + the spell's level + the vigilante's Charisma modifier. Like a sorcerer, a vigilante need not prepare his spells ahead of time.

*Detect Evil* **(Sp):** Once per day per vigilante level, the character can *detect evil* just as a paladin does (see the Paladin section in Chapter 3 of the *Player's Handbook*).

**Search for Clues:** A vigilante of 2nd level or higher who merely passes within 5 feet of a clue to a crime is entitled to a Search check to notice it as if he were actively looking for it. The vigilante must be aware that a crime has occurred, but need not know the specifics. The clue cannot be more than a week old.

**Streetwise:** Select one city to be the vigilante's "home turf." While in that city, he gains a circumstance bonus on Innuendo and Gather Information checks. This bonus is initially +2 at 2nd level, but it increases

**TABLE 1–10: VIGILANTE SPELLS KNOWN**

| Vigilante Level | 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|
| 1st | 2 | — | — | — |
| 2nd | 2 | — | — | — |
| 3rd | 3 | 1 | — | — |
| 4th | 3 | 2 | — | — |
| 5th | 4 | 2 | 1 | — |
| 6th | 4 | 3 | 2 | — |
| 7th | 5 | 3 | 2 | 1 |
| 8th | 5 | 4 | 3 | 2 |
| 9th | 5 | 5 | 4 | 2 |
| 10th | 5 | 5 | 4 | 3 |

with class level as given on Table 1–9. If he moves to another city, he must spend a month getting acquainted with the new area before he can use this ability there.

**Incredible Luck:** This ability, available to vigilantes of 3rd level or higher, allows you to reroll any roll you have just made after learning the result but before it has taken effect. The rerolled result must be kept. Although this ability is usable more than once per day at higher levels, a vigilante can't use it more than once for a given check.

**Shadow:** At 4th level, the vigilante gains Shadow as a bonus feat. (See Chapter 2 of this book for this feat's description.)

**Punish the Guilty (Su):** If a vigilante of 5th level or higher personally witnesses someone committing an action that the laws of his home turf define as a crime, he can attempt to punish the miscreant. To do so, he makes one normal attack and adds his Charisma bonus (if any) to the attack roll, along with any other modifiers that would normally apply. If the attack is successful, it deals 1 extra point of damage per vigilante level. This special attack must occur within three days of the crime; otherwise the bonuses no longer apply. Punish the guilty is usable once per day at 5th level, twice per day at 7th level, and three times per day at 10th level. The vigilante can use this ability as many times as desired against the same miscreant and in response to the same incident, as long as all such uses occur within the time limit. Should the vigilante mistakenly try to punish someone who is not actually guilty of the crime witnessed, the bonuses do not apply, but the attempt still counts against the number allowed per day.

**Slippery Mind (Ex):** At 9th level, the vigilante gains the slippery mind ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) if he does not already have it.

## Vigilante Spell List

Vigilantes choose their spells from the following list.

**1st Level**—*cause fear, change self, detect magic, detect secret doors, identify, light, obscuring mist.*

**2nd Level**—*darkvision, daylight, detect thoughts, locate object, scare, see invisibility, zone of truth.*

**3rd Level**—*clairaudience/clairvoyance, discern lies, dispel magic, emotion, magic circle against evil, speak with dead, tongues.*

**4th Level**—*arcane eye, detect scrying, dimensional anchor, fear, locate creature, scrying.*

# VIRTUOSO



The roar of the crowd, the praise of spectators after a great performance, the showers of gifts from attractive admirers—why would anyone trade all that for sleeping in the woods or poking around in smelly old dungeons? The virtuoso leaves creeping down dark corridors and matching wits against deadly traps to others. Her place is on the stage, surrounded by adoring fans. Fortunately for her, every place she goes becomes a stage, and as long as there's anyone around for her to impress, she's in the spotlight.

The typical virtuoso is outgoing, charismatic, and gregarious. She loves to be around people and is quick to win friends with her charming manner. Some might call her a temperamental egomaniac, yet everyone feels a little better in her presence.

Many virtuosos are musicians; others are accomplished dancers or actors. Still others choose to specialize in obscure and unusual forms of entertainment, such as stage magic or juggling.

Since entertainers are often on the road, a virtuoso can travel wherever she likes, incorporating as much adventuring into her journeys as she wishes. Because of her talent for winning admirers, she usually remains above suspicion should anything underhanded occur in a place she is visiting on tour.

Bards are most often drawn to this prestige class, although rogues, illusionists, and multiclass combinations of both can also excel in it. Bards tend to perform as musicians or actors, illusionists as stage magicians, and rogues as dancers, tumblers, or sleight-of-hand artists. Characters of most other classes are either not outgoing

**TABLE 1–11: THE VIRTUOSO**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/ Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bardic music, virtuoso performance (sustaining song) | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Virtuoso performance (calumny) | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Virtuoso performance (jarring song) | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Virtuoso performance *(sharp note)* | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Virtuoso performance *(mindbending melody)* | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Virtuoso performance (greater calumny) | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Virtuoso performance (magical melody) | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Virtuoso performance (song of fury) | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Virtuoso performance *(revealing melody)* | +1 level of existing class |

enough to enjoy being virtuosos, or they find other channels for their extrovertism.

**Hit Die:** d6.

## Requirements

To qualify as a virtuoso, a character must fulfill all the following criteria.

**Skills:** Perform 10 ranks, Intimidate or Diplomacy 6 ranks.

**Spells:** Able to cast 0-level arcane spells (cantrips).

## Class Skills

The virtuoso's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Wis), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Spellcraft (Int), and Tumble (Dex). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All the following are class features of the virtuoso prestige class.

**Weapon and Armor Proficiency:** Virtuosos gain no new weapon or armor proficiencies.

**Spells per Day/Spells Known:** Since the virtuoso often uses magic to enhance her performances, it's important for her to maintain her magical studies. Thus, whenever she gains a new virtuoso level, she gains new spells per day and spells known as if she had gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, and so on). This means that she adds her new level of virtuoso to the level of some other spellcasting class she has, then determines spells per day, caster level, and spells known (if formerly a bard or sorcerer) accordingly. If the character had more than one spellcasting class before becoming a virtuoso, she must decide to which class she adds each level of virtuoso for purposes of spells per day and spells known.

**Bardic Music:** At 1st level, the virtuoso gains the bardic music ability if she did not already have it from a previous class. All the bardic music effects (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, and *suggestion*) become available to her immediately, subject to their usual Perform skill requirements (see the Bard section in Chapter 3 of the *Player's Handbook*). Countersong requires either a musical or a poetic performance; all others can be produced with any performance type. Each bardic music effect except *suggestion* requires one daily use of either the virtuoso performance ability (see below) or the bardic music ability. *Suggestion* does not require any uses, but the subject must first be *fascinated*.

**Virtuoso Performance:** With an impassioned soliloquy or a haunting melody, the virtuoso can create magical effects beyond even the capabilities of bardic music. Virtuoso performance can be used once per virtuoso level per day. If the virtuoso has bard levels, those stack with virtuoso levels to determine uses per day. Many virtuoso performance effects require more than one of the ability's allotted daily uses. Although many of the names refer to musical performances, the virtuoso isn't actually so limited—for example, an actor could perform a "sustaining soliloquy" rather than a sustaining song.

As with bardic music, the virtuoso can usually fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word. If the performance forces any target to make a Will save, the only other action the virtuoso can take in the same round is a 5-foot step.

*Sustaining Song:* A 1st-level virtuoso with at least 11 ranks in Perform can sustain her unconscious allies, negating their need for stabilization checks during her performance. Because they're not making stabilization checks, the affected allies are neither stabilizing nor losing hit points. A sustaining song lasts for 5 minutes or until the virtuoso stops performing, whichever comes first. Sustaining song is a supernatural ability.

*Calumny* (Su): A 3rd-level virtuoso with at least 13 ranks in Perform has mastered the fine art of slander and can deliver a performance that makes a specific character or group (class, race, nationality, or the like) appear in the worst light possible. Each member of the audience must make a Will save with a DC equal to the virtuoso's Perform check result. Success negates the calumny effect; failure shifts that individual's attitude toward the target by one category—that is, from friendly to indifferent, from indifferent to unfriendly, or from unfriendly to hostile (see Table 5–4: Influencing NPC Attitude in the DUNGEON MASTER'S *Guide*). Furthermore, each affected creature gains a +2 morale bonus on all opposed social interaction checks against the target. Calumny lingers in the minds of affected audience members for 24 hours per daily use of virtuoso performance applied to the calumny attempt. For example, a 7th-level bard/3rd-level virtuoso could apply seven daily uses of virtuoso performance to a song of anti-duergar sentiment. All who heard it and failed their Will saves would be affected for a week, and the virtuoso would have three virtuoso performance uses left that day. Calumny is a supernatural, mind-affecting, language-dependent ability.

*Jarring Song* (Su): A 4th-level virtuoso with at least 14 ranks in Perform can inhibit spellcasting. Anyone attempting to cast a spell during a jarring song must make a Concentration check (DC 15 + the spell level). Success allows normal completion of the spell; failure means it is lost. A jarring song requires three daily uses of virtuoso performance and is a supernatural, sonic ability.

*Sharp Note* (Sp): A 5th-level virtuoso with at least 15 ranks in Perform can sharpen the blades of all piercing and slashing weapons within a 10-foot radius. The affected weapons function as if a 6th-level sorcerer had cast a *keen edge* spell on them, except that the effect lasts only 10 minutes. Sharp note requires three daily uses of virtuoso performance and is a spell-like, transmutation ability.

*Mindbending Melody* (Sp): A 6th-level virtuoso with at least 16 ranks in Perform can *dominate* a humanoid that she has already *fascinated.* This ability functions exactly like a *dominate person* spell cast by a 9th-level sorcerer. The target can make a Will save (DC 15 + the virtuoso's Charisma modifier) to negate the effect. A mindbending melody requires two daily uses of virtuoso performance and is a spell-like, mind-affecting, language-dependent, *charm* ability.

*Greater Calumny* (Su): A 7th-level virtuoso with at least 17 ranks in Perform can whip her audience into a frenzy of loathing. Greater calumny functions exactly like calumny, except that the audience's attitude is shifted two categories (indifferent to hostile, for example), and each affected audience member gains a +4 morale bonus on all opposed social interaction checks with the target. Greater calumny is a supernatural, mind-affecting, language-dependent ability.

*Magical Melody* (Su): An 8th-level virtuoso with at least 18 ranks in Perform can empower allied spellcasters, raising their effective caster levels by +1 each for the purposes of spell effects and spell resistance checks. This effect lasts as long as the performance does. Magical melody requires two daily uses of virtuoso performance per minute maintained. It is a supernatural ability.

*Song of Fury* (Su): A 9th-level virtuoso with at least 19 ranks in Perform can enrage her allies. This ability functions exactly like barbarian rage on all willing allies within 20 feet, and it lasts as long as the virtuoso continues her performance. Song of fury requires three daily uses of performance per round maintained. It is a supernatural, mind-affecting ability.

*Revealing Melody* (Sp): A 10th-level virtuoso with at least 20 ranks in Perform can reveal all things as they actually are. All those who hear the *revealing melody* are affected as if by a *true seeing* spell cast by a 17th-level sorcerer. The effect lasts as long as the song does. *Revealing melody* requires two daily uses of virtuoso performance per round maintained and is a spell-like, divination ability.



# CHAPTER 3: PRESTIGE CLASSES

Introduced in the *DUNGEON MASTER'S Guide,* prestige classes are character classes that PCs must qualify for before taking. Requirements for entry are listed in each prestige class's section. Unless noted otherwise, follow all normal multiclass rules when adding prestige classes to your PCs.

As a rule, the prestige classes in this chapter are similar to the cleric and paladin classes, in that a character's advancement in the class is dependent upon remaining in the patron deity's good graces. A member of any prestige class described here who grossly violates the code of conduct expected by the divine patron (generally, by acting in ways opposed to the deity's alignment or purposes or the ideals of the prestige class) loses all spells and class features and cannot gain additional levels in the prestige class or as a cleric or paladin of that deity until she atones. (See the *atonement* spell description, page 176 of the *Player's Handbook.)*

## CHURCH INQUISITOR

While many champions of good are dedicated to fighting forces of evil that are external to them and their church—as clerics and paladins of Heironeous are devoted to destroying followers of Hextor—the church inquisitor is at least as concerned about evil and corruption within. When greed eats away at a church hierarchy, when devils infiltrate a knightly order and seduce its leaders to evil, when high clerics succumb to evil enchantments and fall from the path of their deities, it is usually a church inquisitor who uncovers the evil and cuts it away.

Church inquisitors specialize in divination, to detect evil and corruption, and abjuration, to protect themselves and others from evil magic. They are most often drawn from the clerics or paladins of a lawful church or order. Members of other classes usually find it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order—perhaps even as subjects of the inquisitor's investigations. Church inquisitors are particularly likely to appear after incidents involving demons or devils, since they combat the widespread corruption these creatures tend to leave in their wake.

**Hit Die:** d8.

### Requirements

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

**Alignment:** Lawful good or lawful neutral.

**Base Will Save:** +3.

**Knowledge (arcana):** 8 ranks.

**Spellcraft:** 8 ranks.

**Spells:** Ability to cast *dispel magic* as a divine spell.

**Special:** Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

### Class Skills

The church inquisitor's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Scry (Int), Search (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All of the following are class features of the church inquisitor prestige class.

**Weapon and Armor Proficiency:** Church inquisitors are proficient with all simple weapons, with all types of armor, and with shields.

***Detect Evil* (Sp):** A church inquisitor can detect evil at will as a spell-like ability. This ability duplicates the effect of the spell *detect evil.*

**TABLE 3-1: THE CHURCH INQUISITOR**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | 0 | +2 | *Detect evil,* prestige domain: Inquisition | +1 level of existing class |
| 2nd | +1 | +3 | 0 | +3 | Immune to charms | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Pierce illusion | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Immune to compulsions | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | Force shapechange | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Immune to possession | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | *Discern lies,* learn the truth | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | | +1 level of existing class |

**Prestige Domain:** Upon adopting the church inquisitor class, a character gains access to the Inquisition domain, described in Chapter 4: Divine Magic. The character gains the granted power associated with the domain (a +4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

**Spells per Day:** A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition. Thus, when a new church inquisitor level is gained, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease,* and so on). This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

For example, if Garjin, an 8th-level cleric, gains a level as a church inquisitor, he gains new divine spells as if he had risen to 9th level as a cleric, but uses the other church inquisitor aspects of level progression such as base attack bonus and save bonuses. If he next gains a level as a cleric, making him a 9th-level cleric/1st-level church inquisitor, he gains divine spells as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a church inquisitor, the player must decide which class to assign each level of church inquisitor for the purpose of determining divine spells per day.

**Immune to Charms (Ex):** A church inquisitor of 2nd level or higher is immune to all *charm* spells and effects.

**Pierce Illusion (Su):** At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. The inquisitor must touch an illusion or a creature shrouded in illusion (such as a *change self* spell). The inquisitor then makes a caster level check as if casting *dispel magic* against the illusion effect. If he succeeds at this check, the illusion is immediately dispelled. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check as well. In addition, the inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

**Immune to Compulsions (Ex):** A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

**Force Shapechange (Su):** A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shape-changing effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self, polymorph self, shapechange,* and alternate form abilities, whether exceptional, spell-like, or supernatural in nature. The affected creature cannot change its shape again for ld6 rounds. The church inquisitor can use this ability at will.

**Immune to Possession (Ex):** A church inquisitor of 8th level or higher is immune to *magic jar, soul bind, trap the soul,* a ghost's Malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection,* if so desired.

***Discern Lies* (Sp):** A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times per day.

**Learn the Truth (Su):** By touching a creature that has lied to him, a church inquisitor of 9th level or higher can force the creature to tell the truth. The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Charisma modifier) to resist this mind-affecting compulsion effect. If the saving throw fails, the creature must speak the true version of the lie it uttered. The church inquisitor can use this ability at will, but only immediately after using his *discern lies* spell-like ability on the creature in question.

# CONSECRATED HARRIER

The consecrated harrier acts as a bounty hunter for her religion or organization. Where church inquisitors hunt evil and corruption within a church and other champions of good fight external forces of evil in general, a consecrated harrier hunts blasphemers, heretics, and those who betray or attack the church directly. For instance, a consecrated harrier might accept a mission to track down and kill an ogre that defiled a shrine, or to bring a heretic before the heads of her church. The mission is always related to either a single, specific offense of blasphemy or defilement, or to the source of a heresy. The church assigns missions or targets as needed.

Hunting specific enemies of a church requires many of the skills possessed by bounty hunters. While the consecrated harrier deals with her targets capably once she finds them, she must find them first. The consecrated harrier must be subtle and clever, as well as strong in her faith. Because her foes may have spells and magical abilities of their own, she must be strong-willed and prepared to properly deal with such. Paladins and clerics often make good consecrated harriers because of their high Charisma scores. Rangers are equally desirable because of their superior tracking abilities. Rogues often

**TABLE 3-2: THE CONSECRATED HARRIER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Blessing of scripture +2, *detect chaos* | 0 | — | — | — | — |
| 2nd | +2 | +0 | +0 | +3 | Sanctified sight | 1 | — | — | — | — |
| 3rd | +3 | +1 | +1 | +3 | Blessing of scripture *+4, dispel magic* | 1 | 0 | — | — | — |
| 4th | +4 | +1 | +1 | +4 | *Emotion* | 1 | 1 | — | — | — |
| 5th | +5 | +1 | +1 | +4 | Blessing of scripture +6 | 1 | 1 | 0 | — | — |
| 6th | +6 | +2 | +2 | +5 | False vision | 1 | 1 | 1 | — | — |
| 7th | +7 | +2 | +2 | +5 | Blessing of scripture +8 | 2 | 1 | 1 | 0 | — |
| 8th | +8 | +2 | +2 | +6 | Implacable hunt | 2 | 1 | 1 | 1 | 0 |
| 9th | +9 | +3 | +3 | +6 | Blessing of scripture +10 | 2 | 2 | 1 | 1 | 1 |
| 10th | +10 | +3 | +3 | +7 | Faultless hunt | 2 | 2 | 2 | 1 | 1 |

possess the subtlety and conversational skills to locate their targets.

A consecrated harrier can be difficult for others to spot. She uses her skills, spells, and abilities to mask her nature until she can confront her target. Most consecrated harriers appear to be genial, pleasant people who always have a joke or a story to tell. This facade masks their true, implacable nature, allowing them to gather clues without arousing interest or suspicion. Particularly powerful or well-protected foes attract small groups of consecrated harriers who work with other classes to reach and confront their targets.

**Hit Die:** d10.

## Requirements

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

**Alignment:** Any lawful.

**Base Attack Bonus:** +5.

**Disguise:** 5 ranks.

**Gather Information:** 5 ranks.

**Profession (lawyer):** 5 ranks.

**Feats:** Track.

**Special:** The candidate must accept an assignment from her church to locate and destroy some specific, individual enemy of the church. A character who fails must wait a year and a day before applying again. If she succeeds, the church accepts her as a consecrated harrier and she may gain levels in the class.

## Class Skills

The consecrated harrier's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Wis), and Search (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All of the following are class features of the consecrated harrier prestige class.

**Weapon and Armor Proficiency:** Consecrated harriers are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Spells per Day:** Beginning at 1st level, a consecrated harrier gains the ability to cast a small number of divine spells. To cast a spell, the consecrated harrier must have a Wisdom score of at least 10 + the spell's level, so a consecrated harrier with a Wisdom of 10 or lower cannot cast spells. Consecrated harrier bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the consecrated harrier gets "—" spells of a given level, the character cannot cast any spells of that level. When the consecrated harrier gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the harrier gets only bonus spells. A consecrated harrier without a bonus spell for that level cannot yet cast a spell of that level. The consecrated harrier's spell list appears below; she has access to any spell on the list and can freely choose which to prepare. A consecrated harrier prepares and casts spells just as a cleric does (though the consecrated harrier cannot lose a spell to cast a *cure* spell in its place).

**Blessing of Scripture (Su):** All consecrated harriers receive a +2 sacred bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when tracking their church-assigned target. If the assigned target is a group, this bonus applies to the group's leader. They receive the same bonus on melee attack rolls and melee weapon damage rolls against their targets. A consecrated harrier does not receive this bonus with ranged weapons. This bonus increases to +4 at 3rd level, +6 at 5th level, +8 at 7th level and +10 at 9th level.

***Detect Chaos* (Sp):** The consecrated harrier can *detect chaos* at will as a cleric of equal level.

**Sanctified Sight (Su):** Beginning at 2nd level, a consecrated harrier receives a +4 bonus on all saves against illusions.

***Dispel Magic* (Sp):** A consecrated harrier can use *dispel magic* as a cleric of the same level. Starting at 3rd level, the consecrated harrier can use this spell-like ability once per day, plus one additional time per point of Wisdom bonus.

***Emotion* (Sp):** Starting at 4th level, a consecrated harrier can arouse an emotion in all living creatures in a 15-foot radius, as the spell *emotion.* She uses this spell-like ability as a wizard of one level lower, so a 4th-level consecrated harrier uses it like a 3rd-level wizard. She can do this a number of times each day equal to her Wisdom bonus, minimum one.

**False Vision (Su):** Starting at 6th level, a consecrated harrier can hide herself from the scrying attempts of her target, her target's allies, or anyone in the target's employ, as the spell *false vision.* She uses this supernatural ability as a wizard of one level lower, so a 6th-level consecrated harrier uses it like a 5th-level wizard. She can do this a number of times each day equal to her Wisdom bonus, minimum one.

**Implacable Hunt (Su):** Beginning at 8th level, if the consecrated harrier wounds a target and the target escapes, the consecrated harrier always knows the direction in which her target lies and the approximate distance between her and her target. This ability only works if the consecrated harrier and her target are on the same plane of existence. Implacable hunt can be used simultaneously against different targets, as long as each of those individual targets is part of a group that is, in total, the harrier's target for her current mission.

**Faultless Hunt (Su):** At 10th level, a consecrated harrier who establishes an implacable hunt can intensify this to a faultless hunt, enabling her to locate her quarry even across planar boundaries. Unlike an implacable hunt, which can affect several individuals at the same time, only one faultless hunt against a single individual can be pursued at one time. For the consecrated harrier to begin a faultless hunt, she must abandon any faultless hunt that she is already conducting.

**Code of Conduct:** A consecrated harrier must make it known to her target who she is and why she is there at the time of the confrontation. She cannot sneak attack her target. She cannot slay her target on a battlefield without the target knowing who she is and why she is there. Consecrated harriers purposely word the requirements for conducting themselves vaguely, so that an individual consecrated harrier in the field has some flexibility. Harriers who fail to act according to their code of conduct must undertake an act of atonement before they can add any further levels of this class (see the *atonement* spell description, page 176 of the *Player's Handbook).*

**Multiclass Note:** A paladin who becomes a consecrated harrier may continue advancing as a paladin.

## Consecrated Harrier Spell List

Consecrated harriers choose their spells from the following list:

**1st**—*alter self, animate rope, calm emotions, command, doom.*

**2nd**—*charm person, daylight, detect thoughts, hold person.*

**3rd**—*death ward, discern lies, dismissal, legend lore.*

**4th**—*dominate person, mark of justice.*

**5th**—*antimagic field, banishment.*

# CONTEMPLATIVE

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste for this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, fitting them for closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Some contemplatives, rather than devoting their lives to a deity, strive to conform themselves to an some other abstract principle such as an alignment. Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs—a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

**Hit Die:** d6.

## Requirements

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

**Knowledge (religion):** 13 ranks.

**Special:** Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).



## Class Skills

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the contemplative prestige class.

**Weapon and Armor Proficiency:** Contemplatives are proficient with all simple weapons. They are not proficient with any armor or with shields, but sometimes carry these proficiencies from their previous class.

**Prestige Domain (Ex):** Upon adopting the contemplative class, and again at 6th level, a character gains access to a prestige domain of her choice, as described in Chapter 4: Divine Magic. The character can choose any domain made available by her deity or alignment—either a new prestige domain or a standard domain listed in the *Player's Handbook*. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

**Divine Health (Ex):** A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy

**Spells per Day:** A contemplative who was previously a divine spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day as if she had also gained a level in the divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her

**TABLE 3-3: THE CONTEMPLATIVE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | 0 | +2 | First prestige domain, divine health | +1 level of existing class |
| 2nd | +1 | +0 | 0 | +3 | Slippery mind | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Divine wholeness | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Divine body | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Second prestige domain | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Divine soul | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Eternal body | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Mystic union | +1 level of existing class |

spell progression is the same as that of a cleric.

**Slippery Mind (Ex):** At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

**Divine Wholeness (Su):** At 3rd level, a contemplative can cure her own wounds, in addition to any other healing ability she may have. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

**Divine Body (Su):** At 5th level, a contemplative becomes immune to poisons of all kinds.

**Divine Soul (Su):** At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 10. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on ld20 + the spellcaster's level.

**Eternal Body (Ex):** After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties she has already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

**Mystic Union (Su):** At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the contemplative gains damage resistance 20/+1. This means that the contemplative ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, electricity, and so forth). As an outsider, a 10th-level contemplative is subject to spells that repel enchanted creatures, such as *protection from good.*

# DIVINE ORACLE

Some people call them mad, and certainly some divine oracles are driven mad by the visions they see. Some people doubt their words; indeed, some divine oracles are cursed never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.




NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

**Hit Die:** d6.

## Requirements

To qualify to become a divine oracle, a character must fulfill the following criteria.

**Scry:** 10 ranks.

**Feat:** Skill Focus (Scry).

## Class Skills

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the divine oracle prestige class.

**Weapon and Armor Proficiency:** Divine oracles are proficient with all simple weapons. They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

**TABLE 3-4: THE DIVINE ORACLE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Prestige domain: Divination, scry bonus | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Prescient sense | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Divination enhancement | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Uncanny dodge (Dex bonus to AC) | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Uncanny dodge (can't be flanked) | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Uncanny dodge (+1 against traps) | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Immune to surprise | +1 level of existing class |

**Spells per Day:** A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day.

**Prestige Domain:** Upon adopting the divine oracle class, the character gains access to the Divination domain, described in Chapter 4: Divine Magic. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

**Scry Bonus (Su):** A divine oracle has a +2 sacred bonus on all Scry checks.

**Prescient Sense (Ex):** Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or *a fireball* spell), she instead suffers no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

**Divination Enhancement (Ex):** Beginning at 3rd level, a divine oracle adds her divine oracle level to her percentage chance of success when using divination spells such as *augury* or *divination.* If an 11th-level cleric/4th-level divine oracle casts *divination,* her chance of success would be 70% (base) + 15% (1% per caster level) + 4% (her divine oracle level), or 89%.

**Uncanny Dodge** (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

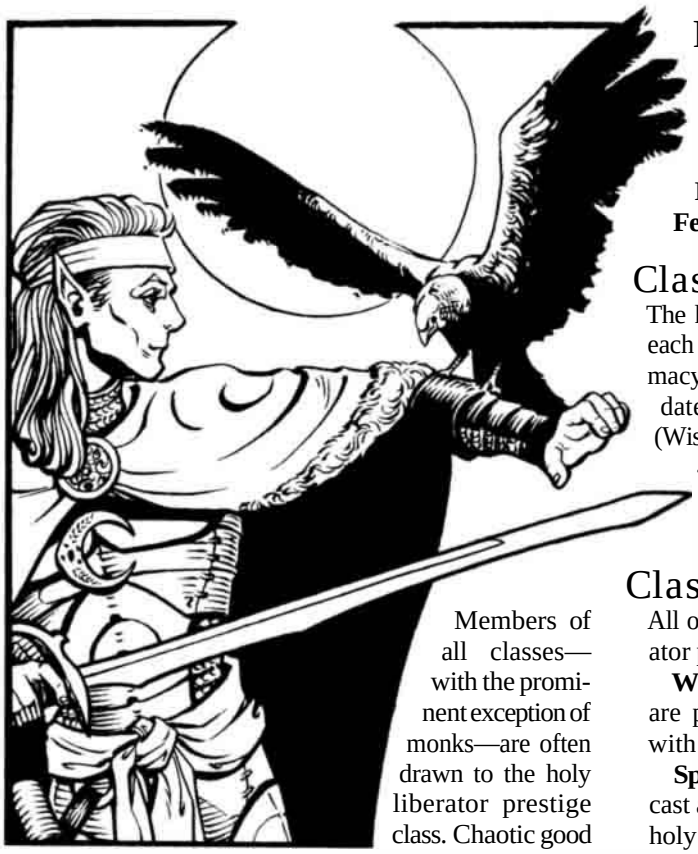
At 6th level, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is that a rogue at least four levels higher than the divine oracle can flank her (and thus sneak attack her).

At 8th level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

**Immune to Surprise** (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a partial action during a surprise round, unless she is physically restrained from doing so.

## HOLY LIBERATOR

The holy liberator is a holy warrior, a distant cousin of the paladin, who is dedicated to overthrowing tyranny wherever it may be found. These champions of freedom and equality are strong-willed, independent-minded, and virtuous. They particularly direct their efforts against lawful evil societies (dictatorships or plutocracies), slaveholders and slave traders, and powerful, corrupt governments, but they also recognize the possibility for tyranny even in a state of anarchy (where strong individuals may impose their will on people weaker than they).



Members of all classes—with the prominent exception of monks—are often drawn to the holy liberator prestige class. Chaotic good fighters and rangers are natural holy liberators, augmenting their already significant combat abilities with the holy powers of the prestige class. Many clerics are also drawn to become holy liberators—particularly chaotic clerics of Pelor and certain clerics of Kord. Many rogues also adopt the holy liberator class, working with stealth and steel for the cause of freedom.

NPC holy liberators are usually loners, though they may organize rebellious forces in a tyrannical nation. They often have powerful celestial allies, from celestial animals to ghaele eladrins, assisting their cause, but tend to work in a loose network rather than a structured or close association. Just as holy liberators rarely accept orders from anyone, they are loath to give them, choosing to form alliances and friendships rather than manipulate minions or servants.

**Hit Die:** d10.

## Requirements

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

**Alignment:** Chaotic good.

**Base Attack Bonus: +5.**

**Diplomacy:** 5 ranks.

**Feat:** Iron Will.

## Class Skills

The holy liberator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the holy liberator prestige class.

**Weapon and Armor Proficiency:** Holy liberators are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Spells per Day:** A holy liberator has the ability to cast a small number of divine spells. To cast a spell, the holy liberator must have a Wisdom score of at least 10 + the spell's level, so a holy liberator with a Wisdom of 10 or lower cannot cast these spells. Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier. When the holy liberator gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level.) The holy liberator's spell list appears below. A holy liberator has access to any spell on the list and can freely choose which to prepare, just like a cleric. A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

***Detect Evil* (Sp):** The holy liberator can detect evil as a spell-like ability at will. This ability duplicates the effects of the spell *detect evil.*

**TABLE 3-5: THE HOLY LIBERATOR**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | 0 | +2 | *Detect evil,* resist enchantment | 0 | — | — | — |
| 2nd | +2 | +3 | 0 | +3 | Divine grace, smite evil | 1 | — | — | — |
| 3rd | +3 | +3 | +1 | +3 | Turn undead, immune to charm and compulsion | 1 | 0 | — | — |
| 4th | +4 | +4 | +1 | +4 | | 1 | 1 | — | — |
| 5th | +5 | +4 | +1 | +4 | Celestial companion | 1 | 1 | 0 | — |
| 6th | +6 | +5 | +2 | +5 | | 1 | 1 | 1 | — |
| 7th | +7 | +5 | +2 | +5 | Subversion | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +2 | +6 | | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +3 | +6 | | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +3 | +7 | | 2 | 2 | 2 | 1 |

**Resist Enchantment (Su):** Holy liberators gain a +2 morale bonus on all saving throws against enchantment spells or effects.

**Divine Grace (Su):** A holy liberator of 2nd level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

**Smite Evil (Su):** Once per day, a holy liberator of 2nd level or higher may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level holy liberator armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses for high Strength or magical effects that normally apply. If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Smite evil is a supernatural ability.

**Turn Undead (Su):** When a holy liberator reaches 3rd level, he gains the ability to turn undead. He turns undead as would a cleric of two levels lower.

**Immune to Charm and Compulsion (Ex):** Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects. His mind is his own, and no other creature can control his thoughts or actions.

**Subversion (Su):** By spending 5 minutes in conversation with a character who is under the influence of a charm or compulsion effect, a holy liberator of at least 7th level can help that character break free of the enchantment. As a full-round action, the holy liberator touches the enchanted character (making a melee touch attack roll, if necessary) and invokes the divine power within himself. The enchanted character immediately makes a new saving throw, using his own saving throw bonus plus the holy liberator's Charisma bonus. If the result equals or exceeds the DC of the original saving throw, the character is freed from the charm or compulsion effect.

**Code of Conduct:** Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil. True to their alignment, holy liberators have no more formalized code of conduct than that.

## Holy Liberator Spell List

Holy liberators choose their spells from the following list:

**1st**—*bless, bless weapon, cure light wounds, detect poison, detect undead, divine favor, endure elements, magic weapon, remove fear, resistance, virtue.*

**2nd**—*aid, bull's strength, calm emotions, cure moderate wounds, delay poison, remove paralysis, resist elements, shield other.*

**3rd**—*cure serious wounds, discern lies, dispel magic, greater magic weapon, magic circle against evil, prayer, remove curse.*

**4th**—*cure critical wounds, death ward, dispel evil, freedom of movement, holy sword, neutralize poison.*

## Ex - Paladin Liberators

It is not altogether uncommon for paladins to slip away from the unswerving path of law in their overriding quest for good and become holy liberators. For the most part, the ex-paladin who adopts the holy liberator class does not regain any of his lost paladin abilities. However, in the case of smiting evil and turning undead, the former paladin's levels contribute to his ability in his new class. Both of these abilities function at a level equal to the character's paladin levels plus his holy liberator levels. Thus, the ex-paladin's smite evil ability deals extra damage equal to his combined levels, and he turns undead using this combined level as a base.

## Celestial Companion

Upon or after reaching 5th level, a holy liberator can call a celestial cat, dog, eagle, hawk, horse, owl, pony, or wolf as a companion. (See Appendix 1 of the *Monster Manual* for these creatures' basic statistics and Appendix 3 for the celestial template.) This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse). The holy liberator's companion further gains HD and special abilities based on the holy liberator's character level.

The holy liberator may have only one celestial companion at a time. Should the holy liberator's companion die, he may call for another one after one day. The new celestial companion has all the accumulated abilities due a companion of the holy liberator's current level.

**TABLE 3-6: CELESTIAL COMPANION**

| Character Level | Bonus HD | Natural Armor | Str Adj. | Int | Special |
|---|---|---|---|---|---|
| 12 or less | +2 | +1 | +1 | 6 | Improved evasion, share spells, empathic link, share saving throws |
| 13-15 | +4 | +3 | +2 | 7 | Speak with holy liberator |
| 16-18 | +6 | +5 | +3 | 8 | Blood bond |
| 19-20 | +8 | +7 | +4 | 9 | Spell resistance |

*Character Level:* The character level of the holy liberator (the total levels achieved in all his classes).

*Bonus HD:* These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the companion's base attack bonus and base save bonuses, as normal.

*Natural Armor:* This is a bonus to the companion's natural armor rating.

*Str Adj.:* Add this figure to the companion's Strength score.

*Int:* The companion's Intelligence score (the celestial companion is smarter than normal animals of its kind).

*Improved Evasion (Ex):* If the companion is subjected to an attack that normally allows a Reflex

saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

*Share Spells:* At the holy liberator's option, he may have any spell he casts on himself also affect his companion. The companion must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the companion if it moves farther than 5 feet away and will not affect the companion again even if the companion returns to the holy liberator before the duration expires. Additionally, the holy liberator may cast a spell with a target of "You" on his companion (as a touch range spell) instead of on himself. The holy liberator and the companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

*Empathic Link (Su):* The holy liberator has an empathic link with the companion out to a distance of up to one mile. The holy liberator cannot see through the companion's eyes, but they can communicate telepathically. Even intelligent companions see the world differently from humans, so misunderstandings are always possible.

Because of the empathic link between the companion and the holy liberator, the holy liberator has the same connection to a place or an item that the companion does.

*Share Saving Throws:* The companion uses its own base save or the holy liberator's, whichever is higher.

*Speak with Holy Liberator:* The holy liberator and companion can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

*Blood Bond:* The companion gains a +2 bonus on all attacks, checks, and saves if it witnesses the holy liberator being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

*Spell Resistance:* The companion's spell resistance equals the holy liberator's level + 5. To affect the companion with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the companion's spell resistance.

# HOSPITALER

It is the duty of knights hospitaler to protect people traveling on religious pilgrimages. Over the years, this single duty has expanded to include the construction and administration of hospitals and refugee facilities.

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. NPC hospitalers often travel in groups, usually with pilgrims on their way to or from a site of particular importance to their faith. Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics and sites. They seldom go on quests or adventures except to rescue endangered pilgrims or to recover relics or sites from heretics and unbelievers.

**Hit Die:** d8.

## Requirements

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

**Alignment:** Any nonchaotic.
**Base Attack Bonus:** +4.
**Handle Animal:** 5 ranks.
**Ride:** 5 ranks.
**Feats:** Mounted Combat, Ride-By Attack.

## Class Skills

The hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the hospitaler prestige class.

**Weapon and Armor Proficiency:** Hospitalers are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Turn Undead:** A hospitaler gains the ability to turn undead at 3rd level. She turns undead as a cleric two levels lower. This stacks with undead turning from other classes. Add the hospitaler level -2 to the class level for any other classes that have the turning ability. For example, a 6th-level cleric/4th-level hosiptaler turns undead as an 8th-level cleric. Note that paladins also use their class level -2 to determine their effective turning level, so a 6th-level paladin/4th-level hospitaler turns undead as a 6th-level cleric.

**Spells per Day:** A hospitaler continues advancing in divine spellcasting ability as well as learning the skills of the hospitalers. Thus, when a new hospitaler level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, greater damage with the smite evil ability, and so on). This essentially means that she adds the level of hospitaler to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly. For example, if Alhandra, an 8th-level paladin, gains a level as a hospitaler, she gains new spells as if she had risen to 9th level as a paladin, but uses the other hospitaler aspects of level progression such as attack bonus and save bonuses. If she next gains a level of paladin,



making her a 9th-level paladin/1st-level hospitaler, she gains spells as if she had risen to 10th level as a paladin.

***Lay on Hands* (Sp):** A hospitaler can heal wounds by touch, as the paladin ability. Any paladin levels add to the hospitaler's level for this purpose.

***Remove Disease* (Sp):** A hospitaler can use *remove disease* as the paladin ability. Any paladin levels add to the hospitaler's level for this purpose.

**Bonus Feats:** At the indicated levels, a hospitaler may take a bonus feat. These feats are drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat. The hospitaler can select feats marked with an asterisk (*) more than once, but for a different weapon each time. The hospitaler must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

*Important:* These feats are in addition to the feat that a character of any class gets every three levels. The hospitaler is not limited to the list given here when choosing those feats.

**Code of Conduct:** Hospitalers take an oath of poverty, obedience, and defense of those in their care. This does not mean that hospitalers live mean, penny-pinching lives. They share their wealth among themselves and give any excess to their order. Obedience is not related to character or social rank,

**TABLE 3-7: THE HOSPITALER**

| Class Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | *Lay on hands* | +1 level of existing class |
| 2nd | +2 | +3 | +0 | +0 | | +1 level of existing class |
| 3rd | +3 | +3 | +1 | +1 | Turn undead, *remove disease,* bonus feat | +1 level of existing class |
| 4th | +4 | +4 | +1 | +1 | | +1 level of existing class |
| 5th | +5 | +4 | +1 | +1 | Bonus feat | +1 level of existing class |
| 6th | +6 | +5 | +2 | +2 | | +1 level of existing class |
| 7th | +7 | +5 | +2 | +2 | Bonus feat | +1 level of existing class |
| 8th | +8 | +6 | +2 | +2 | | +1 level of existing class |
| 9th | +9 | +6 | +3 | +3 | Bonus feat | +1 level of existing class |
| 10th | +10 | +7 | +3 | +3 | | +1 level of existing class |

but rather to position assigned within the order, and often changes with the situation. Regardless of their relative ranks, all hospitalers defer to the head of a facility while on the grounds. Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facilities under their care, but should not do so recklessly.

**Multiclass Note:** A paladin who becomes a hospitaler may continue advancing as a paladin.

### Ex-Hospitalers

A hospitaler who becomes chaotic, who willfully commits an evil act, or who grossly violates the hospitaler code of conduct loses all class features and spells and may not progress in levels as a hospitaler. She regains her abilities if she atones for her violations (see the *atonement* spell description, page 176 of the *Player's Handbook).*

A hospitaler may be a multiclass character, but faces a special restriction. A hospitaler who gains a new class or, if already a multiclass character, gains a level in a class other than paladin may never again raise her hospitaler level, though she retains all her hospitaler abilities. The path of the hospitaler, like that of the paladin, requires a constant heart. Once you have turned off the path, you may never return.

## HUNTER OF THE DEAD

The hunter of the dead is the hated enemy of all undead. She spends each restless night tracking undead to their lairs and cleansing the land of their foul presence forever.

The hunter of the dead possesses many tools with which to fight against such creatures. Her skills with arms are the match of any fighter, but, to aid her in the hunt, she also possesses spells and special abilities that draw upon her connection with positive energy. Most hunters of the dead are clerics or paladins. Fighters, rangers, monks, druids, and barbarians also make excellent hunters of the dead, while rogues and bards add their subterfuge skills to create a foe that the undead never see coming. Sorcerers and wizards—especially those with a few levels as a cleric or a paladin—have many advantages when fighting undead, so they should never be discounted as potential hunters of the dead.

As NPCs, hunters of the dead are quiet loners, driven to think of little but their cause. They usually have some traumatic tale of what brought them to hate the undead, but few are willing to share it with those they meet as they wander from town to town. In places where spirits are particularly restless and the dead walk in numbers, hunters of the dead gather in secretive orders such as the House of Death to pool their strength and attack their foes together.

**Hit Die:** d8.

### Requirements

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

**Alignment:** Any nonevil.

**Base Attack Bonus:** +5.

**Knowledge (undead):** 5 ranks.

Special: Ability to turn undead.

*Scar of Unlife:* The character must have lost one level or had an ability score point permanently drained by an undead creature. This is the scar of unlife that all hunters of the dead carry.

### Class Skills

The hunter of the dead's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (religion) (Int), Knowledge (undead) (Int), Profession (Wis), Ride (Dex), and Search (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All of the following are class features of the hunter of the dead prestige class.

**Weapon and Armor Proficiency:** Hunters of the dead are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Spells per Day:** A hunter of the dead has the ability to cast a small number of divine spells. To cast a spell, the hunter of the dead must have a Wisdom score of at least 10+ the spell's level, so a hunter of the

**TABLE 3-8: THE HUNTER OF THE DEAD**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | *Detect undead* | 0 | — | — | — |
| 2nd | +2 | +3 | +0 | +0 | Smite undead | 1 | — | — | — |
| 3rd | +3 | +3 | +1 | +1 | Spurn death's touch | 1 | 0 | — | — |
| 4th | +4 | +4 | +1 | +1 | | 1 | 1 | — | — |
| 5th | +5 | +4 | +1 | +1 | True death | 1 | 1 | 0 | — |
| 6th | +6 | +5 | +2 | +2 | Extra turning | 1 | 1 | 1 | — |
| 7th | +7 | +5 | +2 | +2 | | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +2 | +2 | Positive energy burst | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +3 | +3 | | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +3 | +3 | Sealed life | 2 | 2 | 2 | 1 |

dead with a Wisdom of 10 or lower cannot cast spells. Hunter of the dead bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the hunter of the dead gets "—" spells of a given level, the character cannot cast any spells of that level. When the hunter of the dead gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the hunter of the dead gets only bonus spells. A hunter of the dead without a bonus spell for that level cannot yet cast a spell of that level. The hunter of the dead's spell list appears below; she has access to any spell on the list and can freely choose which to prepare. A hunter of the dead prepares and casts spells just as a cleric does (though the hunter of the dead cannot lose a spell to cast a *cure* spell in its place).

***Detect Undead* (Sp):** At will, the hunter of the dead can *detect undead* as a spell-like ability. This ability duplicates the effect of the spell *detect undead.*

**Smite Undead (Su):** Once per day, a hunter of the dead of 2nd level or higher can attempt to smite undead with one normal melee attack. She adds her Wisdom modifier (if positive) to her attack roll and inflicts 1 extra point of damage per level; for example, an 8th-level hunter of the dead armed with a longsword would inflict 1d8+8 points of damage, plus any additional bonuses for high Strength and magical effects that normally apply If the hunter of the dead accidentally smites a creature that is not undead, the smite has no effect but it is still used up for that day. Note: A paladin/hunter of the dead can both smite evil and smite undead in the same day, potentially against the same target (if it's an evil undead).

**Spurn Death's Touch (Ex):** A 3rd-level hunter of the dead applies her Wisdom modifier (if positive) as an additional bonus on all saving throws against effects and spells used by undead. Will saves thus add double the normal Wisdom modifier.

**True Death (Su):** Undead slain by a hunter of the dead, either by melee attacks or spells, can never rise again as undead. They are forever destroyed.

**Extra Turning:** At 6th level, a hunter of the dead receives Extra Turning as a bonus feat. This feat allows the hunter to turn undead four more times per day than normal.

**Positive Energy Burst (Su):** In lieu of two normal turning attempts, a hunter of the dead of at least 8th level can create a positive energy burst that deals 1d6 points of damage to all undead creatures within 100 feet of the character for every class level of hunter of the dead the character has attained. Undead are allowed a Reflex save (DC 10 + the class level of the hunter) for half damage.

**Sealed Life (Su):** Upon reaching 10th level, a hunter of the dead cannot lose levels due to energy draining effects (although death still results in level loss, as do other level- or experience-draining penalties).

## Hunter of the Dead Spell List

Hunters of the dead choose their spells from the following list:

**1st**—*magic weapon, cure light wounds, invisibility to undead, remove fear.*

**2nd**—*cure moderate wounds, continual flame, darkvision, bull's strength.*

**3rd**—*cure serious wounds, protection from elements, searing light, halt undead.*

**4th**—*cure critical wounds, death ward, freedom of movement.*

# KNIGHT OF THE CHALICE

A knight of the Chalice is a member of an elite knightly organization devoted to fighting demons. Motivated by a pious hatred of these creatures that embody the principles of chaos and evil, knights of the Chalice learn tactics and gain special abilities to help them in their crusade.

A character who qualifies for entrance into the order of the Chalice is typically a paladin/ranger or a cleric/ranger. Characters with minimal levels as a ranger/cleric or ranger/paladin can qualify even if they have more levels in other classes—rogue, fighter, and even wizard or sorcerer. Wizards and sorcerers are rarely drawn to the order's crusade, and cannot qualify as knights until very high levels. Few monks or bards have enough dedication to exterminating demons to take up this class.

Knights of the Chalice are often lone crusaders, maintaining only loose connections to their order. NPC knights sometimes gather adventuring bands around themselves for combat support. A knight of the Chalice could become a temporary ally of a player character party while the party is engaged in a campaign against a demon.

**Hit Die:** d12.

## Requirements

To qualify to become a knight of the Chalice, a character must fulfill all the following criteria.

**Alignment:** Lawful good.

**Base Attack Bonus:** +8.

**Knowledge (religion):** 10 ranks.

**Knowledge (the planes):** 5 ranks.

**Spells:** Ability to cast divine spells, including *protection from evil.*

**Equipment:** Magic (+1 or better) full plate armor.

**Special:** Has demons as a favored enemy, and has defeated a demon or driven it back to its home plane.

## Class Skills

The knight of the Chalice's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int),

Profession (Wis), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the knight of the Chalice prestige class.

**Weapon and Armor Proficiency:** Knights of the Chalice are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Demonslaying:** Knights of the Chalice gain a number of special benefits in combat with demons. A 1st-level knight of the Chalice gets a +1 competence bonus on attack rolls against demons. On a successful attack, he deals an additional ld6 points of damage due to his expertise in combating these creatures. These bonuses increase as the knight advances in level, as shown on Table 3-9.

A 1st-level knight of the Chalice's +1 competence bonus also applies to Intimidate, Listen, Sense Motive, and Spot checks when he uses these skills against demons. He gets the same bonus on Will saving throws against attacks from demons, and to opposed ability checks he makes against demons.

These bonuses all stack with the knight's favored enemy bonus.

**Censure Demons (Su):** Knights of the Chalice can censure demons, much as clerics turn undead. Rather than channeling positive energy, the knight of the Chalice channels energy from the celestial planes of lawful good.

Like a cleric, the knight makes a Charisma check and consults Table 8-16, page 140 of the Player's *Handbook.* Instead of using his class level, however, he uses his character level to determine the most powerful demon he can censure. He then rolls 2d6 + his knight of the Chalice level + his Charisma modifier for censuring damage. Using both his character level and his knight of the Chalice class level in this manner means that he is more likely to affect a single powerful demon, but unlikely to turn more than one of them.

A censured demon is stunned by the knight's holy power. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 circumstance bonus to hit stunned creatures. If a knight of the Chalice attacks a censured demon, the demon can act normally on its next turn.

If the knight of the Chalice's character level is at least twice the demons' Hit Dice, he banishes the demons back to their home plane. Like a cleric, a knight of the Chalice can make a number of censuring attempts per day equal to 3 + his Charisma modifier. These attempts are separate from any attempts to turn undead.

**Spells per Day:** A knight of the Chalice has the ability to cast a small number of divine spells. To cast a spell, the knight must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom of 10 or lower cannot cast these spells. Knight of the Chalice bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the knight's Wisdom modifier. When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A knight without a bonus spell for that level cannot yet cast a spell of that level.) The knight of the Chalice's spell list appears below. A knight has access to any spell on the list and can freely choose which to prepare, just like a cleric. A knight of the Chalice prepares and casts spells just as a cleric does (though the cannot spontaneously cast *cure* or *inflict* spells).

**Spell Focus and Spell Penetration Feats:** Knights of the Chalice automatically gain the benefits of the Spell Focus and Spell Penetration feats when casting a targeted spell against a demon. The saving throw DC for such spells is increased by +2, and the knight gets a +2 bonus on caster level checks to beat the demon's spell resistance.

**Courage of Heaven (Su):** A knight of the Chalice of 2nd level or higher is immune to fear effects cast or created by demons. Allies within 10 feet of the knight of the Chalice gain a +4 morale bonus on saving throws against these effects as well.

**Heavenly Devotion (Su):** At 5th level and above, a knight of the Chalice is immune to enchantment spells and effects cast or created by demons, including *charms* and *suggestions.* Allies within 10 feet of the

**TABLE 3-9: THE KNIGHT OF THE CHALICE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Demonslaying +1/1d6, censure demons | 0 | — | — | — |
| 2nd | +2 | +3 | +0 | +3 | Courage of heaven | 1 | — | — | — |
| 3rd | +3 | +3 | +1 | +3 | Demonslaying +2/+2d6 | 1 | 0 | — | — |
| 4th | +4 | +4 | +1 | +4 | | 1 | 1 | — | — |
| 5th | +5 | +4 | +1 | +4 | Heavenly devotion | 1 | 1 | 0 | — |
| 6th | +6 | +5 | +2 | +5 | Demonslaying +3/+3d6 | 1 | 1 | 1 | — |
| 7th | +7 | +5 | +2 | +5 | | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +2 | +6 | Consecrated aura | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +3 | +6 | Demonslaying +4/+4d6 | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +3 | +7 | Holy aura | 2 | 2 | 2 | 1 |

knight of the Chalice gain a +4 morale bonus on saving throws against these effects as well.

**Consecrated Aura (Su):** At 8th level and above, a knight of the Chalice exudes a permanent *consecrate* effect to a radius of 20 feet. If the knight is within the area of a *desecrate* spell, both effects are negated until the knight leaves the area or the *desecrate* spell expires. If the *desecrate* spell is enhanced by an altar or other permanent fixture dedicated to an evil deity, the knight's *consecrate* effect negates the enhancement while the knight remains in the area: Turning penalties are reduced to -3 and undead gain only a +1 profane bonus on their rolls.

**Holy Aura (Su):** At 10th level, a knight of the Chalice gains the ability to create a *holy aura* around himself (only) when he is engaged in combat with one or more demons. The aura's effect is as the spell cast by a 10th-level cleric, but it wards the knight against the attacks, spells, and mental influence of demons only, and only demons can be blinded if they strike the knight.

## Knight of the Chalice Spell List

Knights of the Chalice choose their spells from the following list:

**1st**—*bless water, bless weapon, detect chaos, detect evil, divine favor, doom, endure elements, magic weapon, protection from evil, remove fear, summon monster I.*

**2nd**—*aid, bull's strength, consecrate, endurance, resist elements, sound burst, spiritual weapon, summon monster II, undetectable alignment, zeal†.*

**3rd**—*dispel magic, invisibility purge, magic circle against evil, magic vestment, prayer, protection from elements, searing light, shout, summon monster III.*

**4th**—*dimensional anchor, discern lies, dismissal, dispel evil, holy smite, greater magic weapon, lesser aspect of the deity†, lesser planar ally, weapon of the deity†.*

†New spell described in Chapter 4 of this book.

# KNIGHT OF THE MIDDLE CIRCLE

These knights are members of the Stargazers organization (see Chapter 2 of this book). Once ordained, knights of the Middle Circle accept strict demands for their allegiance and obedience and undertake many important duties. They provide security for Stargazer chapterhouses and may be called upon for similar service for allies of the Stargazers. Since the Stargazers welcome members of any class to their ranks, the knights of the Middle Circle often deliver membership invitations to honorable, good adventurers or expert astronomers who have served the Outer Circle for several years. The knights often offer missions and quests to Outer Circle adventurers, and occasionally lead such adventures. If a mission is too important for those not sworn to the Stargazers to know of, knights of the Middle Circle may be assigned to work on it secretly under the cover of some more obvious activity.

Knights of the Middle Circle receive messages and instructions from the Inner Circle via secret communications and carrier pigeons. Thus, they're comfortable working either with animals or with messages that carry hidden meaning. Because of their exposure to prophecy and various ways of divining the future, knights of the Middle Circle develop extraordinary powers of intuition and prediction.

NPC knights of the Middle Circle may deliver invitations to undertake quests. They're generally friendly and warm, but evasive when questioned closely about their order. When asked how the Stargazers decided to undertake a quest, they say that they observe the movements of the stars in the night sky and interpret those movements. When knights undertake a quest without members of the Outer Circle, they never discuss it openly.

**Hit Die:** d10.

## Requirements

To qualify to become a knight of the Middle Circle, a character must fulfill all the following criteria.

**Alignment:** Good, nonchaotic.
**Base Attack Bonus: +6.**
**Handle Animal:** 7 ranks.
**Gather Information:** 4 ranks.
**Innuendo:** 4 ranks.

### The Inner Circle

Those who wish to advance to the Inner Circle must have at least one level as a paladin and must be able to gain more (they must be lawful good, have atoned for any violations, and must not have added levels of a class that forbids further advancement as a paladin).

## Class Skills

The knight of the Middle Circle class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Wis), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All of the following are class features of the knight of the Middle Circle prestige class.

**Weapon and Armor Proficiency:** Knights of the Middle Circle are proficient with simple and martial weapons, with all types of armor, and with shields.

Spells **per Day:** To cast a spell, a knight of the Middle Circle must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom score of 10 or lower cannot cast spells. Knight bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the

**TABLE 3-10: KNIGHT OF THE MIDDLE CIRCLE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd |
|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Combat sense +2, Blind-fight | 0 | — | — |
| 2nd | +2 | +0 | +0 | +3 | *Tongues* | 0 | — | — |
| 3rd | +3 | +1 | +1 | +3 | *True strike* 1/day | 1 | — | — |
| 4th | +4 | +1 | +1 | +4 | | 1 | — | — |
| 5th | +5 | +1 | +1 | +4 | Combat sense +4 | 1 | 0 | — |
| 6th | +6 | +2 | +2 | +5 | *True strike* 2/day | 1 | 0 | — |
| 7th | +7 | +2 | +2 | +5 | | 1 | 1 | — |
| 8th | +8 | +2 | +2 | +6 | | 1 | 1 | 0 |
| 9th | +9 | +3 | +3 | +6 | *True strike* 3 /day | 1 | 1 | 1 |
| 10th | +10 | +3 | +3 | +7 | Combat sense +6 | 1 | 1 | 1 |

knight gets only bonus spells. A paladin without a bonus spell for that level cannot yet cast a spell of the level. A knight has access to any spell on the list below and can freely choose which to prepare, just as a cleric can. A knight of the Middle Circle prepares and casts spells just as a cleric does (though the knight cannot use spontaneous casting to substitute a *cure* spell in place of a prepared spell).

A knight of the Middle Circle's caster level is one-half his knight class level.

**Blind-Fight:** A knight of the Middle Circle gains this bonus feat at 1st level.

**Combat Sense (Ex):** A knight of the Middle Circle may designate a single opponent in combat. Against that opponent, the knight gains a +2 insight bonus to AC and a +2 insight bonus on attacks. At 5th level, these bonuses increase to +4. At 10th level, the bonuses increase to +6.

***Tongues* (Sp):** A knight of the Middle Circle must be able to communicate with those he meets, acting as the eyes and ears of the Stargazers. Beginning at 2nd level, he can invoke *tongues* (as the spell) a number of times per day equal to his knight class level plus his Charisma bonus.

***True Strike* (Sp):** At 3rd level, a knight of the Middle Circle can use *true strike* (as the spell) once per day. He can use this ability once more per three levels advanced (twice per day at 6th level, and three times per day at 9th level).

**The Stargazers**

The Stargazers charge minimal dues of all Middle and Inner Circle members, but primarily funds itself through private donations made by wealthy knights in addition to their dues. In return, the Stargazers provide housing, food, training, and assistance (for instance, they might help a paladin discover where to find a special mounts). The Stargazers sometimes provide special equipment of magic items for truly important quests.

**Multiclass Note:** A paladin who becomes a knight of the Middle Circle may continue advancing as a paladin.

## Knight of the Middle Circle Spell List

Knights of the Middle Circle choose their spells from the following list:

**1st**—*bless, bless weapon, cure light wounds, detect poison, detect undead, divine favor, magic weapon, protection from evil, read magic.*

**2nd**—*augury, shield other, undetectable alignment.*

**3rd**—*cure moderate wounds, discern lies, dispel magic, greater magic weapon, prayer.*

# MASTER OF SHROUDS

The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding. The wrathful undead spread fear and death as they vent their anger at being disturbed.

While a master of shrouds has some divine spells, her primary tool is the ability to summon incorporeal undead creatures to serve her. Paladins never become masters of shrouds, though ex-paladins may do so if they turn far enough from their lawful good roots. Evil clerics most often become masters of shrouds. Druids and rangers may also join the ranks of this prestige class provided they acquire enough levels and have the proper attitude.

NPC masters of shrouds generally operate in secret, pursuing their evil plans most often under cover of darkness. They may work individually or in groups, depending on their alignment. They rarely stay in one place for long, and rarely work in groups larger than four, to avoid attracting too much attention from paladins and good clerics, not to mention hunters of the dead.

**Hit Die:** d8.

## Requirements

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

**Alignment:** Any nongood.

**Base Save Bonus:** Will +5.

**Concentration:** 10 ranks.

**Spellcraft:** 10 ranks.

**Spells:** Ability to cast divine spells, and access to at least one of these domains: Death, Evil, Protection. A character who can cast at least one spell from a domain counts as having access for this purpose.

**Special:** Ability to channel negative energy.

## Class Skills

The master of shrouds class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge

**TABLE 3-11: THE MASTER OF SHROUDS**

| Class Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | |
| 2nd | +2 | +0 | +0 | +3 | |
| 3rd | +3 | +1 | +1 | +3 | *Summon undead I* |
| 4th | +4 | +1 | +1 | +4 | |
| 5th | +5 | +1 | +1 | +4 | *Summon undead II* |
| 6th | +6 | +2 | +2 | +5 | |
| 7th | +7 | +2 | +2 | +5 | *Summon undead III* |
| 8th | +8 | +2 | +2 | +6 | |
| 9th | +9 | +3 | +3 | +6 | *Summon undead IV* |
| 10th | +10 | +3 | +3 | +7 | |

(religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the master of shrouds prestige class.

**Weapon and Armor Proficiency:** Masters of shrouds are proficient with all simple weapons, with all types of armor, and with shields.

**Spells:** A master of shrouds casts spells as a cleric (see Table 3-6: The Cleric, page 30 of the *Player's Handbook)* and has full access to the general cleric spell list. Master of shrouds levels are added to cleric levels to determine spells per day and spell effects. In addition, a master of shrouds gains access to the domains of Death, Evil, and Protection.

**Spells per Day:** A master of shrouds continues advancing in divine spellcasting ability as well as learning the skills of the masters of shrouds. Thus, when a new master of shrouds level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This means that she adds the level of master of shrouds to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

**Extra Turning Feat:** A master of shrouds gains Extra Turning as a bonus feat. This adds four to the number of turning attempts she can make in a day.



### Summoning Undead

Once a master of shrouds summons undead creatures, only three outcomes are possible. The undead may be slain or driven off in combat. The undead may depart when the spell duration ends. The undead attack the master of shrouds when their no other enemies remain to be dealt with. In the last case, the master of shrouds must rely on other powers or allies to save her from the wrath of the summoned undead.

***Summon Undead I* (Sp):** This spell-like ability works like the *summon monster I* spell, with the following exceptions: A master of shrouds may summon any combination of shadows and allips totaling no more than two creatures. At the instant the ability is used, the master of shrouds may set a shorter duration than the usual 1 round per master level. A master who can communicate with the summoned undead can direct them as per the *summon monster* spell. If the summoned creatures remain after the last enemy is gone, they will attack the master of shrouds unless she succeeds at a turning check for each creature every round until they disappear. *The summon undead I* ability can be used a number of times each day equal to three plus the master of shrouds' Charisma bonus (minimum once).

***Summon Undead II* (Sp):** As *summon undead I*, but the master of shrouds may summon two wraiths, or any combination of shadows and allips totaling no more than four creatures.

*Summon* ***Undead III*** **(Sp):** As *summon undead I*, but the master of shrouds may summon two spectres, or any combination of wraiths, shadows, and allips totaling no more than four creatures.

***Summon Undead IV* (Sp):** As *summon undead I*, but the master of shrouds may summon any combination of spectres, wraiths, shadows, and allips totaling no more than eight creatures.

## Master of Shrouds Spell List

Masters of shrouds choose their divine spells from the following list:

**1st**—*disrupt undead, chill touch, ray of enfeeblement.*
**2nd**—*ghoul touch, scare, spectral hand.*
**3rd**—*contagion, gentle repose, halt undead, vampiric touch.*
**4th**—*enervation, fear.*
**5th**—*magic jar.*

Access to these spells does not increase the number of spells a master of shrouds can cast each day.

# SACRED EXORCIST

Through elaborate rites that may include dancing, drumming, beating a possessed person on the soles of the feet, liberal use of holy water, or many other means, sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity. Sacred exorcists are serious about their work and very devoted to their religion. Not all of them are dour and grim, but most are. Their determination to combat the forces of evil in the world—along with their special ability to do so—more than makes up for their lack of humor.

Most sacred exorcists are clerics or paladins who are specifically trained by their church for the work they are called to do. Most churches select only those who have shown a clear dedication to the work of opposing evil outsiders, as well as exemplary faith and devotion. Occasionally, a wizard qualifies to fill this role in a church that is tolerant toward arcane magic, but members of other classes rarely become sacred exorcists.

NPC sacred exorcists are usually loners who travel from city to city in the service of their church. As highly specialized professionals, their services are frequently in demand, though few cities would have need for a full-time sacred exorcist.

**Hit Die:** d8.

## Requirements

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

**Alignment:** Any good.
**Knowledge (the planes):** 7 ranks.
**Knowledge (religion):** 10 ranks.
**Spells:** Ability to cast *dismissal* or *dispel evil*
**Special:** Adopting this prestige class requires the sanction of a church or order that ordains sacred exorcists. Only characters judged by their church to be exemplary in faith and devotion, strong of will and upright in morality, are made sacred exorcists.

## Class Skills

The sacred exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal

**TABLE 3-12: THE SACRED EXORCIST**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | 0 | +2 | Prestige domain: Exorcism, chosen foe +1, turn undead | +1 level of existing class |
| 2nd | +1 | +0 | 0 | +3 | Resist possession, *detect evil* | +1 level of existing class |
| 3rd | +2 | +1 | +1 | +3 | Extra Turning | +1 level of existing class |
| 4th | +3 | +1 | +1 | +4 | *Dispel evil* 1/week, chosen foe +2 | +1 level of existing class |
| 5th | +3 | +1 | +1 | +4 | Consecrated presence | +1 level of existing class |
| 6th | +4 | +2 | +2 | +5 | Extra Turning | +1 level of existing class |
| 7th | +5 | +2 | +2 | +5 | *Dispel evil* 2/week | +1 level of existing class |
| 8th | +6 | +2 | +2 | +6 | Chosen foe +3 | +1 level of existing class |
| 9th | +6 | +3 | +3 | +6 | Extra Turning | +1 level of existing class |
| 10th | +7 | +3 | +3 | +7 | *Dispel evil* 3/week | +1 level of existing class |

(Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the sacred exorcist prestige class.

**Weapon and Armor Proficiency:** Sacred exorcists are proficient with all simple weapons. They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

**Spells per Day:** A sacred exorcist advances in spellcasting ability as well as learning the skills of exorcism. Thus, when a new sacred exorcist level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means that she adds the level of sacred exorcist to the level of another spellcasting class the character has, then determines spells per day accordingly.

For example, if Delliva, an 8th-level cleric, gains a level as a sacred exorcist, she gains new spells as if she had risen to 9th level as a cleric, but uses the other sacred exorcist aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her a 9th-level cleric/1st-level sacred exorcist, she gains spells as if she had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before she became a sacred exorcist, the player must decide which class to assign each level of sacred exorcist for the purpose of determining spells per day.

**Prestige Domain:** Upon adopting the sacred exorcist class, the character gains access to the Exorcism domain (see Chapter 4: Divine Magic), including its granted power (the ability to force possessing spirits out of the bodies they inhabit). The Exorcism domain spells can be chosen as daily domain spells.

**Chosen Foe (Ex):** A sacred exorcist designates either undead or outsiders as her chosen foe. Extensive study and special training in the proper techniques for combating this foe gives the sacred exorcist a +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, and Spot skill checks and caster level checks to overcome any spell resistance of the chosen foe. At 4th level the bonus increases to +2, and at 8th level it increases to +3.

**Turn Undead (Su):** Sacred exorcists can turn undead as clerics do. A sacred exorcist who also has levels as a cleric or paladin adds her sacred exorcist level to her cleric level (or her paladin level -2) to determine her effective level with respect to turning attempts.



**Resist Possession (Ex):** Sacred exorcists of at least 2nd level receive a +4 sacred bonus on their saving throws against *magic jar* spells or similar abilities (including a ghost's malevolence ability), and a +2 sacred bonus on dispel checks made to dispel such effects. They also get a +2 sacred bonus on their saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

***Detect Evil* (Sp):** At will, a sacred exorcist of at least 2nd level can detect evil as a spell-like ability. This ability duplicates the effects of the spell *detect evil.*

**Extra Turning:** At 3rd, 6th, and 9th level, a sacred exorcist gains Extra Turning as a bonus feat. Each time a sacred exorcist gains this feat, she adds four to the number of turning attempts she can make in a day.

***Dispel Evil* (Sp):** At 4th level, the sacred exorcist gains the ability to use *dispel evil* as a spell-like ability once per week. At 7th level, she can use this ability twice per week. At 10th level, she can use it three times per week.

**Consecrated Presence (Su):** At 5th level and higher, a sacred exorcist is surrounded by an aura of positive energy that extends 20 feet from her presence. This aura

duplicates the effects of a *consecrate* spell, but it moves with the sacred exorcist. If the sacred exorcist enters an area affected by a *desecrate* spell, both effects are negated while the sacred exorcist remains in the area. If the sacred exorcist is the target of a *desecrate* spell, her aura is suppressed for the duration of the *desecrate* spell.

# SACRED FIST

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them nor their deity. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids often find the class's combat skills useful, as do sorcerers and wizards who have some levels as a cleric or other source of divine spells.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

**Hit Die:** d8.

## Requirements

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

**Base Attack Bonus:** +4.

**Feats:** Alertness, Combat Reflexes, Improved Unarmed Strike.

Spells: Ability to cast divine spells.

## Class Skills

The sacred fist class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All of the following are class features of the sacred fist prestige class.

**Weapon and Armor Proficiency:** Sacred fists surrender the use of weapons and shields. They may use only light armor without breaking their religious discipline.

**Code of Conduct:** A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell description, page 176 of the *Players Handbook).*

**Spells per Day:** A sacred fist has the ability to cast a small number of divine spells. To cast a spell, the sacred fist must have a Wisdom score of at least 10 + the spell's level, so a sacred fist with a Wisdom of 10 or lower cannot cast spells. Sacred fist bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the sacred fist gets "—" spells for a given level, the character cannot cast any spells of that level. When the sacred fist gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred fist gets only bonus spells. A sacred fist without a bonus spell for that level cannot yet cast a spell of that level. The sacred fist's spell list appears below; he has access to any spell on the list and can freely choose which to prepare. A sacred fist prepares and casts spells just as a cleric does (though he cannot lose a spell to cast a *cure* spell in its place).

**Free Domain:** Upon adopting the sacred fist class, the character chooses one domain from his deity's list.

**Unarmed Fighting (Ex):** A sacred fist is highly trained in fighting unarmed, giving him considerable advantages when doing so. A sacred fist's attacks may be with either fist interchangeably or even with elbows, knees, and feet. There is no such thing as an off-hand attack for a sacred fist striking unarmed. He may choose to deal either subdual or normal damage with his attack. He deals more damage than normal, as summarized on the table below.

| | Size of Sacred Fist | |
|---|---|---|
| Level | Small | Medium-size or larger |
| 1st | 1d4 | 1d6 |
| 5th | 1d6 | 1d8 |
| 8th | 1d8 | 1d10 |
| 10th | 1d10 | 1d12 |

**Flurry Attack (Ex):** The sacred fist may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of

opportunity the sacred fist might make before his next action. The sacred fist must use the full attack action (see page 124 of the *Player's Handbook)* to strike with a flurry of blows.

**Puissant Fists (Su):** A sacred fist ignores some damage resistance. At 1st level, treat his strikes as +1 weapons for the purposes of damage resistance. Starting at 3rd level, treat his strikes as +2 weapons for that purpose. Starting at 6th level, treat them as +3 weapons, and at 9th level, treat them as +4 weapons. This ability does not change the sacred fist's chance to hit or the damage dealt.

**Evasion (Ex):** A sacred fist can dodge and avoid even magical and unusual attacks with great agility. If a sacred fist makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), the sacred fist instead suffers no damage. Evasion can only be used if the sacred fist is wearing light armor or no armor.

**Combat Casting (Ex):** At 2nd level, a sacred fist gains this feat as a bonus feat.

**Uncanny Dodge (Ex):** Starting at 3rd level, a sacred fist gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 5th level, the sacred fist can no longer be flanked, since he can react to opponents on opposite sides of his as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that another character at least four levels higher than the character can flank him (and thus sneak attack him, if a rogue). Uncanny dodge can only be used if the sacred fist is wearing light armor or no armor.

**Blindsight (Ex):** This ability, gained at 6th level, grants sensitivity to vibrations, scent, and acute hearing so that the sacred fist maneuvers and fights as well as a sighted creature. His senses extend in a 30-foot radius. Invisibility and darkness are irrelevant, though he still can't discern ethereal beings. Sacred fists do not need to make Spot or Listen checks to notice creatures within range.

***Sacred Flame* (Sp):** At 7th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet. Instead of normal damage, a successful attack with these sacred flames deals damage as follows: 1d6 + Wisdom modifier if positive + sacred fist class level. The attack has a maximum possible damage of 1d6+15 points. At least half the damage is fire damage, and the rest is sacred energy (and thus not subject to effects that reduce fire damage).

A *sacred flame* attack may be combined with a flurry attack.

**No Shadow Blows (Ex):** Starting at 8th level, a sacred fist may add a positive Wisdom modifier to both attack and damage rolls. Also, for purposes of countering damage reduction, his unarmed blows are considered magic weapons with an enhancement bonus equal to his Wisdom bonus, and this bonus is cumulative with that of puissant fists. The sacred fist's mind, body, and will are forged into one instrument.

**Inner Armor (Ex):** At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 concentration bonus to AC, a +4 resistance bonus on all saves, and spell resistance equal to his class level for a number of rounds equal to his Wisdom modifier. If his Wisdom modifier is +0 or negative, he cannot use this ability. He may use inner armor a number of times per day equal to his class level.

## Sacred Fist Spell List

Sacred fists have access to spells appropriate for their alignment, provided those spells have a range of touch or personal. This list excludes spells available only as domain spells. Such spells would be available to a sacred fist with access to the domain.

**TABLE 3-13: THE SACRED FIST**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Flurry attack, free domain, puissant fists | 0 | — | — | — |
| 2nd | +2 | +3 | +3 | +0 | Evasion, Combat Casting | 1 | — | — | — |
| 3rd | +3 | +3 | +3 | +1 | Uncanny dodge (Dex bonus to AC) | 0 | 0 | — | — |
| 4th | +4 | +4 | +4 | +1 | | 1 | 1 | — | — |
| 5th | +5 | +4 | +4 | +1 | Uncanny dodge (can't be flanked) | 1 | 1 | 0 | — |
| 6th | +6 | +5 | +5 | +2 | Blindsight | 1 | 1 | 1 | — |
| 7th | +7 | +5 | +5 | +2 | *Sacred flame* | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +6 | +2 | No shadow blows | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +6 | +3 | | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +7 | +3 | Inner armor | 2 | 2 | 2 | 1 |

**1st**—*bless water*, burial blessing†, comprehend language, cure light wounds*, curse water*, divine favor, endure elements, entropic shield, inflict light wounds*, invisibility to undead, magic stone**, magic weapon**, protection from chaos/evil/good/law*, sanctuary, shield of faith.*

**2nd**—*aid, augury, brambles**†, bull's strength, cure moderate wounds*, death knell, delay poison, endurance, gentle repose, inflict moderate wounds*, lesser restoration, resist elements, speak with animals, undetectable alignment.*

**3rd**—*bestow curse*, chain of eyes†, contagion*, continual flame, cure serious wounds*, curse of the brute†, daylight, deeper darkness, flame of faith†, glyph of warding, inflict serious wounds*, invisibility purge, magic circle against chaos/evil/good/law*, magic vestment, meld into stone, negative energy protection, obscure object, protection from elements, remove curse*, remove disease*, speak with plants, spikes**†, stone shape, water breathing, water walk.*

**4th**—*air walk, beast claws†, cure critical wounds*, death ward, divination, divine power, freedom of movement, imbue with spell ability, inflict critical wounds*, neutralize poison*, poison*, restoration, status, tongues, unfailing endurance†.*

*DM decides which of these spells are appropriate for PC's organization.

**While these spells technically can be cast, a careless sacred fist might break his discipline, depending on his subsequent actions.

†New spell described in Chapter 4 of this book.

# TEMPLAR

Sworn to the defense of a temple site, the templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become templars, valuing those characters' ability to use arcane magic combined with the martial training of the templar. Likewise, Olidammara's temples are often guarded by rogue/templars, who combine combat training with sneak attack tactics. Ranger/templars serve in temples of Ehlonna and Obad-Hai, while barbarian/templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the templar class.

NPC templars usually live cloistered in temple buildings or attached quarters.

**Hit Die:** d10.

## Requirements

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

**Base Attack Bonus:** +5.

**Knowledge (religion):** 8 ranks.

**Feats:** Endurance, Weapon Focus (with her deity's favored weapon).

## Class Skills

The templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the templar prestige class.

**Weapon and Armor Proficiency:** Templars are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Mettle (Su):** A templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

**Weapon Specialization:** A templar gains the Weapon Specialization feat with her deity's favored weapon.

**Spells per Day:** A templar has the ability to cast a small number of divine spells. To cast a spell, the templar must have a Wisdom score of at least 10 + the spell's level, so a templar with a Wisdom of 10 or lower cannot cast these spells. Templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the templar's Wisdom modifier. When the templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A templar without a bonus spell for that level cannot yet cast a spell of that level.) The templar's spell list appears below. A templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A templar prepares and casts spells just as a cleric does (though the templar cannot spontaneously cast *cure* or *inflict* spells).

**Smite (Su):** Once per day, a templar of 2nd level or higher may make a single melee attack with a +4

attack bonus and a damage bonus equal to her templar level (if she hits). The templar must declare the smite before making the attack. At 7th level, the templar can smite twice per day.

If the templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (templar level plus cleric or paladin level).

**Damage Reduction (Ex):** Starting at 3rd level, templars have the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the templar takes each time she is dealt damage. At 6th level, this damage reduction rises to 2, and at 9th level, it rises to 3.

**Bonus Feat:** At 4th level and again at 8th level, the templar gets a bonus feat. These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critcal*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.



## Templar Spell List

Templars choose their spells from the following list:

**1st**—bless, *cause fear, command, divine favor, entropic shield, magic weapon, mount, shield of faith.*

**2nd**—*aid, bulls strength, calm emotions, endurance, enthrall, hold person, shield other, spiritual weapon.*

**3rd**—*blindness/deafness,*

**TABLE 3-14: THE TEMPLAR**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | 0 | +2 | Mettle, Weapon Specialization | 0 | — | — | — |
| 2nd | +2 | +3 | 0 | +3 | Smite 1/day | 1 | — | — | — |
| 3rd | +3 | +3 | +1 | +3 | Damage reduction 1/— | 1 | 0 | — | — |
| 4th | +4 | +4 | +1 | +4 | Bonus feat | 1 | 1 | — | — |
| 5th | +5 | +4 | +1 | +4 | | 1 | 1 | 0 | — |
| 6th | +6 | +5 | +2 | +5 | Damage reduction 2/— | 1 | 1 | 1 | — |
| 7th | +7 | +5 | +2 | +5 | Smite 2/day | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +2 | +6 | Bonus feat | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +3 | +6 | Damage reduction 3/— | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +3 | +7 | | 2 | 2 | 2 | 1 |

*daylight, dispel magic, invisibility purge, magic vestment, negative energy protection, prayer, searing light.*

**4th**—*divine power, freedom of movement, greater magic weapon, status.*

# WARPRIEST

Warpriests are fierce, earthy clerics who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying history. Warpriests tend to have the more extroverted characteristics associated with their deities. Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations. They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

**Hit Die:** d8.

## Requirements

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

**Base Attack Bonus:** +5.

**Diplomacy:** 5 ranks.

**Sense Motive:** 5 ranks.

**Feats:** Combat Casting, Leadership.

**Spells:** Access to at least one of these domains: Destruction, Protection, Strength, War. A character who can cast at least one spell from a domain counts as having access for this purpose.

**Special:** Ability to channel positive or negative energy.

## Class Skills

The warpriest class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (War) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the warpriest prestige class.

**Weapon and Armor Proficiency:** Warpriests have proficiency with all simple and martial weapons, with all types of armor, and all shields.

**Spells per Day:** A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric/2nd-level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric/3rd-level warpriest, his number of divine spells per day does not change; but when he improves his warpriest level to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day.

**Prestige Domain:** Upon adopting the warpriest class, the character gains access to the prestige domain of Glory (if he channels positive energy) or Domination (if he channels negative energy).

At fourth level, the warpriest gains access to the prestige domain of Divination.

**Turn or Rebuke Undead (Su):** Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

**Rally (Ex):** A warpriest who currently is not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus per warpriest level.

**Inflame (Ex):** By giving a stirring speech for at least 5 minutes prior to battle, the warpriest provides those who listen a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 at each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains the bonus.

***Healing Circle* (Sp):** Once per day, the warpriest may use *healing circle* (as the spell).

***Heroes' Feast* (Sp):** Once per day, the warpriest may use *heroes' feast* (as the spell).

**Fear Aura (Su):** Once per day the warpriest can project a fear aura to a radius of 20 feet for 1 round per warpriest level. Foes must make a Will save (DC 10 + warpriest level + Cha bonus) or be affected as if by a *fear* spell.



***Mass Haste* (Sp):** Once per day, the warpriest can use mass *haste* (as the spell).

***Mass Healing* (Sp):** Once per day, the warpriest can use mass *healing* (as the spell).

***Implacable Foe* (Sp):** At 10th level, the warpriest can channel enough positive energy to allies within a 100-foot radius that they will continue to fight even after suffering mortal wounds. Using this ability is a move-equivalent action and requires concentration. While in use, allies within the radius who take enough damage to become disabled or dying ignore the effects of that damage and continue fighting. Death occurs instantly at -20 hit points. When the ability ends, either because the warpriest stops concentrating, fails a Concentration check, or becomes disabled or worse, then the full effects of all damage take effect immediately.

**Multiclass Note:** Warpriest characters who gain levels outside the warpriest class must make an act of atonement (see the *atonement* spell description, page 176 of the *Player's Handbook)* before they can gain further levels as a warpriest.

**TABLE 3-15: THE WARPRIEST**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Prestige domain: Glory/Domination, rally | — |
| 2nd | +2 | +3 | +0 | +0 | Inflame | +1 level of existing class |
| 3rd | +3 | +3 | +1 | +1 | *Healing circle* | — |
| 4th | +4 | +4 | +1 | +1 | Prestige domain: Divination | +1 level of existing class |
| 5th | +5 | +4 | +1 | +1 | *Heroes' feast* | — |
| 6th | +6 | +5 | +2 | +2 | Fear aura | +1 level of existing class |
| 7th | +7 | +5 | +2 | +2 | *Mass haste* | — |
| 8th | +8 | +6 | +2 | +2 | *Mass healing* | +1 level of existing class |
| 9th | +9 | +6 | +3 | +3 | Fear aura (x2) | — |
| 10th | +10 | +7 | +3 | +3 | *Implacable foe* | +1 level of existing class |

**Curse of the Brute.** Up to + 1/level to Str, Dex, or Con, both Int and Cha down the same.

**Zeal.** You gain +4 AC against attacks of opportunity, move through enemies.

### 4th - Level Paladin Spells

**Lesser Aspect of the Deity.** Your form becomes more like your deity's.

**Weapon of the Deity.** +1 to your weapon's attack and damage, plus a special ability.

## NEW DRUID SPELLS

### 2nd - Level Druid Spells

**Beastmask.** Animals and beasts think subject is one of them.

**Brambles.** Blunt wooden weapon +1 attack, +1/level damage(max+10).

**Briar Web.** As entangle, but thorns deal damage each round.

**Sweet Water.** Creates a well to fresh water up to 100 ft. down.

### 3rd - Level Druid Spells

**Beast Claws.** Your hands become slashing weapons (ld6).

**Harrier.** Summons an incorporeal bird of prey to fight for you.

**Spikes.** As *brambles,* but +2 attack, and lasts longer.

**Weather Eye.** Forecast natural weather for 1 week.

### 4th - Level Druid Spells

**Blight.** Deal ld6/level to a plant creature, or blight a 100-ft. spread.

**Bear's Heart.** One ally/level +4 Strength and +1d4/level hit points.

**Chain of Eyes.** Scrying sensor passed along by touch.

### 7th - Level Druid Spells

**Slime Wave.** Creates a 15-ft. spread of green slime.

## NEW RANGER SPELL

### 2nd - Level Ranger Spells

**Briar Web.** As *entangle,* but thorns deal damage each round.

## PRESTIGE DOMAINS

Several of the prestige classes described in Chapter 3 allow a member of that class to select a third domain, which gives an additional granted power and offers one more spell option for the character to choose as a domain spell. This domain can be one of the standard domains available to clerics of the character's patron deity, or it can be one of the prestige domains described below. These domains are only available to characters entering a prestige class that allows selection of a third domain; they are not available to newly created characters.

If a noncleric enters a prestige class that allows access to a prestige domain, the character generally does gain access to the domain. She can use the granted power bestowed by the domain normally. If she is a divine spellcaster (a paladin, ranger, or druid), each day she can cast one extra spell of each spell level to which she normally has access, which must be the spell from the prestige domain for that level. If she is an arcane spellcaster (wizard, sorcerer, or bard), the domain spells are added to her spells known—scribed in a wizard's spellbook, or added to a sorcerer or bard's list of known spells, in addition to the character's normal number.

For example, if Joan, a 14th-level paladin, gained a level in the sacred exorcist prestige class, she would also gain the granted power of the Exorcism domain, allowing her to force possessing spirits out of bodies. She would have the spellcasting ability of a 15th-level paladin (since the sacred exorcist prestige class adds one level to the character's casting ability) and also gain one domain spell of each level per day. Thus, she could cast two 1st-level paladin spells plus an additional *protection from evil,* one 2nd-level paladin spell plus *magic circle against evil,* one 3rd-level paladin spell plus *remove curse,* and one 4th-level paladin spell plus *dismissal.* (She would also add her Charisma modifier to the number of paladin spells she can cast per day)

If Delliva, an 8th-level cleric, enters the sacred exorcist prestige class and gains access to the Exorcism prestige domain. The domain's granted power gives her the ability to exorcise possessing spirits. She may choose the spells in the Exorcism domain for her domain spells on a given day. The number of spells she can cast per day does not increase, because she is a cleric.

If Kharid, a 10th-level sorcerer, gained a level in the sacred exorcist prestige class, he would also gain the granted power of the Exorcism domain, enabling him to force possessing spirits out of the bodies they inahbit. He would have the spellcasting ability of an 11th-level sorcerer, so he could cast six spells per day of levels 0 through 4, plus four 5th-level spells (in addition to his bonus spells for high Charisma). The Exorcism domain spells of levels 1 through 5 would be added to his spells known, so he would know a total of nine 0-level spells, six 1st-level (including *protection from evil),* six 2nd-level (including *magic circle against evil),* five 3rd-level (including *remove curse),* four 4th-level (including *dismissal),* and three 5th-level spells (including *dispel evil).* Thus, he could cast *dismissal* either as a 4th-level spell (as his domain spell) or as a 5th-level spell (as an ordinary sorcerer spell).

*Note:* Spells marked with a dagger (†) in the following domain spell lists are new spells described in this book.

### Beastmaster Prestige Domain

**Deities:** Ehlonna, Obad-Hai.

**Granted Power:** *Speak with animals* once per day per level as the spell. This is a supernatural ability.

### Beastmaster Domain Spells

1 **Animal Friendship.** Gains permanent animal companions.
2 **Beastmask†.** Animals and beasts think subject is one of them.
3 **Animal Trance.** Fascinates 2d6 HD of animals.
4 **Bear's Heart†.** One ally/level +4 Strength and +ld4/level hit points.
5 **Animal Growth.** One animal/2 levels doubles in size.
6 **Summon Nature's Ally III.** Calls creatures to fight.
7 **Animal Shapes.** One ally/level *polymorphs* into chosen animal.
8 **Summon Nature's Ally IV.** Calls creatures to fight.
9 **Shapechange.** Transforms you into any creature, and change forms once per round.

**Granted Power Note**

The Divination domain grants a character the ability to cast divination spells at +2 caster levels instead of the more usual +1. Similarly, the Creation domain grants a *+2* caster levels benefit for the casting of spells from the creation subschool. In each case, the spells in question tend to be less immediately useful in a conflict, and the total number of such spells tends to be smaller than those for similar granted powers from Chapter 11 of the *Player's Handbook.*

### Celerity Prestige Domain

**Deities:** Fharlanghn, Olidammara.

**Granted Power:** +2 enhancement bonus to Dexterity, speed increased +10 ft. when in light armor, +2 enhancement bonus on initiative. These are supernatural abilities.

### Celerity Domain Spells

1 **Blur.** Attacks miss subject 20% of the time.
2 **Cat's Grace.** Subject gains 1d4+1 Dex for 1 hr./level.
3 **Air Walk.** Subject treads on air as if solid (climb at 45-degree angle).
4 **Haste.** Extra partial action and +4 AC.
5 **Tree Stride.** Step from one tree to another far away.
6 **Wind Walk.** You and your allies turn vaporous and travel fast.
7 **Mass Haste.** As *haste,* affects 1/level subjects.
8 **Blink.** You randomly vanish and reappear for 1 round/level.
9 **Time Stop.** You act freely for 1d4+l rounds.

### Community Prestige Domain

**Deities:** Corellon Larethian, Garl Glittergold, Pelor, St. Cuthbert, Yondalla.

**Granted Power:** Use *calm emotions* as a spell-like ability once per day. Gain +2 bonus on Diplomacy checks.

### Community Domain Spells

1 **Bless.** Allies gain +1 attack and +1 on saves against fear.
2 **Shield Other.** You take half of subject's damage.
3 **Prayer.** Allies gain +1 on most rolls, and enemies suffer -1.
4 **Status.** Monitors condition, position of allies.
5 **Rary's Telepathic Bond.** Link lets allies communicate.
6 **Heroes' Feast.** Food for 1 creature/level, cures and *blesses.*
7 **Refuge.** Alters item to transport its possessor to you.
8 **Mass Heal.** As heal, but with several subjects.
9 **Miracle.** Requests a deity's intercession.

### Creation Prestige Domain

**Deities:** Corellon Larethian, Garl Glittergold, Moradin, Obad-Hai, Pelor, Vecna, Yondalla.

**Granted Power:** Cast Conjuration (creation) spells at +2 caster levels.

### Creation Domain Spells

1 **Create Water.** Creates 2 gallons/level of pure water.
2 **Minor Image.** Creates audial and visual illusion of your design.
3 **Create Food and Water.** Feeds three humans (or one horse)/level.
4 **Minor Creation.** Creates one cloth or wood object.
5 **Major Creation.** As *minor creation,* plus stone and metal.
6 **Heroes' Feast.** Food for 1 creature/level, cures and *blesses.*
7 **Permanent Image.** Includes sight, sound, and smell.
8 **True Creation†.** As *major creation,* but permanent.
9 **Genesis†.** Creates a pocket demiplane.

### Divination Prestige Domain

**Deities:** Boccob, Obad-Hai, Pelor, Vecna.

**Granted Power:** You cast divination spells at +2 caster levels.

### Divination Domain Spells

1 **Identify.** Determines single feature of magic item.
2 **Augury.** Learns whether an action will be good or bad.
3 **Divination.** Provides useful advice for specific, proposed action.
4 **Scrying.** Spies on subject from a distance.
5 **Commune.** Deity answers one yes-or-no question/level.
6 **Legend Lore.** Learn tales about a person, place, or thing.
7 **Greater Scrying.** As *scrying,* but faster and longer.
8 **Discern Location.** Exact location of creature or object.
9 **Foresight.** "Sixth sense" warns of impending danger.

### Domination Prestige Domain

**Deities:** Gruumsh, Hextor, St. Cuthbert, Wee Jas.

**Granted Power:** You gain the Spell Focus (Enchantment) feat.

## Domination Domain Spells

1 **Command.** One subject obeys one-word command for 1 round.
2 **Enthrall.** Captivates all within 100 ft. + 10 ft/level.
3 **Suggestion.** Compels subject to follow stated course of action.
4 **Dominate Person.** Controls humanoid telepathically.
5 **Greater Command.** As *command,* but affects one subject/level.
6 **Geas/Quest.** As *lesser geas,* but affects any creature.
7 **Mass Suggestion.** As *suggestion,* plus one/level subjects.
8 **True Domination†.** As *dominate person,* but save at -4.
9 **Monstrous Thrall†.** As *dominate person,* but permanent and affects any creature.

## Exorcism Prestige Domain

**Deities:** Corellon Larethian, Heironeous, Kord, Moradin, Pelor.

**Granted Power:** You have the supernatural ability to force possessing spirits out of the bodies they inhabit. You make a Charisma check (1d20 + your Charisma modifier) and consult Table 8-16, page 140 of the *Player's Handbook,* using your prestige class level plus your cleric level, if any, plus your paladin level -2, if any. If the result from the table is at least equal to the HD of the possessing creature, you force it out of the body. If the spirit belongs to a spellcaster using *magic jar,* the spirit returns to the receptacle. If it is a ghost, it becomes ethereal and free-floating again. In any case, the spirit cannot attempt to possess the same victim again for one day.

## Exorcism Domain Spells

1 **Protection from Evil.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
2 **Magic Circle against Evil.** As *protection from evil,* but 10-ft. radius and 10 min./level.
3 **Remove Curse.** Frees object or person from curse.
4 **Dismissal.** Forces a creature to return to native plane.
5 **Dispel Evil.** +4 bonus against attacks.
6 **Banishment.** Banishes 2 HD/level extraplanar creatures.
7 **Holy Word.** Kills, paralyzes, weakens, or dazes nongood subjects.
8 **Holy Aura.** +4 AC, +4 resistance, and SR 25 against evil spells.
9 **Unbinding†.** Destroys binding spells within 180 ft.

## Glory Prestige Domain

**Deities:** Heironeous, Pelor.

**Granted Power:** Turn undead with a +2 bonus on the turning check and +1d6 on the turning damage roll.

## Glory Domain Spells

1 **Disrupt Undead.** Deals 1d6 damage to one undead.
2 **Bless Weapon.** Weapon gains +1 bonus.
3 **Searing Light.** Ray deals ld8/2 levels, more against undead.
4 **Holy Smite.** Damages and blinds evil creatures.
5 **Holy Sword.** Weapon becomes +5, deals double damage against evil.
6 **Bolt of Glory†.** Ray deals positive energy damage, more against undead and evil outsiders.
7 **Sunbeam.** Blinds and deals 3d6 damage.
8 **Crown of Glory†.** Gain +4 Cha and enthralls subjects.
9 **Gate.** Connects two planes for travel or summoning.

## Inquisition Prestige Domain

**Deities:** Heironeous, Moradin, St. Cuthbert.

**Granted Power:** Gain a +4 bonus on all dispel checks.

## Inquisition Domain Spells

1 **Detect Evil.** Reveals creatures, spells, or objects.
2 **Zone of Truth.** Subjects within range can't lie.
3 **Detect Thoughts.** Allows "listening" to surface thoughts.
4 **Discern Lies.** Reveals deliberate falsehoods.
5 **True Seeing.** See all things as they really are.
6 **Forbiddance.** Denies area to creatures of another alignment.
7 **Dictum.** Kills, paralyzes, weakens, or dazes nonlawful subjects.
8 **Holy Aura.** +4 AC, +4 resistance, and SR 25 against evil spells.
9 **Trap the Soul.** Imprisons subject within gem.

## Madness Prestige Domain

**Deity:** Boccob, Erythnul, Vecna.

**Granted Power:** You gain an "Insanity score" equal to half your class level (add cleric levels to prestige class levels for this purpose). For spellcasting (determining bonus spells and DCs), add this score to your Wisdom score and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone. This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically.

Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or a Will saving throw. Choose to use this power before the roll is made.

## Madness Domain Spells

1 **Random Action.** One creature acts randomly for one round.
2 **Touch of Madness†.** Dazes one creature for 1 round/level.

**3 Rage†.** Gives +4 Str, +4 Con, +2 morale bonus on Will saves.
**4 Confusion.** Makes subject behave oddly for 1 round/level.
**5 Bolts of Bedevilment†.** One ray/round, dazes 1d3 rounds.
**6 Phantasmal Killer.** Fearsome illusion kills one creature or deals 3d6 damage.
**7 Insanity.** Subject suffers continuous *confusion.*
**8 Maddening Scream†.** Subject has -4 AC, no shield, Reflex save on 20 only.
**9 Weird.** As *phantasmal killer,* but affects all within 30 ft.

## Mind Prestige Domain

**Deities:** Boccob, Vecna, Wee Jas.
**Granted Power:** Gain a +2 bonus on Bluff, Diplomacy, Innuendo, Read Lips, and Sense Motive checks. Gain a +2 bonus on Will saves against enchantment spells and effects.

## Mind Domain Spells

**1 Comprehend Languages.** Understands all spoken and written languages.
**2 Detect Thoughts.** Allows "listening" to surface thoughts.
**3 Lesser Telepathic Bond†.** Link with subject within 30 ft. for 10 min./level.
**4 Discern Lies.** Reveals deliberate falsehoods.
**5 Rary's Telepathic Bond.** Link lets allies communicate.
**6 Probe Thoughts†.** Read subject's memories, one question/round.
**7 Brain Spider†.** Eavesdrop on thoughts of up to eight other creatures.
**8 Mind Blank.** Subject is immune to mental/emotional magic and scrying.
**9 Weird.** Fearful illusion, affects all within 30 ft., either killing or dealing 3d6 damage.

## Mysticism Prestige Domain

**Deities:** Any good or evil deity.
**Granted Power:** You apply your Charisma modifier (if positive) as a bonus on all saving throws. If you already have this ability (for example, because you are a paladin), you add +1 to the bonus.

## Mysticism Domain Spells

**1 Divine Favor.** You gain attack, damage bonus, +1/3 levels.
**2 Spiritual Weapon.** Magical weapon attacks on its own.
**3 Lesser Aspect of the Deity†.** Your form becomes more like your deity's.
**4 Weapon of the Deity†.** +1 to your weapon's attack and damage, plus a special ability.
**5 Righteous Might.** Your size increases, and you gain +4 Strength.
**6 Aspect of the Deity†.** As *lesser aspect,* but you get celestial or fiendish qualities.
**7 Blasphemy/Holy Word*.** Kills, paralyzes, weakens, or dazes nonevil/nongood subjects.
**8 Holy Aura/Unholy Aura*.** +4 AC, +4 resistance, and SR 25 against evil/good spells.
**9 Greater Aspect of the Deity†.** As *lesser aspect,* but gain wings, enhanced ability scores, and various resistances and immunities.
* Choose one spell of those given, based on alignment, that is always your domain spell for this level.

## Pestilence Prestige Domain

**Deities:** Erythnul, Hextor, Nerull, Wee Jas.
**Granted Power:** Immunity to the effects of all diseases, though clerics with this power can still carry infectious diseases.

## Pestilence Domain Spells

**1 Doom.** One subject suffers -2 on attacks, damage, saves, and checks.
**2 Summon Monster II.** Calls 1d3 fiendish dire rats to fight for you.
**3 Contagion.** Infects subject with chosen disease.
**4 Poison.** Touch deals 1d10 Con damage, repeats in 1 min.
**5 Plague of Rats†.** Summons horde of diseased rats.
**6 Curse of Lycanthropy†.** Causes temporary lycanthropy in subject.
**7 Scourge†.** Inflicts a disease that must be magically cured, one subject/level.
**8 Create Greater Undead.** Creates one mummy from a corpse.
**9 Otyugh Swarm†.** Creates 3d4 otyughs or 1d3+1 Huge otyughs.

## Summoning Prestige Domain

**Deities:** Any.
**Granted Power:** You cast any *summon monster* spell at twice your caster level, increasing the range and duration of the spell.

## Summoning Domain Spells

**1 Summon Monster I.** Calls outsider to fight for you.
**2 Summon Monster II.** Calls outsider to fight for you.
**3 Summon Monster III.** Calls outsider to fight for you.
**4 Lesser Planar Ally.** Exchange services with an 8 HD outsider.
**5 Summon Monster V.** Calls outsider to fight for you.
**6 Planar Ally.** As *lesser planar ally,* but up to 16 HD.
**7 Summon Monster VII.** Calls outsider to fight for you.
**8 Greater Planar Ally.** As *lesser planar ally,* but up to 24 HD.
**9 Gate.** Connects two planes for travel or summoning.

# CHAPTER 3: PRESTIGE CLASSES

The *DUNGEON MASTER'S Guide* contains several prestige classes. Those presented here are specifically tailored to arcane spellcasters (although they are open to anyone who qualifies). Characters must qualify for a prestige class before they can take any levels in such a class. These classes are special, optional roles that offer abilities and powers otherwise inaccessible to PCs, and focus them in specific, interesting directions.

## ACQUIRING A PRESTIGE CLASS

A character who meets the requirements of a particular prestige class can multiclass into it. However, the DM has final say as to whether a particular prestige class is allowed in the campaign for PCs, for NPCs only, or not at all.

## PRESTIGE CLASS DESCRIPTIONS

Here follows several new prestige classes. Unless noted otherwise, follow the normal multiclassing rules when taking levels using the prestige class format of *DUNGEON MASTER'S Guide*.

**Table 3-1: Prestige Classes**

| Prestige Class | At a Glance |
|---|---|
| Acolyte of the Skin | More than one way to skin a demon |
| Alienist | Deals with pseudonatural creatures |
| Arcane trickster | Rogue/mage |
| Bladesinger | Elf fighter/mage |
| Blood magus | Blood energizes special abilities |
| Candle caster | Enchants candles |
| Dragon disciple | Latent dragon blood |
| Elemental savant | Master of one element |
| Fatespinner | Takes reins of fate |
| Mage of the Arcane Order | Guildmage |
| Mindbender | Mind-control specialist |
| Pale master | Unique necromantic spellcaster |
| Spell Sword | Fighter/mage |
| True necromancer | Arcane and clerical control of death |
| Wayfarer guide | Teleportation expert |

### Acolyte of the Skin

*"No pain, no gain».*

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legi ble copies survive—or at least references there to—along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends who are all too eager to share their terrible knowledge.

Acolytes of the skin are ill-suited to any position other than one that wields temporal power. Although NPC acolytes may sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte may lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

**Hit Die: d4.**

#### Requirements

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

**Alignment:** Any nongood.

**Knowledge (The Planes [Outer Planes]):** 8 ranks.

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

**Special:** The acolyte of the skin must have made peaceful contact with a summoned evil outsider.

#### Class Skills

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimi date (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

#### Class Features

All the following are class features of the acolyte of the skin prestige class.

**Weapon and Armor Proficiency:** Acolytes of the skin gain no additional proficiency in any weapon or armor.

**Spells per Day:** At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond

those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he adds the new level for purposes of determining spells per day.

**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and not be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress. The fiendish essence subsumes the caster's own skin, an agonizing process that deals 1d4 points of damage each round of the ritual—wise candidates keep some *cure potions* on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels of the prestige class, his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer may accept or ignore this advice according to his temperament.)

The bonded fiendish skin is for all intents and purposes the character's own. It grants the acolyte of the skin a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability *poison* once per day as cast by a 16th-level caster.

The DM determines actual nature of the skin, be it demonic, devilish, or some other fiendish creature.

**Flame Resistant (Ex):** At 2nd level, the fiendish skin binds tighter, granting the acolyte fire resistance 20.

**Fiendish Glare (Su):** At 3rd level, the acolyte of the skin gains the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eye. Glaring is a standard action that affects any creature he can see within 100 feet. Opponents must succeed at a Will save (DC20) or be appalled



**Table 3-2: The Acolyte of the Skin**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Wear fiend | |
| 2nd | +1 | +3 | +0 | +3 | Flame resistant | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +3 | Fiendish glare | |
| 4th | +2 | +4 | +1 | +4 | Fiendish knowledge | +1 level of existing class |
| 5th | +2 | +4 | +1 | +4 | Skin adaptation | |
| 6th | +3 | +5 | +2 | +5 | Cold resistant | +1 level of existing class |
| 7th | +3 | +5 | +2 | +5 | Glare of the Pit | |
| 8th | +4 | +6 | +2 | +6 | Fiendish knowledge | +1 level of existing class |
| 9th | +4 | +6 | +3 | +6 | Summon fiend | |
| 10th | +5 | +7 | +3 | +7 | Symbiosis | +1 level of existing class |

by the terrible promise of retribution in the acolyte's eyes, suffering a –2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also stunned for 3d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds. A creature with 151 hit points or more is not stunned but still suffers the –2 morale penalty if it fails its saving throw.

**Fiendish Knowledge:** The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability. At 4th and 8th level, the acolyte chooses a bonus feat for which he already meets the prerequisites.

**Skin Adaptation (Su):** By 5th level, skin and wearer have grown more comfortable together, as if they had never been separate. The natural armor bonus granted by the fiendish skin increases to +2, the acolyte's darkvision improves to a 120-foot range, and he can now use *poison* twice per day as cast by a 16th-level caster. In addition, the acolyte gains an inherent +2 modifier to Constitution.

**Cold Resistant (Ex):** At 6th level, the fiendish skin confers cold resistance 20.

**Glare of the Pit (Su):** At 7th level, the acolyte gains the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. He may aim both at one target, or one each at two different targets, by making a ranged touch attack. A ray that hits the target deals 8d6 points of fire damage. If both rays hit the same target, the damage is 16d6.

***Summon fiend* (Sp):** At 9th level, the acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he can attempt to summon a vrock with a 35% chance of success; if devilish, once per day he can attempt to summon a gelugon with a 35% chance of success. The summoned creatures do the acolyte's bidding but automatically return whence they came after 1 hour. A fiend that has just been summoned cannot use its own summon ability for 1 hour. At the DM's discretion, using this power leaves the acolyte beholden to the summoned fiend.

**Symbiosis:** At 10th level, the fiendish skin and the acolyte are one, and only final death can separate them. His type changes to "outsider", which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as charm person, but he can be hedged out by a magic circle spell against his alignment. Additionally, the acolyte gains damage reduction 20/+1.

## Alienist

*"Ah—it all becomes clearer now. I can see… I can see!"*

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside of time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty

**Table 3-3: The Alienist**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Summon alien | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Alien blessing | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Metamagic secret | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Mad certainty | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Pseudonatural familiar | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Extra summoning | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Metamagic secret | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Insane certainty | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Timeless secret | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Transcendence | +1 level of existing class |

is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists may, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

**Hit Die: d4.**

## Requirements

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

**Knowledge (Arcana):** 8 ranks.

**Knowledge (The Planes):** 8 ranks.

**Feat:** Alertness.

**Spells:** Ability to cast at least one Divination spell and at least one summoning spell of 3rd level or higher.

**Special:** Prior contact with an alienist or a pseudonatural creature.

## Class Skills

The alienist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Speak Language, Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the alienist prestige class.

**Weapon and Armor Proficiency:** Alienists gain no additional proficiency in any weapon or armor.

**Spells per Day:** When a new alienist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a alienist, she must decide to which class she adds each level of alienist for purposes of determining spells per day.

***Summon Alien* (Sp):** When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 258 of the *Player's Handbook*. For example, by casting *summon monster VI,* she could summon a pseudonatural rast. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

**Alien Blessing:** An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

**Metamagic Secret:** The alienist listens to the secret voices whispering from beyond time's end, and profit thereby. At 3rd and 7th level, she may choose any metamagic feat as a bonus feat.

**Mad Certainty:** At 4th level, the alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude. She gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She develops a phobia against a specified kind of creature, suffering a –2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures. The selected creature gains a +2 morale modifier to AC and saving throws against the phobic alienist. The DM determine the creature feared. Good choices include spiders snakes, birds, or insects. Beings that share attribute with or those that resemble the selected creature also trigger the phobia.

**Pseudonatural Familiar:** On reaching 5th level the alienist's familiar, if any, gains the pseudonatural template (see Pseudonatural Creatures below) in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar—the original slowly takes on pseudonatural aspects which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template.

**Extra Summoning:** From 6th level on, the alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

**Insane Certainty:** At 8th level, the alienist's mad certainty crystallizes into a truly chilling mania. She gain an additional 3 hit points as though from the Toughness feat, but her phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty for the selected creature increase to –6/+6.

**Timeless Body:** At 9th level, the alienist learns the secret of perpetual youth. She no longer suffers ability penalties for aging and cannot be magically aged (see Table 6-5: Aging Effects on page 93 of the *Player's Handbook).* Any penalties she may have already suffered however, remain in place. Bonuses still accrue, but the alienist is stolen away by horrible entities when her time is up, and she is never seen again.

**Transcendence (Su):** At 10th level, the alienist through long association with alien entities and intensive study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to "outsider», which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*, but she can be hedged out by a *magic circle* spell against her alignment. Additionally, the alienist gains damage reduction

20/+1 and electricity resistance 20.

Upon achieving transcendence, the alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange addition or substitution, such as an extra appendage, organ, eye, or enigmatic lump. The alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord.

Anyone who shares the alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on Intimidation checks against all other creatures to whom she reveals her abnormal nature.

## Pseudonatural Creatures

Pseudonatural creatures dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.



### Creating a Pseudonatural Creature:

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider». It uses all the base creature's statistics and special abilities except as noted here.

**Special Attacks:** A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

**True Strike (Su):** Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

**Special Qualities:** A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- Electricity and acid resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to double the creature's HD (maximum 25).

| Hit Dice | Electricity, Acid Resistance | Damage Reduction |
|---|---|---|
| 1-3 | 5 | — |
| 4-7 | 10 | 5/+1 |
| 8-11 | 15 | 5/+2 |
| 12+ | 20 | 10/+3 |

If the base creature already has one or more of these special qualities, use the better value.

**Alternate Form (Su):** At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is standard action. Other creatures receive a –1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

**Saves:** Same as the base creature.

**Abilities:** Same as the base creature, but Intelligence is at least 3.

**Skills:** Same as the base creature.

**Feats:** Same as the base creature.

**Climate/Terrain:** Any land and underground.

**Organization:** Same as the base creature.

**Challenge Rating:** Up to 3 HD, as base creature; 4 HD to 7 HD, as base creature +1; 8+HD, as base creature +2.

**Treasure:** Same as the base creature.

**Alignment:** Same as base creature.

**Advancement:** Same as the base creature.

# Arcane Trickster

*"Got it!"*

Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief. They are among the most adaptable of adventurers.

Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclassed wizard/rogues or sorcerer/rogues. Assas-



sins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility. NPC arcane tricksters are the sort of people who might bump into you in a crowded tavern. (Check your pockets.)

**Hit Dice: d4**

## Requirements

To qualify to become an arcane trickster a character must fulfill all the following criteria.

**Alignment:** Any nonlawful.

**Decipher Script:** 7 ranks.

**Disable Device: 7** ranks.

**Escape Artist:** 7 ranks.

**Knowledge (Arcana):** 4 ranks.

**Spells:** Ability to cast *mage hand* and at least one arcane spell of 3rd level or higher.

**Special:** Sneak attack +2d6.

## Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Search (Int), Speak Language (Int), Spell craft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+Int modifier.

## Class Features

All the following are class features of the arcane trickster prestige class.

**Weapon and Armor Proficiency:** Arcane trickster gain no additional proficiency in any weapon or armor.

**Spells per Day:** When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

**Table 3-4: The Arcane Trickster**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Ranged legerdemain 1/day | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | Sneak attack +3d6 | +1 level of existing class |
| 3rd | +1 | +1 | +3 | +3 | Impromptu sneak attack 1/day | +1 level of existing class |
| 4th | +2 | +1 | +4 | +4 | Sneak attack +4d6 | +1 level of existing class |
| 5th | +2 | +1 | +4 | +4 | Ranged legerdemain 2/day | +1 level of existing class |
| 6th | +3 | +2 | +5 | +5 | Sneak attack +5d6 | +1 level of existing class |
| 7th | +3 | +2 | +5 | +5 | Impromptu sneak attack 2/day | +1 level of existing class |
| 8th | +4 | +2 | +6 | +6 | Sneak attack +6d6 | +1 level of existing class |
| 9th | +4 | +3 | +6 | +6 | Ranged legerdemain 3/day | +1 level of existing class |
| 10th | +5 | +3 | +7 | +7 | Sneak attack +7d6 | +1 level of existing class |

**Ranged Legerdemain (Su):** Using his unique talents, an arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Pick Pocket. Working at a distance increases the normal skill check DC by 5, and the arcane trickster cannot take 10 on the check. Any object so manipulated must weigh 5 pounds or less.

The arcane trickster can use ranged legerdemain only a certain number of times per day as determined by his level (see Table 3 4: The Arcane Trickster). He can make only one ranged skill check each day, and only if he has at least one rank in the skill being used.

**Sneak Attack:** This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If the arcane trickster gets a sneak attack modifier from another source (such as rogue levels), the bonuses to damage stack.

**Impromptu Sneak Attack (Su):** Once a day, the arcane trickster's unique combination of magical and rogue skills allows the arcane trickster to declare one melee or ranged attack the character makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of impromptu sneak attack loses any Dexterity bonus to Armor Class, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits suffer no extra damage (though they still lose any Dexterity bonus against the attack).

At 7th level, the arcane trickster can use this ability twice a day.

# Bladesinger

*"Warfare, like music, is exquisite!'*

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole. In battle, a bladesinger's lithe movements and subtle tactics are beautiful, belying their deadly martial efficiency.

Multiclassed fighter/wizards are the most obvious candidates for the prestige class, although any elf who can wield a martial weapon and cast arcane spells can become a bladesinger. Bladesinger ranger/wizards, rogue/ wizards, and even bards are not unknown.

Bladesingers command great respect in most elf communities, and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

**Hit Die: d8.**

## Requirements

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

**Race:** Elf or half-elf

**Base Attack:** +5.

**Concentration:** 4 ranks.

**Perform (Dance):** 3 ranks.

**Perform (Sing):** 3 ranks.

**Tumble:** 3 ranks.

**Feats:** Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword).

**Spells:** Ability to cast arcane spells of 1st level or higher.

**Special:** Proficiency with longsword.

**Table 3-5: The Bladesinger**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +2 | Bladesong style | 1 | - | - | - |
| 2nd | +2 | +0 | +3 | +3 | Bonus feat | 2 | 0 | - | - |
| 3rd | +3 | +1 | +3 | +3 | | 2 | 1 | - | - |
| 4th | +4 | +1 | +4 | +4 | | 3 | 2 | 0 | - |
| 5th | +5 | +1 | +4 | +4 | | 3 | 2 | 1 | - |
| 6th | +6 | +2 | +5 | +5 | Bonus feat | 3 | 3 | 2 | 0 |
| 7th | +7 | +2 | +5 | +5 | | 4 | 3 | 2 | 1 |
| 8th | +8 | +2 | +6 | +6 | | 4 | 3 | 3 | 2 |
| 9th | +9 | +3 | +6 | +6 | | 4 | 4 | 3 | 2 |
| 10th | +10 | +3 | +7 | +7 | Bonus feat | 4 | 4 | 3 | 3 |

## Class Skills

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the bladesinger prestige class.

**Weapon and Armor Proficiency:** Bladesingers gain no proficiency in any additional weapons. They are proficient with light armor but not with shields.

**Bladesong Style:** When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to his Intelligence modifier.

If the bladesinger wears medium or heavy armor, he loses all benefits of the bladesong style.

**Bonus Feats:** At 2nd, 6th, and 10th level, the bladesinger gains a bonus feat. This must be a metamagic feat or a feat chosen from the following list: Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, and Whirlwind Attack.

## Bladesinger Spell List

***1st level***—*expeditious retreat, mage armor, magic weapon, shield, true strike.*

***2nd level***—*blur, bull's strength, cat's grace, mirror image, protection from arrows.*

***3rd level***—*displacement, greater magic weapon, haste, keen edge.*

***4th level***—*dimension door, fire shield, improved invisibility, stoneskin.*

# Blood Magus

*"One slow red river flows through us all».*

Fade to red, then nothing. What happened? Where are you? No sound, no light, nothing. You can't see or hear, or even feel your own body. The awful truth of your plight steals over you... you're dead!

An eternity passes, then you feel a call from beyond this nothingness. Something beckons, and you are drawn up out of the endless gray, happy to leave your final fate undecided. A swirl of color streaks toward you, enveloping, bathing you. You have come back! A sound breaks into your ears, the sweetest sound you will ever hear. It is the renewed pulse of blood through your veins—blood music: the sound of your life. You can feel it reenergizing every particle of your form, flushing death from you and leaving life in its place. It is thick and warm, and you greedily embrace it.

Blood magi are formerly deceased spellcasters who, when returned to life, gain an understanding of their blood's importance, bequeathed by their close call. They learn to evoke magic from this vital fluid that sustains their lives. A blood magus cannot be trained, owing to the unusual nature of his enlightenment, and is most likely to be a sorcerer. NPC blood magi are thus rarely if ever found in groups but are thinly scattered throughout the population of spellcasters.

**Hit Die: d4.**

## Requirements

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

**Alignment:** Any nonlawful.

**Heal:** 4 ranks.

**Feat:** Toughness.

**Spells:** Ability to cast arcane spells of 3rd level or higher.

**Special:** The blood magus must have been revived after death through another's use of *raise dead, resurrection,* or other methods of returning life to a dead body.

## Class Skills

The blood magus's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the blood magus prestige class.

**Weapon and Armor Proficiency:** A blood magus gains no additional proficiencies in any weapon or armor.

**Spells per Day:** At every second level gained in the blood magus class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a blood magus, he must decide to which class he adds the new level for purposes of determining spells per day.

**Blood Component (Su):** A blood magus may substitute a drop of his own blood for a spell's material components, if any. The pinprick or minor knife cut to draw the requisite blood is a free action that becomes a normal part of casting the spell. The magus does not need to make a Concentration check to complete the spell, despite the wound. Using this ability deals the blood magus 1 point of damage but raises the spell's save DC by 1.

Substituting blood for a costly material component requires drawing a greater amount. The blood magus deals more damage to himself when doing so, according to the table below.

**Table 3-6: The Blood Magus**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +1 | +0 | Blood component, stanch | |
| 2nd | +1 | +3 | +0 | +0 | Scarification | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +0 | Death knell | |
| 4th | +2 | +4 | +1 | +1 | Blood draught | +1 level of existing class |
| 5th | +2 | +4 | +1 | +1 | Infusion | |
| 6th | +3 | +5 | +2 | +2 | Gore | +1 level of existing class |
| 7th | +3 | +5 | +2 | +2 | Thicker then water | |
| 8th | +4 | +5 | +2 | +2 | Awaken blood | +1 level of existing class |
| 9th | +4 | +6 | +3 | +3 | Homunculus | |
| 10th | +5 | +7 | +3 | +3 | Bloodwalk | +1 level of existing class |

| Component Cost (gp) | Damage Dealt |
|---|---|
| 1–50 | 5 |
| 51–300 | 11 |
| 301–750 | 17 |
| 750+ | 23 |

**Stanch (Ex):** The blood magus automatically stabilizes his wounds when his hit points drop below 0. He still passes on if he reaches –10 hit points or below.

**Scarification (Ex):** At 2nd level, the blood magus learns to inscribe spells on his own skin for later use. This involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the minor wound heals normally. Effectively, the blood magus gains the Scribe Scroll feat using an alternative medium (see page 84 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise, "reading" a scar follows the same rules as reading a scroll, but only the blood magus can decipher his own scars.

One's own skin leaves a limited amount of room to easily inscribe and later "read", magical scars. Thus, a blood magus can have only six active scars at any one time.

***Death Knell* (Sp):** At 3rd level, the blood magus gains the spell-like ability to use *death knell* as the spell once per day.

**Blood Draught (Ex):** At 4th level, the blood magus learns how to store spells of up to 3rd level in his own blood. Effectively, he gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions. Once "brewed», a blood draught remains in circulation within the magus's body. The maximum number of draughts stored at one time is equal to his levels of blood magus plus his Constitution score, but if he is ever slain, they are all immediately



ruined—even if the blood magus is subsequently returned to life. Blood draughts are never accidentally lost through major blood loss or by a blood-draining attack.

To consume the draught, the blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that draws an attack of opportunity, like drinking a potion. Others can also partake of a given blood draught (if they have a strong stomach)—the blood magus concentrates to draw the desired draught to the surface.

**Infusion (Ex):** At 5th level, the blood magus prepares a special one-time distillation of his own blood. Partaking of the infusion, he permanently gains 2 points of Constitution.

**Gore (Su):** At 6th level, a blood magus can draw more blood with any spell that successfully damages a living target. This is a supernatural ability. The blood magus inflicts a minor wound on himself; the pinprick or knife cut is a free action that becomes a normal part of casting the spell. Using this ability deals the blood magus 1 point of damage. The spell becomes "blood seeking" and deals 1d6 points of damage in addition to the damage the spell normally deals, as extra blood is drawn from the wound. The magus does not need to make a Concentration check to complete the spell, despite the wound. The blood magus can use the gore and blood component abilities to enhance the same spell, suffering cumulative damage. This causes a spell that normally takes 1 action to cast to become a full-round action.

**Thicker Than Water (Su):** At 7th level, the blood magus's vital fluids are partially under his conscious control. When the blood magus is injured, his blood withdraws from the wound, preventing some damage. Thus, he always takes 1 less point of damage than normally indicated. Effectively, the blood magus gains a "hardness" of 1.

**Awaken Blood (Su):** At 8th level, the blood magus gains the supernatural ability to bestow momentary consciousness on an opponent's blood. Once per day, he can make a melee touch attack against a living foe. If he hits, the opponent's blood attempts to get free—all at once. The hydrostatic pressure disrupts the victim's tissues, dealing 10d10 points of damage. If he misses, the blood magus can try again until he is successful against an opponent. "Conscious" blood returns to its natural state after 1 round.

***Homunculus* (Sp):** At 9th level, the blood magus uses his own blood to give life to a new companion creature—a homunculus. The homunculus created by a blood magus has the same abilities as those on page 120 of the *Monster Manual* but is more robust. It has 6 Hit Dice, its bite attack bonus improves to +5, and its Fortitude save increases to +2, its Reflex save to +4, and its Will save to +3.

To build his homunculus, the blood magus does not use the normal construction rules listed in the *Monster Manual*. The only requirements are 1 hour spent in the ritual and the permanent loss of 1 hit point, as the caster instills more personal blood in his creation than is usual. This stronger link provides a special advantage: The blood magus can transfer his own wounds to the homunculus via touch as a supernatural ability. This is a standard action that allows the blood magus to transfer 1d4 points of damage. No limit exists on the number of times he can take this action, but the blood magus should observe caution: If he transfers enough of his own wounds to his homunculus to kill the creature, its destruction deals him 2d10 points of damage (as noted is the *Monster Manual)*. Damage transferred to the homunculus can be *cured* or healed normally. A blood magus may only have one homunculus created in this fashion at a time.

**Bloodwalk (Su):** At 10th level, the blood magus is perfectly attuned to the song of blood. He gains the supernatural ability to transport himself great distances via the blood of living creatures. Once per day as a standard action, he can seamlessly enter any living creature whose size equals or exceeds his own and pass any distance to another living creature in a single round, regardless of the distance separating the two. The blood magus merely designates a direction and distance ("a living creature 20 miles due west of here"), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location. He can't specify a named individual as the end point unless he has previously obtained a sample of that creature's blood, preserved in a small vial that must be carried on the blood magus's person.

The entry and destination creatures need not be familiar to the blood magus, but they must be alive and possess blood in their veins. (Thus, plants and the more bizarre outsiders are not eligible targets.) The blood magus may not use himself as an entry creature. If the intended entry creature is unwilling, he must hit with a melee touch attack to enter. When exiting a creature, the blood magus chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the blood magus wishes otherwise (see below). In most cases, though, the destination creature finds being the end point of a magical portal surprising and quite unsettling.

If he desires, the blood magus can attempt to make a "bloody exit" from the destination creature. If the creature fails a Fortitude save (DC 18), the exiting blood magus takes on solidity a little too soon. He bursts forth explosively from the creature's body, dealing 16d6 points of damage. The blood magus must succeed at a Fortitude save (DC 13) or take 2d4 points of damage from the shock of his exit

Except where noted above, this class feature resembles the dryad's ability to move from tree to tree (*see Monster Manual*, page 79).

## Candle Caster

*"Let your mind attain the perfection of a single, perfect flame".*

Flame holds a special attraction to some people. Simply burning, a candle is a work of art—a teardrop of fire clinging to the dark wick, itself shrouded in a column of

wax that is both the flame's base and fuel: a wonder indeed. Secrets could be stored in that wax: secrets… or spells.

Also called "spell chandlers", these specialists fill their time fashioning candles, both for esthetics and for power. The spells stored therein are revealed as the flame ignites and disperses the wax medium. Moreover, the wax itself shapes and molds stored spells so that they are enhanced by the burning flame.

Candle casters have quicker access to featlike abilities that enhance the effects of their candle-stored spells, and so they are often wooed by adventuring companies who have realized the importance of consumable magic items in the dungeon depths.

NPC candle casters sometimes appear in places where magic is sold, attempting to sell their unfettered candles (which can be used by anyone) on an equal footing with potions. However, lighting a candle is more difficult than drinking a potion and takes longer to produce an effect, so unfettered candles are unlikely to ever reach the popularity that potions enjoy.

**Hit Die: d4.**

## Requirements

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

**Craft (Candlemaking):** 6 ranks.

**Feat:** Great Fortitude.

**Spells:** Ability to cast spells of 3rd level or higher.

**Special:** The candle caster must initially possess a supply of at least 100 tindertwigs.

## Class Skills

The candle caster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.



Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the candle caster prestige class.

**Weapon and Armor Proficiency:** A candle caster gains no additional proficiency in any weapon or armor.

**Spells per Day:** When a new candle caster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a candle caster, she must decide to which class she adds the new level for purposes of determining spells per day.

**Scribe Candle:** The candle caster can store spells in candles. Each candle holds one spell. Effectively, the candle caster gains the Scribe Scroll feat using an alternative medium (see page 84 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. A candle normally illuminates a 5-foot-radius and burns for 1 hour, but a scribed candle burns as noted below. A burning candle cannot be extinguished unless the candle caster

**Table 3-7: The Candle Caster**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Scribe candle | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Extend candle | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Unfettered candle | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Enlarge candle | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Dipped candle | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Empower candle | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Quick light | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Heighten candle | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Striped candle | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Maximize candle | +1 level of existing class |

wills it (although *dispel magic* still suppresses the effect as it would for any other magic item).

To have any chance of activating a stored spell, the candle caster must meet the usual requirements for successfully reading a scroll. The stored spell must be of a type she can cast and on her class list, and she must have the requisite ability score to cast the spell (for example, Intelligence 15 for a wizard casting a 5th-level spell). Even then, she must make a caster level check (DC = scribed candle's caster level +1) to cast the spell correctly. If she fails, the spell is lost, and she must make a Wisdom check (DC 5) to avoid a mishap (see page 203 of *DUNGEON MASTER'S Guide*).

***Identify the Candle:*** To activate a prepared candle, the candle caster must first identify it. This requires a Spellcraft check against a DC of 15+ spell level. (If it is a candle she scribed, this step is unnecessary).

***Light the Candle:*** Lighting the candle is best done using a tindertwig. Doing so is a standard action, which is subject to disruption just as casting a spell would be. Lighting the candle by a slower method, such as flint and tinder or even a magnifying glass, is a full-round action under the best of circumstances, and definitely draws an attack of opportunity.

A candle caster can "light defensively" by making a successful Concentration check (DC 15). This preempts an attack of opportunity, but if she fails the check she does not light the candle. Alternatively, the candle caster can suffer the attack of opportunity, and if hit, attempt a Concentration check (DC 10+points of damage taken) to light the candle anyway.

***Candle Effect:*** A successfully lit candle automatically activates the stored spell at the beginning of the candle caster's action in the next round (which does not draw an attack of opportunity). It works exactly like a spell prepared and cast the normal way. However, since she lit the candle during the previous round, the candle caster can take normal actions on the same round the candle's spell takes effect.

The flame of the burning candle mimics the triggered spell's duration. Thus, an instantaneous spell causes the candle to flare and burn out immediately, while a candle scribed with a spell having a longer duration burns for that length of time. However, if the flame is extinguished before the spell expires, the spell's duration is cut short.

A scribed candle may incorporate any number of the special enhancements noted below, as long as their combined requirements do not make the spell take up a spell slot higher than the caster's normal maximum.

**Extend Candle:** At 2nd level, the candle caster can extend the duration of spells stored in a candle. Effectively, she gains the Extend Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Extend Spell also apply to extended candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

**Unfettered Candle:** At 3rd level, the candle caster learns how to store spells in candles that can be triggered by people other than herself. Effectively, she gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability. Like a potion, only spells of 3rd level and lower can be scribed in an unfettered candle. Any creature who successfully lights the unfettered candle, following the procedure described above, is targeted by the candle's stored spell at the beginning of the creature's next turn in the round. An unfettered candle otherwise works exactly like a normally scribed candle.

**Enlarge Candle:** At 4th level, the candle caster can double the range of spells she stores in a candle. Effectively, she gains the Enlarge Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Enlarge Spell also apply to enlarged candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level,

**Dipped Candle:** At 5th level, the candle caster refines her chandler's craft to the point where she can store two spells in the same candle. She must scribe each spell separately, paying full XP and gp costs for both, and must specify the order in which the spells take effect. The first spell is triggered normally by successfully lighting the scribed candle; when the duration of the first spell ends, the second power stored in the candle automatically triggers. If the first spell is suppressed by *dispel magic*, or the candle caster ends the effect voluntarily, the second effect does not trigger but is not lost. The candle caster can trigger the second effect by relighting the candle. If the second spell requires a target, the candle caster can target the effect when it activated as if casting the spell normally, as long as she is within 30 feet of the lit candle. Otherwise, the candle is the default center of effect. The two spells maybe differentiated by color; for example, the top half of the candle is yellow while the bottom is blue.

**Empower Candle:** At 6th level, the candle caster can increase all variable, numeric effects of a spell she stores in a candle. Effectively, she gains the Empower Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Empower Spell also apply to empowered candles, and the scribed spell takes up a spell slot two levels higher than the spell's actual level.

**Quick Light:** At 7th level, the candle caster learns to activate her candles more quickly. The act of lighting the candle takes no less time, but the stored spell takes effect as soon as the candle is lit (not on the candle caster's next turn).

**Heighten Candle:** Upon reaching 8th level, the candle caster can increase the effective level of a spell stored in a candle. Effectively, she gains the Heighten Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Heighten Spell also apply to heightened candles, and the scribed spell takes up a spell slot at the new level.

**Striped Candle:** At 9th level, the candle caster further refines her ability to store two spells in the same candle. She must still scribe each spell separately, paying full XP

and gp costs for both. Successfully lighting the scribed candle triggers both stored spells simultaneously, and the candle caster chooses any targets for both effects. The two spells may be differentiated by color; for example, the left half of the candle is green while the right is red.

**Maximize Candle:** At 10th level, the candle caster reaches the pinnacle of her craft, gaining the ability to maximize all variable, numeric effects of spells she stores in a candle. Effectively, she gains the Maximize Spell metamagic feat (see page 83 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Maximize Spell also apply to maximized candles, and the scribed spell takes up a spell slot three levels higher than the spell's actual level.

# Dragon Disciple

*"My heart is ancient».*

A dragon disciple is different. He always suspected, but the flying dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in comparison. Hurtling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost… draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as a promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

**Hit Die:** Special (see below).

## Requirements

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

**Race:** Any nondragon (cannot already be a half-dragon).

**Knowledge (Arcana):** 8 ranks.

**Languages:** Draconic.

**Spells:** Ability to cast arcane spells without preparation.

**Special:** The player chooses a dragon type when taking the first level of this prestige class, subject to the DM's approval.

## Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

| Dragon Variety | Breath Weapon | 3rd Level | 7th Level | 10th Level | Save DC |
|---|---|---|---|---|---|
| Black | Line* of acid | 2d4 | 4d4 | 6d4 | 17 |
| Blue | Line of lightning | 2d8 | 4d8 | 6d8 | 18 |
| Greed | Cone** of gas | 2d6 | 4d6 | 6d6 | 17 |
| Red | Cone of fire | 2d10 | 4d10 | 6d10 | 19 |
| White | Cone of cold | 1d6 | 2d6 | 3d6 | 16 |
| | | | | | |
| Brass | Line of fire | 1d6 | 2d6 | 3d6 | 17 |
| Bronze | Line of lightning | 2d6 | 4d6 | 6d6 | 18 |
| Copper | Line of acid | 2d4 | 4d4 | 6d4 | 17 |
| Gold | Cone of fire | 2d10 | 4d10 | 6d10 | 20 |
| Silver | Cone of cold | 2d8 | 4d8 | 6d8 | 18 |

* A line is always 5 ft. high, 5 ft. wide, and 60 ft. long

** A cone is always 30 ft. long.

**Table 3-8: The Dragon Disciple**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Bonus Spells |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Hit Die increase (d6), +1 natural armor | 1 |
| 2nd | +1 | +3 | +0 | +3 | Claws and bite, ability boost (Str +2) | 1 |
| 3rd | +2 | +3 | +1 | +3 | Breath weapon (1/3) | None |
| 4th | +3 | +4 | +1 | +4 | Hit Die increase (d8), ability boost (Str +2) | 1 |
| 5th | +3 | +4 | +1 | +4 | Enlargement, +2 natural armor | 1 |
| 6th | +4 | +5 | +2 | +5 | Hit Die increase (d10) | 1 |
| 7th | +5 | +5 | +2 | +5 | Breath weapon (2/3), ability boost (Con +2) | None |
| 8th | +6 | +6 | +2 | +6 | +3 natural armor | 1 |
| 9th | +6 | +6 | +3 | +6 | Wings, ability boost (Int +2) | 1 |
| 10th | +7 | +7 | +3 | +7 | Dragon apotheosis | None |

## Class Features

All the following are class features of the dragon disciple prestige class.

**Weapon and Armor Proficiency:** Dragon disciples gain no additional proficiency in any weapon or armor.

**Bonus Spells (Sp):** Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied, it cannot be shifted.

**Hit Die Increase:** As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6th level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

**Natural Armor:** At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3-8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

**Claws and Bite:** At 2nd level, the dragon disciple gains claw and bite attacks if he does not already have them. Use the values below or the disciple's base claw and bite attacks, whichever are greater.

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

**Ability Boost:** As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3-8. These increases stack and are gained as if through level advancement.

**Breath Weapon (Su):** At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below). Regardless of its strength, the breath weapon can be used only once per day. Use all rules for dragon breath (see the Dragon entry in the *Monster Manual)* except as specified here.

**Enlargement:** At 5th level, the dragon disciple's size increases one step, from Small to Medium-size or from



Medium-size to Large. (A character already of size Large or larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a –1 size modifier to his base attack bonus and Armor Class.

**Wings:** At 9th level, dragon disciples of size Large and above grow wings. They can now fly at their normal speed (average maneuverability). Smaller creatures have wings only if they already possessed them.

**Dragon Apotheosis:** At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

# Elemental Savant

*"0 to be the snowflake, the cleansing flame, the ancient stone, the endless wind!"*

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

**Hit Die: d4.**

## Requirements

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

**Knowledge (Arcana):** 8 ranks.

**Knowledge (The Planes):** 8 ranks.

**Feat:** Energy Substitution (acid, cold, electricity, or fire).

**Spells:** Ability to cast at least three spells with one of the acid, cold, electricity, or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire, or Water.

**Special:** The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire, or Water).

## Class Skills

The elemental savant's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the elemental savant class.

**Weapon and Armor Proficiency:** Elemental savants gain no additional proficiency in any weapon or armor.

**Spells per Day:** When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

**Elemental Transition:** Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she chooses an element, which must be allied with a type of energy she can substitute using Energy Substitution. Each element also has an opposing element and energy form, as shown below. The elemental savant cannot use Energy Substitution to insert a type of energy opposed to

**Table 3-9: The Elemental Savant**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Elemental transition, resistance +5 | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Elemental focus +1 | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Elemental penetration +1 | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Elemental transition, resistance 10 | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Elemental focus +2 | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Elemental penetration +2 | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Elemental transition, resistance 15 | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Elemental focus +3 | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Elemental penetration +3 | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Elemental perfection, immunity | — |

her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid.

| Element | Allied Energy | Opposing Element and Energy |
|---|---|---|
| Air | Electricity | Acid, Earth |
| Earth | Acid | Air, Electricity |
| Fire | Fire | Cold, Water |
| Water | Cold | Fire |

At 1st level, the elemental savant becomes immune to magical sleep effects.

At 4th level, she gains darkvision with a range of 60 feet and immunity to paralysis.

At 7th level, she gains immunity to stunning.

**Resistance (Ex):** As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level, and complete immunity when she becomes an elemental being (at 10th level).

**Elemental Focus (Ex):** Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element. The save DC for any spell using that type of energy increases +1. This rises to +2 at 5th level and +3 at 8th level. These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

**Elemental Penetration (Ex):** Beginning at 3rd level, the elemental savant further refines her ability to wield energy allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20 +caster level) to beat a creature's spell resistance. At 6th level, this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

**Elemental Perfection:** At 10th level the elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to "elemental», which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person.* She gains an elemental creature's immunity to poison, sleep, paralysis, and stunning and is no longer subject to critical hits or flanking.

The elemental savant gains the speed and movement modes, special attacks, and special qualities of a medium elemental of the appropriate type, as noted in the *Monster Manual,* except that the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20+her Constitution modifier.



Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element.

Elemental perfection is not without cost. The elemental savant can be hedged out by a *magic circle* spell against her alignment. She also takes double damage from energy attacks allied with her opposing element unless the attack allows a saving throw for half damage, in which case she takes half damage even on a successful save.

**Immunity (Ex):** At 10th level, the elemental savant is completely comfortable with energy allied with her chosen element. She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (see Elemental Perfection below).

## Fatespinner

*"Keep trying. I have a feeling your luck will change—soon».*

Some people are lucky. Others, less so. And a few make their own luck.

A fatespinner (also called a "mage of many fates") has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not, as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that unthinking drive—with prejudice. He can increase the probability of events in his favor, at the expense of a greater probability of undesirable events.

Any arcane spellcaster who has cursed his bad luck is a potential candidate for this prestige class. Who has not fired off a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner is all about applying some control over the seeming vagaries of chance-fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

**Hit Die: d4.**

## Requirements

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

**Knowledge (arcana): 8 ranks.**

**Knowledge** (any): 8 ranks.

**Spells:** Ability to cast arcane spells of 3rd level or higher.

**Special:** The fatespinner must have avoided death (or severe calamity) by the machinations of fate. For instance, if he misses a ferry crossing to the nearby Isle of Sadonne due to a strange premonition that caused him to tarry overlong at the landing, and learns that the ferry was lost with all aboard to a sudden storm, it can be said that fate has spared him.

## Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier

## Class Features

All the following are class features of the fatespinner prestige class.

**Weapon and Armor Proficiency:** A fatespinner gains no additional proficiency in any weapon or armor.

**Spells per Day:** At every second level gained in the fatespinner class, as well as at 7th level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a fatespinner, he must decide to which class he adds the new level for purposes of determining spells per day.

**Spin Fate (Ex):** The mage of many fates understands that "chance" is less random than many believe, and he can adjust the probability of certain events. This is an extraordinary ability.

When a fatespinner casts a spell that allows a saving throw, he can choose to subtract 2 from the spell's save DC (making it easier for the target to resist)—neither more nor less. He stores the 2 points as a sort of spell karma called "spin". Each time he so adjusts a spell, he accumulates another 2 points of spin. At any one time, the fatespinner can store a maximum spin value equal to his caster level (the total of all spellcasting class levels, including this prestige class). For example, a 5th-level wizard/1st-level fatespinner can store up to 6 points of spin at any one time.

The fatespinner can use accumulated spin to boost the save DC of other spells he casts, adding up to 3 points of spin to any one spell. Thus, the above 5th-level wizard/1st-level fatespinner can increase the Will save DC of a *charm person* spell he casts by up to +3. If he spends all 3 points, his spin "balance" drops to 3.

Sometimes more points are subtracted from save DCs than can be accumulated as spin. In this case, the excess is lost. If the above spellcaster were to reduce the save DCs of two spells before using his spin again, he would accumulate 4 points of spin. Since his maximum is 6 not 7, the extra point is lost.

Note: You can't cheat fate. A fatespinner accumulates no spin from casting spells on targets who voluntarily fail their saving throws. Nor can he accumulate spin by reducing the save DC of a benign spell cast on a friend or a meaningless inanimate object. Only where the outcome of the spell is important to the fatespinner's own fate can he use this ability

**Table 3-10: The Fatespinner**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Spin fate | |
| 2nd | +1 | +0 | +0 | +3 | Resist fate | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Fickle finger of fate | |
| 4th | +2 | +1 | +1 | +4 | As fate would have it | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Spin destiny | |
| 6th | +3 | +1 | +2 | +5 | Deny fate | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Luck of the wind | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | As fate would have it | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Seal fate | |
| 10th | +5 | +3 | +3 | +7 | Favored one | +1 level of existing class |

**Resist Fate (Ex):** At 2nd level, the fatespinner develops extraordinary good luck. Once per day, may reroll one roll that he has just made. He must take the result of the reroll, even if it's worse than the original roll. If the fate-benefit stacks with that domain's granted power.

**Fickle Finger of Fate (Ex):** On reaching 3rd level, the fatespinner gains the extraordinary ability to affect the luck of others. Once per day, he may reroll one roll that creature must take the reroll, even if it's worse than the original roll.

Fickle finger of fate takes place outside the normal caught flat-footed. He must be able to see the recipient to use this ability.

Note: The fatespinner must decide whether to reroll before the results of the roll in question are applied, otherwise he must wait for another opportunity. He is not enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The fatespinner player should notify the DM prior to a foes roil, stating outcome appears undesirable.

**As Fate Would Have It:** At 4th and 8th level, fate conspires with circumstance to bring about a useful, if rather mundane, result. The fatespinner learns a bonus metamagic feat.

**Spin Destiny (Ex):** Beginning at 5th level, the fatespinner more clearly apprehends the matrix of reality and the method is identical to increasing a spell's save DC, but the fatespinner can now add spin to boost any skill check, attack roll, or saving throw. However, he can't in addition, he can apply a number of points of spin up to his caster level (which is still the maximum spin he can store) to skill checks, attack rolls, or saving throws. For example, a 5th-level wizard/5th-level fatespinner could apply up to 10 points of spin to a desired check, assuming had enough scored.

**Deny Fate (Ex):** At 6th level, the fatespinner's control of chance becomes stronger. He can now reroll a roll, as with Resist Fate, twice per day. This also stacks with the Luck domains granted power.

**Luck to the Wind (Ex):** On reaching 7th level, the mage of many fates can appease chance by "throwing luck to the wind». This is an extraordinary ability. He chooses whether or not to use this power each time he casts a spell that allows a saving throw. The save DC for a spell so adjusted is 1d20+ spell level+caster's Charisma or Intelligence modifier (whichever is greater). The fatespinner rolls the d20 when he casts the spell. He can also enhance the spells by adding up to 3 points of spin to the spell's save DC, or accumulate spin by deducting 2 points from it, but not both. This cannot be further adjusted by other abilities such as spin destiny.

***Seal Fate* (Sp):** At 9th level, the fatespinner can meddle in matters literally of life and death. Once per day, he can attempt to seal the fate of one other creature as a spell-like ability. As a standard action, the fatespinner selects a size Large or smaller target creature he can see within 100 feet and speaks the words, "Your fate is sealed». The target must make a successful Fortitude save (DC 20) or die. Even if the save is successful (or if the Target is Huge or larger), it instead takes 3d6+13 points of damage. The fatespinner may add spin to increase the Fortitude save DC the amount of damage dealt, or both, as desired.

**Favored One:** On attaining 10th level, the fatespinner is favored by chance, rising above the common animal caught in the web of reality it can't see or appreciate. His type changes to "outsider», which means (among other things) that he is no longer affected by spells that specifically Target humanoids, such as charm *person,* but he can be hedged out by a *magic circle* spell against his alignment. The Favored One can store a maximum value of spin.

# Mage of the Arcane Order

*"Wait... wait... I've just about got it».*

Also called a "guildmage», this is a spellcaster who belongs to a academy and guild known as the Arcane Order (see Chapter 1). In casual conversation, [he academy is called the Order, or sometimes "that college of wizardry"]. It is both a school for fledgling spellcasters and a guild for those of advanced knowledge and power.

The Arcane Orders charter is twofold, its first tenet is advancing magical knowledge through both ongoing disciplines. A good portion of research is centered power wielded in ages past, and this research has borne support and welfare of the Order's membership, initially through arcane schooling and later through companionship, resources, boarding, and access to the Spellpool wizardry deters most applicants.

NPC guildmages often join adventuring companies of nonspellcasters who are not affiliated with the Order. Thus, they could be encountered anywhere adventure beckons. However, a guild member in good standing dues, and does his pan in the upkeep of the Spellpool.

**Hit Die: d4.**

## Requirements

To qualify to become a mage of the Arcane Order, a character must fulfill all the following criteria.

**Knowledge (Arcana):** 8 ranks.

**Feats:** Two metamagic feats, one of which must be Cooperative Spell.

**Spells:** Ability to prepare and cast arcane spells of 2nd level or higher, fee of 750 gp.

**Special:** Prospective members must pay an initiation fee of 750 gp.



## Class Skills

The mage of the Arcane Order's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the mage of the Arcane Order prestige class.

**Weapon and Armor Proficiency:** Arcane Order casters gain no additional proficiency in any weapon or armor.

**Spells per Day:** When a new mage of the Arcane Order level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mage of the Arcane Order, he must decide to which class he adds the new level for purposes of determining spells per day.

**Guild member:** A "guild-level" mage of the Arcane Order pays monetary dues and accepts various duties in return for various benefits. The dues are 30 gp per month. Duties include putting in an appearance on campus at least once every six months and accepting any special commissions handed down by senior members. A guildmage who falls into arrears on his dues by more than three months has his membership revoked and loses access to the Spellpool. Reinstating membership is difficult. However, ex-members do not lose any spells or metamagic feats they had gained while in good standing.

A member in good standing may board at the Arcane Order campus between adventures, paying only 5 sp per day for common-quality meals and lodging. At his leisure, he may browse the Order's well-respected library, which is stocked with tomes on both mundane and arcane lore (though no spells are located here). Likewise, he may use the common laboratory facilities when creating a minor or medium magic item (although material costs remain out-of-pocket). Furthermore, he is free to read and post notices to the "job-board», a mundane medium whereby fellow members of the Order pass information, advertise their interest in a research topic or adventure, or attempt to sell an interesting oddity, magical or otherwise. Last

**Table 3-11: The Mage of the Arcane Order**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Guild member, Spellpool I | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Research breakthrough | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Bonus language | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Spellpool II | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | New spell | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Bonus language | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Spellpool III | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | New spell | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Research breakthrough | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Regent | +1 level of existing class |

but not least, members form professional ties with their fellow wizards, possibly leading to lasting friendships or at least allies.

***Spellpool* (Sp):** Beginning at first level, mages of the Arcane Order can call spells from a common source, the Spellpool. This is a spell-like ability. New members receive a special focus (a small trinket chosen by the spellcaster, such as a ring, brooch, scarf, or other portable item) at the time of their initiation. The focus allows access to the Spellpool and works only for its owner. If he loses his focus, he must undergo another initiation. The range of available spells increases at levels 4 and 7. See the Spellpool section, below.

**Research Breakthrough:** At 2nd and 9th levels, a mage of the Arcane Order gains sudden insight from studying the reconstructed texts of ancient magical grammars. He gains a bonus metamagic feat.

**Bonus Language:** At 3rd and 6th levels, the guildmage's access to the Order's superb library and resources allow him to learn a new language.

**New Spell:** When a mage of the Arcane Order reaches 5th and 8th level, a fellow wizard allows the character to copy a spell from his or her spellbook (chosen by the player, subject to the DM's approval). He does not need to make a Spellcraft check, although specialist wizards still cannot learn spells from prohibited schools.

**Regent:** A 10th-level mage of the Arcane Order is awarded the status of regent. He no longer pays dues but continues to receive all the benefits of guild membership. A regent gains a +2 competence modifier on all Charisma-based interaction checks when dealing with lower-level members of the Order.

The regents set the Arcane Order's rules and policies, meeting each month in the Council of Regents. A regent must attend six Council meetings in one year or be removed from the Council and lose his regent status (he loses no other benefits of guild membership). Enacting new policies or eradicating old ones requires a three-fifths majority vote to pass.

Generally, the Council hands out commissions for lower-level mages of the Arcane Order to perform on behalf of the guild. An individual regent may also head up a special group of lower-level members to accomplish a specific goal, such as investigating a crime committed using magic, undertaking an archeological dig of an ancient site of wizardry, or some other important task.

## The Spellpool

A magical reservoir of spell energy is bound into a special matrix in a guarded vault in Mathghamhna's sublevel. Using his guild focus, a mage of the Arcane Order can "call" spells from this common resource at need.

**Calling a Spell:** Calling a spell from the Spellpool can be done at any distance but requires the caster to have an open, unused spell slot of the appropriate level. Wizards preparing spells for the day decide at that time whether to leave some spell slots open. The spellcaster can call only for spells of a level that he could normally cast. He can call a number of spells per day whose total levels are equal to or less than half his caster level (minimum of one). For example, a 5th-level wizard can call one 2nd-level spell or 1st-level spells per day, assuming he has slots available and his Spellpool Debt isn't too high (see below).

When the caster calls a spell, he takes a full-round action to concentrate on his focus (which draws attacks of opportunity). The spell appears in the caster's mind at the beginning of his next turn in the round and can be used immediately. However, if he does not cast the called spell within 1 minute per caster level, it fades from his mind as though cast. Wizards cannot learn the called spell, despite its temporary presence, though of course they could later attempt to learn a spell of the same name through standard means.

**Spell Availability:** Three stages of access to the Spellpool exist. A member first joining the Order gains Spellpool I privileges, which grants access to spells of 1st to 3rd level. Spellpool II allows 4th- to 6th-level spells, and Spellpool III grants 7th- to 9th-level spells. No 0-level spells are available, but the Spellpool can provide any other spell on the wizard/sorcerer spell list in the *Player's Handbook,* as well as any additional spells designated by the DM.

***Spellpool Debt:*** Every time a spellcaster calls a spell, he incurs a debt. He must return an "energy packet" to the Spellpool: a spell he has prepared (or can cast in the sorcerer's case) of equal level to that called, or a number of spells whose combined levels total the level of the spell called. For instance, the Spellpool debt for a 5th-level spell is 5 levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total 5. Returning a spell is a full-round action, like calling a spell, and depletes a prepared spell slot, or uses up a spell slot for the day, as if the spell had been cast.

The debt need not be repaid immediately. In fact, a spellcaster can accumulate a Spellpool debt equal to three times his caster level (including levels in this prestige class) before facing penalties. Thus, 5th-level sorcerer/5th-level mage of the Arcane Order could call up to 30 levels of spells from the Spellpool. However, upon incurring 31 or more spell-levels of debt, his access to the Spellpool is automatically suspended until he reduces the debt to 30 or below.

Nothing prevents a spellcaster from paying ahead of time, giving him a "positive balance», so to speak. Likewise, another guild member may agree to pay off or make a payment toward a caster's Spellpool debt in return for a service, money, or other consideration. A spell currency of a sort has developed within the Arcane Order, where spellcasters often pay each other with levels of Spellpool debt (informally called "charms").

# Mindbender

*"You're doing splendidly. Keep up the good work!*



Mindbenders seek to control the thoughts and dreams of others. From an early age, those destined to walk this path learn little tricks of manipulation to get their way. Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage. Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up advancing in caster level, but they instead gain ever-greater ability to alter and eventually command the will of others. Anyone who is ready to sacrifice magic for manipulation is a suitable candidate.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest. It is not unknown for one mindbender to secretly control another - such is considered the perfect front. Possessing the power to control other's minds doesn't ensure immunity to the same treatment.

**Hit Die: d4.**

## Requirements

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

**Bluff:** 4 ranks.
**Diplomacy:** 4 ranks.
**Intimidate:** 4 ranks.
**Sense Motive:** 4 ranks.
**Feat:** Leadership (see page 45 of *DUNGEON MASTER'S Guide).*
**Spells:** Ability to cast arcane spells of 3rd level or higher.

## Class Skills

The mindbender's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the mindbender prestige class.

**Weapon and Armor Proficiency:** A mindbender gains no additional proficiency in any weapon or armor.

**Spells per Day:** At 1st, 3rd, 5th, 6th, 7th, and 9th level gained in the mindbender class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mindbender, he must decide to which class he adds the new level for purposes of determining spells per day.

**Telepathy (Su):** At 1st level, the mindbender unlocks one of the most basic elements of his mental craft, gaining the supernatural ability to communicate telepathically with any creature within 100 feet that has a language.

**Skill Boost (Ex):** The mindbender is a consummate student of manipulation, be it magical or mundane. At 1st, 5th, and 7th level, he receives a +6 competence moditier on any of

**Table 3-12: The Mindbender**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Telepathy, skill boost | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Suggestion | |
| 3rd | +1 | +3 | +1 | +3 | Mindread | +1 level of existing class |
| 4th | +2 | +4 | +1 | +4 | Beguile | |
| 5th | +2 | +4 | +1 | +4 | Skill boost | +1 level of existing class |
| 6th | +3 | +5 | +2 | +5 | Friends forever | +1 level of existing class |
| 7th | +3 | +5 | +2 | +5 | Skill boost | +1 level of existing class |
| 8th | +4 | +6 | +2 | +6 | Dominate | |
| 9th | +4 | +6 | +3 | +6 | Mass beguile | +1 level of existing class |
| 10th | +5 | +7 | +3 | +7 | Thrall | |

the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. The character can apply the entire bonus to one skill or split it among several, as he desires.

**Suggestion (Su):** At 2nd level, the mindbender can influence the actions of a living creature of size Large or smaller twice per day. Also called "pushing", this is a supernatural, mind-affecting ability that suggests a course of activity (limited to a sentence or two). A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion. The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first. It is otherwise identical to the *suggestion* spell (see page 257 of the *Player's Handbook*).

**Mindread (Su):** At 3rd level, the mindbender learns to read the surface thoughts of a living creature. Twice per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 17) to resist the effect. Reading the mind of a creature requires concentration but draws no attack of opportunity. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect lasts for up to 10 minutes, or when the mindbender ceases concentration.

**Beguile (Su):** At 4th level, the mindbender can beguile any single living creature of size Large or smaller. Once per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 18) to resist the effect. The creature gains a +5 modifier on its saving throw if it is currently being attacked by the mindbender or his allies. Beguiling a creature is a standard action that does not draw an attack of opportunity. If successful, the creature regards the mindbender as its trusted friend and ally, as though underline effect of a *charm person* spell (see page 183 of the *Player's Handbook*). It is not necessary to know the creature's language—the ability is exercised telepathically.

**Friends Forever (Su):** On reaching 6th level, the mindbender tightens his mental control over others. A creature he has beguiled using that supernatural ability (see above) becomes his permanent friend, unless the mindbender does something obviously harmful to the creature or orders it to take an action that is suicidal orutterly against its nature (which breaks the friendship). This is a supernatural, mind-affecting ability. A mindbender can have only two such friends at one time. The effect is temporarily suppressed if the target is warded by *protection from evil*. It is permanently broken by a successful *dispel magic* against caster level 14.

**Dominate (Su):** At 7th level, the mindbender can dominate any single living creature of size Large or smaller once per day. He chooses a target within 100 feet, which must succeed at a Will save (DC 19) to resist the effect. This is a supernatural, mind-affecting ability, creating a compulsion effect, and takes a standard action that does not draw an attack of opportunity. The effect lasts for 3 days. It is otherwise identical to the *dominate person* spell (see page 197 of the *Player's Handbook*).

**Mass Beguile (Su):** On reaching 9th level, the mindbender can extend his influence to several beings. Once per day, he can use his beguile ability (see above) against a number of appropriate targets whose combined Hit Dice do exceed 40. This is a supernatural, mind-affecting ability that can be used in addition to beguiling a single creature. If more potential targets exist than the mindbender can affect, he chooses them one at a time until he exceeds the Hit Die limit.

**Thrall (Su):** At 10th level, the mindbender's mental mastery reaches its pinnacle. Any creature that he has dominated (see above) becomes his permanent thrall. A mindbender can have only one thrall at a time. A *protection from evil* spell does not interrupt this influence, but it can be permanently broken by a successful *dispel magic* against caster level 18.

## Pale Master

*"The dead aren't so bad once you get to know them"*

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of "pale lore" and clerical abilities to sway, create, command and destroy

undead can be a potent one.

NPC pale masters head special strike groups comprising lesser undead, supplemented as needed with more powerful, summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

**Hit Die: d6.**

## Requirements

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

**Alignment:** Any nongood.

**Knowledge (Religion):** 8 ranks.

**Feat:** Skill Focus (Knowledge [religion]).

**Spells:** Ability to cast arcane spells of 3rd level or higher.

**Special:** The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

## Class Skills

The pale master's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the pale master prestige class.

**Weapon and Armor Proficiency:** Pale masters gain no additional proficiency in any weapon or armor.

**Spells per Day:** At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

**Bonemail:** The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the bonemail like a second skin-that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally within the armor, granting him a +4 natural armor bonus. Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail. These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

***Animate Dead* (Sp):** At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use *animate dead* without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability. Likewise, he can only control up to 16 total HD of undead created using this ability at one time.

**Darkvision (Ex):** At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet.

**Summon Undead (Su):** On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity. The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60 feet, and they act immediately. The pale master may verbally direct the undead

**Table 3-13: The Pale Master**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Bonemail +2 | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Animate dead | |
| 3rd | +1 | +3 | +1 | +3 | Darkvision | +1 level of existing class |
| 4th | +2 | +4 | +1 | +4 | Summon undead, bonemail +4 | |
| 5th | +2 | +4 | +1 | +4 | Deathless vigor | +1 level of existing class |
| 6th | +3 | +5 | +2 | +5 | Undead graft | |
| 7th | +3 | +5 | +2 | +5 | Tough as bone | +1 level of existing class |
| 8th | +4 | +6 | +2 | +6 | Graft upgrade, bonemail +6 | |
| 9th | +4 | +6 | +3 | +6 | Summon greater undead | +1 level of existing class |
| 10th | +5 | +7 | +3 | +7 | Deathless mastery | |

to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

The pale master's caster level determines the type of undead he can summon, as noted below. Character caster levels count as caster levels for this purpose. If desired, he can summon three less powerful undead in place of the highest-level undead available (for example, instead of two wights, he could summon three ghouls, shadows, or ghasts). All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

| Caster Level | Undead Summoned |
|---|---|
| 5th | Ghoul |
| 6th | Shadow |
| 7th | Ghast |
| 8th | Wight |
| 9th | Wraith |

**Deathless Vigor:** At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

**Undead Graft:** At 6th level, the pale master gives in to necrophagic urges too terrible to verbalize. He cuts off his arm and replaces it entirely with an undead prosthetic, which may be completely skeletal or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the limb grants a +4 inherent modifier to the character's Strength. Additionally, the undead graft allows him to use up to two of the following touch attacks per day. These are supernatural abilities, and he can use the same one twice in one day. A touch attack that misses does not count against the daily limit.

**Paralyzing Touch (Su):** A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes (elves are immune).

**Weakening Touch (Su):** A living foe hit by the pale master's touch attack takes 1d6 points of temporary Strength damage. A creature reduced to Strength 0 dies.

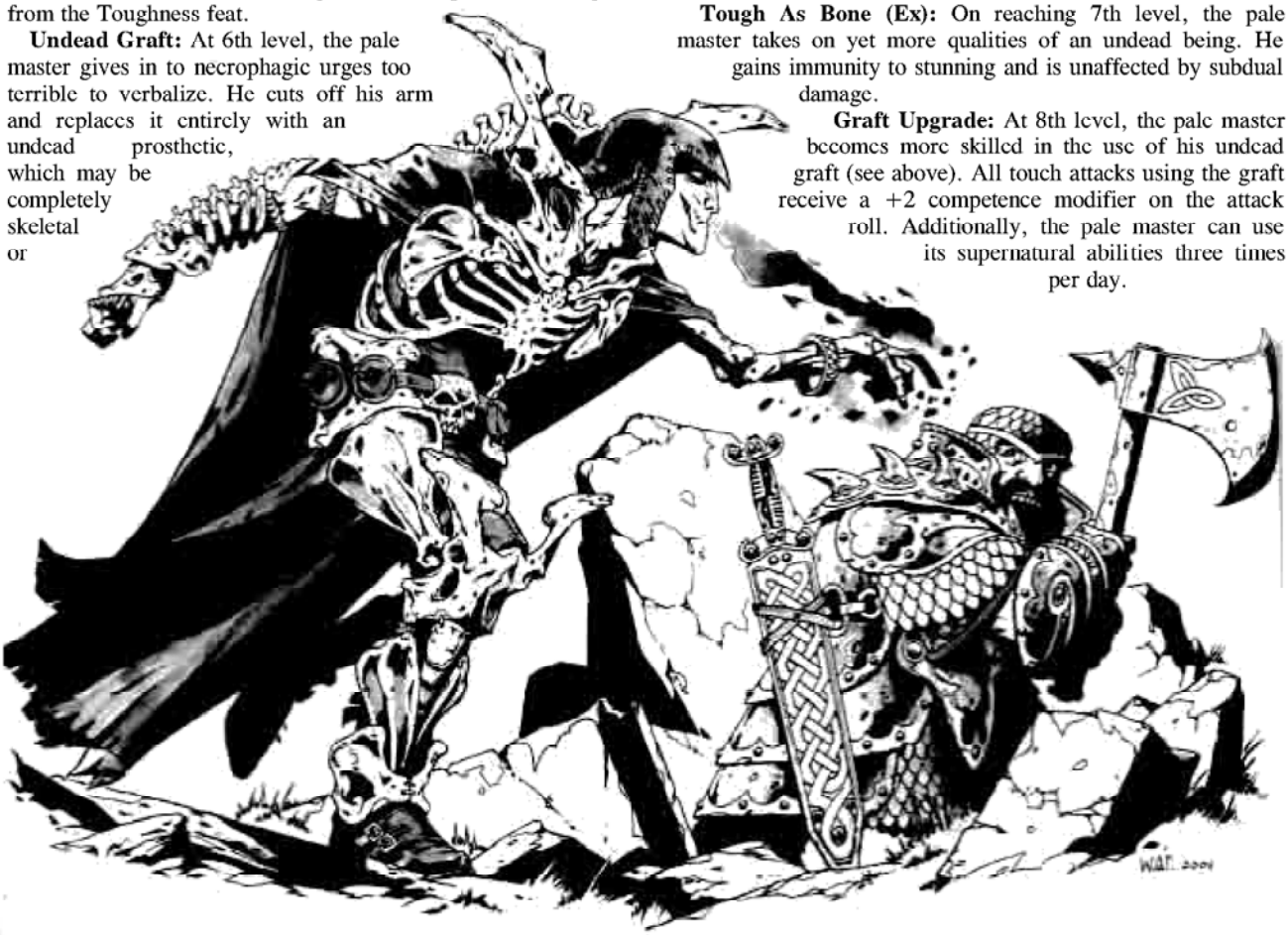
**Degenerative Touch (Su):** A living foe hit by the pale master's touch attack receives one negative level. The Fortitude save to remove the negative level has a DC of 14.

**Destructive Touch (Su):** A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or take 1d6 points permanent Constitution drain.

**Commanding Touch (Su):** If the pale master makes a successful touch attack against an undead foe with HD equal to or less than his caster level, it comes under his command for a number of rounds equal to his caster level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned.

**Tough As Bone (Ex):** On reaching 7th level, the pale master takes on yet more qualities of an undead being. He gains immunity to stunning and is unaffected by subdual damage.

**Graft Upgrade:** At 8th level, the pale master becomes more skilled in the use of his undead graft (see above). All touch attacks using the graft receive a +2 competence modifier on the attack roll. Additionally, the pale master can use its supernatural abilities three times per day.



**Summon Greater Undead (Su):** At 9th level, the pale master may summon one powerful undead creature once per day as a supernatural ability. The pale master's caster level determines the type of creatures he can summon, as noted below. If desired, he can summon two less powerful undead in place of the highest-level undead available (for example, instead of one vampire, he could summon two mummies or spectres).

All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay. This ability is otherwise identical to the summon undead ability (see above).

| Caster Level | Undead Summoned |
|---|---|
| 9th | Mummy |
| 10th | Spectre |
| 11th | Vampire* |
| 12th | Ghost** |

* Summoned vampires have a CR equal to 1 less than the pale master's effective caster level.

** Summoned ghosts have the following ghostly abilities in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

**Deathless Mastery:** On reaching 10th level, the pale master is now a scion of the deathless arts. His body becomes partly mummified, and he is no longer subject to critical hits. Moreover, he gains access to the pale master touch using his undead graft (see below) and can call on the powers granted by the prosthetic four times per day.

The pale master is now served constantly by an undead vassal with total HD no greater than his caster level (including levels of this prestige class). He chooses an undead type from those he can personally animate or summon, and it obeys his every command. The vassal gains +4 turn resistance (which stacks with any turn resistance it already possesses but not with the +4 turn resistance of summoned undead). The vassal's HD do not count against the pale master's HD total for controlling undead (see above).

***Deathless Master Touch (Su):*** A living foe of size Large or smaller hit by the pale master's touch attack must succeed at a Fortitude save (DC 17) or die. A slain creature automatically animates 1 round later as though with the pale master's animate dead ability (see above) and is under his control. Undead created using this power do count against the pale master's HD total for controlling undead.

# Spellsword

*"I've got your magic sword right here"*

The dream of melding magic and weaponplay is fulfilled in the person of the Spellsword. A student of both arcane rituals and martial techniques, the Spellsword gradually learns to cast spells in armor with less chance of failure. Moreover, she can cast spells through her weapon, as well as store spells there for later use.

Despite the name, a Spellsword can use any weapon or even switch weapons. "Spellaxe", "spellspear", and other appellations for this prestige class are certainly possible but not commonly used. The requirements for this prestige class make it most attractive to multiclassed wizard/fighters or sorcerer/fighters, although bard/fighters can meet the requirements just as easily.

Feared by mages for her ability to cast in armor, and by common swordspeople for her ability to use spells, a Spellsword often walks the world alone.

**Hit Die: d8.**

## Requirements

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

**Base Attack Bonus:** +4.

**Knowledge (any):** 6 ranks.

**Weapon and Armor Proficiency:** All simple and martial weapons and all armor (heavy, medium, and light).

**Spells:** Ability to cast arcane spells of 2nd level or higher.

**Special:** Must have defeated a foe through force of arms alone, without recourse to spellcasting or special class abilities.

## Class Skills

The Spellsword's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Knowledge (Int), Jump (Str), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

## Class Features

All the following are class features of the Spellsword prestige class.

**Spells per Day:** At every second level gained in the Spellsword class, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Spellsword, she must decide to which class she adds the new level for purposes of determining spells per day.

**Channel Spell (Su):** Once per day as a free action, the Spellsword can cast a spell through her weapon (melee or ranged) as she attacks with it. This is a supernatural ability. The channeled spell counts against the Spellsword's normal daily limit and must specify a target. Thus, *sleep* is not eligible since it does not affect a "target creature».

The maximum allowable spell level increases as noted below.



| Channel Spell | Maximum Spell Level |
|---|---|
| I | 1st |
| II | 2nd |
| III | 3rd |

If desired, the Spellsword can cast two spells of one level lower or three spells of two levels lower. (A 0-level spell is treated as equivalent to a 1st-level spell for purposes of this ability.)

A channeled spell targets the creature hit by the Spellsword's weapon, which still gets a saving throw if the spell allows one. Even if a spell can target more than one creature, channeling it through the weapon limits its effect to the single opponent attacked. If the weapon attack misses, the channeled spell is wasted.

**Ignore Spell Failure (Ex):** Beginning at 2nd level, the Spellsword's hard work and practice at merging spellplay with weaponplay starts to pay off. As an extraordinary ability, she ignores a portion of the arcane spell failure chance associated with using armor. This reduction starts at 10% and gradually increases to 30% as shown on Table 3-14 above. The Spellsword subtracts the listed percentage value from her total spell failure chance, if any. For instance, a character with scalemail and a small shield normally has a spell failure chance of 30%, but this drops to only 20% for a 2nd-level Spellsword.

**Spellsword Cache:** At 6th level, the Spellsword learns how to store spells of up to 3rd level in her weapon. Effectively, she gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*).

**Table 3-14: The Spellsword**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Channel spell I | |
| 2nd | +1 | +3 | +0 | +3 | Ignore spell failure 10% | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Ignore spell failure 15% | |
| 4th | +3 | +4 | +1 | +4 | Channel spell II | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Ignore spell failure 20% | |
| 6th | +4 | +5 | +2 | +5 | Spellsword cache | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Ignore spell failure 25% | |
| 8th | +6 | +6 | +2 | +6 | Bonus feat | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Ignore spell failure 30% | |
| 10th | +7 | +7 | +3 | +7 | Channel spell III | +1 level of existing class |

All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions. Once cached, the spell remains intangible, resonating within the Spellsword's weapon until it is needed. To call on the desired spell, she holds her weapon forth as a standard action that draws an attack of opportunity. The Spellsword absorbs the cached spell's effect through the weapon's pommel. By touching her weapon to another willing individual, she can confer a cached spell on that target.

The Spellsword can store a number of spells in her weapon equal to her level in this prestige class plus her Intelligence score. Cached spells are never accidentally lost during combat. If the weapon is ever broken, all the spells cached therein are immediately ruined.

**Bonus Feat:** At 8th level, the Spellsword perfects her art, gaining a bonus feat. This must be either a metamagic feat or one drawn from the list of bonus feats allowed to a fighter (see page 37 of the *Player's Handbook*).

# True Necromancer

*"First, I kill you».*

Power corrupts. Power over life and death corrupts absolutely. The power to raise an undying, unkillable servant from the husk of the formerly living is seductively, darkly tempting—and certainly evil. Those who seek such unyielding obedience from the dead willingly tread the path of necromancy.

A character who wishes to become a true necromancer must take levels in both arcane and divine spellcasting classes. Only then does she begin her sinister schooling, learning how to combine the foulest of both into a single, necromantic whole.

NPC true necromancers are usually found singly-living in abandoned graveyards, hidden in the depths of centuries-old catacombs, or lurking in an unhallowed mausoleum. Occasionally necromancers gather into small societies or evil associations, but sooner or later most such groups are stamped out. At least, so think those concerned with the triumph of good over evil in the world. But they have never seen the Bleak Academy.

**Hit Die: d4.**



## Requirements

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

**Alignment:** Any nongood.

**Knowledge (arcana):** 8 ranks.

**Knowledge (religion):** 8 ranks.

**Spells:** Ability to cast divine spells, one of which must be *animate dead,* and arcane spells, which must include *spectral hand* and *vampiric touch.*

**Special:** Must have access to the Death domain.

**Table 3-15: The True Necromancer**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Rebuke, necromancer | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Zone of desecration | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Create undead | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Major desecration | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Create greater undead | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Energy drain | +1 level of existing class |

## Class Skills

The true necromancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier

## Class Features

All the following are class features of the true necromancer prestige class.

**Weapon and Armor Proficiency:** A true necromancer gains no additional proficiency in any weapon or armor.

**Spells per Day:** When a new true necromancer level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on). She does still gain effective levels for purposes of rebuking undead (see Rebuke below) and casting certain spells (see Necromancer below). If a character had more than one spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day.

**Rebuke (Su):** The true necromancer has great influence over the living dead. Whenever she gains a level in this prestige class, she also gains an effective level for purposes of rebuking undead. For instance, if a 5th-level cleric/5th-level wizard takes 2 levels of true necromancer, she rebukes undead as a 7th-level cleric.

**Necromancer:** The true necromancer has unsurpassed power over death. When she casts necromantic spells (from the school of Necromancy or the domain of Death), all her spellcaster levels stack for purposes of determining their effect. She does not gain access to higher-level spells any faster than normal, but the specified spells behave as though cast by someone of that higher level.

For example, a 5th-level cleric/5th-level wizard/2nd-level true necromancer has added her two effective level increases to her wizard class. If she casts an arcane, nonnecromancy spell, her caster level is 7th, while for a divine, nondeath spell, it is 5th. However, if she casts a spell from the Necromancy school or Death domain, her effective caster level is 12th (equal to her character level).

**Zone of Desecration (Su):** At 2nd level, the true necromancer begins to exert her authority over undead. As a supernatural ability, she is continuously surrounded by a 20-foot-radius area of negative energy. The effect is otherwise identical to the *desecrate* spell (see page 192 of the *Player's Handbook).*

***Create Undead* (Sp):** On attaining 4th level, the true necromancer can *create undead* as a spell-like ability, once per day (see page 189 of the *Player's Handbook).* She must still supply the requisite material components. This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

**Major Desecration (Su):** At 5th level, the true necromancer extends her authority over undead. The supernatural area of negative energy surrounding her (see Zone of Desecration above) now extends to a radius of 10 feet per spellcaster class level.

***Create Greater Undead* (Sp):** On reaching 7th level, the true necromancer can *create greater undead* once per day as a spell-like ability (see page 189 of the *Player's Handbook).* She must still supply the requisite material component. This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

***Energy Drain* (Sp):** At 10th level, the true necromancer acquires one of the most dreaded powers of the undead. Once per day, she can use energy drain as a spell-like ability (see page 199 of the *Player's Handbook).* This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

# Wayfarer Guide

*"Where to?"*

The wayfarer guide focuses on honing her skills at instantaneous magical transportation. Unlike spellcasters of other prestigious associations, a wayfarer guide need not devote years of her life to the art of teleportation nor focus her attention overmuch on the pursuit of perfection. Still, she learns secrets of the trade that are only available through employment with the Wayfarers' Union (see Chapter 3: Prestige Classes).

The Union is, at its heart, a transportation service that specialty spellcasters provide for those willing to pay. Wayfarers' Union offices are generally found in large cities, staffed by wayfarer guides who offer a variety of standard services. Particularly qualified wayfarer guides, called "danger wayfarers», are sometimes available to teleport bold clients into dangerous locales, though the price is commensurately higher.

**Hit Die: d4.**

## Requirements

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

**Knowledge (arcana):** 10 ranks.

**Table 3-16: The wayfarer guide**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Enhanced capacity | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Extra teleportation | |
| 3rd | +1 | +1 | +1 | +3 | Enhanced accuracy | +1 level of existing class |

## Combat

**Pounce (Ex):** If a legendary tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the legendary tiger must first hit with a bite attack. If it succeeds, it has grabbed its prey and can then rake.

**Rake (Ex):** A legendary tiger can make two attacks (+29 melee) against a held creature with its hind legs for 2d6+5 points of damage each. If the legendary tiger pounces on an opponent, it can also rake.

**Skills:** A legendary tiger receives a +8 racial bonus on both Hide and Move Silently checks. *In areas of tall grasses or heavy undergrowth, the Hide bonus improves to +16.

## Legendary Shark

The legendary shark hunts anything it finds in the sea.

## Combat

**Improved Grab (Ex):** To use this ability, the legendary shark must hit with a bite attack. If it gets a hold, it can try to swallow the foe.

**Swallow Whole (Ex):** A legendary shark can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the legendary shark, the opponent takes 2d8+13 points of crushing damage plus 1d8+4 points of acid damage per round from the creature's digestive juices. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the legendary shark's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by dealing 50 or more points of damage to the stomach (AC 18) with claws or a Tiny slashing weapon. Once that swallowed creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The shark's gullet holds up to two Large, three Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

**Keen Scent (Ex):** A legendary shark notices creatures by scent in a 180-foot radius and detects blood in the water at ranges of up to a mile.

# CHAPTER 5: PRESTIGE CLASSES

*"Yes, yes, I am the famous slayer of the demon-wyrm Korthos. Be awed and move on."*

—The dragon hunter Jalyn

Introduced in the DUNGEON MASTER'S *Guide*, prestige classes are character classes with prerequisites. Unless noted otherwise, you must follow all standard rules for multiclassing when adding prestige classes to your PCs.

## ANIMAL LORD

For the animal lord, a humanoid form is simply an accident of birth. In spirit, she belongs with the wild pack of wolves, the running herd of horses, or the dancing school of fish. Her nearly hairless, two-legged form is just a hindrance to being one with her true kind, but it is a hindrance she can overcome.

Each animal lord forms a bond with one group of animals. Apelords, bearlords, birdlords, catlords, equinelords, marinelords, snakelords, and wolflords all exist. Animals in her selected group accept the animal lord as a sister and a leader. They offer her their support, and she in turn watches over them.

Individual animal lords may approach their calling in very different ways. Some are simple defenders of their kind, content to live as part of the natural cycle of predator and prey. Others, believing that nature's creatures are meant to guard and ultimately improve this world, use their gifts to do good. Still others lead their animal brothers and sisters down the path of selfishness or vengeance.

Because they are so close to nature, elves and half-elves are the most likely races to lay aside

### Special Prestige Classes

Three of the prestige classes presented here—the animal lord, the foe hunter, and the king/queen of the wild—have a special rule. They each require a specialization that defines the character's focus. For example, a character who becomes a foe hunter must select a hated enemy. This choice defines her class—a hater of goblins becomes a goblin hunter, for example. Similarly, an animal lord with a bond to cats is a catlord. A queen of the wild who has focused on deserts is a queen of the desert.

**TABLE 5–1: THE ANIMAL LORD**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Animal bond, animal sense | 0 | – | – | – |
| 2nd | +1 | +3 | +3 | +0 | Animal speech, first totem | 1 | – | – | – |
| 3rd | +2 | +3 | +3 | +1 | *Lesser wild shape* | 1 | 0 | – | – |
| 4th | +3 | +4 | +4 | +1 | *Animal farspeech*, *summon animal* (1/day) | 1 | 1 | – | – |
| 5th | +3 | +4 | +4 | +1 | Second totem, *share lesser form* | 1 | 1 | 0 | – |
| 6th | +4 | +5 | +5 | +2 | *Animal perception*, *summon animal* (2/day) | 1 | 1 | 1 | – |
| 7th | +5 | +5 | +5 | +2 | *Lesser wild shape* (dire) | 2 | 1 | 1 | 0 |
| 8th | +6 | +6 | +6 | +2 | Third totem, *summon animal* (dire, 2/day) | 2 | 1 | 1 | 1 |
| 9th | +6 | +6 | +6 | +3 | *Share greater form* | 2 | 2 | 1 | 1 |
| 10th | +7 | +7 | +7 | +3 | *Lesser wild shape* (legendary) | 2 | 2 | 2 | 1 |



the burdens of the humanoid form. Halflings and gnomes rarely become animal lords because of their strong community ties, and half-orcs are even less likely to do so because of their typically rapacious attitudes. Though rangers, druids, and barbarians are the most likely characters to adopt this class, some arcane spellcasters (especially bards) choose to become animal lords late in their adventuring careers.

A character can choose this prestige class more than once but must select a different group of associated animals and start at 1st level each time. Levels of different animal lord classes do not stack when determining level-based class features.

Eight animal lords are presented here (the DM is free to create others). The various kinds of animals from the *Monster Manual* they are associated with are as follows.

Apelord: ape, baboon, monkey.

Bearlord: black bear, brown bear, polar bear.

Birdlord: eagle, hawk, owl, raven.

Catlord: cat, cheetah, leopard, lion, tiger.

Equinelord: donkey, heavy horse, heavy warhorse, light horse, light warhorse, mule, pony, warpony.

Marinelord: crocodile, giant crocodile, octopus, giant octopus, porpoise, shark (all), squid, giant squid, whale (all).

Snakelord: constrictor, giant constrictor, viper (all).

Wolflord: dog, riding dog, wolf.

**Hit Die:** d8.

## Requirements

To become an animal lord, a character must fulfill the following criteria.

**Alignment:** Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

**Skills:** Animal Empathy 6 ranks, Wilderness Lore 8 ranks, plus 2 ranks in the appropriate skill from the following list: Apelord—Climb; Bearlord—Intimidate; Birdlord—Intuit Direction; Catlord—Move Silently; Equinelord—Jump; Marinelord,—Swim; Snakelord—Escape Artist; Wolflord—Hide.

**Feats:** Animal Control and the appropriate feat from the following list: Apelord, Skill Focus (Climb); Bearlord, Power Attack; Birdlord, Improved Flight; Catlord, Weapon Finesse (any); Equinelord, Run; Marinelord, Skill Focus (Swim); Snakelord, Resist Poison; Wolflord, Expertise.

## Class Skills

The animal lord's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the animal lord prestige class.

**Weapon and Armor Proficiency:** Animal lords gain no weapon or armor proficiencies.

**Spells:** An animal lord can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these

spells is 10 + spell level + the animal lord's Wisdom modifier. When the table indicates that the animal lord is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows. An animal lord prepares and casts spells just like a druid does, but she must choose them from the spell list below.

**Animal Bond:** Beginning at 1st level, the animal lord develops a bond with animals of her selected group (see above). For instance, the bearlord bonds with brown bears, black bears, and polar bears, and the apelord with monkeys, baboons, and apes. The marinelord's bond extends to porpoises, whales, and other aquatic mammals as well as fish. Because of this bond, all animals of the appropriate kinds automatically have a friendly attitude toward the animal lord.

Animal bond also allows the animal lord to have one or more animal companions chosen from among her selected group. This aspect of animal bond is a spell-like ability that functions like the druid's *animal friendship* spell, except that the animal lord can acquire companions only from among her selected group, and her maximum Hit Dice of animal companions (whether or not she adventures) equals twice her animal lord level. The character can train these animal companions just as the druid does (see Chapter 4 for details).

**Animal Sense (Su):** At 1st level, an animal lord can sense any animals of her selected group within a radius of miles equal to her animal lord level squared. For example, a 6th-level bearlord can sense brown bears, black bears, and polar bears within thirty-six miles. This ability does not allow the character to communicate with the animals she senses.

**Animal Speech (Ex):** At 2nd level, an animal lord can converse at will with any animals of her selected group as though a *speak with animals* spell were in effect. The creatures' responses, of course, are limited by their intelligence and perceptions.

**First Totem:** At 2nd level, the animal lord gains a benefit related to her selected group from the list below.

*Lesser Wild Shape* **(Sp):** At 3rd level, an animal lord can use *wild shape* to take the form of any kind of natural animal in her selected group. This ability otherwise functions like the druid's *wild shape*, except that the animal lord can use it as often as desired. At 7th level, an animal lord can use this ability to adopt the dire form of an animal in her selected group, and at 10th level, she can use it to adopt the legendary form of an animal in her selected group.

*Animal Farspeech* **(Sp):** At 4th level, an animal lord can use her animal speech ability to converse telepathically with any animal of her selected group that she can sense (see animal sense, above).

*Summon Animal* **(Sp):** Also at 4th level, an animal lord can summon 1d3 animals of her selected group once per day. This ability functions like the appropriate *summon nature's ally* spell, except that the duration is 1 round per animal lord level. At 6th level, the animal lord can use this ability twice per day, and at 8th level, she can use it to summon 1d3 dire animals of her selected group.

*Share Lesser Form* **(Sp):** Beginning at 5th level, an animal lord can share whichever animal form she is currently using with a number of willing individuals equal to her animal lord level. This effect is identical to that of the *polymorph other* spell, except that its duration is 1 hour per animal lord level.

**Second Totem:** At 5th level, an animal lord gains a benefit related to her selected group from the list below.

*Animal Perception* **(Sp):** At 6th level, an animal lord can share the sensory input of any animal of her selected group that is within range of her animal sense.

**Third Totem:** At 8th level, an animal lord gains a benefit related to her selected group from the list below.

*Share Greater Form* **(Sp):** At 9th level, an animal lord can share her dire form with her allies. This ability is otherwise identical to *share lesser form*, above.

## Animal Lord Spell List

Animal lords choose their spells from the following list.

**1st level**—*alarm, animal trick*, calm animals, camouflage*, cure light wounds, detect animals or plants, pass without trace, purify food and drink, speak with animals.*

**2nd level**—*adrenaline surge*, animal reduction*, cure moderate wounds, animal trance, endure elements, hold animal, invisibility to animals, nature's favor*.*

**3rd level**—*cure serious wounds, embrace the wild*, lesser restoration, neutralize poison, protection from elements, remove disease.*

**4th level**—*awaken* (animals in selected group only), *animal growth* (animals in selected group only), *commune with nature, cure critical wounds, freedom of movement.*

*New spell described in Chapter 6 of this book.

## Totems

Each animal lord gains special abilities according to her selected animal type as she rises in level.

### Apelord

**First Totem:** The apelord gains Brachiation as a bonus feat.

**Second Totem:** The apelord gains a +2 inherent bonus to Intelligence.

**Third Totem:** The apelord gains the spell-like ability to scare by howling, hooting, and beating her chest. The Will save DC against this ability is 10 + the apelord's class level + her Charisma modifier. In all other ways, this effect is identical to the *scare* spell.

### Bearlord

**First Totem:** The bearlord gains a +2 inherent bonus to Strength.

**Second Totem:** The bearlord gains Great Fortitude as a bonus feat.

**Third Totem:** The bearlord gains damage reduction 2/–. If she already has damage reduction, this does not stack with it.

### Birdlord

**First Totem:** The birdlord gains a +2 inherent bonus to Dexterity.

**Second Totem:** The birdlord gains a +8 conditional bonus on Spot checks made in daylight.

**Third Totem:** The birdlord gains Improved Critical (claw) as a bonus feat.

### Catlord

**First Totem:** The catlord gains Skill Focus (Move Silently) as a bonus feat.

**Second Totem:** Once per hour, the catlord can use the sprint extraordinary ability to move at ten times her normal speed as a charge action.

**Third Totem:** The catlord gains a +2 inherent bonus to Dexterity.

### Equinelord

**First Totem:** The equinelord gains a bonus to her speed of +10 feet.

**Second Totem:** The equinelord gains a +2 inherent bonus to Constitution.

**Third Totem:** The equinelord gains Trample as a bonus feat.

### Marinelord

**First Totem:** The marinelord gains the extraordinary ability to breathe water in her normal form. (She cannot, however, breathe air while in a form that can breathe only water.)

**Second Totem:** The marinelord gains Improved Swimming (see Chapter 2) as a bonus feat.

**Third Totem:** The marinelord gains a +2 inherent bonus to Wisdom.

### Snakelord

**First Totem:** The snakelord gains Resist Poison (see Chapter 2) as a bonus feat.

**Second Totem:** The snakelord gains the extraordinary ability to produce poison once per day (Fortitude save DC 10 + class level; initial and secondary damage 2d6 temporary Constitution). She can produce only one dose of poison per day. The snakelord is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

**Third Totem:** The snakelord gains a +2 inherent bonus to Charisma.

### Wolflord

**First Totem:** The wolflord gains Scent (see Chapter 2) as a bonus feat.

**Second Totem:** The wolflord gains a +4 circumstance bonus on Wilderness Lore checks made for tracking. This bonus stacks with any modifier provided by Scent.

**Third Totem:** The wolflord gains a +2 inherent bonus to Constitution.

## BANE OF INFIDELS

The bane of infidels is the leader of a xenophobic tribe. He wants nothing to do with the outside world because the way his people do things is the way they have always done them, and the way they always will. Alone among his compatriots, the bane of infidels sees the possibilities of the outside world, but he considers progress dangerous. Allowing his people to advance would surely endanger them and imperil his leadership. Since visitors bring danger of change, they must die—and what better way than as sacrifices in the name of his tribe's religion?

The act of sacrifice empowers and rewards the bane of infidels and his tribe. Usually visitors and conquered foes serve as sacrifices, though in a pinch a criminal will do (or even an innocent, though this a risky move).

Though he is often ruthless, the bane of infidels is nonetheless respected by the members of his tribe, to whom he provides healing, guardianship, and unwavering direction in return for absolute loyalty. Druids are the most likely characters to embrace this lifestyle, though clerics, high-level rangers, and adepts can also adopt this prestige class. The tribe of a bane of infidels often includes fighters, rangers, barbarians, bards, and sorcerers, but other classes may not be as welcome.

**Hit Die**: d8.

## Requirements

To become a bane of infidels, a character must fulfill the following criteria.

**Alignment**: Any nongood.

**Skills:** Intimidate 4 ranks; Knowledge (religion) 6 ranks or Knowledge (nature) 6 ranks.

**Feats**: Iron Will, Leadership.

**Spells:** Able to cast 3rd-level divine spells.

## Class Skills

The bane of infidels's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (any) (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the bane of infidens prestige class.

**Weapon and Armor Proficiency:** A bane of infidels gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each bane of infidels level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a bane of infidels, the player must decide to which class to add each level for determining spells per day and spells known.

***Energumen* (Sp):** Beginning at 1st level, the character may bestow a low-powered form of barbarian rage in any follower (as defined in Chapter 2 of the DUNGEON MASTER's *Guide*) who is an adherent of the same religion. The follower gains a +2 bonus to both Strength and Constitution, as well as a +1 morale bonus on Will saves. In all other respects, this effect is like barbarian rage. *Energumen* is usable once per day per bane of infidels level.

***Pyre* (Sp):** At 1st level, the bane of infidels may cause a 5-foot-square area to burst into flame. Anyone in that



area must succeed at a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) or suffer 1d4 points of damage per bane of infidels level. This ability is usable once per day.

*Hearth Protection* **(Sp)**: At 2nd level, the bane of infidels may perform an 8-hour ritual to designate an area with a radius of up to 5 feet per bane of infidels level as a hearth. This area then functions as a permanent *zone of truth*, though the bane of infidels is immune to that effect. The character may have only one hearth at a time.

**Sacrifice (Su)**: Beginning at 2nd level, the bane of infidels may sacrifice any humanoid by killing it with a coup de grace in his hearth. This ritual increases his effective caster level for all spells by +2 for 1 hour. If the bane of infidels sacrifices a follower, he must make a Diplomacy check (DC 20). Failure indicates that all his remaining followers desert; success means he retains their loyalty. This effect does not stack with the bonuses gained from major sacrifice or mass sacrifice (see below). Sacrifice is usable once per day.

*Secrets of Stone* **(Sp)**: At 3rd level, the bane of infidels gains the ability to discern the affected spell and necessary sacrifice of any *standing stone* (see Chapter 3) within 100 feet of him as a free action.

*Detect Loyalty* **(Sp)**: At 4th level, the bane of infidels may examine a follower for faithfulness. If that individual has grossly violated the code of conduct that the bane of infidels has established or otherwise acted in a manner opposed to the latter's purposes and directions in the last 24 hours, the bane of infidels discovers it (no save, but spell resistance applies) and gains a +5 circumstance bonus on his Diplomacy check when sacrificing that follower. Using *detect loyalty* does not provoke an attack of opportunity.

**Major Sacrifice (Su)**: This ability, gained at 5th level, is like sacrifice, except that the bane of infidels can increase his effective caster level for all spells by +4 for 1 hour by sacrificing a sentient creature with 5 or more Hit Dice. This effect does not stack with that of sacrifice or mass sacrifice.

*Wicker Man* **(Sp)**: At 6th level, the bane of infidels learns to create a sacrificial totem trap. This ability produces the same effect as the *wall of thorns* spell, except as follows. The thorny briars form a humanoid shape 10 feet square, with a height equal to 10 feet per bane of infidels level. Anyone in that area when the *wicker man* appears gets a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) to avoid being caught in its body at a point halfway up its height. The *pyre* and *bonfire* abilities of the bane of infidels count as magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the *wall of thorns* spell) or they escape. This ability is usable once per day.

*Bonfire* **(Sp)**: This ability, gained at 7th level, functions like *pyre*, except that it affects a 10-foot-square area.

*Antipathy Field* **(Sp)**: At 8th level, the bane of infidels may protect his hearth with an *antipathy field* once per day. This functions like an *antipathy* spell, except that the target is the entire area of the hearth and the duration is 24 hours.

*Mass Energumen* **(Sp)**: This ability (gained at 9th level) functions like *energumen* (above), except that it affects up to ten followers at once.

**Mass Sacrifice (Su)**: At 10th level, the bane of infidels can increase his effective caster level by +2 (up to a maximum of +10) for each humanoid sacrificed within 10 rounds. This ability is otherwise like sacrifice. Its effect does not stack with that of sacrifice or major sacrifice.

**TABLE 5–2: THE BANE OF INFIDELS**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | *Energumen, pyre* | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | *Hearth protection,* sacrifice | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | *Secrets of stone* | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | *Detect loyalty* | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Major sacrifice | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | *Wicker man* | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | *Bonfire* | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | *Antipathy field* | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | *Mass energumen* | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | Mass sacrifice | +1 level of existing class |

# BLIGHTER

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, leave their mark wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life. A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

**Hit Die**: d8.

## Requirements

To qualify as a blighter, a character must fulfill the following criteria.

**Alignment**: Any nongood.

**Special:** The character must be an ex-druid previously capable of casting 3rd-level druid spells.

## Class Skills

The blighter's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (herbalist) (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the blighter prestige class.

**Weapon and Armor Proficiency:** Blighters gain no weapon or armor proficiencies.

**Spells per Day:** At each blighter level, the character gains spells per day according to Table 5–3. She does not, however, gain any other benefit that a druid of that level would have gained. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

The blighter gains access to her daily spells through *deforestation* (see below). If she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or



**TABLE 5–3: THE BLIGHTER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 0 | 1st | 2nd | 3rd | 4th | 5th | 6th |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | *Deforestation* | 2 | 1 | 0 | – | – | – | – |
| 2nd | +1 | +3 | +0 | +3 | Burning hands, sustenance | 2 | 2 | 1 | 0 | – | – | – |
| 3rd | +2 | +3 | +1 | +3 | *Undead wild shape* 1/day | 3 | 2 | 2 | 0 | – | – | – |
| 4th | +3 | +4 | +1 | +4 | *Speak with dead animal, undead wild shape* 2/day | 3 | 3 | 2 | 1 | 0 | – | – |
| 5th | +3 | +4 | +1 | +4 | Contagious touch 1/day, *undead wild shape* (Large) | 4 | 3 | 3 | 2 | 0 | – | – |
| 6th | +4 | +5 | +2 | +5 | *Animate dead animal, undead wild shape* 3/day | 4 | 4 | 3 | 3 | 1 | 0 | – |
| 7th | +5 | +5 | +2 | +5 | Contagious touch 2/day, *undead wild shape* (incorporeal) | 5 | 4 | 4 | 3 | 2 | 0 | – |
| 8th | +6 | +6 | +2 | +6 | *Unbond, undead wild shape* 4/day | 5 | 5 | 4 | 4 | 2 | 1 | 0 |
| 9th | +6 | +6 | +3 | +6 | Contagious touch 3/day, *undead wild shape* (Huge) | 6 | 5 | 5 | 4 | 3 | 2 | 1 |
| 10th | +7 | +7 | +3 | +7 | Plague, *undead wild shape* 5/day | 6 | 6 | 5 | 5 | 3 | 2 | 2 |

mistletoe. Any material component for a blighter's spell must have been dead for at least a day before use.

*Deforestation* **(Sp):** Beginning at 1st level, the blighter can kill all nonsentient plant life within a radius of 50 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wisdom bonus) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants saved by a controller, nothing can grow in a deforested area until it has a *hallow* spell cast upon it and it is reseeded.

*Deforestation* enables the blighter to cast her daily allotment of spells. This ability works in any terrain, but deforesting a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

**Burning Hands (Su):** This ability, gained at 2nd level, functions like the *burning hands* spell, except that the blighter can use it as often as desired, turning it on or off as a move-equivalent action, and it does 1d4 points of fire damage per round.

**Sustenance (Ex):** At 2nd level, the blighter no longer needs food or water to survive.

*Undead Wild Shape* **(Sp):** At 3rd level, the blighter regains a version of the *wild shape* ability. *Undead wild shape* functions like *wild shape*, except that the forms available are those of undead creatures (specifically skeletons) formerly of the animal type. A skeletal animal has the statistics of a skeleton of the appropriate animal's size category (see the skeleton entry in the *Monster Manual*).

The blighter gains one extra use per day of this ability for every two additional blighter levels she acquires. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level, an incorporeal skeletal animal (see Incorporeality in Chapter 3 of the DUNGEON MASTER'S *Guide*) at 7th level, and a Huge skeletal animal at 9th level.

*Speak with Dead Animal* **(Sp):** At 4th level, the blighter can converse with dead animals. This ability functions like a *speak with dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

**Contagious Touch (Su):** At 5th level, the blighter can produce an effect like that of a *contagious touch* spell once per day. She gains 1 extra use per day of this ability for every two additional blighter levels she acquires.

*Animate Dead Animal* **(Sp):** This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component. It is usable once per day.

*Unbond* **(Sp):** At 8th level, the blighter can temporarily separate a bonded animal or magical beast (such as an animal companion, familiar, or mount) from its master once per day. The target creature must be within 40 feet of both its master and the blighter. If the master fails a Will save (DC 10 + blighter level + blighter's Wisdom modifier), the bond terminates as if the servitor had died, though this does not cause experience loss in the case of a familiar. Normally hostile creatures attack their masters but are otherwise unaffected. The bond returns after 5 rounds per blighter level, restoring all benefits. Alternatively, the master can regain the servitor through the normal methods of acquisition.

**Plague (Su):** At 10th level, the blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius. Plague is usable once per day and costs one daily use of the contagious touch ability.

### Blighter Spell List

Blighters choose their spells from the following list.

**0 level**—*darkseed*, detect magic, detect poison, flare, ghost sound, inflict minor wounds, read magic.*

**1st level**—*bane, burning hands, curse water, decomposition*, detect undead, doom, endure elements, inflict light wounds, invisibility to animals, ray of enfeeblement.*

**2nd level**—*chill metal, chill touch, darkness, death knell, fire trap, flaming sphere, heat metal, inflict moderate wounds, miasma*, produce flame, resist elements, warp wood.*

**3rd level**—*contagion, deeper darkness, desecrate, diminish plants, dispel magic, inflict serious wounds, poison, protection from elements, stinking cloud, vampiric touch.*

**4th level**—*antiplant shell, animate dead, blight*, death ward, flame strike, inflict critical wounds, kiss of death*, languor*, repel vermin, rusting grasp, transmute mud to rock, transmute rock to mud, unhallow, wall of fire.*

**5th level**—*acid fog, antilife shell, circle of death, contagious touch*, create undead, firestorm, forbiddance, greater dispelling, protection from all elements*, repel wood.*

**6th level**—*antipathy, control undead, earthquake, epidemic*, finger of death, foresight, horrid wilting, invulnerability to elements*.*

*New spell described in Chapter 6 of this book.

## BLOODHOUND

A bandit king is raiding caravans on the road. An ogre is pillaging the farms to the north. A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh. And the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a bloodhound.

The bloodhound tracks down wrongdoers and brings them to whatever justice awaits them. Low-level bloodhounds depend on their keen senses and careful training to hunt their targets. As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Most bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark. Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Though some bloodhounds leave calling cards or even brands on their marks, most don't kill their targets if they can help it. They prefer instead to subdue their marks and bring them in. For those of good alignment, this

**TABLE 5–4: THE BLOODHOUND**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Determination, mark, no subdual penalty |
| 2nd | +2 | +0 | +3 | +0 | Dead or alive, fast tracking, ready and waiting |
| 3rd | +3 | +1 | +3 | +1 | Pacekeeping, restlessness |
| 4th | +4 | +1 | +4 | +1 | Improved subdual, move like the wind |
| 5th | +5 | +1 | +4 | +1 | Shatter, traceless track |
| 6th | +6 | +2 | +5 | +2 | Ignore scrying, *locate creature* |
| 7th | +7 | +2 | +5 | +2 | Fracture, see invisibility |
| 8th | +8 | +2 | +6 | +2 | Subdual resistance |
| 9th | +9 | +3 | +6 | +3 | Ignore magical barriers |
| 10th | +10 | +3 | +7 | +3 | *Find the path* |

practice satisfies some deeply held belief in the cause of justice. For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same marks over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally a paladin shoulders the mantle, but never for money. Most bloodhounds are human, though elves and half-elves sometimes find this lifestyle satisfying. Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

**Hit Die**: d10.

## Requirements

To become a bloodhound, a character must fulfill the following criteria.

**Base Attack Bonus**: +4.

**Skills**: Gather Information 4 ranks, Move Silently 4 ranks, Wilderness Lore 4 ranks.

**Feats**: Run, Track.



## Class Skills

The bloodhound's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 6 + Int modifier.

## Class Features

The following are class features of the bloodhound prestige class.

**Weapon and Armor Proficiency:** Bloodhounds are proficient with light armor, shields, and both simple and martial weapons.

**Determination (Ex):** At 1st level, the character gains an insight bonus equal to his bloodhound level on Gather Information, Spot, and Wilderness Lore checks made to determine the whereabouts of a mark (see below).

**Mark (Ex):** At 1st level, the character can target, or mark, an individual humanoid foe. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark, and the bloodhound receives a variety of advantages against him or her (see below). A bloodhound may have up to one mark per two bloodhound levels (rounded up) at once, but only if all of them are within 30 feet of one another for the duration of the marking process. For example, a 6th-level bloodhound could mark three bugbears in such a group, but not a bugbear on one side of the kingdom and a troll on the other. If a bloodhound chooses a new mark before apprehending an existing one, the latter is unmarked, and the bloodhound loses XP equal to the amount he would have gotten for defeating that creature. The bloodhound can mark an individual once a week.

**No Subdual Penalty (Ex):** Also at 1st level, the bloodhound can use a melee weapon that deals normal damage to deal subdual damage instead without suffering the usual –4 penalty on his attack roll.

**Dead or Alive (Ex):** At 2nd level, the bloodhound learns to strike for subdual at just the right moment to

avoid killing a mark. Immediately after striking a blow that would reduce a mark from positive to negative hit points, the bloodhound may convert the normal damage dealt by that blow to subdual damage before it takes effect. The bloodhound cannot use this ability while raging or after 1 round has passed.

**Fast Tracking:** At 2nd level, the bloodhound no longer suffers a –5 penalty on Wilderness Lore checks for tracking while moving at normal speed.

**Ready and Waiting (Ex):** Also at 2nd level, the bloodhound may, as a free action, designate a particular move-equivalent, standard, or full-round action that a mark who is flat-footed might perform. If the mark actually performs this action within 10 minutes thereafter, the bloodhound can make an attack of opportunity against him or her with a drawn weapon, either melee or ranged. This counts against the bloodhound's attacks of opportunity for that round.

**Pacekeeping (Ex):** At 3rd level, a bloodhound tracking a mark can raise his own speed by up to +5 feet per bloodhound level, to a maximum value equal to the mark's speed.

**Restlessness (Ex):** When the bloodhound reaches 3rd level, he gains damage reduction 5/– against subdual damage from a forced march while in pursuit of a mark.

**Improved Subdual (Ex):** At 4th level, the bloodhound uses his Intelligence bonus on the damage roll for any attack that deals only subdual damage.

**Move Like the Wind (Su):** At 4th level, the bloodhound ignores armor check penalties on his Move Silently and Hide checks. In addition, he no longer suffers the –5 penalty on those checks when moving at speeds between half and full.

**Traceless Track (Su):** At 5th level, the bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he suffers a –10 circumstance penalty on his Wilderness Lore checks.

**Shatter (Su):** At 5th level, the bloodhound can destroy an object that stands between himself and his mark when the latter is within 100 feet. This ability functions like a *shatter* spell cast by a sorcerer of the character's bloodhound level.

**Ignore Scrying (Ex):** At 6th level, the bloodhound gains spell resistance equal to 10 + his bloodhound level against divination spells. This stacks with any other spell resistance he has that includes spells of that school.

***Locate Creature* (Sp):** Once per day, the bloodhound can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of the bloodhound's character level.

**Fracture (Su):** At 7th level, the character can use his shatter ability to destroy weight-equivalent portions of larger objects, such as doors and walls, regardless of their construction.

**See Invisibility (Su):** This ability, gained at 7th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only marks.

**Subdual Resistance:** At 8th level, the bloodhound gains damage reduction 20/+3 against subdual damage.

**Ignore Magical Barriers (Ex):** At 9th level, the bloodhound gains spell resistance equal to 15 + his bloodhound level against magical barriers (*wall of force, entangle, prismatic wall,* and so forth).

***Find the Path* (Sp):** At 10th level, the bloodhound can produce an effect like a *find the path* spell cast by a druid of the bloodhound's character level. It is usable three times per day.

## Organization: The Bloodhounds

*"Eyes . . . I saw his eyes before he pounced. That was all. He had no body until he was upon me. If he had meant to kill me, I would have been as helpless as a babe."*

—Tordek, on meeting a Bloodhound

The organization known as the Bloodhounds is dedicated to finding people and bringing them to justice (or whatever fate awaits them). Some Bloodhounds limit themselves to tracking down criminals; others are willing to hunt anyone for a client who can pay the price. The group's leaders don't concern themselves with such issues, only with maintaining the organization's reputation as the place to go to find someone.

Membership in the Bloodhounds is by invitation only. Members report on capable trackers they encounter in their travels, and from these reports the organization's leaders select candidates for membership. A member of the organization tracks each candidate surreptitiously for a while. If the Bloodhound reports that the candidate had the necessary fervor and talents, the leaders offer him or her a chance to try out for membership. A candidate who actually noticed the Bloodhound following is almost guaranteed an offer.

To be accepted for membership, the candidate must track a Bloodhound considerably more experienced than himself. The Bloodhound makes the job difficult by leaving false trails, telling locals deceitful stories, and even hiring brigands to ambush the candidate along the way. The Bloodhound must not assist the candidate in this task; otherwise the test is void. A candidate who succeeds in finding the target passes the test and may join the organization.

Bloodhounds can take any assignments they choose. Some jobs come directly from clients who contact individual Bloodhounds. Others come through the grapevine, since members pass word to each other. Individual bloodhounds are fiercely competitive, and should one succeed where another has failed, the winner gloats over the victory. In fact, Bloodhounds often tell each other about the assignments they've taken, in effect challenging their compatriots to beat them to the quarry. Members may work together, but most work alone or with nonmembers so that word spreads of their personal fame. Thus, whenever several Bloodhounds form a posse to catch a particularly elusive foe, word spreads far and wide.

Despite this rivalry, when a mark is too important to go free, a Bloodhound can spread the word of a "free" bounty among the membership. This means that any member who brings in the mark can claim the prize. Members who spread free bounties lose no face in the organization for doing so.

Bloodhounds resent the concept of giving their earnings to anyone. Thus, the organization does not demand a piece of its members' earnings. No Bloodhounds guildhalls or strongholds exist because no self-

respecting Bloodhound would limit himself to one base of operations.

Since so many of the Bloodhounds' marks are human, ranger Bloodhounds who have taken humans as favored enemies have an advantage in assignments. Thus, a large percentage of the membership is nonhuman, and differing alignments are rarely an impediment to teaming up. In fact, rumor has it that a good elven Bloodhound and an evil gnoll Bloodhound regularly work together, since between them they can function in any society. The gulf between their alignments is simply not as wide as the bridge of their common goals.

# DEEPWOOD SNIPER



An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

**Hit Die**: d8.

## Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

**Feats**: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

## Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the deepwood sniper prestige class.

**Weapon and Armor Proficiency:** Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

**TABLE 5–5: THE DEEPWOOD SNIPER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Keen arrows, range increment bonus +10 ft./level |
| 2nd | +2 | +0 | +3 | +0 | Concealment reduction 10%, *magic weapon*, projectile improved critical +1 |
| 3rd | +3 | +1 | +3 | +1 | Safe poison use |
| 4th | +4 | +1 | +4 | +1 | Take aim +2 |
| 5th | +5 | +1 | +4 | +1 | Consistent aim 1/day |
| 6th | +6 | +2 | +5 | +2 | Concealment reduction 20%, *keen edge* |
| 7th | +7 | +2 | +5 | +2 | Consistent aim 2/day, projectile improved critical +2 |
| 8th | +8 | +2 | +6 | +2 | Take aim +4 |
| 9th | +9 | +3 | +6 | +3 | Consistent aim 3/day |
| 10th | +10 | +3 | +7 | +3 | Concealment reduction 30%, *true strike* |

**Keen Arrows (Ex):** At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19–20 instead of 20. This effect does not stack with any other keen effect.

**Range Increment Bonus (Ex):** With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet × 1.5 + 100 feet).

**Concealment Reduction (Ex):** When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

***Magic Weapon* (Sp):** At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

**Projectile Improved Critical (Ex):** When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage ×3 on a critical hit instead does damage ×4 in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

**Safe Poison Use (Ex):** At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the *Dungeon Master's Guide*).

**Take Aim (Ex):** A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

**Consistent Aim (Su):** Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

***True Strike* (Sp):** At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

# EXOTIC WEAPON MASTER

Swords and axes do not a warrior make. Such might be the unvoiced motto of the exotic weapon master—a student of her world's most unusual and bizarre weapons. For the exotic weapon master, the intricacies of the shuriken, the siangham, the dire flail, and the hand crossbow pose no difficulty at all. These unusual weapons are her trade, and in her hands, they become instruments of destruction.

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most are human, because members of that race have the most exposure to new cultures and thus the most opportunities to take up exotic weapons.

**Hit Die:** d10.

## Requirements

To become an exotic weapon master, a character must fulfill the following criteria.

**Base Attack Bonus:** +6.
**Feats:** Exotic Weapon Proficiency (any three).
**Special:** Ability to rage.

## Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (any) (Int) and Profession (any) (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the exotic weapon master prestige class.

**Weapon and Armor Proficiency:** Exotic weapon masters gain no weapon or armor proficiencies.

**Partial Exotic Proficiency:** At 1st level, the exotic weapon master can use any exotic weapon with which she is not already proficient at a –2 penalty instead of a –4 penalty on the attack roll. This penalty is reduced to –1 at 2nd level.

**Full Exotic Proficiency:** At 3rd level, the exotic weapon master becomes proficient with all exotic weapons.

**Improvised Throwing Weapons:** At 3rd level, the exotic weapon master can use artisan's tools to fashion a usable throwing weapon from any object (rock, branch, melee weapon, or the like) that she can lift. This process takes at least 1 hour, or more if conditions are poor. The range increment for such an improvised weapon is 10 feet. It deals 1d6 points of damage (×2 on a critical hit), and its threat range is 20. The exotic weapon master is au-

**Table 5–6: The Exotic Weapon Master**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Partial exotic proficiency +2 |
| 2nd | +2 | +3 | +0 | +0 | Partial exotic weapon proficiency +3 |
| 3rd | +3 | +3 | +1 | +1 | Full exotic proficiency, improvised throwing weapons |
| 4th | +4 | +4 | +1 | +1 | Exotic focus, improvised melee weapons |
| 5th | +5 | +4 | +1 | +1 | Exotic specialization, greater improvised weapons |

tomatically proficient with her improvised throwing weapon; anyone else who wishes to use it must spend an Exotic Weapon Proficiency feat to avoid the –4 nonproficiency penalty. Most objects do bludgeoning damage; sharp items do piercing damage instead.

**Exotic Focus:** At 4th level, the exotic weapon master gains a +1 bonus on her attack rolls when using any exotic weapon. This bonus does not stack with that provided by the Weapon Focus feat.

**Improvised Melee Weapons:** Also at 4th level, the exotic weapon master can use artisan's tools to fashion a usable melee weapon from any object (rock, branch, projectile weapon, or the like) that she can lift. This process takes at least 1 hour, or more if conditions are poor. Such an improvised melee weapon deals 1d6 points of damage (×2 on a critical hit), and its threat range is 20. The exotic weapon master is automatically proficient with her improvised melee weapon; anyone else who wishes to use it must spend an Exotic Weapon Proficiency feat to avoid the –4 nonproficiency penalty. Most objects do bludgeoning damage; sharp items do piercing damage instead. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give the exotic weapon master a +2 bonus on disarm attempts.

**Exotic Specialization:** At 5th level, the exotic weapon master gains a +2 bonus on damage rolls when using any exotic weapon. (For ranged weapons, this damage bonus applies only if the target is within 30 feet.) This modifier does not stack with that provided by the Weapon Specialization feat.

**Greater Improvised Weapons:** At 5th level, the exotic weapon master can make an improvised throwing or melee weapon that deals 2d6 points of damage. This ability otherwise functions like the improvised throwing weapons or improvised melee weapons ability, depending on the kind of weapon desired.

## EYE OF GRUUMSH

Most people think they've seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop—at least until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heed this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision balances that of their deity. Thus, symbolically at least, they can see what he cannot. These living martyrs to Gruumsh are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the brutal orc double axe and has no moral code to stand in the way of his service, only the test remains—to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound during the process, he fails the test. No consequences for failure exist, except that he can never become an eye of Gruumsh—and he's lost one eye.



Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues also heed this calling. Orcs and half-orcs are the obvious candidates for the class, and some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

**Hit Die**: d12.

## Requirements

To qualify as an eye of Grummsh, a character must fulfill the following criteria.

**Race:** Orc or half-orc. (A character of another race who grows up among orcs may also adopt this prestige class if the DM permits.)

**Alignment:** Chaotic evil, chaotic neutral, or neutral evil.

**Base Attack Bonus**: +6.

**Feats**: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

**Special:** The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if he regains sight in both eyes.



## Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the eye of Gruumsh prestige class.

**Weapon and Armor Proficiency:** Eyes of Gruumsh are proficient with light and medium armor, shields, and all simple and martial weapons.

**Blind-Fight:** At 1st level, the eye of Gruumsh gains Blind-Fight as a bonus feat.

**Follow Orders Blindly:** At 1st level, the eye of Gruumsh may grant a +2 morale bonus on Will saves to any nongood orcs or half-orcs with HD lower than his character level within 30 feet of him. Any recipient who willingly goes against the eye of Gruumsh's directions loses this bonus immediately. Using this ability is a standard action, and the effect lasts for 1 hour per eye of Gruumsh level.

**Rage:** Also at 1st level, the eye of Gruumsh gains the ability to rage as a barbarian of a level equal to the total of his barbarian and eye of Gruumsh levels. Thus, a Bbn14/eye of Gruumsh2 can use rage 5 times per day.

**Ritual Scarring:** Through frequent disfiguration of his own skin, the eye of Gruumsh gains a +1 natural armor bonus at 3rd level. This bonus increases by +1 for every three eye of Gruumsh levels gained thereafter.

**Swing Blindly (Ex):** At 2nd level, the eye of Gruumsh gains an additional +2 bonus to his Strength score while raging. While this ability is in effect, the character provokes attacks of opportunity as though he were casting a spell whenever he takes any kind of attack action.

**Blinding Spittle (Ex):** The eye of Gruumsh can launch blinding spittle at any opponent within 20 feet. Using a ranged touch attack (at a –4 penalty), he spits his stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 10 + eye of Gruumsh level + eye of

**TABLE 5–7: THE EYE OF GRUUMSH**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Blind-Fight, follow orders blindly, rage |
| 2nd | +2 | +3 | +0 | +0 | Swing blindly |
| 3rd | +3 | +3 | +1 | +1 | Ritual scarring +1 |
| 4th | +4 | +4 | +1 | +1 | Blinding spittle 1/hour |
| 5th | +5 | +4 | +1 | +1 | Blindsight, 5-foot radius |
| 6th | +6 | +5 | +2 | +2 | Ritual scarring +2 |
| 7th | +7 | +5 | +2 | +2 | Blinding spittle 2/hour |
| 8th | +8 | +6 | +2 | +2 | Blindsight, 10-foot radius |
| 9th | +9 | +6 | +3 | +3 | Ritual scarring +3 |
| 10th | +10 | +7 | +3 | +3 | Sight of Gruumsh |

Gruumsh's Constitution bonus) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding spittle is usable once per hour at 4th level and twice per hour at 7th level.

**Blindsight (Ex):** At 5th level, the eye of Gruumsh gains blindsight in a 5-foot radius. This ability is otherwise identical to the hearing-based version described in the introduction of the *Monster Manual*. Its range increases to 10 feet at 8th level.

**Sight of Gruumsh:** At 10th level, the eye of Gruumsh sees the moment of his own death through his missing eye. This foreknowledge gives him a +2 morale bonus on all saving throws from then on. (Whether or not the vision is accurate is irrelevant—the character believes it to be true.)

## Organization: The Eyes Of Gruumsh

*"The cycle of my father's people is a simple one. You kill, you get better at killing, and you kill again. Break the cycle, and you die."*
—Krusk

Though orcs revere eyes of Gruumsh for their unique clarity of vision, the average eye of Gruumsh isn't particularly well qualified to think for an entire tribe—even though he often assumes leadership of a tribe early in his career. Thus, he relies on a cleric of Gruumsh for wise counsel. To discourage any unhealthy confusion among their followers about who is in charge, both the eye of Gruumsh and the cleric encourage war against other races at every opportunity.

Since eyes of Gruumsh seek to avenge Corellon Larethian's insult to their deity, most are so obsessed with the destruction of elves that they attack any elven community on sight. Inspired by their leaders' rage, other orcs often throw themselves heedlessly at elven hordes.

Multiple eyes of Gruumsh usually don't work well together because they commonly have competing ideas about which course of action serves their deity best. Every few decades or so, however, several eyes of Gruumsh get the same idea in their heads—a crusade! (After all, a holy crusade involving hundreds of tribes under the command of dozens of eyes of Gruumsh is just the thing to inspire the younger generation to the deity's service.) When this occurs, the eyes of Gruumsh meet and declare truces between competing tribes by closing their functional left eyes all at once—thus blinding them to their own bickering. Then they go out and try to eradicate some other species.

# FOE HUNTER

The foe hunter has but one purpose in life: to kill creatures of the type she hates. She is willing to pay any price or risk any danger to prevail against this hated foe. Her blade is anathema to such creatures, and her body is more often than not proof against their attacks. Though her hatred of this enemy is boundless and unending, it is not unthinking or rash. She lives to put an end to her hated foe, but she does not throw away her own life needlessly.

The foe hunter's path is open to any creature, good or evil. Some hunt humans or even celestials; others hunt the foulest spawn of the underworld. NPC foe hunters can be fierce allies against formidable enemies or implacable opponents dedicated to killing those the heroes love.

A character can choose this prestige class more than once but must select a different hated enemy and start again at 1st level each time. Levels of different foe hunter classes do not stack when determining level-based class features.

**Hit Die:** d10.

## Requirements

To become a foe hunter, a character must fulfill the following criteria.

**Base Attack Bonus:** +7.

**Feats:** Track, Weapon Focus (any).

**Language:** The language (if any) of the intended hated enemy.

**Special:** The character must have a favored enemy.

## Class Skills

The foe hunter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the foe hunter prestige class.

**TABLE 5–8: THE FOE HUNTER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Hated enemy, rancor +1d6 |
| 2nd | +1 | +3 | +3 | +0 | Hated enemy damage reduction 3/– |
| 3rd | +2 | +3 | +3 | +1 | Rancor +2d6 |
| 4th | +3 | +4 | +4 | +1 | Hated enemy damage reduction 5/–, hated enemy spell resistance |
| 5th | +3 | +4 | +4 | +1 | Rancor +3d6 |
| 6th | +4 | +5 | +5 | +2 | Hated enemy damage reduction 7/– |
| 7th | +5 | +5 | +5 | +2 | Rancor +4d6 |
| 8th | +6 | +6 | +6 | +2 | Hated enemy damage reduction 9/– |
| 9th | +6 | +6 | +6 | +3 | Rancor +5d6 |
| 10th | +7 | +7 | +7 | +3 | Death attack, hated enemy damage reduction 11/– |



**Weapon and Armor Proficiency:** Foe hunters gain no weapon or armor proficiencies.

**Hated Enemy:** At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

**Rancor (Su):** The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 points for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that hated enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal subdual damage instead of normal damage with a rancor attack. She cannot, however, do subdual damage with a weapon that deals normal damage in a rancor attack, even when taking the usual –4 penalty.

**Hated Enemy Damage Reduction (Ex):** At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

**Hated Enemy Spell Resistance (Ex):** Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to 15 + her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

**Death Attack (Ex):** At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 2 of the *Dungeon Master's Guide*), except that the foe hunter need only make a melee attack that successfully does damage, not a sneak attack.

## FORSAKER

Magic is evil. Magic tempts. Magic perverts. Magic corrupts. Anyone who cannot embrace these truths has no business considering the path of the forsaker.

The forsaker rebels against the magic of the fantastic world around him. It's not that he doesn't believe in it; he knows full well that magic is real. He has felt its all too tangible power burn over his skin or wrest control of his mind from him. While others may ignore the dangers of magic and succumb to its siren call of power, the forsaker knows better. To him, sorcery is nothing but a crutch that coddles and weakens its users. By depending upon his own resources alone, the forsaker becomes stronger, tougher, smarter, and more nimble than any of his companions. To that end, he treads a lonely path, deliberately depriving himself of magic's benefits and destroying any magic items he finds.

Forsakers can take up any standard or philosophy, though they tend more toward chaos than law. Evil forsakers hunt down and kill the most powerful users of magic that they can find, as if to demonstrate the ultimate weakness of the wizard and the sorcerer. Good forsakers commit themselves to expunging evil sorcery from their world, but they too see themselves as examples of how mundane strength can conquer foul enchantments.

Though forsakers do their best to resist all spells—even beneficial ones—cast upon them, some eventually learn to tolerate their companions' magic. A few claim that they are leading by example; others rationalize that only by consorting with lesser villains can they defeat greater ones. Whatever justification they use, the alliance between forsaker and spellcaster, no matter how temporary or how necessary, is seldom a peaceful one.

Few characters other than dwarven fighters and human or half-orc barbarians can appreciate the lifestyle of the forsaker. Elves, half-elves, and gnomes are surrounded by the benefits of magic from birth, so they are unlikely to choose this path. Dwarves, on the other hand, are naturally suspicious of sorcery, and many rural humans are just as distrustful. Certainly, no spellcaster should consider this career choice, since it means the virtual end of advantages gained from a former class. Even paladins and rangers must think hard before leaving behind their spells and spell-like abilities. Fighters and rogues occasionally take up this prestige class, but most forsakers are barbarians. Some say that only such a prim-

itive, focused mind could ever manage to forsake magic for good.

**Hit Die:** d12.

## Requirements

To qualify as a forsaker, a character must fulfill the following criteria.

**Feats:** Great Fortitude, Iron Will, Lightning Reflexes.

**Special:** The character must once have been the victim of a magical attack that seriously wounded him or threatened his life. He must also sell or give away all his magic items (including magic weapons, armor, and potions) and renounce the use of any spellcasting and spell-like abilities he previously used.



## Class Skills

The forsaker's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the forsaker prestige class.

**Weapon and Armor Proficiency:** Forsakers gain no weapon or armor proficiencies.

**Ability Bonus (Ex):** Beginning at 1st level, the character gains a +1 inherent bonus to any desired ability score for each forsaker level.

**Fast Healing (Ex):** Forsakers regain hit points at an exceptionally fast rate. At 1st level, the character regains 1 hit point per round, to a maximum of 10 hit points per day. The number of hit points regained per round increases by +1 for every four forsaker levels, and the maximum restorable per day increases by 10 for every two forsaker levels. Except as noted above, this ability works like the fast healing ability described in the introduction of the *Monster Manual*.

**Forsake Magic:** In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must also refuse any benefits from others' magic—including magical healing. Thus, he must attempt a saving throw against any spell that allows one. For most beneficial spells, such *displacement* or *neutralize poison*, a successful save negates the spell's effects; for a *cure* spell, it halves the benefit. Any forsaker who unwittingly uses a magic item or casts a spell (while under the influence of a *charm person* or *dominate person* spell, for example) loses all the special abilities of the prestige class for one week.

**Spell Resistance (Ex):** At 1st level, the forsaker gains spell resistance 11. This value increases by +1 with each forsaker level gained and stacks with any other applicable spell resistance he has.

**TABLE 5–9: THE FORSAKER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Ability bonus +1, fast healing 1 (10), forsake magic, SR 11 |
| 2nd | +2 | +3 | +0 | +3 | Ability bonus +1, damage reduction 3/+1, magic destruction, SR 12 |
| 3rd | +3 | +3 | +1 | +3 | Ability bonus +1, fast healing 1 (20), natural weapons, SR 13, tough defense |
| 4th | +4 | +4 | +1 | +4 | Ability bonus +1, damage reduction 5/+2, SR 14 |
| 5th | +5 | +4 | +1 | +4 | Ability bonus +1, fast healing 2 (30), SR 15 |
| 6th | +6 | +5 | +2 | +5 | Ability bonus +1, damage reduction 7/+3, slippery mind, SR 16 |
| 7th | +7 | +5 | +2 | +5 | Ability bonus +1, fast healing 2 (40), SR 17 |
| 8th | +8 | +6 | +2 | +6 | Ability bonus +1, damage reduction 9/+4, SR 18 |
| 9th | +9 | +6 | +3 | +6 | Ability bonus +1, fast healing 3 (50), SR 19 |
| 10th | +10 | +7 | +3 | +7 | Ability bonus +1, damage reduction 11/+5, SR 20 |

**Damage Reduction (Ex):** At 2nd level, the forsaker gains damage reduction 3/+1. This damage resistance rises by 2/+1 for every two forsaker levels he gains thereafter. This ability remains in effect only as long as the forsaker destroys the required value of magic items every 24 hours (see Magic Destruction, below). This does not stack with any other damage reduction he already has.

**Magic Destruction:** The forsaker gains access to his damage reduction ability (see above) through the destruction of magic items. If he goes more than 24 hours without destroying magic items whose market prices total at least 100 gp per point of damage reduction, he loses that ability until he does so.

**Tough Defense (Ex):** At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

**Natural Weapons (Ex):** Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for overcoming damage reduction (see Damage Reduction in the introduction of the *Monster Manual*). That is, if the forsaker has damage reduction 3/+1, any weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

**Slippery Mind (Ex):** At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

### Ex-Forsakers

Forsakers can multiclass normally, as long as they continue to abide by the strictures of the prestige class. Any forsaker who willingly violates those strictures by using magic items or casting spells loses all special abilities of the prestige class and can progress no further as a forsaker. If he thereafter remains pure (uses no magic) for a period of a year and a day, his abilities are reinstated at their previous levels and he may once again progress in the prestige class.

## FRENZIED BERSERKER

The random madness of the thunderstorm and the unpredictability of the slaadi come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses—it is the thrill of combat that draws her. For the frenzied barbarian, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types—and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers—a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self. Spellcasting characters and monks almost never become frenzied berserkers.

**Hit Die:** d12.

### Requirements

To become a frenzied berserker, a character must fulfill the following criteria.

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +6.

**Feats:** Cleave, Destructive Rage, Intimidating Rage, Power Attack.

### Class Skills

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

The following are class features of the frenzied berserker prestige class.

**Weapon and Armor Proficiency:** Frenzied berserkers gain no weapon or armor proficiencies.

**Frenzy (Ex):** Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with *haste*.) However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

**TABLE 5–10: THE FRENZIED BERSERKER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Frenzy 1/day, Remain Conscious |
| 2nd | +2 | +3 | +0 | +0 | Supreme cleave |
| 3rd | +3 | +3 | +1 | +1 | Frenzy 2/day |
| 4th | +4 | +4 | +1 | +1 | Deathless frenzy |
| 5th | +5 | +4 | +1 | +1 | Frenzy 3/day, improved power attack |
| 6th | +6 | +5 | +2 | +2 | Inspire frenzy 1/day |
| 7th | +7 | +5 | +2 | +2 | Frenzy 4/day |
| 8th | +8 | +6 | +2 | +2 | Greater frenzy, inspire frenzy 2/day |
| 9th | +9 | +6 | +3 | +3 | Frenzy 5/day |
| 10th | +10 | +7 | +3 | +3 | Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack |

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential foes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts.

Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6.

**Remain Conscious:** The frenzied berserker gains Remain Conscious as a bonus feat.

**Supreme Cleave:** At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

**Deathless Frenzy (Ex):** At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy. Should her hit points to fall to 0 or below because of hit point loss, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

**Improved Power Attack:** Beginning at 5th level, the frenzied berserker gains a +3 bonus on her melee damage rolls for every –2 penalty she takes on her melee attack rolls when using the Power Attack feat.

**Inspire Frenzy (Su):** Beginning at 6th level, the frenzied berserker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all allies within 10 feet of her gain the benefits and the disadvantages of frenzy as if they had that ability themselves. Those who do not wish to be affected can make a Will save (DC 10 + frenzied berserker level + frenzied berserker's Charisma modifier) to resist the effect. The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

The frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

**Supreme Power Attack:** At 10th level, the frenzied berserker gains a +2 bonus on her melee damage rolls for every –1 penalty she takes on her melee attack rolls when using the Power Attack feat. This effect does not stack with that of Improved Power Attack.

# GEOMANCER

The cleric reaches out to a higher power. The wizard trusts only in eldritch tomes. The druid looks to nature for her spells. To the geomancer, however, all magic is the same.

Geomancy is the art of channeling magical energy from many sources through the land itself. A geomancer may research like a wizard, pray like a cleric, or sing like a bard, but he casts spells as only a geomancer can. In the area he calls home (be it high on a mountain, deep in a forest, or even beneath an ocean) he weaves ley lines—powerful connections to the land itself. The spells he casts through these connections with the earth are reflections of his own strength of will. As the geomancer progresses, however, the effort of gathering magic through the earth takes a physical toll on him, making him more and more like the land and its creatures.

Only characters with more than one spellcasting class can become geomancers. The most popular combinations are druid/sorcerer and druid/wizard. Clerics with arcane spellcasting ability can also qualify; those with access to the Plant or Animal domain are the most likely to consider this path. A bard or a ranger who picks up a second, more focused spellcasting class can also adopt this lifestyle.

**Hit Die:** d6.

## Requirements

To qualify as a geomancer, a character must fulfill the following criteria.

**Skills:** Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks.

**Spells:** Ability to cast 2nd-level arcane spells and 2nd-level divine spells.

## Class Skills

The geomancer's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana), Knowledge (nature), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the geomancer prestige class.

**Weapon and Armor Proficiency:** Geomancers gain no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each geomancer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). Since the character had more than one spellcasting class before becoming a geomancer, the player must decide to which class to add each geomancer level for determining spells per day and spells known.

**Spell Versatility:** At 1st level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix or match spellcasting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score. Thus, as a 4th-level geomancer, he can cast any of his 3rd-level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor. (The druidic prohibition against metal armor still applies to druid/geomancers, however, since this stricture stems from a spiritual oath rather than a practical limitation.) The geomancer may use his Wisdom bonus to set the save DC for arcane spells, or his Charisma or Intelligence bonus (whichever he would normally use for arcane



spells) to set the save DC for divine spells. If a spell requires either an arcane material component or a divine focus, he may use either. A cleric/geomancer who also has levels of wizard, sorcerer, or bard can spontaneously convert any prepared arcane or divine spell (except a domain spell) of an appropriate level into a *cure* or *inflict* spell of equal or lower level, though he must be capable of casting the latter as a cleric.

**Drift:** The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage (see Drift, below).

**Ley Lines:** At 2nd level, the geomancer learns to create magical connections with a specific type of terrain. Choose one of the following terrain types: aquatic, desert, forest, hills, marsh, mountains, or plains. In that terrain, the geomancer's effective caster level for all spells increases by +1. At 6th level and again at 10th level,

**TABLE 5–11: THE GEOMANCER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Drift 1, spell versatility 0 | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Drift 1, ley lines +1, spell versatility 1 | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Drift 2, spell versatility 2 | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | Drift 2, spell versatility 3 | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Drift 3, spell versatility 4 | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | Drift 3, ley lines +2, spell versatility 5 | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Drift 4, spell versatility 6 | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Drift 4, spell versatility 7 | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Drift 5, spell versatility 8 | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | Drift 5, ley lines +3, spell versatility 9 | +1 level of existing class |

the character may either choose a new terrain in which to receive the benefit (at +1), or increase his effective caster level in a previously chosen terrain by an additional +1.

## Drift

Drift is a gradual devolution into some other natural form. Those who experience this phenomenon gain attributes of animals and plants as time goes by. Geomancers experience drift at every level. As a variant rule, high-level druids who spend all their lives away from civilization may also experience drift at the Dungeon Master's discretion—perhaps once every ten years.

Drift is divided into stages. You must choose one drift from stage 1 the first time you experience the phenomenon. Your second drift must also be from stage 1. Thereafter, you may choose from a higher stage only after you have acquired at least two drifts from the previous stage. For example, a stage 4 drift may be chosen only after you have at least two stage 1 drifts, two stage 2 drifts, and two stage 3 drifts. You may, however, choose drifts from stages below your maximum whenever you wish. For example, you if you have two stage 1 drifts, you may choose a third stage 1 rather than a stage 2, if desired.

Stage 1 drifts have no game effect. Each drift of stage 2 and beyond grants a permanent extraordinary ability. Natural attacks allow for Strength bonuses on damage rolls, except in the case of poison and acid.

### Stage 1

1. Leopard spots appear on your body.
2. You grow a cat's tail.
3. You sprout feathers (but not wings).
4. Your eyebrows become green and bushy.
5. Your hair becomes a tangle of short vines.
6. Light, downy fur covers your skin.
7. Your skin turns green and scaly.
8. Your touch causes flowers to wilt.
9. Your voice sounds like a dog's, though it is still intelligible.
10. Zebra stripes appear on your body.

### Stage 2

1. A small camel's hump grows on your back. (You can go without water for up to five days.)
2. You grow a coat of white fur like a polar bear's. (You gain a +8 bonus on Hide checks in snowy areas.)
3. The pads of your feet become sticky, like those of a lizard. (You gain a +4 bonus on Climb checks.)
4. You become as swift as an elk. (Your land speed increases by +5 feet.)
5. You become as comely as a dryad. (You gain a +4 bonus on Diplomacy checks.)
6. You become as graceful as a cat. (You gain a +4 bonus on Balance checks.)
7. You sprout leaves and become photosynthetic. (You can subsist on 1 hour/day of sunlight in lieu of food, though you still require the same amount of water as before.)
8. Your blood flows as slowly as tree sap. The speed at which progressive damage, such as that from *wounding* or *decomposition* (see Chapter 6), affects you is halved.
9. Your eyes become as sharp as a rat's. (You gain low-light vision.)
10. Your skin adapts like that of an octopus. (You can change color to blend with your surroundings, gaining a +4 bonus on Hide checks.)

### Stage 3

1. Deer antlers grow from your forehead. (You gain a gore attack for 1d6 points of damage.)
2. Thorns grow on your body. (Your unarmed attacks do piercing damage, and those striking you with natural weapons suffer 1d3 points of piercing damage per successful hit.)
3. You can constrict like a snake. (You deal 1d3 points of damage with a successful grapple check against a creature of your size category or smaller.)
4. You can spin a web like a spider. (You can use your web to snare prey as described in the monstrous spider entry in the *Monster Manual*, but you cannot attack with it.)
5. You sprout fish gills. (You can breathe both water and air.)
6. Your eyes become as sharp as an eagle's. (You gain a +4 bonus on Spot checks in daylight.)
7. Your eyes become as sharp as an owl's. (You gain a +4 bonus on Spot checks in dusk and darkness.)
8. Your fingers grow hawklike talons. (You gain Weapon Finesse [claw] and can make two claw attacks per round for 1d3 points of damage each.)
9. Your mouth extends like a crocodile's. (You gain a bite attack for 1d6 points of damage.)
10. Your toes grow lionlike claws. (You can make two rake attacks for 1d4 points of damage each if you gain a hold on your target.)

### Stage 4

1. You grow an acid stinger like that of a giant ant. (You can sting for 1d4 points of piercing damage + 1d4 points of acid damage.)
2. You can trip like a wolf. (If you hit with a natural attack, you can attempt to trip your target as a free action; see the wolf entry in the *Monster Manual*.)
3. You can rage like a wolverine. (If you take damage, you rage as a 1st-level barbarian—see Barbarian in the *Player's Handbook*—or gain +1 effective level of any class you have that grants rage as a class feature, but only for determining the benefits of rage.)
4. You gain a boar's ferocity. (You continue to fight without penalty even while disabled or dying.)
5. You can grab like a bear. (You gain the improved grab ability as described in the introduction of the *Monster Manual*.)
6. You can pounce like a leopard. (If you leap on a foe in the first round of combat, you can make a full attack action even if you have already taken a move action.)
7. Your hands become as strong as a gorilla's. (You gain a +2 bonus on Strength checks to break objects.)
8. Your jaw becomes as powerful as a weasel's (You can attach to an opponent with a successful bite and inflict 1d3 points of damage per round until unattached. However, you lose your Dexterity bonus to AC while attached.)
9. You can fire an ink cloud as does a squid. (In water, you can emit a cloud of jet-black ink 10 feet on a side once

per minute as a free action; this provides total concealment and those within the cloud suffer the effects of total darkness.)
10. Your nose becomes as sensitive as a hound's. (You gain the Scent feat; see Chapter 2.)

### Stage 5

1. You grow a unicorn horn. (You gain a +4 bonus on Fortitude saves against poison and a gore attack for 1d8 points of damage.)
2. Feathered or batlike wings grow from your back. (You gain a fly speed of 60 feet.)
3. You can curl into a spiny ball like a hedgehog. (When curled, you gain a +4 natural armor bonus to AC, but you may not move or attack. Curling or uncurling is a standard action.)
4. You are as graceful as a pixie. (You gain a +2 bonus on Reflex saves.)
5. You gain the tremorsense of an earthworm. (You can sense anything in contact with the ground within 30 feet of you.)
6. Your canine teeth exude poison. (If you hit with a bite attack, your target must make a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) against poison. Initial damage is 1d2 points of temporary Dexterity damage; secondary damage is 1d4 points of temporary Dexterity damage.)
7. Your senses become as sharp as a bat's. (You gain the Blindsight feat; see Chapter 2.)
8. Your feet extend to elephantine width. (You gain the trample ability as described in the introduction of the *Monster Manual*. Your trample attack does 2d4 points of bludgeoning damage, and the Reflex save DC is 10 + 1/2 your character level + your Strength modifier.)
9. You can move like a cheetah. (Once per hour, you can take a charge action to move ten times your normal speed.)
10. Your skin becomes tree bark. (You gain a +1 natural armor bonus to AC.)

## HEXER

"Do not meet the gaze of the shaman with the evil eye," warn townsfolk who have crossed paths with a hexer. Unfortunately, the typical intrepid adventurer rarely hears such advice in time. The hexer profits by this ignorance, surprising his victims with the power of his gaze. Many hexers inflict curses that follow their victims like a plague. The more powerful practitioners can engender fear, cause magical slumber, or enthrall their victims as slaves with a mere glance.

Hexers are unknown among civilized peoples; they are found only among tribes of goblins, ogres, and orcs. Prior to pursuing the path of the hexer, most of them were adepts who served as witch doctors for their tribes. Hexers often assume leadership of their tribes as well—who would dare to gainsay them, after all?

Most hexers are villainous, evil cretins lacking any code of morality, and the vast majority of them hate humans, elves, dwarves, and other civilized races. Neutral hexers are no less dangerous, especially when something threatens the welfare of their tribes.

**Hit Die:** d6.



**TABLE 5–12: THE HEXER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | *Hex* 1/day | +1 level of existing class |
| 2nd | +2 | +0 | +0 | +3 | Bonus spell, *hex* 2/day | +1 level of existing class |
| 3rd | +3 | +1 | +1 | +3 | *Sicken hex* | +1 level of existing class |
| 4th | +4 | +1 | +1 | +4 | Bonus spell, *hex* 3/day | +1 level of existing class |
| 5th | +5 | +1 | +1 | +4 | *Fear hex* | +1 level of existing class |
| 6th | +6 | +2 | +2 | +5 | Bonus spell, *hex* 4/day | +1 level of existing class |
| 7th | +7 | +2 | +2 | +5 | *Sleep hex* | +1 level of existing class |
| 8th | +8 | +2 | +2 | +6 | Bonus spell, *hex* 5/day | +1 level of existing class |
| 9th | +9 | +3 | +3 | +6 | *Charm hex* | +1 level of existing class |
| 10th | +10 | +3 | +3 | +7 | Bonus spell, *hex* 6/day | +1 level of existing class |

## Requirements

To become a hexer, a character must fulfill the following criteria.

**Race/Type:** Monstrous humanoid, giant, goblinoid, or other primitive humanoid, such as orc or gnoll.

**Alignment:** Any nongood.

**Skills:** Knowledge (arcana) 10 ranks, Spellcraft 8 ranks, Wilderness Lore 10 ranks.

**Spellcasting:** Able to cast *lightning bolt* as a divine spell.

## Class Skills

The hexer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (any) (Int), Profession (any) (Wis), Scry (Int, exclusive skill) Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the hexer prestige class.

**Weapon and Armor Proficiency:** Hexers gain no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each hexer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a hexer, the player must decide to which class to add each hexer level for determining spells per day and spells known.

***Hex* (Sp):** At 1st level, the hexer gains a gaze attack. He can use this ability once per day at 1st level and twice per day at 2nd level. Thereafter, he gains one additional use per day of this ability for every two hexer levels he acquires.

Activating this power is a standard action, and it lasts for a number of rounds equal to the character's hexer level. Each round, the hexer's gaze attack automatically works against one creature within 30 feet that is looking at (attacking or interacting with) him. Targets who avert their eyes have a 50% chance of avoiding the gaze, but the hexer gains one-half concealment (20% miss chance) relative to those who successfully avoid the gaze. Targets can also close their eyes or turn away entirely; doing so prevents the *hex* from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

An affected target must make a Will save (DC 10 + hexer level + hexer's Wisdom modifier) or suffer a –4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. These effects are permanent until removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. This is an enchantment effect and cannot be dispelled.

A *hex* does not affect undead creatures or extend beyond the plane that the hexer occupies. The hexer is subject to the effects of his own reflected gaze and is allowed a saving throw against them.

**Bonus Spell:** At 2nd level, the hexer adds a new spell of his choice to his spell list. This spell must come from the wizard/sorcerer spell list and must be of a spell level that the hexer can cast. He can prepare this new spell at the same spell level as it appeared on the wizard/sorcerer list. He gains one additional bonus spell for every two hexer levels he has.

***Sicken Hex* (Sp):** At 3rd level, the hexer can use his gaze attack to inflict a debilitating illness. This ability functions like the *hex* ability (above), except that the target must make a Fortitude save instead of a Will save to resist, and the effect is as described below. A *sicken hex* requires one daily use of the character's *hex* ability.

A target who fails the save is overcome with pain and fever, which causes him or her to move at one-half normal speed, lose any Dexterity bonus to Armor Class, and suffer a –2 circumstance penalty on attack rolls. These effects are permanent until removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. A *sicken hex* is a necromancy effect that cannot be dispelled.

***Fear Hex* (Sp):** At 5th level, the hexer can use his gaze attack to engender fear. This ability functions like the *hex* ability (above), except that target is affected as if by a *fear* spell. A *fear hex* is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's *hex* ability.

***Sleep Hex* (Sp):** At 7th level, the hexer can use his gaze to generate a *sleep* effect. This ability functions like the *hex* ability (above), except that duration is 10 minutes × the character's hexer level and the target is affected as if

by a *sleep* spell. A *sleep hex* is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's *hex* ability.

***Charm Hex* (Sp):** At 9th level, the hexer can use his gaze attack to generate a *charm monster* effect. This ability functions like the *hex* ability (above), except that duration is 1 day per hexer level and the target is affected as if by a *charm monster* spell. (Should the hexer fall victim to his own reflected gaze attack, he is affected as if by a *hold monster* spell.) A *charm hex* is a mind-influencing, charm, enchantment effect, and it requires one daily use of the character's *hex* ability.

# KING/QUEEN OF THE WILD

Few are brave enough to climb the highest mountains and tread the deepest deserts. But where nature's fury is at its height, there you'll find the kings and queens of the wild, undaunted by the challenges before them—that is, if you're strong enough to look for them there.

When choosing this prestige class, you must specify one of the following eight terrain types: desert, forest, hills, marsh, mountain, plains, sea, skies, or underground. Other terrain types are not harsh enough to engender this kind of survivalism.

Anyone with a tie to nature and sufficient hardiness can become a king or queen of the wild. Rangers, barbarians, and druids tend to be the most comfortable with this lifestyle. However, many adventurers have clashed with snow wizards and desert sorcerers who have augmented their powers by adopting this prestige class.

A character can choose this prestige class more than once but must select a different terrain type and start again at 1st level each time. Levels of different king/queen of the wild classes do not stack for determining level-based class features.

**Hit Die**: d12.

## Requirements

To become a king or queen of the wild, a character must fulfill the following criteria.

**Base Fortitude Save Bonus**: +4.

**Skills:** Hide 4 ranks, Intuit Direction 4 ranks, Wilderness Lore 8 ranks, terrain-dependent prerequisite skill (see below) 4 ranks.

**Feats**: Endurance, Track.

**Special:** The character must choose a terrain type (see below) and live in or near such an area.

## Class Skills

The king/queen of the wild's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (any) (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the king/queen of the wild prestige class.

**Weapon and Armor Proficiency:** Kings and queens of the wild gain proficiency with simple weapons and light armor.

**Terrain Skill Bonuses:** At 1st level, a king or queen of the wild gains a +2 insight bonus on both Wilderness Lore checks and checks made with his or her terrain-dependent prerequisite skill while in the chosen terrain.

**Endure Elements (Ex):** The king or queen of the wild can ignore some damage from the element associated with the chosen terrain type (see Terrain-Dependent Features, below) as though under a permanent *endure elements* effect. At 2nd level, the character ignores the first 5 points of damage from that element. (The terrain elements correspond to the five energy types: acid, cold, electricity, fire, and sonic.) This amount increases by an additional +5 at 5th, 8th, and 10th level.

**Terrain Movement (Ex):** At 2nd level, if the chosen terrain is land-based, the king or queen of the wild can move overland through it as if it were plains. A king of the sea or a queen of the marsh swims along the surface of water at one-half his or her land speed.

**Attack Native Creatures (Ex):** The king or queen of the wild gains a competence bonus on attack rolls against any creature that has the character's chosen terrain listed in the Climate/Terrain section of its statistics. (In the

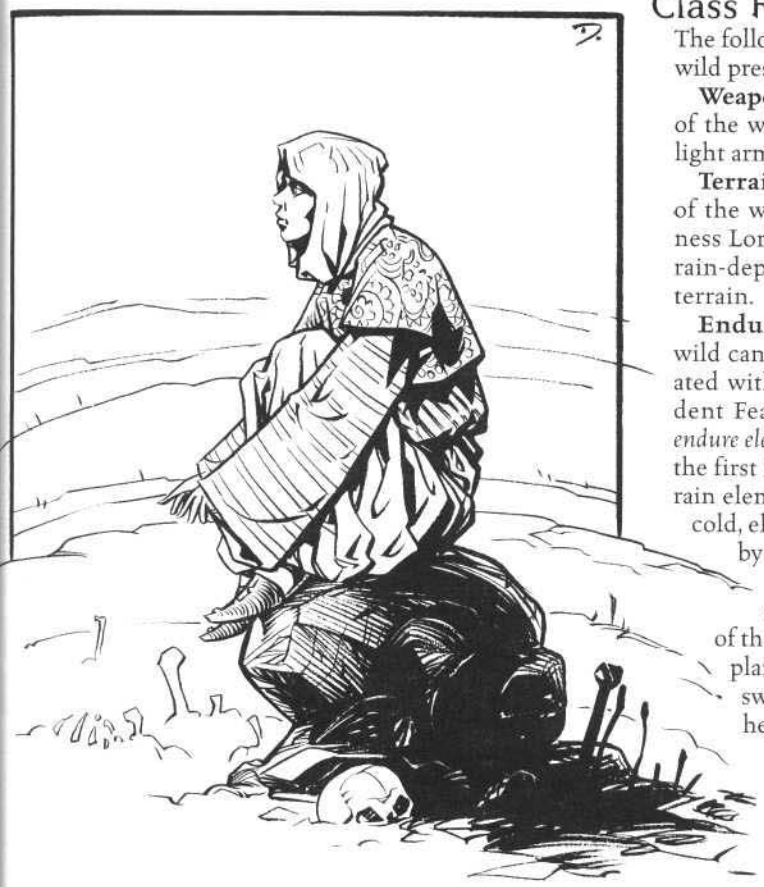


**TABLE 5–13: THE KING/QUEEN OF THE WILD**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Terrain skill bonuses |
| 2nd | +2 | +3 | +0 | +3 | Endure elements 5, terrain movement |
| 3rd | +3 | +3 | +1 | +3 | Attack native creatures +1, terrain camouflage |
| 4th | +4 | +4 | +1 | +4 | Bonus feat |
| 5th | +5 | +4 | +1 | +4 | Attack native creatures +2, endure elements 10 |
| 6th | +6 | +5 | +2 | +5 | Detect animals or plants |
| 7th | +7 | +5 | +2 | +5 | Adaptation, attack native creatures +3 |
| 8th | +8 | +6 | +2 | +6 | Bonus feat, endure elements 15 |
| 9th | +9 | +6 | +3 | +6 | Attack native creatures +4 |
| 10th | +10 | +7 | +3 | +7 | Endure elements 20, freedom of movement |

case of a king or queen of the skies, this means any naturally flying creature who lives outdoors.) A creature with a listing of "Any land" does not trigger these bonuses. This bonus is +1 at 3rd level, and it increases by +1 for every two king/queen of the wild levels the character gains thereafter.

**Terrain Camouflage (Ex):** At 3rd level, kings and queens of the wild may use the raw materials of their chosen terrains to conceal their presence from others. This full-round action grants a character a +10 competence bonus on Hide checks in the chosen terrain.

**Bonus Feat:** At 4th and 8th level, a king or queen of the wild may choose a bonus feat from the list for his or her terrain type (see below). This is in addition to the feats that a character of any class normally gets every three levels. The character must still meet any prerequisites for these bonus feats.

***Detect Animals and Plants* (Sp):** At 6th level, the character can use *detect animals or plants* within the chosen terrain as a druid of his or her king/queen of the wild level. This ability is usable three times a day.

**Adaptation (Su):** At 7th level, the character can function as if wearing a *necklace of adaptation* for a total of up to 30 minutes per day.

**Freedom of Movement (Su):** At 10th level, the king/queen of the wild can function as if under the influence of a *freedom of movement* spell for up to 30 minutes. This ability is usable once per day.

## Terrain-Dependent Features

Each of the nine prestige classes derived from king/queen of the wild has different features depending on the terrain type chosen.

### King/Queen of the Desert

**Terrain Type:** Desert.
**Prerequisite Skill:** Spot.
**Terrain Element:** Fire.
**Bonus Feats:** Great Fortitude, Mounted Combat, Run, Skill Focus (Spot), Toughness.

### King/Queen of the Forest

**Terrain Type:** Forest.
**Prerequisite Skill:** Climb.
**Terrain Element:** Fire.
**Bonus Feats:** Alertness, Brachiation, Point Blank Shot, Run, Skill Focus (Climb).

### King/Queen of the Hills

**Terrain Type:** Hills.
**Prerequisite Skill:** Climb.
**Terrain Element:** Cold.
**Bonus Feats:** Alertness, Far Shot, Run, Skill Focus (Climb), Toughness.

### King/Queen of the Marsh

**Terrain Type:** Marsh.
**Prerequisite Skill:** Swim.
**Terrain Element:** Acid.
**Bonus Feats:** Alertness, Blind-Fight, Great Fortitude, Skill Focus (Swim), Toughness.

### King/Queen of the Mountain

**Terrain Type:** Mountains.
**Prerequisite Skill:** Climb.
**Terrain Element:** Cold.
**Bonus Feats:** Alertness, Great Fortitude, Jump, Skill Focus (Climb), Toughness.

### King/Queen of the Plains

**Terrain Type:** Plains.
**Prerequisite Skill:** Move Silently.
**Terrain Element:** Electricity.
**Bonus Feats:** Alertness, Far Shot, Point-Blank Shot, Run, Skill Focus (Move Silently).

### King/Queen of the Sea

**Terrain Type:** Aquatic.
**Prerequisite Skill:** Swim.
**Terrain Element:** Cold.
**Bonus Feats:** Alertness, Blind-Fight, Exotic Weapon Proficiency (net), Silent Spell, Skill Focus (Swim).

### King/Queen of the Skies

**Terrain Type:** Air.
**Prerequisite Skill:** Balance.
**Terrain Element:** Electricity.
**Bonus Feats:** Flyby Attack, Hover, Skill Focus (Balance), Snatch, Wingover.

### King/Queen of the Underground

**Terrain Type:** Underground.
**Prerequisite Skill:** Escape Artist.
**Terrain Element:** Sonic.
**Bonus Feats:** Alertness, Blind-Fight, Extra Turning, Great Fortitude, Toughness.

# OOZEMASTER

Seeping out of every crack and crevice in the dungeon is some foul, monochromatic substance that adventurers wish wasn't there. Just when they get around the yellow mold, green slime drips from the ceiling. Quite often, such abominations well up naturally, but occasionally they are placed by a more deliberate hand—that of the oozemaster.



The oozemaster is not a class for stable individuals. It involves relating one-on-one with things that relate to nothing at all. Unlike the animal lord's kindred creatures, the oozemaster's charges have nothing to say. No one has yet developed a *speak with ooze* spell—or if someone has, the oozes haven't responded. Given that oozemasters exude everything but confidence, most of them have few sentient friends and even fewer guests. Thus, they tend to gibber and talk to themselves a lot.

Characters of any spellcasting class can become oozemasters, though the class tends to be most appealing to druids, wizards, and—oddly—bards (who usually end up taking another direction before this one gets too creepy). Assassins, already masters of poison, find the benefits of this prestige class highly compatible with their line of work. Clerics, however, had better think about what their followers might say before taking this path. A cleric of Vecna's followers might think him clever for becoming an oozemaster, while followers of a cleric of Pelor might seek a new spiritual leader. Racially, half-orcs and gnomes are more suited to this class than elves and half-elves, most of whom consider themselves too refined for this basest of prestige classes. The drow, of course, are exceptions, since it was they who created this class in the first place. Certainly, the first oozemaster was a dark elf, though how this magic got out of the subterranean depths is a mystery best left unprobed.

**Hit Die**: d8.

## Requirements

To qualify as an oozemaster, a character must fulfill the following criteria.

**Skills:** Alchemy 4 ranks, Swim 4 ranks.

**Feats:** Great Fortitude.

**Spellcasting:** Able to cast 3rd-level arcane or divine spells.

## Class Skills

The oozemaster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (any) (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

**TABLE 5–14: THE OOZEMASTER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Minor oozy touch 1 | |
| 2nd | +1 | +3 | +0 | +0 | Charisma penalty –1, *oozy glob* 1/day, slithery face | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +1 | Minor oozy touch 2 | |
| 4th | +3 | +4 | +1 | +1 | Charisma penalty –2, *oozy glob* 2/day, malleability | +1 level of existing class |
| 5th | +3 | +4 | +1 | +1 | Major oozy touch 1 | |
| 6th | +4 | +5 | +2 | +2 | Charisma penalty –3, *oozy glob* 3/day, indiscernible anatomy | +1 level of existing class |
| 7th | +5 | +5 | +2 | +2 | Major oozy touch 2 | |
| 8th | +6 | +6 | +2 | +2 | Charisma penalty –4, *oozy glob* 4/day, *slime wave* | +1 level of existing class |
| 9th | +6 | +6 | +3 | +3 | Major oozy touch 3 | |
| 10th | +7 | +7 | +3 | +3 | Charisma penalty –5, *oozy glob* 5/day, one with the ooze | +1 level of existing class |

## Class Features

The following are class features of the oozemaster prestige class.

**Weapon and Armor Proficiency:** Oozemasters gain no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At 2nd level and every other oozemaster level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming an oozemaster, the player must decide to which class to add each oozemaster level for determining spells per day and spells known.

**Minor Oozy Touch (Su):** At 1st level, the oozemaster's hands can secrete a specific kind of ooze. Choose one kind of oozy touch from the table below. The character may, as a full attack action, make a melee touch attack that has the effect listed for that kind of ooze on the table below. The oozemaster can use this ability as often as desired. At 3rd level, he may choose one additional oozy minor oozy touch.

In addition, the oozemaster is immune to the effects of that particular kind of ooze, even in the form of oozy touch attacks from another oozemaster. Thus, an oozemaster with brown mold oozy touch is immune to the effects of all brown mold. This ability confers no special resistance to similar effects that do not stem from the character's selected kind of ooze, so the aforementioned oozemaster is still subject to cold subdual damage from other sources—such as cold weather.

### Minor Oozy Touch Options

| Kind | Damage/Effect |
|---|---|
| Brown mold | 1d6 + oozemaster level points of cold subdual damage to flesh |
| Gray ooze | 1d6 + oozemaster level points of acid damage to flesh, metal, or wood |
| Ochre jelly | 1d4 points of stunning damage and 1d4 + oozemaster level points of acid damage to flesh only |
| Phosphorescent fungus | Touched area emits a soft violet glow as a light spell until the fungus is wiped off |

*Oozy Glob* **(Sp):** The oozemaster can throw a glob of the same material as any oozy touch gained at a previous level, with a range increment of 10 feet. This is treated as a grenadelike weapon. He can throw one oozy glob per round. (A character attacks with a grenadelike weapon as a ranged touch attack. Direct hits deal direct hit damage as noted on the table above. All creatures within 5 feet suffer 1 point of the appropriate splash damage. See Grenadelike Weapon Attacks in Chapter 8 of the *Player's Handbook* for more details.) This ability is usable once per day at 2nd level. Thereafter, the oozemaster gains one additional use per day of this ability for every two oozemaster levels he acquires.

**Slithery Face (Su):** At 2nd level, the oozemaster learns to manipulate his facial features, gaining a competence bonus equal to his oozemaster level on Disguise checks.

**Malleability (Su):** At 4th level, the oozemaster can compress his body enough to squeeze through an inch-wide crack. He cannot expand inside a space that offers any resistance, such as an occupied suit of armor.

**Major Oozy Touch (Su):** At 5th, 7th, and 9th level, the oozemaster chooses a kind of major oozy touch from the table below, or from the choices in the Minor Oozy Touch Options table above. This ability is otherwise identical to minor oozy touch (above).

### Major Oozy Touch Options

| Kind | Damage/Effect |
|---|---|
| Black pudding | 2d6 + oozemaster level points of acid damage to flesh, metal, wood, or stone |
| Gelatinous cube | Fort save (DC 15) or paralyzed for a number of rounds equal to 1d6 + oozemaster level |
| Green slime | 1d6 temporary Constitution damage to flesh and 1d6 + oozemaster level points of acid damage to metal or wood |
| Yellow mold | 2d4 points of temporary Constitution damage to flesh (DC 15 Fort save for half) |

**Indiscernible Anatomy (Su):** At 6th level, the oozemaster's anatomy becomes difficult to discern. Treat all critical hits and sneak attacks against him as though he were wearing armor with the *light fortification* power.

*Slime Wave* **(Sp):** At 8th level, the oozemaster may use *slime wave* (see Chapter 6) once per day as the spell cast by a 13th-level druid.

**One with the Ooze:** At 10th level, the oozemaster is as slimy as the creatures he favors. His type changes to ooze for determining what effects and items can affect him. He gains the Blindsight feat (hearing-based version, see Chapter 2) and becomes immune to flanking, poison, sleep, paralysis, stunning, and all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). In addition, he is immune to *polymorph other*, but he retains any shapechanging ability he previously possessed.

## SHIFTER

The shifter has no form that she calls her own. Instead, she clothes herself in whatever shape is most expedient at the time. While others base their identities largely on their external forms, the shifter actually comes closer to her true self through all her transformations. Of necessity, her sense of self is based not on her outward form, but on her soul, which is truly the only constant about her. It is the inner strength of that soul that enables her to take on any shape and remain herself within.

At first, the shifter can risk only humanoid forms and familiar animal shapes. As she grows more comfortable with her own true shapelessness, however, she can assume more outlandish forms. Eventually, she knows herself so well that she feels just as comfortable in the shape of a completely different creature type as she does in her own. At that point, her past—even her race—becomes irrelevant, since external form no longer matters to her.

**TABLE 5–15: THE SHIFTER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | *Greater wild shape* 1/day (Small or Medium-size, humanoid shape) |
| 2nd | +1 | +3 | +3 | +0 | *Greater wild shape* (animal shape, monstrous humanoid shape) |
| 3rd | +2 | +3 | +3 | +1 | *Greater wild shape* 3/day (Large or Tiny, beast shape, plant shape) |
| 4th | +3 | +4 | +4 | +1 | *Greater wild shape* (giant shape, vermin shape) |
| 5th | +3 | +4 | +4 | +1 | *Greater wild shape* 5/day (Diminutive, magical beast shape) |
| 6th | +4 | +5 | +5 | +2 | Greater wild shape (aberration shape, ooze shape), supernatural ease |
| 7th | +5 | +5 | +5 | +2 | Greater wild shape 7/day (Huge, dragon shape) |
| 8th | +6 | +6 | +6 | +2 | Greater wild shape (undead shape, construct shape) |
| 9th | +6 | +6 | +6 | +3 | Greater wild shape 9/day (Fine, elemental shape, outsider shape) |
| 10th | +7 | +7 | +7 | +3 | Greater wild shape (Gargantuan), evershifting form |

The shifter's path is ideal for a spellcaster of any race who has experienced shapeshifting and yearns for more of it. Such a character can be a great force for either good or ill in the world; an evil shifter in particular poses a terrible threat, for she can appear anywhere, in any form. The same opponents may face her again and again, in one shape after another, never realizing that they actually face a single, formless enemy.

**Hit Die:** d8.

## Requirements

To become a shifter, a character must fulfill the following criteria.

**Feats:** Alertness, Endurance.

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

**Special:** Alternate Form—ust either know *polymorph self* or have a natural alternate form, *alter self, polymorph self, shapechange,* or *wild shape* ability.



## Class Skills

The shifter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the shifter prestige class.

**Weapon and Armor Proficiency:** Shifters gain no weapon or armor proficiencies.

***Greater Wild Shape* (Sp):** Beginning at 1st level, the shifter can take the form of another creature. *Greater wild shape* works like *wild shape,* with the following exceptions. As she rises in level, the shifter gains the ability to assume the forms of creatures with types other than animal (see Table 5–15 for details), though she cannot choose a form that normally has more Hit Dice than she herself does. She can designate at the time of the change which pieces of her equipment meld into her new form and which do not. Nonmelded equipment alters its size to match that of her new form, but retains its functionality. The shifter cannot, however, use any equipment unless she has either an appropriate appendage or a magical means of compensating for the lack of one. Any piece of equipment that is separated from her reverts to its original form.

At 1st level, the shifter is limited to humanoid forms of Small and Medium-size. Thereafter, she can use *greater wild shape* two more times per day for every two shifter levels she gains, and her range of available creature sizes and types increases as shown on Table 5–15. When she gains the ability to adopt an undead shape at 8th level, she may become incorporeal if she chooses the form of a creature with that subtype.

If the shifter already has the *wild shape* ability from another class, she may convert her uses per day of *wild shape* to uses per day of *greater wild shape* on a one-for-one basis. She may also mix and match the benefits of the two abilities as desired to gain the maximum advantage for any daily use. Thus, a Drd8/shifter1 has up to four uses per day of *greater wild shape,* and she could use the ability to become a Large humanoid (because an 8th-level druid can become a Large

creature and a 1st-level shifter can adopt the form of a humanoid). In the same manner, a Drd8/Shifter2 could become a Large monstrous humanoid if she wished.

**Supernatural Ease:** At 6th level, the character's *greater wild shape* ability becomes supernatural rather than spell-like. It still requires a standard action and can be suppressed in an *antimagic field*, but its use no longer provokes attacks of opportunity and never requires a Concentration check.

**Evershifting Form:** At 10th level, the shifter has reached the pinnacle of her shapechanging abilities. From this point on, she can use *greater wild shape* once per round, as a move-equivalent action, as many times per day as she wishes. Her type changes to shapechanger for determining what effects and items can affect her, and she gains darkvision (60 feet), which remains in effect regardless of her form.

In addition, the shifter no longer suffers ability penalties for aging and is not subject to magical aging, though any aging penalties she may already have suffered remain in place. Bonuses still accrue, and the shifter still dies of old age when her time is up.



# TAMER OF BEASTS

The ability to bond with animals opens up a new way of life for some druids and rangers. By exploring and strengthening their bonds with their animal companions, they can improve not only the creatures' lives, but their own as well.

Though a character who follows this path is called a tamer of beasts, this is perhaps a misnomer, since he does not truly master, tame, or domesticate his companions. Rather, through his magic and his overwhelming concern for his charges, he can make them tougher and more intelligent. Ultimately, he can even converse with them as equals.

This class appeals primarily to rangers and druids. A member of another class may feel some longing for the path of the tamer, but without first developing a deep relationship with an animal, it is impossible to embrace this prestige class. Tamers of beasts have been known among all races. Elves, half-elves, and gnomes are the most likely to take up this path because of their affinity for nature, and dwarves are the least likely. The philosophy of a tamer of beasts is compatible with any alignment.

Unlike most druids, tamers of beasts usually reside close to civilization. Some NPC tamers of beasts conceal their special relationships with animals and beasts by finding employment in a common circus or zoo. More typically, however, tamers of beasts adopt creatures that are threatened by growing populations of humanoids, protecting and shielding them from harm. If these creatures have suffered greatly at the hands of humanoids, tamers of beasts may also try to exact retribution.

**Hit Die:** d8.

## Requirements

To become a tamer of beasts, a character must fulfill the following criteria.

**Skills:** Animal Empathy 10 ranks.

**Feats:** Skill Focus (Animal Empathy).

**Spells:** Able to cast *animal friendship*.

## Class Skills

The tamer of beasts's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis),

**TABLE 5–16: THE TAMER OF BEASTS**

| Class Level | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Animal mastery, Int 4 | |
| 2nd | +1 | +3 | +3 | +0 | Empathic link | |
| 3rd | +2 | +3 | +3 | +1 | Blood bond, Int 6, natural armor +2 | +1 level of existing class |
| 4th | +3 | +4 | +4 | +1 | Animal senses (hearing, smell), speak with master | |
| 5th | +3 | +4 | +4 | +1 | *Beast mastery*, Int 8 | |
| 6th | +4 | +5 | +5 | +2 | Natural armor +4, share saving throws | +1 level of existing class |
| 7th | +5 | +5 | +5 | +2 | Animal senses (vision), Int 10, share spells | |
| 8th | +6 | +6 | +6 | +2 | *Command creatures of kind* | |
| 9th | +6 | +6 | +6 | +3 | Int 12, *magical beast mastery*, natural armor +6 | +1 level of existing class |
| 10th | +7 | +7 | +7 | +3 | Inspire greatness | |

Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Ride (Dex), Scry (Int, exclusive skill), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the tamer of beasts prestige class. All modifications and bonuses granted to the tamer's animal companions are immediately negated upon their release or the death of the tamer.

**Weapon and Armor Proficiency:** Tamers of beasts gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** At 3rd, 6th, and 9th level, the tamer of beasts gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a tamer of beasts, the player must decide to which class to add each tamer of beasts level for determining spells per day and spells known.

**Animal Mastery:** Beginning at 1st level, the tamer of beasts can have animal companions whose Hit Dice total no more than the sum of twice his tamer of beasts level plus twice his caster level for *animal friendship*. For example, a Drd7/tamer of beasts3 can have up to 20 Hit Dice of animal companions. No individual animal companion can have more Hit Dice than the tamer of beasts does.

**Intelligence:** Through constant exposure to the tamer of beasts, his animal companions become more intelligent than the average for their species. When the tamer of beasts is 1st level, the Intelligence score of each of his companions rises to 4, and the creature's type changes to magical beast. This minimum Intelligence score rises by 2 points for every two tamer of beasts levels the character gains thereafter. This improved Intelligence may allow the companion to follow more complex instructions than it could before. Also, the tamer of beasts can teach each companion three tricks per point of Intelligence it has (see the Animal Companions sidebar in Chapter 2 of the DUNGEON MASTER'S *Guide* and Chapter 2 of this book for more information on training animals).

**Empathic Link (Su):** At 2nd level, the tamer of beasts gains an empathic link that allows him to communicate telepathically with his companions to a maximum distance of one mile. The tamer of beasts and the companion can understand one another as if a *speak with animals* effect were in force. Of course, intelligence is still a factor in the content of such conversations, and misunderstandings on that basis are still possible.

**Blood Bond:** At 3rd level, each of the tamer of beast's companions gains a +2 bonus on all attack rolls, checks, and saves after witnessing any threat or harm to the tamer. This bonus lasts as long as the threat is immediate and apparent.

**Natural Armor:** Also when the tamer of beasts reaches 3rd level, each of his companions gains a +2 enhancement bonus to its natural armor. This bonus rises to +4 at 6th level and +6 at 9th level.

**Animal Senses (Su):** At 4th level, the tamer of beasts can hear through any designated companion's ears or smell through its nose. At 7th level, he can see through a companion's eyes. The tamer can activate his animal senses as a standard action, and he does not lose the ability to sense events around him by doing so.

**Speak with Master (Ex):** Also at 4th level, the tamer of beasts gains the ability to communicate verbally with his companions in a language of his own. Creatures other than his companions cannot understand this communication without magical aid.

*Beast Mastery* **(Sp):** At 5th level, the tamer of beasts can use the *animal friendship* spell to affect beasts in addition to animals, regardless of the target's Intelligence score. Beast companions count against the tamer's total allowed Hit Dice of companions just as animals do.

**Share Saving Throws:** When the tamer of beasts reaches 6th level, his companions can use either his base saves or their own, mixing and matching to gain the highest value for each.

**Share Spells:** At 7th level, the tamer of beasts may have any spell he casts on himself also affect one companion of his choice within 5 feet of him. A spell with a duration other than instantaneous stops affecting the companion if it moves farther than 5 feet away, and the effect is not reinstated even if that companion again comes within 5 feet of the character before the spell's duration expires. Additionally, the tamer may cast a spell with a target of "You" on a companion (as if the spell had a range of touch) instead of on himself. The tamer of beasts and the companion can share even spells that do not normally affect creatures of the companion's type.

*Command Creatures of Kind* **(Sp):** When the tamer of beasts reaches 8th level, his companions can use *command* as a spell-like ability at will against other creatures of their kind. This ability affects only creatures with fewer Hit Dice than that particular companion has. Each companion can use this ability once per day per two levels of the tamer, and the ability functions just like the spell *command* (for purposes of this spell, the companion can make itself understood).

*Magical Beast Mastery* **(Sp):** At 9th level, the tamer of beasts can use the *animal friendship* spell to affect magical beasts in addition to beasts and animals, regardless of the target's Intelligence. Magical beast companions count as double their own Hit Dice against the tamer's total allowed Hit Dice of companions. For example, a cockatrice with 5 Hit Dice accounts for 10 Hit Dice of companions.

**Inspire Greatness (Su):** At 10th level, the tamer of beasts can grant extra fighting ability to all his companions within 30 feet. An inspired companion gains +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. Apply the companion's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining the effects of spells such as *sleep*. The tamer of beasts can inspire his companions once per day, and the effects last for 5 rounds. This is a supernatural, mind-affecting, enchantment ability.

# TEMPEST



The tempest is the point of calm within a whirling barrier of deadly blades. Poets use colorful terms such as dancer to describe the movement of a tempest and her two blades, but mastery of this fighting style is not about dancing. Nor is it about impressing anyone—least of all poets. The tempest focuses on learning the ultimate secrets of two-weapon fighting for a single purpose—the destruction of her enemies.

Typically hardy individualists, tempests rarely learn their skills through any sort of formal training. Instead, they master their art though constant application of its disciplines and experimentation on their foes. Similarly, no matter how famous tempests become, it's rare for them to take on students. Their art, they say, is one that can be learned but never taught.

This prestige class is open to all classes and races. Though tempests are rare, every humanoid race has boasted at least a few. Elves make for nimble, clever tempests whose dexterity works to their advantage. Dwarves, perhaps because they favor heavy armor and heavy weapons, are the least likely characters to become tempests. Even members of the smaller races can find the tempest's path appealing.

**Hit Die:** d10.

## Requirements

To qualify as a tempest, a character must fulfill the following criteria.

**Base Attack Bonus:** +9.

**Feats:** Ambidexterity, Dodge, Mobility, Spring Attack, Two-Weapon Fighting, and Weapon Finesse (any) or Weapon Focus (any).

## Class Skills

The tempest's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the tempest prestige class.

**Weapon and Armor Proficiency:** Tempests gain no weapon or armor proficiencies.

**Improved Two-Weapon Fighting:** Beginning at 1st level, a tempest can fight with two weapons as if she had the Improved Two-Weapon Fighting feat when she is wearing light armor or no armor. She loses this ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

**Off-Hand Parry:** At 2nd level, the tempest gains Off-Hand Parry as a bonus feat. As she gains tempest levels, her AC bonus from this feat increases, rising to +4 at 4th level and to +6 at 6th level.

**Greater Two-Weapon Fighting:** At 5th level, a tempest can fight with two weapons as if she had the Greater Two-Weapon Fighting feat when she is wearing light armor or no armor. She loses this ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

**Absolute Ambidexterity:** Beginning at 8th level, the tempest's attack penalties for fighting with two weapons lessen by 2 when she is wearing light armor or no armor. Thus, if she fights with a light weapon in her off hand, she suffers no penalties on her attack rolls for

**Table 5–17: The Tempest**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Improved Two-Weapon Fighting |
| 2nd | +2 | +3 | +0 | +0 | Off-Hand Parry +2 |
| 3rd | +3 | +3 | +1 | +1 | |
| 4th | +4 | +4 | +1 | +1 | Off-Hand Parry +4 |
| 5th | +5 | +4 | +1 | +1 | Greater Two-Weapon Fighting |
| 6th | +6 | +5 | +2 | +2 | |
| 7th | +7 | +5 | +2 | +2 | Off-Hand Parry +6 |
| 8th | +8 | +6 | +2 | +2 | Absolute ambidexterity |
| 9th | +9 | +6 | +3 | +3 | |
| 10th | +10 | +7 | +3 | +3 | Supreme two-weapon fighting |

fighting with two weapons. (If the off-hand weapon is not light, she suffers a –2 penalty on attack rolls with both her primary hand and her off hand.)

**Supreme Two-Weapon Fighting:** At 10th level, a tempest gains an additional attack with her off-hand weapon when she is wearing light armor or no armor. In addition to the three attacks she already has each round with her off-hand weapon (for Improved Two-Weapon Fighting and Greater Two-Weapon Fighting) at penalties of 0, –5, and –10, respectively, she is also entitled to a fourth attack with her off-hand weapon at a –15 penalty (see Table 8–2: Two-Weapon Fighting Penalties in the *Player's Handbook*). She loses this special ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

# VERDANT LORD

Saying the verdant lord has a green thumb is like calling a red dragon a creature with a slight affinity for fire. The verdant lord is the final defender of the forest. He has left behind the druid's search for global understanding of nature's secrets to focus all his energies on the world's plant life.

Elven and half-elven druids are the most likely characters to embrace the role of the verdant lord. Druids of other races, rangers, and the occasional priest of Obad-Hai or Ehlonna have also been known to adopt this prestige class. It's almost impossible for characters without such ties to become verdant lords because they have neither the interest in nor the required understanding of seeds, saplings, and trees.

Since most verdant lords have little use for civilization, they tend to be loners, watching the years pass by from their groves. Adventuring verdant lords are rare, but those who do exist are marvelous to behold. They tend to take their gardens with them, often bringing several plant creatures, such as animated trees and treants, along on adventures. Verdant lords tend to be soft-spoken, easygoing individuals—right up until someone lights a torch and threatens living plants.

**Hit Die:** d8.

## Requirements

To qualify as a verdant lord, a character must fulfill the following criteria.

**Alignment:** Any nonevil.

**Skills:** Profession (herbalist) 8 ranks, Wilderness Lore 8 ranks.



**Feats:** Plant Control, Plant Defiance.

**Spells:** Able to cast *control plants*.

## Class Skills

The verdant lord's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the verdant lord prestige class.

**TABLE 5–18: THE VERDANT LORD**

| Class Level | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Create Infusion | +1 level of existing class |
| 2nd | +2 | +3 | +0 | +3 | Expert infusion, sun sustenance | +1 level of existing class |
| 3rd | +3 | +3 | +1 | +3 | Spontaneity | +1 level of existing class |
| 4th | +4 | +4 | +1 | +4 | Plant facility | +1 level of existing class |
| 5th | +5 | +4 | +1 | +4 | Fast healing | +1 level of existing class |
| 6th | +6 | +5 | +2 | +5 | *Treant wild shape* | +1 level of existing class |
| 7th | +7 | +5 | +2 | +5 | | +1 level of existing class |
| 8th | +8 | +6 | +2 | +6 | *Animate tree* | +1 level of existing class |
| 9th | +9 | +6 | +3 | +6 | | +1 level of existing class |
| 10th | +10 | +7 | +3 | +7 | Gaea's embrace | +1 level of existing class |

**Weapon and Armor Proficiency:** Verdant lords gain no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each verdant lord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a verdant lord, the player must decide to which class to add each verdant lord level for determining spells per day and spells known.

**Create Infusion:** At 1st level, the verdant lord gains Create Infusion as a bonus feat.

**Expert Infusion:** At 2nd level, the character can automatically identify the spell contained in an infusion and the caster level of that spell (see Infusions in Chapter 3). He also gains a bonus equal to his verdant lord level on both Profession (herbalist) checks and Wilderness Lore checks related to plants, including the use of this skill to forage for herbs.

**Sun Sustenance (Ex):** Also at 2nd level, the verdant lord gains the ability to draw energy from the sun. As long as he spends at least 4 hours of the day outdoors, he can draw sustenance from the sun itself, and thus he requires no food that day. He still thirsts, however, and needs the standard amount of water to survive.

**Spontaneity:** Beginning at 3rd level, the verdant lord can channel stored spell energy into certain healing spells that he hasn't prepared ahead of time. This works like the cleric's spontaneous casting ability, with the following exceptions. He can "lose" a prepared spell to cast any *regenerate* spell of the same level or lower (a *regenerate* spell is any one with "regenerate" in its name; these spells are presented in Chapter 6). For example, a verdant lord who has prepared *faerie fire* (a 1st-level spell) may lose that spell to cast *regenerate light wounds* (also a 1st-level spell) instead. Domain spells, if the character has access to them, cannot be converted into *regenerate* spells.

**Plant Facility:** At 4th level, the verdant lord can rebuke or command plants with Plant Control as if he were three levels higher than the actual caster level he uses to determine the benefits of that feat. This means that he can also command 3 additional HD of plant creatures.

**Fast Healing:** At 5th level, the verdant lord gains Fast Healing as a bonus feat.

***Treant Wild Shape* (Sp):** Beginning at 6th level, the verdant lord can use *wild shape* to take the form of a treant and back again once per day. This ability otherwise works like *wild shape*. Since a treant has a voice and manipulative appendages, the verdant lord can cast spells normally while in *treant wild shape*.

***Animate Tree* (Sp):** At 8th level, a verdant lord can animate a tree within 180 feet of him once per day. It takes a full round for a tree to uproot itself; thereafter it has a speed of 30 feet and fights as a treant with respect to attacks and damage. The animated tree gains a number of bonus Hit Dice equal to the number of verdant lord levels the character possesses. Though its Intelligence score is only 2 while animated, the tree automatically understands the verdant lord's commands. The character can return the animated tree to its normal state at will, and it automatically returns to its normal state if it dies or if the verdant lord who animated it is incapacitated or moves out of range. Once the tree returns to its normal state by any means, the verdant lord cannot animate another tree for 24 hours.

**Gaea's Embrace:** At 10th level, the verdant lord permanently becomes a plant creature, though all forms of *wild shape* that the character could previously use remain available to him. His type changes to plant, and as a result he gains low-light vision, is immune to poison, sleep, paralysis, stunning, and polymorphing, and is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, or morale effects). He no longer suffers penalties for aging and cannot be magically aged. Any aging penalties he may already have suffered, however, remain in place. Bonuses still accrue, and the verdant lord still dies of old age when his time is up.

## Organized Druids: The Order of the Verdant Grove

"*You cannot* decide *to be pure, novice.*"

—An elder of the Order, to a young Vadania

The Order of the Verdant Grove is a loose organization of about one hundred seventy druids and verdant lords who share certain interests and are committed to gaining and disseminating information about nature. The organization doesn't have much of a hierarchy, and the typical member also owes allegiance to some other druid circle in his or her local area. Many druids have heard of the Order of the Verdant Grove, but they often assume it is the name of some regional druid circle.

An applicant for membership must be invited and sponsored by a current member, and all available members periodically vote on whether to admit the current applicants. Once accepted, the new member (called an initiate) undergoes a rite of acceptance during which he or she receives a hoop earring bearing a green orb. Not only does this allow members to identify one another, but it is also a *pearl of power* (1st-level). The initiate is expected to make a donation that covers the cost of creating this talisman.

What makes the order different from other organizations is that its members intentionally spread themselves out over the world. A few are just as tied to a single sacred grove or woodland as any other druid or verdant lord would be, but most are travelers. They may be active adventurers out to address wrongs in the world or scholars in search of information that they can share with fellow members.

In this sense, the Order of the Verdant Grove is the closest thing druids have to a ring of spies. Of course, most of the information that its members acquire and disseminate within the organization would bore a typical spy to tears. They share information about their explorations of distant lands, discoveries of new creatures (animals and beasts), and of previously unknown wonders of the natural world. They also share knowledge of new spells and magic items that have come into use. Members of the Order of the Verdant Grove are encouraged to share whatever information they discover, but they are

required to report on new druid communities, *standing stones*, or druid circles that they find. The Order of the Verdant Grove must occasionally act as a messenger service between independent druid circles in times of regional or greater crisis, so it's important for its members to know where the druids of the world can be found.

The origins of the order hearken back to a day when a druid circle broke apart following a war against a wizard cabal and its demonic servants. Many members of the original group became verdant lords—perhaps from a desire to form a deeper and more personal bond with nature after being dragged into a fight against outsiders. Thus, they tended to be somewhat reclusive. Now verdant lords have become rare, and they are found only among the older members of the organization. The druids and the verdant lords in the order do not compete—they share too much to become embroiled in petty rivalries.

# WATCH DETECTIVE

When thieves and murderers strike in the night, citizens always wonder whether anyone can track down the perpetrators and set things straight. When the watch detective is on the case, they can rest easy.

The watch detective specializes in solving mysteries. Using a battery of clue-ferreting skills and abilities, he evaluates and discards possibilities until only one remains—the truth. The Rule of Evidence to which he ascribes (see sidebar) restrains him from using his gifts to gain the truth through unfair means, demanding that he focus only on tangible facts as proof. Of course, once the watch detective solves the mystery, it's likely that the guilty party won't want to be brought to justice. Thus, it's also important for the watch detective to know the techniques of combat.

Fighters and warriors make up the bulk of any city watch force, but watch detectives often begin their careers as rangers or rogues. The vast majority of the rangers who opt for this prestige class are urban rangers (see Chapter 1). Wizards, sorcerers, clerics, and bards make especially good watch detectives when they can qualify for the class, though they may find that the Rule of Evidence hampers their ability to get at the truth. Elves find this lifestyle especially gratifying because it celebrates the mind in a not-too-subtle show of intellectual superiority. Gnomes and halflings have the inquisitive streak necessary for this career, and they have established many an effective city watch force in lands where their size would otherwise be a detriment.

**Hit Die**: d8.

## Requirements

To become a watch detective, a character must fulfill the following criteria.

**Alignment**: Any nonevil.

**Skills:** Gather Information 4 ranks, Knowledge (any) 4 ranks, Search 8 ranks.

**Feats**: Track.

**Special:** The watch detective must honor the Rule of Evidence (see sidebar). If he abandons this code, he loses all special abilities of the prestige class until he retrains for six months under a local authority.

## Class Skills

The watch detective's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## Class Features

The following are class features of the watch detective prestige class.

**Weapon and Armor Proficiency:** Watch detectives are proficient with light armor and simple weapons.

**City Watch Training:** At 1st level, the watch detective gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks.

**Expertise:** At 2nd level, the character gains the Expertise feat, regardless of his Intelligence score.

### The Rule of Evidence

Proof, not suspicion, is the only evidence that matters. A suspect may not be charged with a crime until unimpeachable evidence of his or her involvement has been uncovered, or a confession has been obtained.

Unnecessary violence in the apprehension of a suspected criminal is not permitted. A suspect should be brought to justice rather than killed whenever possible.

Seizure of a suspect's goods is not permitted, unless such constitute evidence to be used in prosecuting that suspect or another.

Evidence gained by detection magic, psionic powers, or other magical or supernatural means must be backed up with either physical proof or uncoerced confession. Only concrete forms of evidence satisfy all members of a community.

Interrogation of a suspect is not permitted unless he or she consents or is charged with a crime.

Detention of a person suspected of a crime is not permitted unless a specific charge has been made.

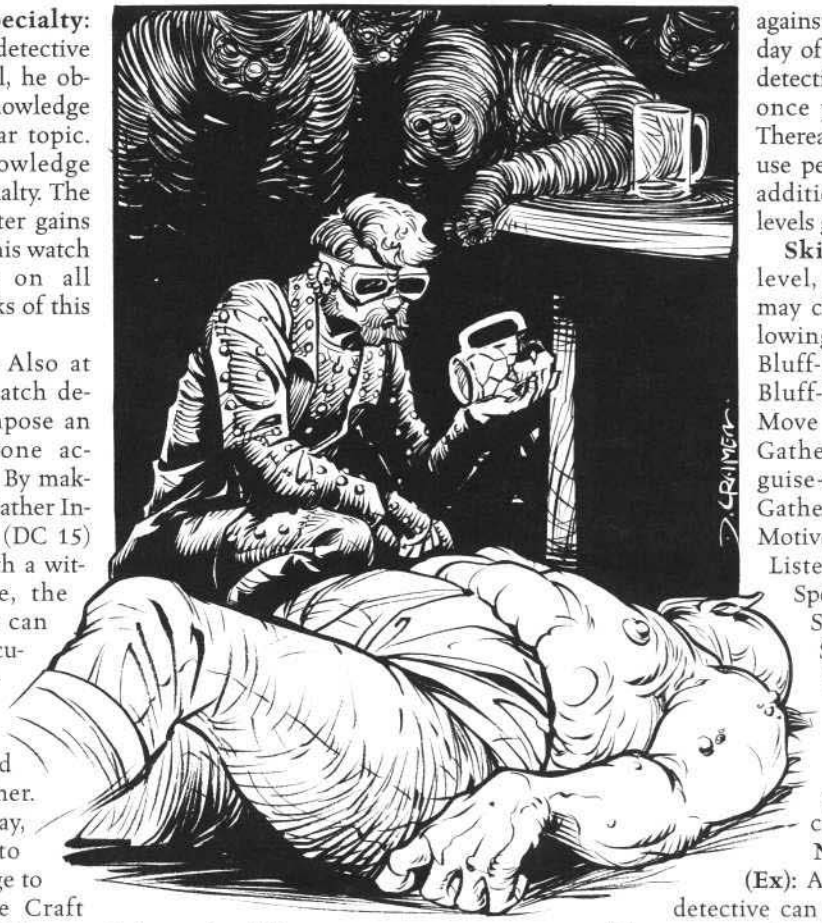
Protection of the innocent takes precedence over apprehension of a suspected criminal.

A watch detective may not knowingly commit crimes.

Violation of these codes may result in the release of a suspect and/or the dismissal of the watch detective.

**TABLE 5–19: THE WATCH DETECTIVE**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | City watch training |
| 2nd | +1 | +0 | +3 | +3 | Expertise, obsessive specialty, profile |
| 3rd | +2 | +1 | +3 | +3 | Cooperative interrogation, superior disarming |
| 4th | +3 | +1 | +4 | +4 | *Deductive augury* 1/day, skill synergy |
| 5th | +3 | +1 | +4 | +4 | No subdual penalty, sense secret doors |
| 6th | +4 | +2 | +5 | +5 | *Locate object* |
| 7th | +5 | +2 | +5 | +5 | *Deductive augury* 2/day, improved subdual |
| 8th | +6 | +2 | +6 | +6 | Forensics |
| 9th | +6 | +3 | +6 | +6 | *Discern lies, locate creature* |
| 10th | +7 | +3 | +7 | +7 | *Deductive augury* 3/day, instant knowledge |




**Obsessive Specialty:** When the watch detective reaches 2nd level, he obsessively seeks knowledge about a particular topic. Choose one Knowledge skill for his specialty. The character thereafter gains a bonus equal to his watch detective level on all Knowledge checks of this sort.

**Profile (Ex):** Also at 2nd level, the watch detective may compose an image of someone accused of a crime. By making a successful Gather Information check (DC 15) when talking with a witness to a crime, the watch detective can gain a roughly accurate mental picture of the perpetrator, even if the witness did not see him or her. The character may, if desired, try to commit this image to paper using the Craft (painting) skill. Either a verbal or a visual depiction grants a +2 insight bonus on any further Gather Information checks made when dealing with witnesses to that crime or persons acquainted with the perpetrator.

**Cooperative Interrogation:** At 3rd level, when the watch detective succeeds in a Bluff check against someone, he automatically grants any one other person a +4 circumstance bonus on one Intimidate check against that same target for 1 round. When the watch detective succeeds in an Intimidate check, he can give a similar +4 circumstance bonus on someone else's Bluff check. (Two watch inspectors can support each other with this maneuver for many rounds.)

**Superior Disarming:** At 3rd level, the watch detective is always considered armed when making a disarm attempt, and he gains a +4 bonus on any attack roll made to disarm an opponent.

*Deductive Augury* **(Sp):** The watch detective may ask for a hint to a mystery, puzzle, or trap. As a standard action, the player makes an assertion that can be true or untrue (such as "The half-orc did it" or "If I pull the red lever, the door will open"). The DM makes a secret percentile roll (chance of success = 70% + 1% per watch inspector level). If the roll is successful, the Dungeon Master gives the player a correct "true" or "untrue" answer to the assertion, though no reason need be given for why the response is correct. If the roll fails, the DM provides no information. The Dungeon Master is always free to determine that the watch detective doesn't have enough information to make an educated guess, but in this case the attempt doesn't count against the allowed uses per day of the ability. The watch detective can use this ability once per day at 4th level. Thereafter, he gains one extra use per day for every three additional watch detective levels gained.

**Skill Synergy:** At 4th level, the watch detective may choose one of the following skill combinations: Bluff-Gather Information, Bluff-Diplomacy, Climb-Move Silently, Diplomacy-Gather Information, Disguise-Gather Information, Gather Information-Sense Motive, Hide-Move Silently, Listen-Read Lips, Listen-Spot, Sense Motive-Spot, Spot-Disable Device, Spot-Open Lock, or Spot-Search. If he has at least 5 ranks in both of the selected skills, he gains a +2 synergy bonus on checks involving both.

**No Subdual Penalty (Ex):** At 5th level, the watch detective can deal subdual damage with a weapon that deals normal damage without suffering a –4 penalty on the attack.

**Sense Secret Doors (Ex):** A 5th-level or higher watch detective who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. An elven watch detective gains a +2 insight bonus on any Search check made to find a secret or concealed door.

*Locate Object* **(Sp):** At 6th level, the watch detective can produce an effect identical to that of a *locate object* spell cast by a sorcerer of his watch detective level.

**Improved Subdual (Ex):** At 7th level, the watch detective adds his Intelligence bonus on the subdual damage he deals whenever he makes an attack that can cause subdual damage only.

**Forensics (Su):** With a successful Search check (DC 20), an 8th-level or higher watch detective can discern the cause of death of any corpse he examines. Given time, he may take 20 on this roll. Success indicates that he knows what killed the person, the size and approximate strength of any attacker responsible, and any other key information the DM wishes to impart.

*Discern Lies* **(Sp):** At 9th level, the watch detective can produce an effect identical to that of a *discern lies* spell cast by a sorcerer of his watch detective level. This ability is usable once per day.

*Locate Creature* **(Sp):** At 9th level, the watch detective can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of his watch detective level. This ability is usable once per day.

**Instant Knowledge (Su):** Once per day, a 10th-level watch detective may make an Intelligence check (DC 20). He may not take 10 or take 20 on this check. If successful, he gains a +10 insight bonus on one Knowledge check of any category. If he has no ranks in that particular Knowledge skill, he may make the check untrained.

# WINDRIDER

The windrider is a specialist in mounted combat, but hers is no ordinary mount. The creature she rides is at least unusual and often rare—sometimes even bizarre. Although an experienced windrider can ride anything that runs, swims, or flies, the typical member of this prestige class settles on one particular kind of mount as a personal favorite.

Some windriders are no more than swaggering, arrogant adventurers looking for a good fight. Perhaps their pride is justified, considering the creatures they've turned into mounts. Many, however, are just as happy to sit back and tell stories of how they got their mounts and the adventures they've had since, no matter who buys the ale. The typical windrider cheerfully shares her knowledge about her various mounts with those who seek to ride similar creatures.

Since the skills they develop vary as widely as the abilities and natures of their mounts, windriders are a very independent bunch. Thus, they rarely form or belong to close-knit groups. Even a paladin windrider tends to be something of a knight-errant.

All races have produced windriders, though the class is particularly popular with humans and giants. Rangers, paladins, fighters, and barbarians all make excellent windriders because they can easily accumulate the prerequisites.

**Hit Die:** d10.

## Requirements

To become a windrider, a character must fulfill the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Handle Animal 8 ranks, Knowledge (nature) 6 ranks, Ride 8 ranks.

**Feats:** Mounted Combat.

**Special:** Must have a mount.

## Class Skills

The windrider's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (nature), Profession (any) (Wis), and Ride (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the windrider prestige class. For the abilities described below, a mount is a creature that fits the criteria in the What's a Mount? section below.

**Weapon and Armor Proficiency:** Windriders are proficient with all simple and martial weapons, all types of armor, and shields.

**Spells per Day:** A windrider can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the windrider's Wisdom modifier. When the table indicates that the windrider is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows. A windrider prepares and casts spells just like a druid does, but she must choose them from the spell list, below.

**Appraise Mount (Ex):** At 1st level, a windrider can compare two mounts of the same kind and tell at a glance which one is superior (stronger, faster, more intelligent, better stamina, and so on). If desired, the windrider can also conduct a point-by-point comparison of two mounts. By spending 1 round examining both, she can determine which has the higher score in any single ability of her choice. After a second round of study, a windrider familiar with that kind of creature can also determine whether each mount's score in that ability is average, above average, or below average for the species. After a third round of study, the windrider can tell how extreme that ability score is—that is, whether the modifier it generates is more than 4 points higher or lower than the average for that species. The appraise mount ability never produces a numerical rating; DMs must describe the windrider's findings.

**TABLE 5–20: THE WINDRIDER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Appraise mount, chosen mount, empathic link, mount proficiency 4 HD | 0 | – | – | – |
| 2nd | +2 | +3 | +0 | +3 | Mount assistance, mount feat 1 | 1 | – | – | – |
| 3rd | +3 | +3 | +1 | +3 | Bonus feat, mount healing | 1 | 0 | – | – |
| 4th | +4 | +4 | +1 | +4 | Mount proficiency 8 HD | 1 | 1 | – | – |
| 5th | +5 | +4 | +1 | +4 | Mount feat 2, mount friendship | 1 | 1 | 0 | – |
| 6th | +6 | +5 | +2 | +5 | Mount proficiency 12 HD | 1 | 1 | 1 | – |
| 7th | +7 | +5 | +2 | +5 | Bonus feat, mount link | 2 | 1 | 1 | 0 |
| 8th | +8 | +6 | +2 | +6 | Mount proficiency 16 HD | 2 | 1 | 1 | 1 |
| 9th | +9 | +6 | +3 | +6 | Mount feat 3, mount luck | 2 | 2 | 1 | 1 |
| 10th | +10 | +7 | +3 | +7 | Mount proficiency (all) | 2 | 2 | 2 | 1 |

**Chosen Mount:** The windrider may designate any one mount she has previously ridden as her chosen mount. This creature may not be a bonded companion (such as a familiar, paladin's mount, or animal companion) to anyone else at the time, and if its Intelligence score is 3 or higher, it must also agree to this relationship. The windrider can use any means desired to obtain this agreement—the Diplomacy skill, bribery, or even magical persuasion—but the creature must be willing.

The windrider must spend a minimum of three days training her chosen mount before any benefits accrue. Thereafter, the creature gains the advantages listed on Table 5–21 based on the windrider's level. The creature retains its own type and gains no abilities other than those listed, though it is considered a bonded companion for the *unbond* ability (see the blighter prestige class earlier in this chapter).

**TABLE 5–21: THE WINDRIDER'S MOUNT**

| Windrider Level | Bonus Hit Dice | Natural Armor Bonus | Strength Adjustment |
|---|---|---|---|
| 1–3 | +2 | +4 | +2 |
| 4–6 | +4 | +6 | +2 |
| 7–9 | +6 | +8 | +4 |
| 10 | +8 | +10 | +4 |

**Windrider Level:** The character's windrider levels only. If the mount suffers a level drain, treat the creature as the mount of a lower-level windrider.

**Bonus Hit Dice:** These are extra eight-sided (d8) Hit Dice, each of which provides a Constitution modifier, as normal. Remember that extra Hit Dice also improve the mount's base attack and base save bonuses.

**Natural Armor:** The amount by which the creature's natural armor bonus is increased.

**Strength Adjustment:** Add this figure to the mount's Strength score.

The windrider may have only one chosen mount at a time, and either party may sever this relationship at any time without penalty. Once it ends, the mount loses the benefits it gained according to Table 5–21. If the chosen mount is a paladin's warhorse, the rules in the Paladin's Mount sidebar in the *Player's Handbook* supersede those given here.

**Empathic Link (Su):** The windrider has an empathic link with her chosen mount. This ability works like the empathic link that a paladin has with her mount (see Paladin in Chapter 3 of the *Player's Handbook*).

**Mount Proficiency:** At 1st level, the windrider gains a +2 competence bonus on any check to avoid being unseated while riding her chosen mount. In addition, she can ride any mount with 4 Hit Dice or less at the full benefit of her Ride skill, suffering neither the –2 penalty for riding similar mounts nor the –5 penalty for riding dissimilar mounts. The Hit Dice of the mounts to which this latter benefit applies increase with windrider level: 8 Hit Dice at 4th level, 12 Hit Dice at 6th level, 16 Hit Dice at 8th level, and any mount at 10th level.

**Mount Assistance (Ex):** At 2nd level, the windrider can assist any mount she is riding in one of two ways per use of the ability. First, she can use the cooperation and aid another rules (Chapter 4 and Chapter 8 respectively of the *Player's Handbook*) to provide a +4 bonus



(double the usual amount) to her mount's Armor Class or on any single attack roll or any skill or ability check the mount attempts. Alternatively, she can provide her mount a +10 competence bonus to speed for 1 full round. Mount assistance is usable once per round and requires a standard action.

**Mount Feat:** At 2nd level, a windrider can grant her chosen mount one bonus feat from the Mount Feats list, below. This feat does not count against the creature's normal feat capacity, though it must still meet all prerequisites for it, as noted in the appropriate feat description in this book or Chapter 5 of the *Player's Handbook*. To grant a bonus feat, the windrider must spend one month training the mount. The windrider can bestow a second bonus feat on the same mount at 5th level, and a third at 9th level. These additional bonus feats require the same training time as the first. The windrider can train only one mount at a time.

**Bonus Feat:** At 3rd and again at 7th level, a windrider may take a bonus feat from the windrider bonus feats list below. This feat does not count against the windrider's normal feat capacity, though she must still meet all prerequisites for it, as noted in the appropriate feat description in this book or Chapter 5 of the *Player's Handbook*.

**Mount Healing (Ex):** At 3rd level, A windrider gains a +4 competence bonus on any Heal checks she makes on a creature of the same species as her current mount and a +2 bonus on any Heal checks made on other creatures capable of serving her as mounts (see sidebar).

**Mount Friendship:** At 5th level, the windrider gains a +4 circumstance bonus on Animal Empathy and Diplo-

**Table 5–22: Handle Animal DCs for Training Mounts**

| Creature Is . . . | Example | Task Counts as . . . | Handle Animal DC |
|---|---|---|---|
| Domestic animal of a kind typically used for riding | Horse | Teach an animal tasks | 15 |
| Domestic animal of a kind not typically used for riding | Dog | Teach an animal unusual tasks | 20 |
| Wild animal | Tiger | Train a wild animal | 20 + creature's HD |
| Beast | Tyrannosaurus | Train a beast | 25 + creature's HD |
| Any other creature of Intelligence 2 or lower* | Carrion crawler | Train a beast | 25 + creature's HD |

*Windrider only

macy checks when dealing with creatures of the same species as her current mount and a +2 bonus when dealing with any other creatures capable of serving her as mounts (see sidebar).

**Mount Link (Su):** At 7th level, the windrider can establish an empathic link (see above) with any mount that she rides for at least 1 hour, as long as its Intelligence score is at least 1. She can maintain only one such link at a time with a mount other than her chosen one.

**Mount Luck (Su):** At 9th level, the windrider can, as a free action, confer a luck bonus equivalent to her Charisma bonus on the saving throw of any mount within 60 feet with which she has an empathic link.

## Windrider Bonus Feats List

The following bonus feats are available to mounts and windriders.

*Mount Feats:* Alertness, Blind-Fight, Combat Reflexes, Dodge, Dragon's Toughness**, Dwarf's Toughness**, Endurance, Flyby Attack**, Giant's Toughness**, Great Fortitude, Hover**, Improved Critical*, Improved Flight**, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack**, Power Attack, Run, Snatch**, Toughness**, Weapon Finesse*, Weapon Focus*, Wingover**.

*Windrider Feats:* Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expertise, Improved Critical*, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Point Blank Shot, Power Attack, Quick Draw, Weapon Finesse*, Weapon Focus*.

*This feat may be taken more than once, but for a different kind of weapon each time.

**Described in Chapter 2 of this book.

## Windrider Spell List

Windriders choose their spells from the following list.

**1st Level**—*alarm, animal trick†, calm animals, detect poison, endure elements, know direction, remove fear, resistance, speak with animals.*

**2nd Level**—*bottle of smoke†, delay poison, endurance, resist elements, magic fang, mage armor, nature's favor†, protection from arrows, shield other.*

**3rd Level**—*heal mount, neutralize poison, pass without trace, phantom steed, protection from elements.*

**4th Level**—*freedom of movement, greater magic fang, greater magic weapon, repel vermin.*

†New spell described in Chapter 6 of this book.

## Ex-Windriders

A windrider who intentionally mistreats any mount she has ridden loses all windrider prestige class abilities, and her chosen mount immediately terminates that relationship. Until she atones (see the *atonement* spell description in the *Player's Handbook*), creatures of the same species as her last chosen mount treat her with enmity, which manifests as a –4 racial penalty on interactions with creatures of the same species as that mount and a –2 racial penalty on interactions with any other creature capable of serving her as a mount.

## What's a Mount?

You can't just hop on and ride any creature, even if you have the Ride skill for that creature type. A mount must have all the following characteristics.

- Be able and willing to carry its rider in a typical fashion. (A camel trained with the Handle Animal skill to bear a rider is able and willing. A tiger might be able but not willing. A giant might be willing but not truly able. An intelligent creature whose alignment differs significantly from yours is unlikely to be willing.)
- Be at least one size category larger than you. Also, a flying mount can carry no more than its maximum light load aloft. (This is a change from the *Monster Manual*, which says that a flying creature's carrying capacity is equal to its medium load limit.)
- Have a CR no higher than your character level –3. If the mount can fly, its CR can be no higher than your character level –4.

Any animal or beast can be trained to bear a rider with the Handle Animal skill, as described in the appropriate skill description in the *Player's Handbook*. In addition, the windrider can use this skill to train a creature of any other type that has an Intelligence score of 2 or below to bear a rider. The category of the task and its Handle Animal DC are as given on Table 5–22.

Any creature not of the animal type counts as a beast for this check, regardless of its actual type. Any of these forms of training requires two months, as noted in the skill description.

Any creature with an Intelligence score of 3 or higher needs no Handle Animal check to learn how to bear a rider. If it is willing to serve as a mount, it can determine for itself how it must move to manage the additional weight, how to interpret its rider's directional commands, and so forth. It does, however, require at least one week of training with a rider before it can perform as a mount.

### Other Mount Feats

The DM might decide to make additional feats available to mounts. The feats given in the windrider class description are from the core books and this book. You might consider the following as well:

From *Sword and Fist*: Blindsight 5-foot Radius, Close Quarters Fighting, Dirty Fighting, Dual Strike, Improved Overrun, Power Lunge.

From *Defenders of the Faith:* Extra Smiting.

From *Song and Silence:* Dash, Fleet of Foot.

**Table 3–1: Level Adjustments**

| Race | Level Adjustment | Race | Level Adjustment |
|---|---|---|---|
| Aasimar | +1 | Githzerai | +2 |
| Bariaur | +1 | Spinagon | +4 |
| Canoloth | +5 | Tiefling | +1 |
| Githyanki | +2 | Uridezu | +5 |

**Creating Characters Using ECL:** Only let a player create a character of a nonstandard race when you would otherwise allow that player to create a higher-level standard character of equivalent power. Thus, a 1st-level tiefling sorcerer with an ECL of 2 could not enter the game until you would normally allow standard 2nd-level characters to enter the game.

**Advancing Characters Using ECL:** As a measure of a character's power, ECL is equivalent to character level. Normally, character level is the sum of all the characters' classes. Thus, a multiclass human 3rd-level sorcerer/4th-level rogue has a character level of 7. When next he goes up a level, he'll have a character level of 8; this requires 7,000 more XP, as shown on Table 3–2 in the *Player's Handbook*.

A character with an ECL due to a nonstandard race requires more XP to advance. For instance, a tiefling 3rd-level sorcerer/4th-level rogue has an ECL of 8 (+1 level adjustment for being a tiefling, +7 for the character level). To go up a level, the tiefling uses her ECL on the Character Level column on Table 3–2 in the *Player's Handbook*. The tiefling needs 8,000 more XP to advance to the next level (as she goes from ECL 8 to ECL 9).

**Table 3–2: ECL Experience Requirements**

| XP | ECL = Level (Normal) | ECL = Level +1 (Aasimar, Bariaur, Tiefling) | ECL = Level +2 (Githyanki, Githzerai) | ECL = Level +4 (Canoloth) | ECL = Level +5 (Uridezu) |
|---|---|---|---|---|---|
| 0 | 1st | — | — | — | — |
| 1,000 | 2nd | 1st | — | — | — |
| 3,000 | 3rd | 2nd | 1st | — | — |
| 6,000 | 4th | 3rd | 2nd | — | — |
| 10,000 | 5th | 4th | 3rd | 1st | — |
| 15,000 | 6th | 5th | 4th | 2nd | 1st |
| 21,000 | 7th | 6th | 5th | 3rd | 2nd |
| 28,000 | 8th | 7th | 6th | 4th | 3rd |
| 36,000 | 9th | 8th | 7th | 5th | 4th |
| 45,000 | 10th | 9th | 8th | 6th | 5th |
| 55,000 | 11th | 10th | 9th | 7th | 6th |
| 66,000 | 12th | 11th | 10th | 8th | 7th |
| 78,000 | 13th | 12th | 11th | 9th | 8th |
| 91,000 | 14th | 13th | 12th | 10th | 9th |
| 105,000 | 15th | 14th | 13th | 11th | 10th |
| 120,000 | 16th | 15th | 14th | 12th | 11th |
| 136,000 | 17th | 16th | 15th | 13th | 12th |
| 153,000 | 18th | 17th | 16th | 14th | 13th |
| 171,000 | 19th | 18th | 17th | 15th | 14th |
| 190,000 | 20th | 19th | 18th | 16th | 15th |
| 210,000 | — | 20th | 19th | 17th | 16th |
| 231,000 | — | — | 20th | 18th | 17th |
| 253,000 | — | — | — | 19th | 18th |
| 276,000 | — | — | — | 20th | 19th |
| 300,000 | — | — | — | — | 20th |

Essentially, the experience point requirement for a nonstandard character to reach the next level is different. Instead of needing character level × 1,000 XP to reach the next level, a nonstandard character needs ECL × 1,000. This adjustment is summarized on Table 3–2: ECL Experience Requirements.

# PRESTIGE CLASSES

With the right spell or portal, any character can make a career traveling from plane to plane. But characters who desire a closer connection to dimensions beyond the Material Plane might try to qualify for the divine agent, gatecrasher, planar champion, and planeshifter prestige classes.

## DIVINE AGENT

God's Strong Right Hand. The Goddess's Voice. Servant of the Greater Powers. The divine agent is a specially selected agent of her deity, and she acts in the service of that power or deity. Divine agents are unrestricted by dogma or hierarchy, other than their accountability to their immediate (and highest) superior.

Clerics and paladins make excellent divine agents, but the class is not limited to them. The deities have need for a variety of abilities and a variety of viewpoints. A divine agent is often sent across the planes by her deity to attend to a crucial or delicate matter. On such occasions, she is usually welcome to bring comrades along.

A low-level divine agent is often found on her native plane or the plane of her deity. As divine agents progress in level, they are more common on other planes, where they perform missions at the behest of their deity.

**Hit Dice:** d8.

### Requirements

To become a divine agent, the character must fulfill the following criteria:

**Base Attack Bonus:** +4.

**Skills:** Knowledge (religion) 7 ranks.

**Spells:** Able to cast 2nd-level divine spells.

**Special:** The divine agent must have made peaceful contact with her deity or its direct agents (sometimes other divine agents acting on the deity's behalf). Furthermore, a potential divine agent must have completed a specific task assigned by her deity in order to become a divine agent. Once the task is completed, the character can become a divine agent at any point thereafter.

After a character has embarked on this path (as a 1st-level divine agent), a divine agent cannot become the divine agent of another deity.

### Class Skills

The divine agent's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int). Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int),

Spot (Wis), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are features of the divine agent prestige class.

**Weapon and Armor Proficiency:** Divine agents are proficient with all simple weapons, and with all types of armor. Furthermore, a divine agent gains proficiency with her deity's favored weapon, if she does not already have it.

**Granted Domain:** A divine agent gains access to one domain chosen from among those her deity offers, and with it the granted power of that domain. Divine agents who were once clerics essentially gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish.

No matter what their prior class was, divine agents gain the granted power of the domain they choose. In cases where the granted ability relies on cleric levels or allows turning or rebuking, use the sum of a character's cleric and divine agent levels to determine the ability's effect.

**Contact (Su):** A divine agent of 2nd level or higher may be contacted mentally by her deity or its agents, usually to impart particular knowledge and orders to the divine agent. This contact only functions one way; the divine agent cannot initiate the contact, question the orders, or ask for clarifications. The nature of the contact depends on the deity: Dreams, ghostly visions, and illuminations from above are all possibilities. Contact from the deity rarely interrupts the divine agent's normal actions.

**Spells per Day:** A divine agent continues training in magic as well as gaining power from her deity. At 2nd, 4th, 6th, 8th, and 10th level, the divine agent gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of divine agent to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class before she became a divine agent, she must decide to which class she adds each level of divine agent for the purposes of determining spells per day when she adds the new level.

**Menacing Aura (Ex):** At 3rd level, a divine agent gains the ability to generate an intangible, invisible aura of menace that weakens hostile creatures within a 20-foot radius. Anyone about to attack the divine agent must attempt a Will save (DC = the divine agent's character level). Those who fail the saving throw suffer a –2 morale penalty on attacks, checks, and saves for one full day or until they successfully damage the divine agent generating the aura. A creature that made its initial save or damaged the divine agent is immune to that divine agent's aura for one day.

**Godly Gift:** At 3rd, 6th, and 9th levels, the deity bestows on the divine agent a gift. Each deity's gift



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**Table 3–3: The Divine Agent**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Granted domain | |
| 2nd | +1 | +0 | +0 | +3 | Contact | +1 spellcaster level |
| 3rd | +2 | +1 | +1 | +3 | Menacing aura, godly gift | |
| 4th | +3 | +1 | +1 | +4 | Altered appearance | +1 spellcaster level |
| 5th | +3 | +1 | +1 | +4 | *Commune*, *plane shift* to deity's plane | |
| 6th | +4 | +2 | +2 | +5 | Godly gift | +1 spellcaster level |
| 7th | +5 | +2 | +2 | +5 | *Plane shift* to any plane | |
| 8th | +6 | +3 | +3 | +6 | *Audience*, alignment shift | +1 spellcaster level |
| 9th | +6 | +3 | +3 | +6 | Mystic union, godly gift | |
| 10th | +7 | +3 | +3 | +7 | *Gate* | +1 spellcaster level |

varies, but it is usually the ability to use a spell from one of the divine agent's domains as a spell-like ability. The deity offers a spell of the divine agent's level or lower. In other words, a 3rd-level divine agent would gain one of her 1st-level, 2nd-level, or 3rd-level domain spells as a spell-like ability. The divine agent may use this ability once per day. The spell-like ability functions as a spell cast by a cleric of a level equal to the divine agent's character level.

**Altered Appearance (Ex):** At 4th level, a divine agent begins to show prominent physical modification to match the desires of her deity. For good-aligned deities, this often takes the form of golden skin, hair, or eyes. Divine agents of evil-aligned deities might gain horns, antlers, or a pointed tail. Neutral deities may provide a copper or silver tone to the skin, while nature deities may cause a greenish pallor and barklike hair. Elemental powers may alter their divine agents' appearance by giving a texture to the skin reflecting the element involved. All such alterations are permanent, though disguise or spells may hide them.

*Commune* **(Sp):** A divine agent of 5th level or higher can activate this spell-like ability (as the spell of the same name) once per week. This spell-like ability functions as a spell cast by a cleric of a level equal to the divine agent's character level.

*Plane Shift* **to Deity's Plane (Sp):** A divine agent of 5th level or higher may *plane shift* to her deity's home plane once per day, and from that plane to the divine agent's native plane. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

*Plane Shift* **to Any Plane (Sp):** Upon reaching 7th level, a divine agent may plane shift to any plane of existence, as per the spell, once per day. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

*Audience* **(Sp):** Up to twice per year a divine agent of 8th level or higher may request an audience with her deity, which functions as a double-duration *commune* spell allowing a number of questions equal to double the divine agent's character level.

**Alignment Shift:** If a divine agent is not the same alignment as her deity, then her alignment shifts to match it as soon as the divine agent reaches 8th level.

**Mystic Union:** At 9th level, a divine agent becomes a magical creature. She is treated as an outsider of the deity's home plane rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the divine agent gains damage reduction 20/+1. This damage reduction does not stack with other forms of damage reduction.

Despite this outsider status, a divine agent may still be brought back from the dead if slain.

*Gate* **(Sp):** A 10th-level divine agent can activate this spell-like ability (as the spell of the same name, except it only reaches the home plane of the divine agent's deity) once per day. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

### Fallen Divine Agents

Not all who follow a deity achieve that deity's goals. It is possible to be cast out from (or to walk out on) service to one's deity. The effects of being a fallen divine agent are as follows:

- The character loses all *commune*, *gate*, and *audience* abilities.
- The former divine agent retains her mystic union properties, altered appearance, and any godly gifts.
- Depending on the circumstances of the departure, the divine agent may or may not be hunted by agents of the deity in question.
- The divine agent class is forbidden to the character. Another deity will not sponsor a former divine agent.
- The divine agent may be reinstated by the deity only upon completing some great quest determined by the DM. Often the deity makes the entire process more difficult, just to test the devotion of the fallen divine agent.

## GATECRASHER

Gatecrashers see themselves as cosmic free agents, independent forces who can influence the natives of the planes and even the dynamic forces of magic itself. They are the tricksters of the multiverse, often testing the valiant, derailing the grasping, and deflating the egotistical. Their instinctive understanding of the nature of the universe allows them to perform actions that would otherwise be beyond them.

Gatecrashers see what they do as an art, not a science. The ability to choose the right moment to strike, the correct word to utter, the right rock to move, is more intuition than conscious thought. Gatecrashers can come from any class, although many learned the mischievous attitude of a gatecrasher when they were rogues or bards.

Gatecrashers can be found among other planar travelers, usually picking at the fabric of the universe and seeing what unravels.

**Hit Dice:** d6.

### Requirements

To become a gatecrasher, the character must fulfill the following criteria.

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +4.

**Skills:** Knowledge (the planes) 4 ranks, Use Magic Device 8 ranks.

**Special:** To qualify for the gatecrasher class, the character must have visited two planes of existence other than his native plane.

### Class Skills

The gatecrasher's class skills (and the key ability for each) are: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit

Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

### Class Features

All the following are features of the gatecrasher prestige class.

**Armor and Weapon Proficiency:** Gatecrashers are proficient with all simple weapons and with light armor (but not shields).

***Analyze Portal* (Sp):** A gatecrasher gains the ability to use *analyze portal* as a spell-like ability. He may do this once per gatecrasher level per day. This ability otherwise functions as the spell cast by a sorcerer of the gatecrasher's character level.

**Bonus Language:** A gatecrasher gains a free language commonly spoken on other planes. Such languages include Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, and Terran. The DM may expand this list to fit the cosmology of the campaign. Additional bonus languages are gained at 4th, 7th, and 10th levels.

**Comprehension:** Upon reaching 2nd level, a gatecrasher understands the basic conflicts of forces and energies and can use this instinctive understanding to assist certain skills. The gatecrasher gains a +2 insight bonus on Decipher Script and Use Magic Device checks. The gatecrasher also gains a +2 insight bonus when searching for or disabling magic traps.

**Open Portal (Su):** At 3rd level, a gatecrasher's understanding of planar forces extends to the workings of magic portals, such that he may force them open without the correct device, spell, or key. The gatecrasher makes an Open Lock check using his Intelligence modifier instead of his Dexterity modifier. Portals typically have the following DCs:

| Portal | DC |
|---|---|
| Typical keyed portal | 30 |
| Portal sealed by *seal portal* spell | 20 + caster's level |
| Portal created by deity | 50 |

Opening a portal takes 1 round of work and a successful check. It is a full-round action. The portal remains open for 1d4+1 rounds afterward.

**Summon Spell Dampening (Su):** Gatecrashers often aggravate demons and devils by inhibiting their ability to summon reinforcements. Three times per day, a gatecrasher of 4th level or higher can create a dampening field that extends 100 feet in every direction. Summoning and calling spells and spell-like abilities are suppressed within this radius, though creatures summoned outside the dampening field can enter it normally. The dampening field lasts 10 rounds. Creatures summoned or called before the gatecrasher creates the dampening field are unaffected.

**Silver Tongue (Ex):** A gatecrasher of 5th level or higher can deal with a variety of creatures and characters, gaining a +2 insight bonus on Bluff,



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**Table 3–4: The Gatecrasher**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | *Analyze portal*, bonus language |
| 2nd | +1 | +0 | +3 | +3 | Comprehension |
| 3rd | +2 | +1 | +3 | +3 | Open portal |
| 4th | +3 | +1 | +4 | +4 | Summon spell dampening, bonus language |
| 5th | +3 | +1 | +4 | +4 | Silver tongue |
| 6th | +4 | +2 | +5 | +5 | Planar survival |
| 7th | +5 | +2 | +5 | +5 | Bonus language, damage reduction 5/+1 |
| 8th | +6 | +2 | +6 | +6 | Scramble portal |
| 9th | +6 | +3 | +6 | +6 | *Plane shift* |
| 10th | +7 | +3 | +7 | +7 | Bonus language, planar dampening |

Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

**Planar Survival (Ex):** At 6th level, a gatecrasher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The gatecrasher is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him. Because this extraordinary ability is the result of attuning himself to a particular plane, the gatecrasher remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

**Damage Reduction:** A gatecrasher of 7th level or higher has damage reduction 5/+1. This means that the character ignores (instantly regenerates) the first 5 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on). This ability does not stack with other damage reduction abilities.

*Scramble Portal* **(Sp):** At 8th level, a gatecrasher gains the ability to scramble a portal (as the *scramble portal* spell cast by a sorcerer of the gatecrasher's level). This ability is usable three times a day.

*Plane Shift* **(Sp):** At 9th level, a gatecrasher may move from plane to plane once per day as a spell-like ability. This functions as the *plane shift* spell cast by a 15th-level sorcerer.

*Planar Dampening* **(Sp):** A 10th-level gatecrasher can emit a field that suppresses spells and spell-like abilities within a 30-foot radius that access other planes. Existing spells and spell-like abilities are unaffected; a gatecrasher can't end a foe's *astral projection* just by moving nearby. But spells cast after the gatecrasher emits the planar dampening field are affected: An opponent within 30 feet couldn't escape the gatecrasher with a *dimension door* spell or get reinforcements with a *summon monster* spell, for example.

The gatecrasher can activate *planar dampening* three times per day. It lasts for 10 rounds.

The gatecrasher's *planar dampening* ability affects the following spells and spell-like abilities: *astral projection, banishment, blink, commune, contact other plane, dimension door, dismissal, ethereal jaunt, etherealness, gate, interplanar message, Leomund's secret chest, make manifest, mass manifest, maze, Mordenkainen's magnificent mansion, plane shift, reality maelstrom, rope trick, teleport, teleportation circle, teleport without error,* and *vanish.*

Furthermore, summoning and calling spells can only reach creatures from the same plane, and spells from the shadow subschool only work on the Plane of Shadow. The banishment effects of *blasphemy, dictum, holy word,* and *word of chaos* are suppressed, although the spells otherwise function normally.

## PLANAR CHAMPION

Warrior of a hundred worlds. Mercenary captain of the Blood Wars. Sword of celestial vengeance. The planar champion moves between the planes, always driven to battle. She may be driven by a quest for justice or a thirst for blood, but she is feared throughout the known universes for her prowess.

All planar champions were renowned for their martial prowess before they entered the prestige class, so those classes skilled with weapons gravitate to this class. They specialize in fighting the natives of particular planes, learning as much as they can about their foes in order to defeat them.

Nonplayer character (NPC) planar champions are battling, recovering from a battle, or preparing for the next one. They often travel from plane to plane on missions that further their larger crusade.

**Hit Dice:** d10.

### Requirements

To become a planar champion, the character must fulfill all the following criteria:

**Base Attack Bonus:** +6.

**Skills:** Knowledge (the planes) 4 ranks.

**Feats:** Weapon Specialization.

**Special Requirements:** The planar champion must have visited at least two planes other than her native plane before taking this prestige class. The champion does not need to have been the instigator of these travels.

### Class Skills

The planar champion's class skills (and the key ability for each) are: Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are features of the planar champion prestige class.

**Weapons and Armor Proficiency:** Planar champions are proficient with all simple and martial weapons, with all types of armor, and with shields.

**Favored Plane:** The planar champion has studied the natives of a particular plane extensively. She gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against a native of that plane. Likewise, the planar champion gets the same bonus on weapon damage rolls against creatures native to the favored plane. The planar champion only gets the damage bonus with ranged weapons if the target is within 30 feet. The

damage bonus does not apply to creatures immune to critical hits.

The champion chooses only one favored plane, and even identical creatures from other planes are not affected. For example if a planar champion chooses the Nine Hells as her favored plane, she would gain the bonus against devils native to that plane, but not devils from the adjacent plane of Acheron.

The planar champion's studies help in noncombat settings as well. The planar champion gets a +1 bonus on Diplomacy and Gather Information checks when interacting with natives of the favored plane. Intuit Direction checks get a +1 bonus when performed on the favored plane.

The planar champion gains a second favored plane when reaching 5th level and a third favored plane when reaching 10th level. When gaining a new favored plane, the bonuses for previous favored planes increase by +1. For example, a 5th-level planar champion could choose Acheron as a new favored plane, earning a +1 bonus against its natives, and her bonus against natives of the Nine Hells would increase to +2. The planar champion may not choose her native plane as a favored plane.

The bonuses from this ability stack with the ranger's favored enemy ability. A ranger/planar champion with a favored enemy of devils and a favored plane of the Nine Hells adds both bonuses together when fighting a devil native to the Nine Hells.

**See Invisibility (Su):** Upon reaching 2nd level, a planar champion has the ability to see invisibility at will, as per the spell cast by a 5th-level sorcerer. This ability allows her to see (but not affect) ethereal creatures.

**Attack Ethereal (Su):** A planar champion of 3rd level or higher can transform her weapon into a material force effect at will, enabling her to attack creatures on the Ethereal Plane. The planar champion begins and ends this ability as a free action, but must use it on a melee weapon she has Weapon Specialization in. If the planar champion is wielding a magic weapon, this ability also eliminates the 50% miss chance when attacking an incorporeal foe.

**Planar Survival (Ex):** At 4th level, a planar champion becomes attuned to the nature of the planes she visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planar champion is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect her. Because this extraordinary ability is the result of attuning herself to a particular plane, the planar champion remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect her normally.

***Ethereal Jaunt* (Sp):** A planar champion of 6th level or higher may step onto the Ethereal Plane three times per day. This functions as the *ethereal jaunt* spell cast by a 13th-level sorcerer.

***Rip Portal* (Sp):** Once per day, a planar champion of 7th level or higher can rip a portal through the Astral Plane



Illus. by M. Carvotta

**TABLE 3–5: THE PLANAR CHAMPION**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Favored plane |
| 2nd | +2 | +3 | +3 | +0 | See invisibility |
| 3rd | +3 | +3 | +3 | +1 | Attack ethereal |
| 4th | +4 | +4 | +4 | +1 | Planar survival |
| 5th | +5 | +4 | +4 | +1 | Favored plane |
| 6th | +6 | +5 | +5 | +2 | *Ethereal jaunt* |
| 7th | +7 | +5 | +5 | +2 | *Rip portal* |
| 8th | +8 | +6 | +6 | +2 | *Sunder portal* |
| 9th | +9 | +6 | +6 | +3 | Damage reduction 20/+1 |
| 10th | +10 | +7 | +7 | +3 | Favored plane |

to another plane of existence. By tearing a hole in the fabric of the plane she's on, the champion may open a portal onto the Astral Plane or any plane that the Astral Plane touches that the champion has visited before. As per the *plane shift* spell, the planar champion has no control over the precise destination on whatever plane she rips a portal to. The portal appears as a ragged hole in space adjacent to the planar champion and lasts for 1d4+1 rounds before healing over.

*Sunder Portal* **(Sp):** Once per day, a planar champion of 8th level or higher has the ability to seal a dimensional gate or portal by severing the connection to the destination. She may do with a successful level check (DC 5 + the caster level of the gate or portal). The *gate* spell is destroyed as if dispelled, while portals are suppressed for 1d6 days.

**Damage Reduction (Su):** At 9th level, a planar champion gains damage reduction 20/+1. This means that the character ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on). This ability does not stack with other damage reduction abilities.

## PLANESHIFTER

The planeshifter is a magical scholar and expert in planar travel, and through arcane research develops not only the ability to sense planar portals, but also the ability to create his own demiplane. (Being around long enough to use it is another matter.)

Wizards and sorcerers, steeped in their arcane knowledge, make the best planeshifters, and some degree of arcane spellcasting ability is required to join their numbers. They form loose organizations with titles such as the Eternal Book or the Study Group of Planar Entities. These organizations are more like fraternal organizations than guilds or power groups, and they seem to appear (and disappear) with great frequency.

NPC planeshifters are rarely in the same place for long. They're always going to see some new planar sight or phenomenon. They sometimes hire adventurers as bodyguards, assistants, or troubleshooters.

**Hit Dice:** d4.

### Requirements

To become a planeshifter, a character must fulfill the following criteria.

**Skills:** Concentration 10 ranks, Knowledge (the planes) 4 ranks, Spellcraft 10 ranks.

**Feats:** Craft Wondrous Item.

**Spells:** Able to cast 5th-level arcane spells.

**Special:** Must have visited an Inner or Outer Plane before taking this prestige class.

### Class Skills

The planeshifter's class skills (and the key ability for each) are: Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the planeshifter prestige class.

**Weapon and Armor Proficiency:** Planeshifters gain no proficiency with any weapon or armor.

*Plane Shift* **(Sp):** A planeshifter has the ability to plane shift (as the spell cast by a sorcerer of his character level) once per day. At 8th level, the planeshifter can use this ability at will.

**Spells per Day:** A planeshifter continues training in magic as well as gaining power in the planes. Thus, when a new level is gained (except for 1st, 5th, and 9th), the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of planeshifter to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one arcane spellcasting class before he became a planeshifter, he must decide to which class he adds each level of planeshifter for the purposes of determining spells per day when he adds the new level.

*Analyze Portal* **(Sp):** At 2nd level, a planeshifter gains the ability to use *analyze portal* as a spell-like ability. He may do this once per planeshifter level per day. This ability otherwise functions as the spell cast by a sorcerer of a level equal to the planeshifter's highest caster level.

**Planar Survival (Ex):** A planeshifter of 3rd level or higher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planeshifter is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him. Because this extraordinary ability is the result of attuning himself to a particular plane, the planeshifter remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

**Morphic Stability (Ex):** At 4th level, a planeshifter gains the ability to impose his will on his surroundings

to a limited extent. On planes with the highly morphic trait (such as Limbo in the D&D cosmology) or the magically morphic trait (such as the Plane of Shadow), the terrain stabilizes around the planeshifter. The planeshifter automatically calms the terrain within a radius of 30 feet per planeshifter level. This area moves with the planeshifter and is centered on him. Permanent structures within the plane are unaffected, and the terrain can still be changed through normal activity.

**Grant Planar Survival (Su):** A planeshifter of 5th level or higher can extend the planar survival ability by touch to a number of others equal to his planeshifter level. Once granted, the survival ability lasts for 24 hours. Should the planeshifter's companions wind up on a different plane than the planeshifter, their protection fades immediately.

**Control Planar Flux (Su):** At 6th level, a planeshifter gains an intuitive understanding of how creatures interact with the planes they're on, and he can exploit small changes in the barriers between planes. The planeshifter's caster level is considered four levels higher when casting *dimensional anchor* and *dismissal* spells.

**Telepathy (Su):** A planeshifter of 7th level or higher can communicate telepathically with any creature within 100 feet that can speak a language.



Illus. by A. Swekel

*Planar Area Swap* **(Sp):** At 9th level, a planeshifter gains the ability to move sections of the landscape from one plane to another. A spherical area of up to a 100-foot radius per planeshifter level, centered on the planeshifter, may be so moved. Any unwilling individuals within the sphere can make a Will saving throw (DC 20) to negate the swap completely.

As with the *plane shift* spell, fine control of the destination is impossible.

When the fragment is brought onto the new plane, the traits of the new plane apply themselves within 1d4 rounds. A part of the Elemental Plane of Fire brought onto the Material Plane burns briefly (1d4 rounds), for example, then dissipates.

Because it's a swap, an equal area of the destination plane appears in the plane of origination. The plane of origination applies its planar traits to the new area in 1d4 rounds. The swapped areas switch back in a number of days equal to 10 + planeshifter level.

**Demiplane Seed:** The demiplane seed is a small pocket dimension grown by a planeshifter who has reached 10th level. This pocket dimension is often used as a base of operation. A planeshifter can own only one demiplane at a time, and cannot construct a new one unless all portals to the old one are

**TABLE 3–6: THE PLANESHIFTER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | *Plane shift* 1/day | |
| 2nd | +1 | +3 | +0 | +0 | *Analyze portal* | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +1 | Planar survival | +1 level of existing class |
| 4th | +2 | +4 | +1 | +1 | Morphic stability | +1 level of existing class |
| 5th | +2 | +4 | +1 | +1 | Grant planar survival | |
| 6th | +3 | +5 | +2 | +2 | Control planar flux | +1 level of existing class |
| 7th | +3 | +5 | +2 | +2 | Telepathy | +1 level of existing class |
| 8th | +4 | +6 | +2 | +2 | *Plane shift* at will | +1 level of existing class |
| 9th | +4 | +6 | +3 | +3 | *Planar area swap* | |
| 10th | +5 | +7 | +3 | +3 | Demiplane seed | +1 level of existing class |

destroyed. The planeshifter must have a single flawless gemstone of at least 1,000 gp value and work on the demiplane for 100 consecutive days, for 8 hours per day.

Upon completion of the work, the seed opens into a minuscule spherical demiplane, 1 foot in radius. It grows quickly, gaining 1 foot in radius per day up to a maximum radius of 10 feet × the planeshifter's highest caster level. After reaching that size, the demiplane continues to grow slowly, gaining 2 feet of radius per year. If its creator perishes, the demiplane stops growing.

The planeshifter's demiplane has the following planar traits: normal time, alterable, and normal magic. At creation, the planeshifter can set whatever gravity trait, elemental traits, and alignment traits he likes, and can choose whether the plane is finite or self-contained. While the demiplane isn't morphic, the planeshifter has total control over the landscape at the moment of creation, so he can decide whether it will be a foreboding, mountainous wasteland or a bucolic forest. The terrain set at creation extends itself as the demiplane grows. While it's not possible to fit jagged peaks into a 1-foot sphere, cliffs and summits appears as the demiplane grows.

The demiplane grown from the seed is unfurnished, so the planeshifter must provide what construction is necessary. It has a single portal entry, which the planeshifter may control for access. Demiplanes are often used as hiding places, research labs, and prisons for particular beasts.

## MAGIC ON THE PLANES

A number of spells affect or use planes beyond the Material Plane. What follows is a summary of spells that have a planar aspect. If you wish to modify or eliminate particular planes, you may wish to change or remove these spells from play as well.

Spells marked with an asterisk (*) are new spells described in this chapter.

Spells marked with (F) are spells that use force effects, so they affect the Ethereal Plane in addition to the Material Plane. If you choose not to use the Ethereal Plane in your campaign, they are still useful.

You can have spells that create elements without having elemental planes in your cosmology. Similarly, you can have spells that use negative or positive energy without requiring energy planes, and spells that affect alignments without having specific planes for those alignments.

### ASTRAL PLANE SPELLS

*Astral projection*
*Dimensional anchor*
*Dimension door*
*Interplanar message**
*Summon monster* spells (I–IX)
*Teleport*
*Teleportation circle*
*Teleport without error*
*Vanish*
*Zone of respite**

### ETHEREAL PLANE SPELLS

*Blink, chamber**
*Dimensional anchor*
*Ethereal jaunt*
*Etherealness*
*Explosive runes* (F)
*Forcecage* (F)
*Invisibility purge*
*Leomund's secret chest*
*Leomund's tiny hut* (F)
*Mage armor* (F)
*Magic missile* (F)
*Make manifest**
*Mass manifest**
*Maze* (F)
*Mordenkainen's sword* (F)
*Otiluke's resilient sphere* (F)
*Otiluke's telekinetic sphere* (F)
*See invisibility*
*Sepia snake sigil* (F)
*Shield* (F)
*Spiritual weapon* (F)
*Tenser's floating disk* (F)
*True seeing*
*Vanish*
*Wall of force* (F)
*Zone of respite**
*Zone of revelation**

### PLANE OF SHADOW SPELLS

*Dimensional anchor*
*Greater shadow conjuration*
*Greater shadow evocation*
*Shades*
*Shadow conjuration*
*Shadow evocation*
*Shadow walk*
*Summon monster* (I–IX)
*Zone of respite**

### ELEMENTAL PLANE SPELLS

*Avoid planar effects**
*Elemental swarm*
*Elemental body**
*Safety**
*Summon monster* (I–IX)

### SPELLS THAT AFFECT EXTRAPLANAR CREATURES

*Banishment*
*Blasphemy*
*Dictum*
*Dismissal*
*Forbiddance*
*Greater planar ally*

Height and Weight, page 93 of the *Player's Handbook*. However, elves in Faerûn are tall and thin, so all elves except drow use the human height and the half-elven weight, subtracting 10 pounds from the actual weight. Half-elves use the human height and half-elven weight entries. Drow use the elven height and weight entries. The emaciated gray dwarves use the dwarf entries but subtract 30 pounds from their weight result. Aasimars and tieflings use standard human height and weight, and the genasi use that as a base, although air genasi tend to be lighter, earth genasi heavier, fire genasi taller, and water genasi shorter.

# prestige classes

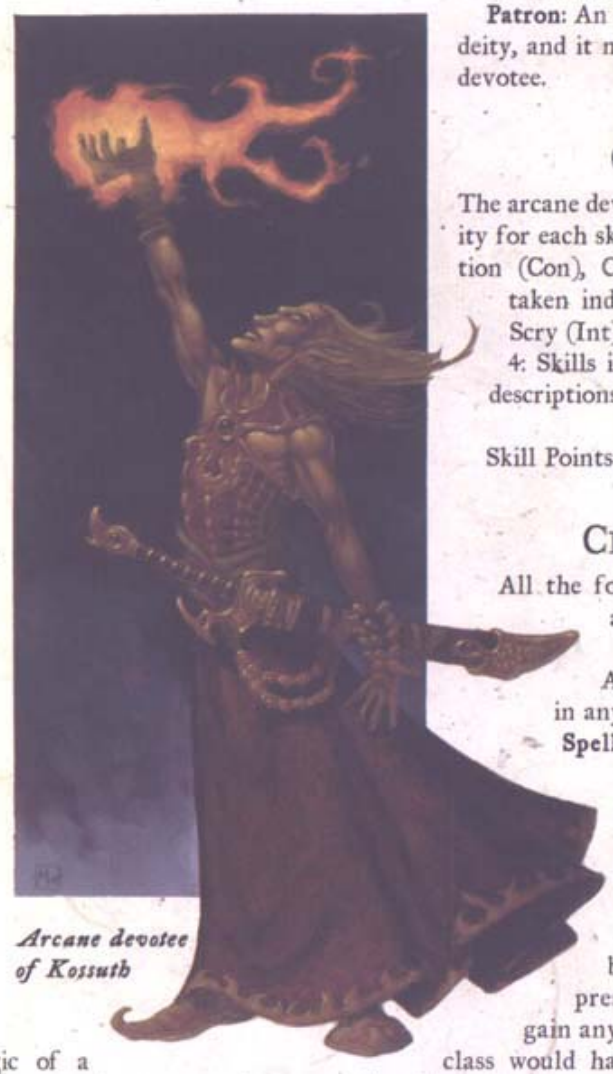
Faerûn is home to dozens of secret organizations and elite orders, hundreds of unique adventurers and anointed champions, and thousands of opportunities. A mage might begin her career as a straightforward wizard, but as she gains power and experience, choices confront her. Should she follow the path of the archmage, or plunge into the secret studies of the Red Wizards? Should she seek knowledge in the dark arts of the Shadow Weave, risking life and sanity in pursuit of power, or should she strengthen her ties to her patron deity and serve her chosen church as an arcane devotee?

Characters of any class face similar choices. Many of the most powerful and successful adventurers of Faerûn eventually become embroiled in the struggle of light and dark, assuming the responsibility and the privileges of these unique character classes.

Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance).

## Arcane Devotee

Every major faith numbers sorcerers and wizards among its fervent followers. While some wizards ally themselves with churches close to their own beliefs out of caution and convenience, others are devout representatives of their faith and willingly subordinate their own causes to those of their patron deity, becoming arcane devotees.



*Arcane devotee of Kossuth*

Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following. They provide much of the magical firepower of their faith and collaborate with the church's clerics in the creation of magic items requiring both arcane and divine spells. Arcane devotees provide support for the church's armies in time of war, divine the intentions of the enemies of the faith, and often take the front line to decimate enemy troops or destroy spellcasters of rival faiths.

Naturally, arcane devotees are always arcane spellcasters. Sorcerers and wizards are the most common type, but some music-oriented deities tend to have more bard devotees, and a rare few of the more evil deities have been known to have assassin devotees that focus on cruel and terrible forms of death magic.

**Hit Die:** d4.

### Requirements

To qualify to become a arcane devotee (Dev) of a particular deity, a character must fulfill all the following criteria.

**Spellcasting:** Ability to cast 4th-level arcane spells.

**Skills:** Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

**Feats:** Enlarge Spell.

**Patron:** An arcane devotee must have a patron deity, and it must be the deity of which she is a devotee.

### Class Skills

The arcane devotee's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the arcane devotee prestige class.

**Weapon and Armor Proficiency:** Arcane devotees gain no proficiency in any weapon or armor.

**Spells per Day:** An arcane devotee's training focuses on arcane spells. Thus, when a new arcane devotee level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an arcane devotee, he must decide to which class he adds each level of arcane devotee for the purpose of determining spells per day.

Table 1–7: The Arcane Devotee

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Enlarge Spell | +1 level of existing arcane spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | Sacred defense +1, alignment focus | +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 | Sacred defense +2 | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | Divine shroud | +1 level of existing arcane spellcasting class |

**Enlarge Spell**: The arcane devotee may cast a spell as if it were under the effects of the Enlarge Spell feat. He does not need to prepare this spell in advance, and it does not increase the casting time or use a higher spell slot. This ability can be used a number of times per day equal to 1 + the arcane devotee's Charisma bonus (minimum of once per day).

**Sacred Defense**: Add this value (+1 at 2nd level, +2 at 4th level) to the arcane devotee's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

**Alignment Focus**: A 2nd-level arcane devotee chooses one component of his deity's alignment. He now casts spells of that alignment at +1 caster level. If his deity is neutral, he chooses one component of his alignment for this focus. If the arcane devotee and his deity are neutral, the character chooses chaos, evil, good, or law for his focus.

**Bonus Feat**: At 3rd level, an arcane devotee can choose any one item creation feat or any feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, Magical Artisan, or Shadow Weave Magic (devotees of Shar only).

**Divine Shroud (Su)**: Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against enemy spells. The shroud is of a color appropriate to the arcane devotee's patron's alignment: constant blue for law, shimmering white for good, wavering black for evil, or flickering yellow for chaos. The shroud grants spell resistance of 12 + the character's caster level as if he were under the effects of a *spell resistance* spell. This ability can be invoked as a free action and lasts a number of rounds equal to the arcane devotee's Charisma bonus + 5.

# Archmage

The highest art is magic—often referred to as *the* Art. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.

**Hit Die**: d4.



*Archmage Perendra Raslemtar of Tethyr*

## Requirements

To qualify to become an archmage (Acm), a character must fulfill all the following criteria.

**Spellcasting**: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

**Skills**: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

**Feats**: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

## Class Skills

The archmage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the archmage prestige class.

**Weapon and Armor Proficiency**: Archmages gain no proficiency in any weapon or armor.

**Spells per Day**: When a new archmage level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of archmage to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

**High Arcana**: The archmage learns secret lore unknown to lesser wizards and sorcerers. She gains the ability to select a special ability from among the following by permanently eliminating one spell slot. For example, a 15th-level wizard normally can cast two 7th-level spells per day (not counting bonus spells for specialization or high Intelligence). A Wiz13/Acm2 who chooses the arcane reach ability forfeits one 7th-level spell, and so can only cast one 7th-level spell per day, not counting bonus spells.

The archmage may choose to eliminate a spell slot of a higher level than that required to acquire the high arcana in question, if she so desires.

*Arcane Fire* (Su): The archmage gains the ability to channel arcane spell energy into arcane fire, manifesting as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) and deals 1d6 points of damage per level of archmage plus 1d6 points of damage per level of the spell channeled to create the effect. Therefore, a 5th-level archmage that channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits. This ability costs one 9th-level spell slot.

*Arcane Reach:* The archmage can use touch spells on targets up to 30 feet away. If the spell requires a touch attack (melee or ranged), the archmage must make a ranged touch attack. If selected

Table 1–8: The Archmage

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | High arcana | +1 level of existing arcane spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | High arcana | +1 level of existing arcane spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | High arcana | +1 level of existing arcane spellcasting class |
| 4th | +2 | +1 | +1 | +4 | High arcana | +1 level of existing arcane spellcasting class |
| 5th | +2 | +1 | +1 | +4 | High arcana | +1 level of existing arcane spellcasting class |

a second time as a special ability, the range increases to 60 feet. This ability costs one 7th-level spell slot.

*Mastery of Counterspelling:* When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning* (for example, if it is an area or effect spell), then it is merely counterspelled. This ability costs one 7th-level spell slot.

*Mastery of Elements:* The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally does. For example, an archmage could cast a *fireball* that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic descriptors. The spell's casting time is unaffected. The caster decides whether or not to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

*Mastery of Shaping:* The archmage can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, the archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable (S) spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

*Spell Power +1:* This ability increases the DC for saving throws against the archmage's arcane spells and caster level checks for her arcane spells to overcome spell resistance by +1. This ability can only be selected once, and stacks with spell power +2 and spell power +3, as well as spell power effects from other sources, such as from the Red Wizard prestige class. This ability costs one 5th-level spell slot.

*Spell Power +2:* As spell power +1, except the increase is +2 instead of +1. This ability can only be selected once, and stacks with spell power +1 and spell power +3, as well as spell power effects from other sources. This ability costs one 7th-level spell slot.

*Spell Power +3:* As spell power +1, except the increase is +3 instead of +1. This ability can only be selected once, and stacks with spell power +1, spell power +2, as well as spell power effects from other sources. This ability costs one 9th-level spell slot.

*Spell-Like Ability:* The archmage can use one of her arcane spell slots (other than the slot expended to learn this high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, the archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or a maximized *lightning bolt* into a 6th-level spell-like ability.

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to cast it four times per day, and a slot six levels higher lets her cast it six times per day. For example, Hezark (Wiz15/Acm2) is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day. She forfeits a 5th-level spell slot to master the ability.

If selected more than one time as a special ability, this can apply to the same spell or to a different spell.



*Lady Jeryth Phaulkon of Waterdeep, divine champion of Mielikki*

# Divine champion

Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposed faiths. For deities that do not count paladins among their followers, divine champions fill the role of the church-sponsored warrior.

Most divine champions come from a combat or military background. Barbarians, fighters, monks, paladins, and rangers are the most common divine champions, but some of the more militant clerics and druids decide to become divine champions. Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are particularly devout and skilled in warfare.

**Hit Die:** d10.

## Requirements

To qualify to become a divine champion (Chm) of a particular deity, a character must fulfill all the following criteria.

**Base Attack Bonus:** +7.

Table 1–9: The Divine Champion

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Lay on hands |
| 2nd | +2 | +3 | +3 | +0 | Fighter feat, sacred defense +1 |
| 3rd | +3 | +3 | +3 | +1 | Smite infidel |
| 4th | +4 | +4 | +4 | +1 | Fighter feat, sacred defense +2 |
| 5th | +5 | +4 | +4 | +1 | Divine wrath |

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

**Feats**: Weapon Focus in the deity's favored weapon.

**Patron**: A divine champion must have a patron deity, and it must be the deity of which she is a champion.

## Class Skills

The divine champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the divine champion prestige class.

**Weapon and Armor Proficiency**: A divine champion is proficient with all simple and martial weapons, light armor, medium armor, and shields.

***Lay on Hands* (Sp)**: As a defender of the faith, a divine champion may lay on hands to heal herself or another creature following the same patron deity as himself. The ability works like a paladin's ability to lay on hands, except the divine champion may heal 1 point of damage per divine champion level plus her Charisma bonus. If the divine champion is a paladin, she can combine this healing with her paladin class's lay on hands ability.

**Fighter Feat**: At 2nd level and again at 4th level, a divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list on page 37 of the *Player's Handbook* or any feat with the [Fighter] designator in this chapter.

**Sacred Defense**: Add this value (+1 at 2nd level, +2 at 4th level) to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

**Smite Infidel (Su)**: Once per day, a divine champion may attempt to smite a creature with a different patron deity (or no patron deity at all) with one normal melee attack. She adds her Charisma bonus to the attack and roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day. If the divine champion is also a paladin, she may use smite evil and this ability separately or combine them into a single strike if the target is evil and of a different faith.

**Divine Wrath (Su)**: The divine champion channels a portion of her patron's power into wrath, giving her a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma bonus. During this time, the divine champion also has damage reduction 5/—. This ability can be used once per day and is invoked as a free action.

# Divine Disciple

The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants. They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron. Eventually they transcend their mortal nature and embody the divine on the face of Toril.

Divine disciples are always divine spellcasters. Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Bane have been known to elevate blackguards as divine disciples in the ranks of their dark faiths.

**Hit Die**: d8.




*Divine disciple of Velsharoon*

## Requirements

To qualify to become a divine disciple (Dis) of a particular deity, a character must fulfill all the following criteria.

**Spellcasting**: Ability to cast 4th-level divine spells.

**Skills**: Diplomacy 5 ranks, Knowledge (religion) 8 ranks.

**Patron**: A divine disciple must have a patron deity, and it must be the deity of which she is a divine disciple.

## Class Skills

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the divine disciple prestige class.

Table 1–10: The Divine Disciple

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | New domain, divine emissary | +1 level of existing divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Sacred defense +1 | +1 level of existing divine spellcasting class |
| 3rd | +1 | +3 | +1 | +3 | Imbue with spell ability | +1 level of existing divine spellcasting class |
| 4th | +2 | +4 | +1 | +4 | Sacred defense +2 | +1 level of existing divine spellcasting class |
| 5th | +2 | +4 | +1 | +4 | Transcendence | +1 level of existing divine spellcasting class |

**Weapon and Armor Proficiency:** Divine disciples gain no proficiency in any weapon or armor.

**Spells per Day:** A divine disciple's training focuses on divine spells. Thus, when a new disciple level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before she became a divine disciple, she must decide to which class she adds each level of divine disciple for the purpose of determining spells per day.

**New Domain:** The divine disciple may choose a new domain from her deity's available domains. The divine disciple receives the domain's granted power and may choose the domain's spells as domain spells. (The disciple now has three choices each level for domain spells instead of two.)

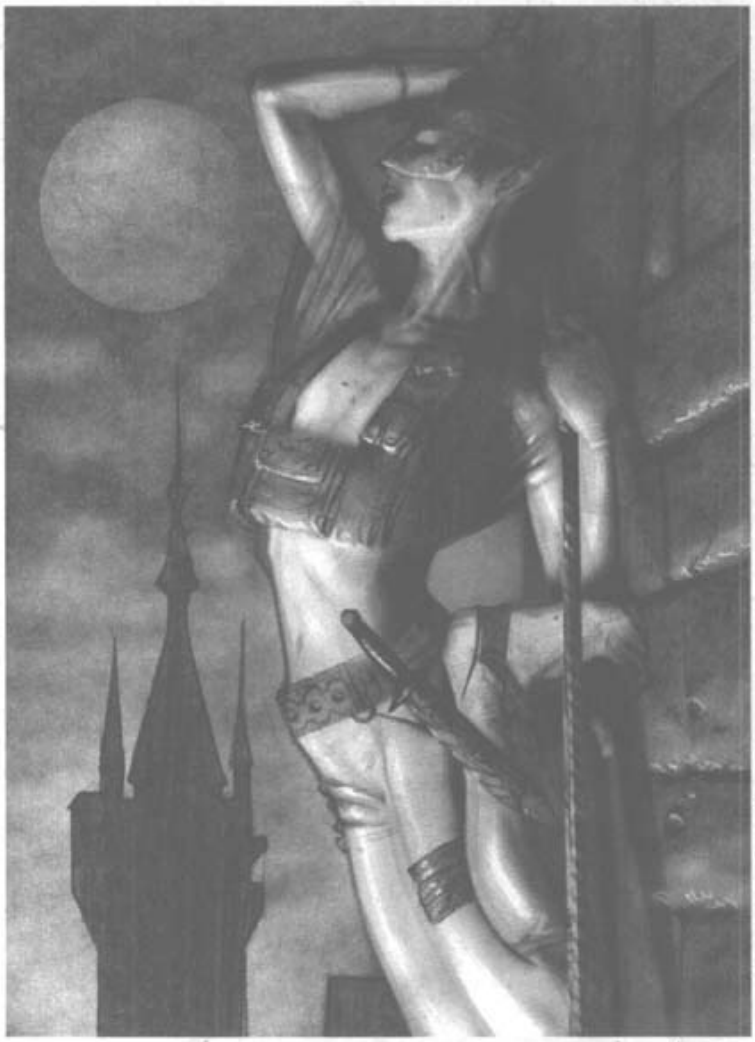
**Divine Emissary:** Divine disciples can telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's deity or has the same alignment as the disciple.

**Sacred Defense:** Add this value (+1 at 2nd level, +2 at 4th level) to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

***Imbue With Spell Ability* (Sp):** As the spell, except a divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability. (She transfers currently prepared spells to her targets on a one-for-one basis without having to use a spell slot for the *imbue with spell ability* spell.) The only limit to the number of spells the divine disciple can transfer is the disciple's available 1st- and 2nd-level spells.

**Transcendence:** The divine disciple, through long association with her deity's outsider servants and direct intervention by her deity, transcends her mortal form and becomes a divine creature. Her type changes to outsider, which means that she acquires some immunities and vulnerabilities based on her type (see Native Outsider, under the planetouched race description). As a free action she can ward herself with a *protection from chaos/evil/good/law* spell. (She chooses which form to have when she gains the transcendence power and cannot change it thereafter.)

Upon achieving transcendence, the divine disciple's appearance usually undergoes a minor physical change appropriate to her alignment and deity. For example, the eyes of a disciple of Lathander, the Morninglord, might change to glowing gold. Anyone who shares the disciple's patron, including outsider servants of her patron, immediately recognize her transcendent nature, and she gains a +2 bonus on all Charisma-based skill and ability checks in regard to these creatures.



*Divine seeker of Mask*

# divine seeker

Sometimes a church cannot act openly, either because of political constraints, bureaucracy, or because it doesn't want its presence known in an area. During these times, the abilities of discretion, stealth, and speed are more valuable than the direct manifestation of power. The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of her deity, a divine seeker can often accomplish what a direct assault could not.

Divine seekers may be of any class, though they favor monks, rangers, and rogues. Barbarians and bards often have the skills to become divine seekers, but they tend to be too undisciplined or have abilities that rely on noise. Sorcerers and wizards with subtle and stealthy magic sometimes become divine seekers, but they are rare.

**Hit Die:** d6.

## Requirements

To qualify to become a divine seeker (Skr) of a particular deity, a character must fulfill all the following criteria.

**Skills:** Hide 10 ranks, Knowledge (religion) 3 ranks, Move Silently 8 ranks, Spot 5 ranks.

**Patron:** A divine seeker must have a patron deity, and it must be the deity of which she is a divine seeker.

## Class Skills

The divine seeker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Table 1–11: The Divine Seeker

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Sanctuary, thwart glyph |
| 2nd | +1 | +0 | +3 | +0 | Sacred defense +1, sneak attack +1d6 |
| 3rd | +2 | +1 | +3 | +1 | Locate object, obscure object |
| 4th | +3 | +1 | +4 | +1 | Sacred defense +2, sneak attack +2d6 |
| 5th | +3 | +1 | +4 | +1 | Locate creature, divine perseverance |

## Class Features

All the following are class features of the divine seeker prestige class. All of the divine seeker's spell-like abilities function as if cast by a cleric with a caster level of the divine seeker's class level plus her Charisma bonus.

**Weapon and Armor Proficiency**: Divine seekers gain proficiency in all simple weapons and light armor.

***Sanctuary*** **(Sp)**: Once per day a divine seeker can ward herself with a *sanctuary* spell.

**Thwart Glyph**: A divine seeker gains a +4 bonus on all Search and Disable Device checks to locate, disable, or bypass magic glyphs, runes, and symbols.

**Sacred Defense**: Add this bonus (+1 at 2nd level, +2 at 4th level) to the divine seeker's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

**Sneak Attack**: As the rogue's ability. This stacks with any sneak attack ability from another class.

***Locate Object*** **(Sp)**: Once per day, a divine seeker can use the *locate object* spell.

***Obscure Object*** **(Sp)**: Once per day, a divine seeker can use *obscure object*, which prevents her from being tracked by locating a stolen item she carries.

***Locate Creature*** **(Sp)**: Once per day, a divine seeker can use the *locate creature* spell.

**Divine Perseverance**: Once per day, if the divine seeker is brought to –1 or lower hit points, she automatically is cured of 1d8+5 points of damage.



*Guild thief*

# guild thief

Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild. They control and manipulate almost all the crime in their home cities. Guild thieves are usually organized into divisions (assassins, beggars, bounty hunters, burglars, con artists and tricksters, cutpurses and pickpockets, enforcers and thugs, racketeers, scouts and spies, and fences, pirates, and smugglers), each of which is led by a guildmaster responsible for crimes of that type. The guildmasters report to a head guildmaster. Guild thieves generally only know their own minions, their coworkers, and their superior. This web of secrecy preserves the organization, because any that are captured can only sell out a few others.

Most guild thieves are rogues, although specialists in some divisions are more likely to be fighters or rangers. Clerics of evil deities (particularly Mask and Shar) take roles in many divisions, and sorcerers and wizards also have important roles, but their prominence is dependent on the land in which they operate. (Some lands have few sorcerers and wizards or discourage them from staying or developing by placing many restrictions on them.) Guild thieves excel at working with others, intimidating common folk, administering punitive beatings, and acquiring important contacts.

**Hit Die**: d6.

## Requirements

To qualify to become a guild thief (Gld), a character must fulfill all the following criteria.

**Skills**: Gather Information 3 ranks, Hide 8 ranks, Intimidate 3 ranks, Move Silently 3 ranks.

**Special**: Membership in a thieves' guild.

## Class Skills

The guild thief's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All the following are class features of the guild thief prestige class.

**Weapon and Armor Proficiency**: Guild thieves gain proficiency in all simple weapons and light armor.

**Sneak Attack**: As the rogue's ability. This stacks with any sneak attack ability from another class.

**Doublespeak**: A guild thief gains a +2 bonus on all Bluff, Diplomacy, and Innuendo checks.

**Bonus Feat**: A guild thief gains a feat from the following list: Alertness, Blind-Fight, Cosmopolitan, Education, Exotic Weapon Proficiency (hand crossbow), Leadership, Lightning Reflexes, Track, Skill Focus (any guild thief class skill), Still Spell, Street Smart, Weapon Finesse, Weapon Focus.

**Uncanny Dodge**: As the rogue ability. If a guild thief has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

**Reputation**: Add this value to the character's Leadership score (see the Leadership feat, page 45 of the *Dungeon Master's Guide*). Most guild thieves with an interest in collecting followers have a permanent base of operations within a city, which gives an additional +2 bonus on their Leadership score according to Table 2–26: Leadership Modifiers, page 45 of the *Dungeon Master's Guide*.

Table 1–12: The Guild Thief

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Sneak attack +1d6, doublespeak |
| 2nd | +1 | +0 | +3 | +0 | Bonus feat, uncanny dodge (Dex bonus to AC) |
| 3rd | +2 | +1 | +3 | +1 | Sneak attack +2d6, reputation +1 |
| 4th | +3 | +1 | +4 | +1 | Bonus feat, reputation +2 |
| 5th | +3 | +1 | +4 | +1 | Sneak attack +3d6, uncanny dodge (can't be flanked), reputation +3 |

# Harper Scout

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn arcane spells and many skills to help them in their duties of espionage, stealth, and reporting information.

Many Harper scouts are bards, but by no means all. Ranger, rogue, sorcerer, and wizard are common vocations for Harper scouts, since these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Harpers are members of the Harper scout prestige class, and rank within the organization does not depend on a character's level in this or any other class. However, most of the higher-ranked Harpers have at least one level in the Harper scout prestige class.

**Hit Die:** d6.

## Requirements

To qualify to become a Harper scout (Hrp), a character must fulfill all the following criteria.

**Alignment:** Any nonevil.

**Skills:** Bluff 4 ranks, Diplomacy 8 ranks, Knowledge (local) 4 ranks, Perform 5 ranks, Sense Motive 2 ranks, Wilderness Lore 2 ranks.

**Feats:** Alertness, Iron Will.

**Special:** Sponsorship by a member of the Harpers, approval of the High Harpers.

## Class Skills

The Harper scout's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All the following are class features of the Harper scout prestige class.

**Weapon and Armor Proficiency:** A Harper scout is proficient with all simple weapons and light armor.



*Harper scout Arilyn Moonblade*

**Spells per Day:** Beginning at 1st level, a Harper scout gains the ability to cast a small number of arcane spells. The Harper scout's ability to cast these spells works exactly like a bard's ability to cast spells. (They are Charisma-based and do not need to be prepared.)

A 1st-level Harper scout learns two spells from the Harper scout 1st-level spell list. She learns two new Harper scout spells of any spell level she can cast at each Harper scout level thereafter. There is no limit to the number of these spells the Harper scout can know from this list. She may learn more by studying arcane scrolls or spellbooks.

## Harper Scout Spell List

**1st level**—*change self, charm person, comprehend languages, erase, feather fall, jump, light, message, mount, read magic, scatterspray, sleep, spider climb.*

**2nd level**—*cat's grace, darkvision, detect thoughts, eagle's splendor, invisibility, knock, locate object, magic mouth, misdirection, see invisibility, shadow mask.*

**3rd level**—*clairaudience/clairvoyance, nondetection, suggestion, tongues, undetectable alignment.*

**Harper Knowledge:** Like a bard, a Harper scout has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper scout has bard levels, her Harper scout levels and bard levels stack for the purpose of using bardic knowledge.

**Favored Enemy:** A Harper scout selects a favored enemy from the following list of evil organizations that oppose the Harpers' goals: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim. This ability works exactly like the favored enemy ability of the ranger class. If a Harper scout with ranger levels chooses a favored enemy that she already has chosen as a ranger, the bonuses stack.

When the Harper scout reaches 4th level, the bonus against her first favored enemy increases to +2, and she gains a new favored enemy at +1.

**Deneir's Eye (Su):** A Harper scout gains a +2 holy bonus on saving throws against glyphs, runes, and symbols.

**Skill Focus:** A Harper scout gains the Skill Focus feat for her Perform skill and any one other Harper scout class skill.

**Tymora's Smile (Su):** Once per day, a Harper scout can add a +2 luck bonus on a single saving throw. This bonus can be added after the die is rolled and after success or failure of the unmodified roll is determined.

**Lliira's Heart (Su):** A Harper scout gains a +2 holy bonus on saving throws against compulsion and fear effects.

Table 1–13: The Harper Scout

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd |
|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Harper knowledge, 1st favored enemy | 0 | — | — |
| 2nd | +1 | +0 | +3 | +3 | Deneir's eye, Skill Focus | 1 | — | — |
| 3rd | +2 | +1 | +3 | +3 | Tymora's smile | 1 | 0 | — |
| 4th | +3 | +1 | +4 | +4 | Lliira's heart, 2nd favored enemy | 1 | 1 | — |
| 5th | +3 | +1 | +4 | +4 | Craft Harper Item | 1 | 1 | 0 |

**Craft Harper Item**: A specialized form of the Craft Wondrous Item feat, this allows a Harper scout to create magic musical instruments, Harper pins, and certain potions (*Charisma, detect thoughts, glibness, tongues,* and *truth*). This ability replaces the need for any other item creation feat for the item. The Harper scout's casting level for these items is her Harper scout level plus all other caster levels from her other spellcasting classes. All the normal requirements for an item (such as race or spells) remain the same. All other rules for creating wondrous items or potions apply.

## Ex-Harper Scouts

It is possible for a character to violate the code of conduct of the Harpers, endanger other Harpers through negligence or deliberate action, or intentionally turn away from the Harpers. Such an individual quickly gains a reputation among the other Harpers and can no longer progress in the Harper scout prestige class. Furthermore, the former Harper scout can no longer use the Deneir's eye, Lliira's heart, or Tymora's smile abilities. A petition to the High Harpers, a suitable quest decided upon by that group, and an *atonement* spell from a deity chosen by the High Harpers brings the former Harper scout back into good standing, and she can thereafter gain levels in the prestige class.

# hathran

Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen. They are also known as the Witches of Rashemen. Within the borders of Rashemen, their powers are greater than other spellcasters of their level. In Rashemi society, hathrans occupy the place reserved for powerful clerics in most Faerûnian cultures. They heal the sick and wounded, care for the souls of their followers, recruit champions from other planes, and raise the dead. Within the hathran class (which means "learned sisterhood" in the language of Rashemen), 1st-level characters are called blethran ("sisterkin"). The 9th- and 10th-level hathrans are called othlor ("true ones") and have complete authority over all other Witches. Hathrans have the power of life and death over all citizens of Rashemen, although to misuse this authority is a serious offense against the sisterhood. When traveling in Rashemen, hathrans always wear masks. Many are sent outside their homeland to study other cultures and keep watch on important figures.



*Hathran Lady Thelbruna of Rashemen*

To be a hathran requires a certain depth of knowledge in arcane and divine magic. Usually hathrans are cleric/wizards, but some of the sisters have developed their powers as bards, druids, rangers, or sorcerers. The concept of rivalry between spellcasters is considered insane by hathrans, and they share spells with any hathran they deem able to handle the responsibility.

In Rashemi society, the creation of magic items is left to the male spellcasters, and hathrans are not allowed to learn item creation feats. (To do so causes expulsion from the sisterhood and banishment from Rashemen, so great is the social stigma.) The only exceptions are scrolls, which are used to train lesser members in arcane and divine magic. Rashemi wizards who hope to become hathran use their bonus feats for metamagic feats or Spell Mastery.

Hit Die: d4.

## Requirements

To qualify to become a hathran (Hth), a character must fulfill all the following criteria.

**Alignment**: Lawful good, lawful neutral, or neutral good.

**Race**: Human female of Rashemen or Rashemi descent.

**Spellcasting**: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

**Feats**: Ethran.

**Patron**: Chauntea, Mielikki, or Mystra.

**Special**: Member in good standing of the Witches of Rashemen.

## Class Skills

The hathran's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Swim (Str), Speak Language, Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the hathran prestige class.

**Weapon and Armor Proficiency**: Hathrans gain Exotic Weapon Proficiency (whip). They gain proficiency in no new armor.

**Spells per Day**: A hathran's training focuses on arcane or divine

Table 1–14: The Hathran

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Cohort, place magic | +1 level of existing spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | | +1 level of existing spellcasting class |
| 3rd | +1 | +3 | +1 | +3 | Fear (1/day) | +1 level of existing spellcasting class |
| 4th | +2 | +4 | +1 | +4 | Circle leader | +1 level of existing spellcasting class |
| 5th | +2 | +4 | +1 | +4 | | +1 level of existing spellcasting class |
| 6th | +3 | +5 | +2 | +5 | Fear (2/day) | +1 level of existing spellcasting class |
| 7th | +3 | +5 | +2 | +5 | | +1 level of existing spellcasting class |
| 8th | +4 | +6 | +2 | +6 | Fear (3/day) | +1 level of existing spellcasting class |
| 9th | +4 | +6 | +3 | +6 | | +1 level of existing spellcasting class |
| 10th | +5 | +7 | +3 | +7 | Greater command | +1 level of existing spellcasting class |

spells. Thus, when a new hathran level is gained, the character gains new spells per day as if she had also gained one level in a spellcasting class (her choice) she belonged to before becoming a hathran. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of hathran to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly. Since all hathrans are multiclass spellcasters, some choose to expand their skill in the arcane, others the divine, and the remainder strike a balance between the two.

The hathrans also have a short custom spell list. These spells are arcane spells and must be acquired like any other arcane spell. They use spell slots of the appropriate level in the hathran's arcane spellcasting class.

## Hathran Spell List

**1st level**—*scatterspray.*
**2nd level**—*moonbeam.*
**3rd level**—*flashburst, moon blade.*
**5th level**—*moon path.*

**Cohort:** The hathran gains a cohort as if she had the Leadership feat (see page 45 of the *Dungeon Master's Guide*). This cohort is either a Rashemi female with the Ethran feat or a Rashemi male with at least one level of barbarian. This cohort does not count against any cohorts (or followers) the hathran may acquire by taking the Leadership feat.

**Place Magic:** The hathran's ties to the land of Rashemen are so strong that when in her homeland, she can draw upon the power of the land and its spirits to allow her to cast spells without preparing them. When using place magic, she may cast any arcane spell she knows or any divine spell on her spell list. The spell uses spell slots as normal. Casting with place magic is a full-round action. If the spell has a casting time of 1 action or longer, 1 full round is added to the casting time of the spell. If the hathran wishes to use a metamagic feat she knows on a place magic spell, 1 additional full round is added to the casting time of the spell.

Note that when on her home soil, a hathran may use divine spell slots of the appropriate level to cast any of the spells on the hathran spell list, even if she doesn't know the spell as an arcane spell.

**Fear (Su):** A hathran can cast *fear* as a sorcerer of her highest spellcasting level. The ability is usable once per day at 3rd level, twice per day at 6th level, and three times per day at 8th level.

**Circle Leader:** The hathran gains the ability to become a circle leader, who is the focus person for hathran circle magic. See Chapter 2: Magic for a description of circle magic.

**Greater Command (Su):** The hathran can cast a quickened *greater command* once per day as a sorcerer of her highest spellcasting level.



*Hierophant of Lathander*

# Hierophant

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream. The hierophant prestige class is open to powerful divine spellcasters who are approaching access to the strongest and most difficult divine spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

**Hit Die:** d8.

## Requirements

To qualify to become a hierophant (Hie) of a particular deity, a character must fulfill all the following criteria.

**Spellcasting:** Able to cast 7th-level divine spells.
**Skills:** Knowledge (religion) 15 ranks.
**Feat:** Any metamagic feat.

## Class Skills

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the hierophant prestige class.

**Weapon and Armor Proficiency:** Hierophants gain no proficiency in any weapon or armor.

**Spells and Caster Level:** Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

**Special Ability:** Every level, a hierophant gains a special ability of his choice from among the following:

*Blast Infidel:* The hierophant can use negative energy spells to their maximum effect on creatures with a different patron from the hierophant. Any spell with a description that involves inflicting or channeling negative energy (*inflict* spells, *circle of doom, harm*) cast on such creatures works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

*Divine Reach:* The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. If selected a second time as a special ability, the range increases to 60 feet.

*Faith Healing:* The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the hierophant himself). Any spell with the heal-

Table 1–15: The Hierophant

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Special ability |
| 2nd | +1 | +3 | +0 | +3 | Special ability |
| 3rd | +1 | +3 | +1 | +3 | Special ability |
| 4th | +2 | +4 | +1 | +4 | Special ability |
| 5th | +2 | +4 | +1 | +4 | Special ability |

ing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Any creature that falsely claims to be a follower of the hierophant's patron in hopes of gaining extra benefit instead receives none of the effects of the spell and must make a Will save (against the spell's DC) or be stunned for 1 round.

*Gift of the Divine:* The hierophant may transfer one or more uses of his turning ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma bonus.

*Mastery of Energy:* The hierophant channels positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage.

*Metamagic Feat:* The hierophant can choose a metamagic feat.

*Power of Nature:* Available only to hierophants with druid levels, this ability allows the hierophant to temporarily transfer one or more of his special druidic powers to a willing creature. The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions.

The *wild shape* ability can be partially or completely transferred. For example, he may transfer the ability to *wild shape* once per day to the recipient and retain the rest of his uses for himself. If the hierophant can assume the form of Tiny, Huge, or dire animals, the recipient can as well.

As with the *imbue with spell* ability spell, the hierophant remains responsible to his deity for any purpose the recipient uses the transferred abilities.



*Purple Dragon knight*

*Spell Power +2:* This ability increases by +2 the DC for saving throws against the hierophant's divine spells and for caster level checks for his divine spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

*Spell-Like Ability:* The hierophant can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used two times per day. The hierophant does not use any components when casting the spell, although a spell that costs experience points to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in experience points.

The spell normally uses a spell slot of the spell's level (or higher if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. For example, Lonafin the hierophant is a follower of Velsharoon and wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot to get *animate dead* as a spell-like ability usable six times per day.

If selected more than one time as a special ability, this ability can apply to the same spell or to a different spell.

# Purple Dragon Knight

The famous Purple Dragons of Cormyr are regarded across Faerûn as exemplars of disciplined, skilled, loyal soldiers. Their reputation is deserved partly because of the heroic actions of their leaders, the Purple Dragon knights.

Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers. Most are fighters, rangers, or paladins, but a few bards, clerics, and rogues have been known to become Purple Dragon knights. Sorcerers and wizards tend to join the War Wizards, Cormyr's elite brigade of fighting spellcasters, while barbarians are too undisciplined, and druids and monks too "uncivilized" in Cormyr to enter this career.

In general, NPC knight commanders are responsible for leading the troops of the nation of Cormyr. Player character knights either are retirees, special liaisons to the army, or recipients of honorary titles. A character's level in this prestige class is irrelevant to his rank in the military, although higher-ranked knights tend to be of higher level. It is not necessary to have this prestige class to serve in the Purple Dragons at large.

This prestige class can be used as a model for officers in other countries, members of knightly orders, and so on. It is not necessary to have this prestige class to be an officer of the Purple Dragons, but most high-ranking officers do.

**Hit Die:** d10.

## Requirements

To qualify to become a Purple Dragon knight (Prp), a character must fulfill all the following criteria.

**Alignment:** Any nonevil and nonchaotic.

**Base Attack Bonus:** +4.

**Skills:** Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

**Feats:** Leadership, Mounted Combat.

**Special:** Membership in the Purple Dragons.

Table 1–16: The Purple Dragon Knight

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Rallying cry, heroic shield |
| 2nd | +2 | +3 | +0 | +0 | Inspire courage (1/day) |
| 3rd | +3 | +3 | +1 | +1 | Fear |
| 4th | +4 | +4 | +1 | +1 | Oath of wrath, inspire courage (2/day) |
| 5th | +5 | +4 | +1 | +1 | Final stand |

## Class Skills

The Purple Dragon knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the Purple Dragon knight prestige class.

**Weapon and Armor Proficiency**: A Purple Dragon knight is proficient with all simple weapons, light armor, medium armor, and shields.

**Rallying Cry (Su)**: The knight can utter a powerful shout (typically "For Cormyr!") that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their speed by 5 feet until the knight's next turn. Traditionally, the rallying cry is used when a formation of soldiers is about to charge. This mind-affecting ability may be used up to three times per day.

**Heroic Shield**: A knight can use the aid another action (see page 135 of the *Player's Handbook*) to give an ally a +4 circumstance bonus to AC instead of the normal +2.

**Inspire Courage (Su)**: This ability has the same effect as the bard ability of the same name. The knight makes an inspirational speech, bolstering his allies against fear and improving their combat abilities. To be affected, an ally must hear the knight speak for a full round. The effect lasts as long as the knight speaks and for 5 rounds after the knight stops speaking (or 5 rounds after the ally can no longer hear the knight). While speaking, the knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

**Fear (Su)**: Once per day, a knight can evoke a *fear* effect (DC 13 + the officer's Charisma modifier). His allies are immune to the effect.

**Oath of Wrath (Su)**: Once per day, a knight can select a single opponent within 60 feet and swear an oath to defeat him. For the duration of the encounter, the knight has a +2 morale bonus on melee attack rolls, weapon damage rolls, saves, and skill checks made against the challenged target.

The effect is negated immediately if the knight makes an attack or casts a spell targeted at any creature except the challenged opponent (attacks of opportunity do not count) or if the knight uses a full-round action to move away from the challenged opponent.

**Final Stand (Su)**: Once per day, a knight can inspire his troops to a heroic effort, temporarily increasing their vitality. All allies within 10 feet of the knight gain 2d10 temporary hit points. This ability affects a number of creatures equal to the knight's class level + his Charisma modifier and lasts an equal number of rounds.



***Zulkir Aznar Thrul, Red Wizard***

# Red Wizard

The Red Wizards are the masters of Thay, the conquerors of that land's native Rashemi, and the would-be magical overlords of Faerûn. They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus. Seen as cruel and evil tyrants by people across Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.

Early in their careers, would-be Red Wizards specialize in a school of magic and acquire the Tattoo Focus feat that prepares them for entry into the full Red Wizard prestige class. All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few dabble in other sorts of learning (such as combat or divine magic). While it is possible for a sorcerer or bard to become a Red Wizard, such misfits are ridiculed in their homeland and are incredibly rare.

**Hit Die**: d4.

## Requirements

To qualify to become a Red Wizard (Red), a character must fulfill all the following criteria.

**Alignment**: Any nongood.

**Race**: Human from Thay.

**Spellcasting**: Ability to cast 3rd-level arcane spells.

**Skills**: Spellcraft 8 ranks.

**Feats**: Tattoo Focus and a total of three metamagic feats or item creation feats.

## Class Skills

The Red Wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the Red Wizard prestige class.

**Weapon and Armor Proficiency**: Red Wizards gain no proficiency in any weapon or armor.

**Spells per Day**: A Red Wizard's training focuses on arcane spells. Thus, when a new Red Wizard level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of Red Wizard to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a Red Wizard, he must decide to which class he adds each level of Red Wizard for the purpose of determining spells per day.

**Enhanced Specialization**: Upon becoming a Red Wizard, the character increases his devotion to his wizard school of specialization. In exchange for this, the Red Wizard must sacrifice study in one or more schools. The Red Wizard must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook*. He can never again learn spells from those prohibited schools. He cannot choose the same prohibited schools he chose as a 1st-level wizard. He can still use the prohibited spells he knew prior to becoming a Red Wizard, including using items that are activated by spell completion or spell trigger.

For example, Ghorus Toth is specialized in the school of Transmutation. His prohibited schools are Abjuration and Enchantment (option 3). When he becomes a Red Wizard, he must choose one of the other categories of prohibited schools for Transmutation listed in the School Specialization sidebar the *Player's Handbook*. His options are (1) Conjuration, (2) Evocation, or (4) any three schools. He cannot choose option (3) because there is no way to select that option without selecting schools from which he is already prohibited. If he chooses option (4), he cannot choose Abjuration or Enchantment because those are already prohibited schools for him. He decides to select Conjuration as his additional prohibited school.

**Specialist Defense**: Add this value to the Red Wizard's saving throws against spells from his specialist school.

**Spell Power**: For spells involving the Red Wizard's specialist school, add this value to the DC for saving throws and to caster level checks to overcome spell resistance. The value starts at +1 at 1st level and goes up to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level. This ability stacks with other spell power effects that affect spells from the Red Wizard's specialist school.

**Bonus Feat**: The Red Wizard can choose an item creation feat, metamagic feat, or Spell Mastery (see page 54 of the *Player's Handbook*).

**Circle Leader**: The Red Wizard gains the ability to become a circle leader, who is the focus person for Red Wizard circle magic. See Chapter 2: Magic for information on circle magic.

**Scribe Tattoo**: The Red Wizard gains the ability to place the Thayan wizards' magic tattoos upon willing and qualified novices, giving them the Tattoo Focus feat and inducting them into his circle.

**Great Circle Leader**: The Red Wizard can be the center of a great circle, which can have up to nine assistants instead of just five. See Chapter 2: Magic for information on circle magic.



*Runecaster*

TABLE 1–17: THE RED WIZARD

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Enhanced specialization, specialist defense +1 | +1 level of wizard |
| 2nd | +1 | +0 | +0 | +3 | Spell power +1 | +1 level of wizard |
| 3rd | +1 | +1 | +1 | +3 | Specialist defense +2 | +1 level of wizard |
| 4th | +2 | +1 | +1 | +4 | Spell power +2 | +1 level of wizard |
| 5th | +2 | +1 | +1 | +4 | Bonus feat, circle leader | +1 level of wizard |
| 6th | +3 | +2 | +2 | +5 | Spell power +3 | +1 level of wizard |
| 7th | +3 | +2 | +2 | +5 | Specialist defense +3, scribe tattoo | +1 level of wizard |
| 8th | +4 | +2 | +2 | +6 | Spell power +4 | +1 level of wizard |
| 9th | +4 | +3 | +3 | +6 | Specialist defense +4 | +1 level of wizard |
| 10th | +5 | +3 | +3 | +7 | Great circle leader, spell power +5 | +1 level of wizard |

# Runecaster

A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains. Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched. An established runecaster's goods are usually adorned with many runes, making his equipment very impressive-looking and a true threat to thieves.

Most runecasters are clerics or adepts because a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wilderness. A few rare druids have chosen the path of the runecaster as well, although generally only in areas where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

**Hit Die**: d8.

## REQUIREMENTS

To qualify to become a runecaster (Rnc), a character must fulfill all the following criteria.

**Spellcasting**: Ability to cast 3rd-level divine spells.

**Skills**: Spellcraft 8 ranks, Craft 8 ranks (see the Rune Magic section of Chapter 2: Magic for appropriate Craft skills).

**Feats**: Inscribe Rune.

Table 1–18: The Runecaster

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells Per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Rune craft +1 | +1 level of existing divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Rune power +1 | +1 level of existing divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Improved runecasting | +1 level of existing divine spellcasting class |
| 4th | +3 | +4 | +1 | +4 | Rune craft +2 | +1 level of existing divine spellcasting class |
| 5th | +3 | +4 | +1 | +4 | Rune power +2 | +1 level of existing divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | Maximize rune | +1 level of existing divine spellcasting class |
| 7th | +5 | +5 | +2 | +5 | Rune craft +3 | +1 level of existing divine spellcasting class |
| 8th | +6/+1 | +6 | +2 | +6 | Improved runecasting | +1 level of existing divine spellcasting class |
| 9th | +6/+1 | +6 | +3 | +6 | Rune power +3 | +1 level of existing divine spellcasting class |
| 10th | +7/+2 | +7 | +3 | +7 | Rune chant | +1 level of existing divine spellcasting class |

## Class Skills

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the runecaster prestige class.

**Weapon and Armor Proficiency**: Runecasters gain no proficiency in any weapon or armor.

**Spells per Day**: A runecaster's training focuses on divine spells. Thus, when a new runecaster level is gained, the character gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a runecaster, he must decide to which class he adds each level of runecaster for purposes of determining spells per day and caster level.

**Rune Craft**: Add this bonus to the runecaster's Craft checks made to inscribe runes.

**Improved Runecasting**: As a runecaster rises in level, he can create runes that function more than once and have different means of being triggered. The extra features increase the cost of the rune, however, as shown on the table below.

*Works When Read or Passed:* Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune. Passing through a portal that bears a rune counts as "passing" the rune. A rune must have an unbroken line of effect to a target to affect that target, and the target must be within 30 feet.

A rune that is triggered when passed can be set to almost any special conditions the runecaster specifies. Runes can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Runes can also be set with respect to good, evil, law, or chaos, or patron deity. They cannot be set according to class, Hit Dice, or level. Runes respond to invisible creatures normally but are not triggered by those who travel past them ethereally. When placing a rune with a "pass" trigger, a runecaster can specify a password or phrase that protects a creature using it from triggering the rune.

**Rune Power**: For runes created by the runecaster, add this value to the DC of all saves and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target.

**Maximize Rune**: The runecaster can create runes that are maximized, as if under the effects of a Maximize Spell feat, without altering the level of the spell being used to create the rune. Maximizing a rune adds +5 to the DC of the Craft check required to inscribe it.

**Rune Chant**: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell. This allows the runecaster to gain the benefit of his rune power ability for the spell. For spells with a casting time of 1 action, this increases the casting time to 1 full round. All other spells have their casting time increased by 1 round. This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

| Number of Uses/Trigger | Runecaster Base Price | Level** |
|---|---|---|
| One | Spell level* × caster level × 50 gp | — |
| Charges† | Spell level* × caster level × charges × 50 gp | 3 |
| Charges per day† | Spell level* × caster level × charges × 400 gp | 8 |
| Permanent (until dispelled)†† | Spell level* × caster level × 2,000 gp | 8 |
| Works when touched | Base cost | — |
| Works when read or passed | Base cost × 2 | 3 |

*A 0-level spell counts as 1/2 level.

**The minimum runecaster level to inscribe a rune of this type. "—" indicates the default ability granted by the Inscribe Rune feat.

†If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

††If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

# shadow adept

Some spellcasters who discover the existence of the Shadow Weave are cautious, altering their magic slowly. Others are more reckless, and hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to the casual student and discovering secrets unavailable to all but the most dedicated. These spellcasters are the shadow adepts, who make great sacrifices in some aspects of the Art in order to reap greater benefits elsewhere.

Most shadow adepts are sorcerers or wizards, and they gain the greatest power from this path. However, any spellcaster can tap the Shadow Weave, and a few bards, druids, and rangers have been known to make this choice. Among clerics, only the followers of Shar are common in the ranks of the shadow adepts.

**Hit Die**: d4.

## Requirements

To qualify to become a shadow adept (Sha), a character must fulfill all the following criteria.

**Alignment**: Any nongood.

**Spellcasting**: Ability to cast 3rd-level arcane or divine spells.

**Skills**: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

**Feats**: Shadow Weave Magic and any metamagic feat.

## Class Skills

The shadow adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the shadow adept prestige class.

**Weapon and Armor Proficiency**: Shadow adepts gain no proficiency in any weapon or armor.

**Spells per Day**: A shadow adept's training focuses on magic. Thus, when a new shadow adept level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of shadow adept to the level of whatever other spellcasting class the character has, then determines spells per and caster level accordingly.

If a character had more than one spellcasting class before he became a shadow adept, he must decide to which class he adds each level of shadow adept for the purpose of determining spells per day.

**Shadow Feats**: A shadow adept gains the Insidious Magic, Pernicious Magic, and Tenacious Magic feats.

**Low-Light Vision (Su)**: A shadow adept gains low-light vision if he doesn't already have it.

**Shadow Defense**: Add this value to a shadow adept's saving throws against spells from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor.



*Shadow adept Aeron Morieth*

**Darkvision (Su)**: A shadow adept can see in the dark as though he were permanently affected by a *darkvision* spell.

**Metamagic Feat**: The shadow adept can choose any one metamagic feat.

**Spell Power**: Add this value to the DC for saving throws and to caster level checks to overcome spell resistance for spells the shadow adept casts from the schools of Enchantment, Illusion, or Necromancy, and spells with the darkness descriptor. This stacks with other spell power effects that affect the specified spells.

**Shield of Shadows (Su)**: A shadow adept can create a mobile disk of purple-black force as a standard action. The shield of shadows has the effects of a *shield* spell and also provides three-quarters concealment (30% miss chance) against attacks from the other side of the shield. As with the *shield* spell, the shadow adept can change the defensive direction of the shield of shadows as a free action once per round on his turn. The shadow adept can see and reach through the shield, so it does not provide cover or concealment to opponents.

The shield of shadows lasts 1 round per caster level per day and need not be used all at once. Creating or dismissing the shield of shadows is a standard action.

At 8th level, the shield also grants spell resistance of 12 + the character's shadow adept level on attacks against the shadow adept that originate from the other side of the shield, as if the shadow adept were under the effect of a *spell resistance* spell.

***Shadow Walk* (Sp)**: A shadow adept can cast the *shadow walk* spell once per day.

**Shadow Double**: Once per day, a shadow adept can use a standard action to create a double of himself woven from shadowstuff. The double has the ability scores, base AC, hit points, saves, and attack bonuses as its creator, but no equipment. (Any apparent clothing or equipment is nonfunctional.) The double can attack the creator's enemies if given a weapon or items (since it can use anything its creator can) or function as the target of a *project image* spell, duplicating the creator's actions and acting as the origin of the creator's spells when it is within a direct line of sight. Mentally commanding the double is a free action. Using it as the originator of a spell counts as an action for the creator and the double. Causing the creator or the double to leave the plane they share dismisses the double.

The double lasts 1 round per caster level. The death of the double does not affect the shadow adept or vice versa. The double still lasts to the end of its duration if its creator dies.

Table 1–19: The Shadow Adept

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Shadow feats | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Shadow defense +1, low-light vision | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Spell power +1 | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Shield of shadows | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Metamagic feat, shadow defense +2 | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Spell power +2 | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Shadow walk, darkvision | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Shadow defense +3, greater shield of shadows | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Spell power +3 | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Shadow double | +1 level of existing class |

**Prerequisite:** Must be able to cast at least one illusion spell.

**Benefit:** Choose a theme for your spellcasting, such as "ice" or "fire" or "screaming skulls." All spells you cast have this theme in the manifestation of their effects, although this does not actually change the spell in any way. You cannot use this feat to make your spell manifestations invisible, and it never causes your spells to deal more damage because of the visual change. (You may still cast spells without this thematic manifestation if you so choose.)

For example, if your theme is "fire," then your *magic missile* spell might appear to produce bolts of fire, although the bolts still are a force effect and cause normal damage, not fire damage. If your theme is "screaming skulls," your *fireball* might manifest as a small screaming skull that impacts the target and explodes into a fiery ball that momentarily resembles a 20-foot-radius burning skull, although it causes damage exactly like a standard *fireball* (and doesn't cause any sonic damage, despite the screaming of the skull).

Add +5 to the DC of any Spellcraft check made to identify a spell cast in this manner.

### Spellfire Wielder [General]

You are one of the rare people who have the innate talent to control raw magic in the form of spellfire.

**Benefit:** You can use spellfire to absorb spell energy, fire destructive blasts, or heal others, as described in the Spellfire section of the previous chapter.

**Special:** You can only take this feat as a 1st-level character. Acquiring this feat requires the approval of the DM.

### Widen Spell [Metamagic]

You can increase the area of your spells.

**Benefit:** A widened burst, emanation, or spread spell has its radius increased by 50%. Spells that do not have an area of one of these three sorts are not affected by this feat. A widened spell uses up a spell slot three levels higher than the spell's actual level.

# prestige classes

These prestige classes are available to characters in addition to those presented in the *Dungeon Master's Guide* and the *Forgotten Realms Campaign Setting*.

## gnome artificer

Gnome artificers dabble in technology to create fantastic devices, delving into shadow magic when their mundane equipment is insufficient for the task. Their weapons, armor, and tools require frequent maintenance and repair but produce nonmagical effects that rival some arcane spells.

Most gnome artificers are skilled artisans and craftsmen, usually rogues, bards, or wizards (illusionists in particular make good artificers because of their access to shadow magic). A few rangers and clerics explore this field, but it is very rare for other classes to become artificers because of the breadth and depth of skills needed.

Gnome artificer NPCs enjoy trading information and share a healthy competition for invention and attention. Sometimes they work together in teams, while others prefer isolation and private study. Some artificers who retire from active invention study magic or become advisors on large engineering projects such as bridges and castles.

While this prestige class is called the gnome artificer, a few humans are known for their artificer skills, all of them from the island nation of Lantan. They refer to themselves as "Lantanese artificers" but otherwise have the powers of this prestige class.

**Hit Die:** d6.

### Requirements

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

**Race:** Gnome (or human from the Lantan region).

**Skills:** Alchemy 3 ranks, Craft (armorsmithing, blacksmithing, gemcutting, locksmithing, metalworking, trapmaking, or weaponmaking) 8 ranks, Craft (any other two from the previous list) 4 ranks, Disable Device 2 ranks, Knowledge (architecture) 4 ranks, Knowledge (engineering) 4 ranks, Profession (apothecary, engineer, or siege engineer) 3 ranks.

**Feats:** Lightning Reflexes, Skill Focus (any of the above Craft skills).

**Spellcasting:** Able to cast 1st-level arcane spells of the Illusion school.

### Class Skills

The gnome artificer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Wis), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (architecture and engineering) (Int), Listen (Wis), Profession (Wis), Search (Int), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the gnome artificer prestige class.

**Weapon and Armor Proficiency:** Gnome artificers are proficient with all simple weapons, light armor, medium armor, and shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

**Artificer Item:** A gnome artificer has the ability to craft nonmagical devices that duplicate the effects of certain

spells. Rather than using magic to accomplish this, he uses his knowledge of pistons, gears, lenses, and other simple mechanical inventions. As a result, an artificer item usually appears unwieldy and complex, with many attachments, lenses, protrusions, wires, and hoses. By default, all artificer devices use two item spaces: any one space plus either the "belt" or "cloak" space. It is possible to build devices that take up only one space, but they cost twice as much.

An artificer can only craft artificer devices that duplicate the effects of the artificer device powers he knows (see below). All artificer devices have charges, representing fuel and other substances needed to provide the effect. After a certain number of uses, the device ceases to function until the artificer expends more time and money to rebuild it. For example, an artificer creates a bracerlike device that gives its wearer the equivalent of a *bull's strength* spell; the device has 50 charges, and when those charges are used, the device's power no longer functions until an artificer rebuilds it. Rebuilding a device costs half as much as it would cost to make it from scratch.

Making artificer devices requires time and expenditure of resources as if the artificer were creating a magic item (1 day per 1,000 gp of the base price). However, unlike crafting a magic item, the artificer does not spend XP as a part of this process. He merely spends the appropriate time and gold to create the item, using the table below to determine the base price of the device:

| Effect | Base Price |
|---|---|
| 50 charges*, use-activated | Power level** × artificer level*** × 1,000 gp |
| Uses only one space | Multiply entire cost by 2 |

*An artificer can create a device with as few as 5 charges, with the cost reduced proportionally.

**A 0-level device power is half the value of a 1st-level device power for determining price.

***An artificer can create a device with an effective artificer level lower than his own, as long as it is the minimum artificer level necessary to learn that device power.

For example, a 3rd-level artificer wishes to make a *bull's strength* device (as described above). *Bull's strength* is a 2nd-level device power (see below), so creating this device with 50 charges at the minimum level costs 2 × 3 × 1,000 gp, or 6,000 gp, and 6 days of work. Once these charges are used, the device becomes useless.

Artificer devices follow the rules on page 243 of the *DUNGEON MASTER's Guide* for determining costs of items with multiple abilities. Artificer devices use the same space limitations as magic items (bracer, helmet, cloak, and so on), so a character cannot wear a device that uses a bracer space at the same time she wears a pair of *gauntlets of ogre power*.

Artificer devices are large and bulky. Multiply the level of the device power (with 0-level device powers counting as 1/2 level) by 1 cubic foot and 5 pounds to get the total volume and weight of the device (add together the weights and volumes of devices with multiple powers). They are large enough to be considered a separate object for the purposes of the strike an object action. A device has 5 hit points per cubic foot of volume and hardness 10. A device can be made out of special materials (such as adamantine or mithral) to increase its hardness or hit points; treat each cubic foot of the device as a longsword for the purpose of determining the modifier to the initial base price (the special materials do not affect the rebuilding price of the item).

**Gnome Artificer Device Powers:** While mages wield arcane power and clerics manipulate divine energy, the artificer uses mundane tools and strange reagents to produce impressive results. Like a neophyte wizard with a small repertoire of spells, an artificer starts with a few technological tricks that he has mastered. As he gains levels, the artificer learns new device powers automatically as shown on Table 3–1: The Gnome Artificer. The artificer can also purchase information on other device powers from other artificers or find them in books of crafting, with the prices and value of such objects equal to a scroll of the equivalent spell level. For example, Hendark Steelwire is a 1st-level gnome artificer. During his travels he encounters Waywocket Gemcracker, another gnome artificer, and he pays her 25

TABLE 3–1: THE GNOME ARTIFICER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Device Powers Known 0 | 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Artificer item | 4 | 2 | — | — | — |
| 2nd | +1 | +0 | +3 | +0 | Bonus item | 5 | 2 | — | — | — |
| 3rd | +2 | +1 | +3 | +1 | Skill Focus | 5 | 3 | 1 | — | — |
| 4th | +3 | +1 | +4 | +1 | Bonus item | 6 | 3 | 2 | — | — |
| 5th | +3 | +1 | +4 | +1 | Salvage | 6 | 4 | 2 | 1 | — |
| 6th | +4 | +2 | +5 | +2 | Bonus item | 7 | 4 | 3 | 2 | — |
| 7th | +5 | +2 | +5 | +2 | Prototype | 7 | 5 | 3 | 2 | 1 |
| 8th | +6 | +2 | +6 | +2 | Bonus item | 8 | 5 | 4 | 3 | 2 |
| 9th | +6 | +3 | +6 | +3 | Shadow effect | 8 | 5 | 4 | 3 | 2 |
| 10th | +7 | +3 | +7 | +3 | Bonus item | 9 | 5 | 5 | 4 | 3 |

gp for the secret to one of the 1st-level device powers he doesn't know.

To learn a device power or create an item with it, an artificer must have an Intelligence score of at least 10 + the power's level. The Difficulty Class for saving throws is 10 + the level of the device power + the ability bonus of the minimum ability score needed to learn that device power.

Activating a device is a standard action that does not draw an attack of opportunity. Most device powers rely upon completely nonmagical methods. Devices that use these powers function normally in an *antimagic field* and cannot be counterspelled or disrupted.

A few device powers push the boundaries of mundane technology and actually dip into the powers of the school of Illusion (shadow). Such powers are marked in the list below with double asterisks and are treated as supernatural abilities—they do not function within an *antimagic field*, but cannot be counterspelled or disrupted. The gnome artificer must be at least 9th level to incorporate these powers in one of his devices.

Because the device powers duplicate the abilities of the appropriate spells exactly, their effects overlap (do not stack) with the effects of the spell they duplicate. Therefore, a device that grants *cat's grace* does not stack with the arcane spell *cat's grace*.



*Gnome artificer*

*Illustration by Sam Wood*

## Gnome Artificer Device Powers List

**0-level**—*acid splash*, detect poison, electric jolt*, flare, Horizikaul's cough*, launch bolt*, light, mage hand, ray of frost.*

**1st-level**—*burning hands, detect undead, corrosive grasp*, endure elements, expeditious retreat, feather fall, grease, Horizikaul's boom*, jump, Kaupaer's skittish nerves*, launch item*, low-light vision*, obscuring mist, shocking grasp, spider climb.*

**2nd-level**—*battering ram*, bull's strength, cat's grace, darkvision, daylight, flame dagger*, fog cloud, glitterdust, Melf's acid arrow, see invisibility, shatter, speed swim*.*

**3rd-level**—*flame arrow, fly**, gust of wind, haste**, lightning bolt, shatterfloor*, sleet storm**, stinking cloud, water breathing.*

**4th-level**—*ice storm**, quench, rusting grasp, shout, solid fog, wall of fire**, wall of ice**.*

*New spell from this book.
**Requires the shadow effect ability.

**Bonus Item**: At 2nd level, the gnome artificer gains a single-function 50-charge device of any device power he knows. The item functions at his artificer level. The artificer is assumed to have been working on this item in his spare time, and does not need to spend any money or time to acquire the item. The gnome artificer gains another

## Artificer Prototype Mishaps

A device malfunctions when a mishap occurs, usually in a reversed or harmful manner. The DM determines what sort of mishap occurs, with the malfunction causing 1d6 points of damage per device power level as a default.

- If the device power is a ranged effect, it strikes the user or an ally instead of the intended target, or a random target nearby if the user was the intended target.
- If the device power is a ranged effect, it takes effect at some random location within range.
- Device causes 1d6 points of damage per device power level to the user.
- Device damages user as above and loses 1d10 additional charges.
- Device damages user as above and ceases to function until the artificer has rebuilt the device, costing 1/10 the normal base price.
- Device activates 1d4 rounds later than intended, selecting a random target if a ranged effect.
- Device activates 1d4 hours later than intended, selecting a random target if a ranged effect.

bonus item every even-numbered level thereafter.

**Skill Focus**: At 3rd level, the gnome artificer gains the Skill Focus (Disable Device) feat.

**Salvage**: An artificer of at least 5th level can dismantle a device (whether built by him or by another artificer) and use its pieces as parts for another device. This reduces the base price of the new device by 1/2 the market price of the device being dismantled. A device without full charges is worth only a percentage of its original market price equal to the percentage of charges remaining.

**Prototype**: Beginning at 7th level, an artificer can make a device that has a device power that he doesn't know. These prototype items cost double the normal amount and are unreliable. Every time an artificer uses a prototype ability, he must make an artificer level check (DC = device power's artificer level +1) to activate the device successfully. Any other creature trying to activate the prototype device power has a –5 penalty on this check. Failure indicates a mishap (see the Artificer Prototype Mishaps sidebar on the previous page). If a mishap occurs, the charge for that attempted use is expended, regardless of the mishap's outcome.

The device power used in a prototype must be on the device power list, and the artificer can't build a prototype that incorporates powers requiring the shadow effect ability until he reaches 9th level.

**Shadow Effect (Su)**: Starting at 9th level, the artificer can make devices that draw upon the power of shadow to produce supernatural effects. He may now incorporate powers on the list marked with double asterisks.

## guild wizard of waterdeep

The Watchful Order of Magists and Protectors is one of the most powerful guilds in Waterdeep, but most Waterdhavians are barely aware of its existence. The Lady Master of the Order, Mhair Szeltune, chooses to take a strictly neutral stance in the political and economic affairs of the city. She encourages the wizards of the order to pursue the art of magic and leave politics to others. The wizards of the order study and exchange information, create magic items to help support the guild's financial independence, and offer their services to others in the city as watch-wizards or fire guards (wizards armed with spells and magic items to combat fires). The order's strict political neutrality and assistance to others in the city has paid dividends, for although the populace may not know much about the order's members, neither do they have cause to fear them.

The majority of the order's members are wizards, but other arcane spellcasters are welcome as well. Sorcerers are drawn to the order and bards are occasionally associate members, gaining access to much the same information as do the wizards, but deriving less immediate benefit from it, since they acquire their spells differently from wizards.

Guild wizards of Waterdeep are most likely permanent residents of or long-term visitors to the city of that name, though they can be found wandering across the lands. As many different personalities among the Order exist as there are wizards.

This prestige class can serve as a model for the DM to develop similar prestige classes for other possible guilds in the Forgotten Realms. A member of the Arcane Brotherhood in Luskan may share some of the abilities of a member of the Watchful Order of Magists and Protectors in Waterdeep (most likely, access to a spellpool), but in other ways will be very different.

**Hit Die**: d4.

### Requirements

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

**Alignment**: Any nonevil.

**Skills**: Alchemy 4 ranks, Knowledge (arcana) 8 ranks, Scry 4 ranks, Spellcraft 8 ranks.

**Feats**: Scribe Scroll, any one metamagic feat, and either Spell Penetration or Spell Focus (choice of school).

**Spellcasting**: Ability to cast 3rd-level arcane spells.

**Special**: Prospective members must pay an initiation fee of 1,000 gp.

Table 3–2: The Guild Wizard of Waterdeep

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Membership, improved spell acquisition | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | *Spellpool I* | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Bonus item creation feat | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Bonus language | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Improved Counterspell | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | *Spellpool II* | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Focused dispel | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Bonus language | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | *Break enchantment* spell | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | *Spellpool III* | +1 level of existing class |

## Class Skills

The guild wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All the following are class features of the guild wizard prestige class.

**Weapon and Armor Proficiency:** Guild wizards gain no proficiency with any weapon or armor.

**Spells per Day:** A guild wizard's training focuses on magic. Thus, when a character gains a new level of guild wizard, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became a guild wizard, she must decide to which class she adds each level of guild wizard for purposes of determining spells per day when she adds the new level.



*Illustration by Carlo Arellano*

***Guild wizard***

**Membership:** The character becomes a full member of the Watchful Order of Magists and Protectors. She is entitled to vote on issues before the entire membership, use the order's library and workrooms (though access to these facilities is based upon seniority), and replenish her store of material components (common components are usually free or carry a nominal fee, while components that carry a gold piece value are available "at cost").

Membership in the order incurs the following duties and responsibilities:

- Monthly membership dues of 25 gp (payable up to 1 year in advance);
- Obedience to the rulings of the masters;
- Aid to other members in time of need (this normally means aiding other order members who are in danger, but can mean aiding them in their other endeavors as well);
- Defense of the city of Waterdeep when called upon by the Masters or legitimate authorities of the Waterdhavian government; and
- Devotion of personal time and energy to the order (10% XP penalty).

This last is usually considered the most onerous requirement of membership in the order. Each season, a member must spend ten days directly aiding the order. This can mean anything the Masters deem it to mean: working with the city guard, serving as an arcane guardian for a private concern, taking a turn as city fire watch, creating magic items, performing administrative duties, and so on. The form this aid takes need not be detailed unless the DM and player wish to do so. Regardless of its form, it results in an XP penalty of 10%, cumulative with any other penalty the character has incurred (such as from multiclassing). This represents the cost of creating magic items solely for the order, XP costs for spellcasting, and other personal energies contributed to the order. (The character still pays full gp and XP costs for any magic items created solely for her own use.)

**Improved Spell Acquisition:** At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

***Spellpool* (Sp):** Beginning at 2nd level, members of the Watchful Order of Magists and Protectors can call 1st- through 3rd-level spells from a common source known as a spellpool. At 6th level, they may call up to 6th-level spells from the spellpool, and at 10th level they may call spells of up to 9th level from the spellpool. See the Spellpool description in the previous chapter.

**Bonus Item Creation Feat:** At 3rd level, a member of the order may select a bonus Item Creation feat (she must still meet the prerequisites for gaining the feat).

**Bonus Language:** Members of the order study the Art across cultural boundaries. As such, they pick up other languages so that they may enhance their studies. The character may add one additional language to the list of those she

already knows. She may include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the *Forgotten Realms Campaign Setting*).

**Improved Counterspell Feat**: At 5th level, the character gains the Improved Counterspell feat. City officials call upon the order to assist in preventing widespread destruction when rogue spellcasters threaten the city. As a result, the order has perfected its ability to use counterspell techniques to eliminate the threat of such reckless magic use. The Masters feel that this is preferable to harming the irresponsible magic user, leaving the punishment of such a person to the city authorities.

**Focused Dispel**: Sometimes members of the order must deal with lingering magical effects. Over the years, its members have developed more effective dispelling skills. Beginning at 7th level, they may add +2 to any caster level checks made to dispel magic.

***Break Enchantment* Spell**: At 9th level, the *break enchantment* spell is added to the 4th-level spell list of the guild wizard of Waterdeep. He or she must still learn the spell in order to cast it, just as with any other spell.



*Harper mage*

*Illustration by Michael Dubisch*

## Harper Mage

Wizards and sorcerers have been part of the Harpers since the organization's inception. Many of its senior members today are powerful mages. Among the organization's principal allies are several influential wizards and sorcerers who have made some of their accumulated knowledge available to the Harpers. Mystra, the deity of magic, is one of the patron deities of the Harpers; her predecessor was one of the deities who met at the Dancing Place centuries ago to inspire the founding of the organization. With such a rich magical tradition, it is inevitable that Harpers would develop some of their own magical lore and techniques to pass on to their agents.

The Harper mage has two principal responsibilities. The first of these is aiding the Harpers with spells and arcane knowledge. This aid might include anything from casting spells in a battle in which Harper agents are involved to using divination magic to find a missing Harper to examining a vanquished Red Wizard's personal spellbooks. Of course, many Harper mages are agents themselves, using their magic to investigate the activities of any number of evil groups.

The other primary responsibility of the Harper mage is to study, record, and pass on ancient lore, particularly that dealing with arcane discoveries. Harper mages do not limit themselves to just the study of arcana, however. Many a mage becomes an expert in other fields as well. Some study nature, supplementing the knowledge and wisdom offered by druids. Others study history, synthesizing their understanding of ancient magical lore with an insight into what forces of history may have played a part in shaping a particular approach to magic. Although perhaps not the equal of some of the more distinguished sages of the Realms, these Harper scholars are nevertheless respected in their own right.

Wizards, sorcerers, and bards all make fine Harper mages. Multiclassed rogue/wizards and rogue/sorcerers are also common among their ranks.

Harper mages generally travel in the company of other Harpers or allies of similar outlooks. Even alone, the Harper mage can count on support from those friendly to the Harper cause.

**Hit Die**: d4.

**Table 3–3: The Harper Mage**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Harper knowledge, Oghma's insight | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Arcane theory | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Extend Spell | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Eschew Materials | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Mystra's grace | +1 level of existing class |

### Requirements

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

**Alignment:** Any nonevil.

**Skills:** Concentration 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (any other) 4 ranks, Scry 4 ranks, Sense Motive 2 ranks, Spellcraft 8 ranks.

**Feats:** Alertness, Education, Extend Spell.

**Spellcasting:** Ability to cast 3rd-level arcane spells.

**Special:** Sponsorship by a member of the Harpers, approval of the High Harpers.

### Class Skills

The Harper mage's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

All the following are class features of the Harper mage prestige class.

**Weapon and Armor Proficiency:** Harper mages are proficient with simple weapons. They gain no proficiency in the use of any armor.

**Spells per Day:** A Harper mage's training focuses on magic. Thus, when a character gains a new level of Harper mage, she gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

If a character had more than one arcane spellcasting class before she became a Harper mage, she must decide to which class she adds each level of Harper mage for purposes of determining spells per day when she adds the new level.

**Harper Knowledge:** Like a bard, a Harper mage has a knack for picking up odd bits of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper mage has bard levels (or levels in another class with the same ability, such as loremaster or Harper scout), her Harper mage levels and bard levels (or levels in the other appropriate class) stack for the purpose of using Harper knowledge.

**Oghma's Insight:** As lorekeepers, Harper mages develop a keen interest in many fields. The Harper mage gains a free Skill Focus feat in any one Knowledge skill.

**Arcane Theory:** At 2nd level, the Harper mage gains a free Skill Focus feat in either Spellcraft or Knowledge (arcana). This represents an introduction to theories of magic from other civilizations through study and preservation of old lore.

**Extend Spell:** In their studies of history and lore, Harper mages have learned something of ancient magic, including rudimentary elements of the *mythal* magic of the elves. These discoveries allow them to power a few of their spells each day, allowing them to last longer than normal. The Harper mage may cast a spell as if it were under the effect of the Extend Spell feat without affecting the casting time or spell slot of the spell. The Harper mage can use this ability a number of times per day equal to 1 + his Charisma bonus.

**Eschew Materials:** Further studies into the secrets of magic give Harper mages the ability to cast their spells without resorting to material components. This ability grants the Harper mage the Eschew Materials feat.

**Mystra's Grace:** Harper mages gain a +2 insight bonus on all saves against magical effects.

## Harper Priest

Nearly every Harper recognizes the importance of the deities who inspired the creation of the Harpers: Deneir, Eldath, Lliira, Mielikki, Milil, Mystra, Oghma, Selûne, Silvanus, and Tymora; and the elven deities Aerdrie Faenya, Angharradh, Corellon Larethian, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, and Solonor Thelandira. Some, however, choose to pursue a closer relationship with these deities who came together at the Dancing Place.

Although most Harper priests are human, half-elven, or elven clerics who have selected one of the deities listed above as their patron, the Harpers recruit their members from many backgrounds, cultures, and religious affiliations, as long as those deities do not promote evil ends or wanton

Table 3–4: The Harper Priest

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Blessing, Harper knowledge | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Blessing | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Blessing | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | Blessing | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Blessing | +1 level of existing class |

destruction. Human druids, dwarven paladins, gnome rangers, halfling rogue/clerics of Brandobaris, and many others are all welcome. Deities whose portfolios and interests particularly parallel those of the Harper patron deities include Akadi, Azuth, Chauntea, Gwaeron Windstrom, Lathander, Lurue, Red Knight, Savras, Shaundakul, Shiallia, Valkur, and many of the neutral- or good-aligned deities of the various racial pantheons.

Harper priests can be found on their own or in the company of other Harpers or allies of similar outlooks. Even alone, the Harper priest can count on support from those friendly to the Harper cause.

**Hit Die:** d8.

## Requirements

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

**Alignment:** Any nonevil.

**Skills:** Diplomacy 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

**Feats:** Alertness, Iron Will.

**Spellcasting:** Ability to cast 3rd-level divine spells.

**Special:** Sponsorship by a member of the Harpers, approval of the High Harpers. Also, the character's patron deity must be nonevil and not one devoted to wanton destruction.




*Harper priest*

*Illustration by Michael Dubisch*

## Class Skills

The Harper priest's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All the following are class features of the Harper priest prestige class.

**Weapon and Armor Proficiency:** Harper priests are proficient with all simple weapons. They are also proficient with all types of armor (light, medium, and heavy) and shields.

**Spells per Day:** A Harper priest's training focuses on magic. Thus, when a character gains a new level of Harper priest, she gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one divine spellcasting class before she became a Harper priest, she must decide to which class she adds each level of Harper priest for

### Table 3–5: Harper Priest Blessings

| Level + Wis Modifier | Blessing | Effect |
|---|---|---|
| 1 | Eldath's Pool | May create water 1/day as a cleric equal to her highest divine spellcasting level |
| 2 | Silvanus's Staff | Weapon Focus (quarterstaff) feat |
| 3 | Deneir's Eye | +2 holy bonus on saves against glyphs, runes, and symbols |
| 4 | Milil's Voice | +1 holy bonus on all Charisma-based skill checks |
| 5 | Mielikki's Step | Add +10 ft. to speed in light or medium armor |
| 6 | Lliira's Heart | +2 holy bonus on saves against compulsion and fear effects |
| 7 | Oghma's Insight | Skill Focus (any Knowledge) feat |
| 8 | Selûne's Radiance | Low-light vision (or double range of existing low-light vision) |
| 9 | Mystra's Grace | +2 insight bonus on saves against magical effects |
| 10+ | Tymora's Smile | Once per day may add +2 luck bonus to single saving throw (can be added after save result is known) |

purposes of determining spells per day when she adds the new level.

**Blessings**: At each level, a Harper priest may choose one blessing from Table 3–5: Harper Priest Blessings. Her Harper priest level plus her Wisdom bonus determines which blessings she can select. (She may select a lesser blessing than the highest possible if she so chooses.) She can't choose the same blessing twice.

**Harper Knowledge**: Like a bard, a Harper priest has a knack for picking up odd bits of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper priest has bard levels (or levels in another class with the same ability, such as loremaster or Harper scout), her Harper priest levels and bard levels (or levels in the appropriate other class) stack for the purpose of using bardic knowledge.

*Illustration by Carlo Arellano*



*Incantrix*

## Incantatrix

The incantatrixes are the practitioners of metamagic in Faerûn, studying spells that affect other spells and having a particular fondness for magic that thwarts extraplanar beings.

Most incantatrixes are skilled wizards or sorcerers, although a small number of bards study this type of magic. Few are multiclassed as clerics or druids because those classes often rely on extraplanar entities, which conflicts with the incantatrix's focus.

Incantatrix NPCs usually act independently, but sometimes join together to solve a common problem. Since they dislike extraplanar intrusions on the Material Plane, most incantatrixes see the destruction of active *gates* to other planes as their responsibility, and an incantatrix is usually a knowledgeable source of information on functional *gates* in the area. Because they have little offensive combat magic against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

**Hit Die**: d4.

### Requirements

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

**Skills**: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks, Spellcraft 4 ranks.

**Feats**: Iron Will, any metamagic feat.

**Spellcasting**: Able to cast 3rd-level arcane spells.

### Class Skills

The incantatrix's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the incantatrix prestige class.

**Weapon and Armor Proficiency**: Incantatrixes gain no proficiency with any weapon or armor.

**Spells per Day**: An incantatrix continues to study standard magic as well as pursuing studies in metamagic. Thus, when a new incantatrix level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before becoming an incantatrix. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became an incantatrix, she must decide to which class she adds each level of incantatrix for purposes of determining spells per day when she adds the new level.

**School Specialization**: Upon becoming an incantatrix, the character chooses to focus her studies on protective and metamagic, forsaking other types of spells. In effect, the incantatrix is a specialist in the school of Abjuration (gaining all the benefits of specializing in a school), and the incantatrix must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook* (although an incantatrix can never choose Transmutation as an opposed school). The incantatrix can never again learn spells from that prohibited school or schools. She can still use the prohibited spells

she knew prior to becoming an incantatrix, including using items that are activated by spell completion or spell trigger. If the incantatrix already is a wizard specialized in Abjuration, she does not need to choose another prohibited school. A bard or sorcerer who becomes an incantatrix must still choose a prohibited school to gain the benefits of specialization.

**Send Away (Ex)**: The incantatrix gains a +2 bonus to all dispel checks and caster level checks to harm, banish, or overcome the spell resistance of outsiders. This includes dispel checks to dispel a *summon monster* spell.

**Bonus Metamagic Feat**: At 1st, 5th, and 10th level, the incantatrix may select a bonus metamagic feat.

**See Ethereal (Su)**: Once per day, an incantatrix of 3rd level or greater can see into the Ethereal Plane for a number of rounds equal to her class level. She can see ethereal creatures up to 60 feet away, although they appear gray and insubstantial (as objects on the Material Plane appear to ethereal creatures). This does not give her any additional ability to attack ethereal creatures, but she can utilize spells and effects that affect ethereal creatures (such as force effects and abjurations) normally, so she could cast a *magic missile* at an ethereal creature.

**Strike Ethereal (Su)**: Beginning at 4th level, the incantatrix can alter her spells so they strike ethereal targets that she can see. Altering a spell in this way works similar to a sorcerer using a metamagic feat—spells with a casting time of one action become full-round spells, and spells with a longer casting time take an extra full-round action to cast. The altered spell takes effect on the Ethereal Plane instead of the Material Plane.

**Hardy Spirit (Su)**: At 6th level, the incantatrix becomes immune to death effects and energy drain attacks.

**Instant Metamagic (Su)**: Once per day, the 7th-level incantatrix can use a single metamagic effect of any metamagic feat she knows on a spell without preparing it beforehand (if a wizard) or increasing its casting time (if a sorcerer or bard). The wizard's prepared spell works as if prepared with the metamagic feat except it uses the same spell slot. A sorcerer or bard's spell is cast without the adjustment to the casting time but works as if cast with the metamagic feat. A 9th-level incantatrix can use this power twice per day.

**Improved Metamagic (Su)**: At 8th level, the incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the feat's level increase upon a spell is reduced by one (this can't reduce an increase to less than one level, or less than zero levels if the increase is already +0). For example, an incantatrix wizard could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

***Drain Item* (Sp)**: An incantatrix of 10th level can drain a charge from a charged magic item, using the magic to heal herself. If the item drained is a staff, the spell level is that of the lowest-level spell that uses a single charge. She gains 1d6 hit points per spell level of the charge drained. If the incantatrix has reached her maximum hit points, any additional hit points acquired are temporary hit points (maximum +20) that disappear after 10 minutes. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

## Mage-killer

Mage-killers are a rare breed. They master magic designed for combat against other spellcasters. They learn not only combat skills such as might be taught to a warrior, but also spells that target the weaknesses of their foes. Some use traps, others use weapons, but all hone their magical skills to a fine point, for it is those skills that distinguish them from the usual run of hunters and killers. They develop friendships with the sorts of people who can lead them to their foes, but the dirty business of overcoming those foes they take upon their own shoulders.

Most mage-killers are essentially bounty hunters specializing in a particular sort of prey. Some, however, follow such a path out of religious conviction. Ironically, followers of both Azuth and Shar use mage-killers in the pursuit of their respective deity's aims. The church of Azuth believes in the responsible use of magic. This prevents others not gifted in the Art from treating all spellcasters as enemies,

Table 3–6: The Incantatrix

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bonus metamagic feat | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Send away | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | See ethereal | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Strike ethereal | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Bonus metamagic feat | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Hardy spirit | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Instant metamagic 1/day | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Improved metamagic | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Instant metamagic 2/day | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Bonus metamagic feat, drain item | +1 level of existing class |

but also preserves the very Weave itself. Azuth's followers usually first offer a warning to any spellcaster who abuses the powers he possesses. Failing that, however, they increase the response, until at last they are forced to send a mage-killer to defeat the reckless spellcaster.

Shar's followers, of course, concern themselves with the Weave only insofar as it affects the Shadow Weave. Their mage-killers instead seek out prominent Weave users and kill them publicly as a warning to those who oppose their deity and as a demonstration of the power of the Shadow Weave. Through such means, Shar's followers hope to weaken Mystra's power over magic. So far, her followers have had little success in weakening Mystra's might, since the sorts of spells they prefer are not all so well suited to overcoming other spellcasters. What mages they have killed were as often as not taken down by her deadly Dark Moon sorcerer-monks. But if they seem, on the surface, less well suited to the task of killing other spellcasters, their fanatical devotion to their deity's cause more than makes up for it.

*Illustration by Carlo Arellano*



*Mage-killer*

**Hit Die:** d4.

## Requirements

To qualify to become a mage-killer, a character must fulfill all the following criteria.

**Skills:** Spellcraft 10 ranks.

**Feats:** Great Fortitude, Lightning Reflexes, Combat Casting, Martial Weapon Proficiency (any).

**Spellcasting:** Ability to cast 4th-level arcane or divine spells. Ability to cast at least three spells that require Fortitude saves and at least three spells that require Reflex saves. (A spell that inflicts damage but allows no saving throw can substitute for any of these required spells.)

## Class Skills

The mage-killer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the mage-killer prestige class.

**Weapon and Armor Proficiency:** Mage-killers gain no proficiency with any weapon or armor.

**Spells per Day:** A mage-killer's training focuses on magic. Thus, when a character gains a new level of mage-killer, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

### Table 3–7: The Mage-Killer

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Improved saves | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Augment summoning | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Improved saves | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Spell Focus | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Improved saves | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Spell Focus | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Improved saves | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Spell Focus | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Improved saves | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Spell Focus feat | +1 level of existing class |

If a character had more than one spellcasting class before she became a mage-killer, she must decide to which class she adds each level of mage-killer for purposes of determining spells per day when she adds the new level.

**Improved Saves**: The mage-killer learns to improve his resistance to the very sorts of spells he uses against others. At 1st level, and every odd-numbered level thereafter, he gains a +1 bonus on either his Fortitude or Reflex save. These bonuses stack.

**Augment Summoning**: At 2nd level, the character gains the Augment Summoning feat.

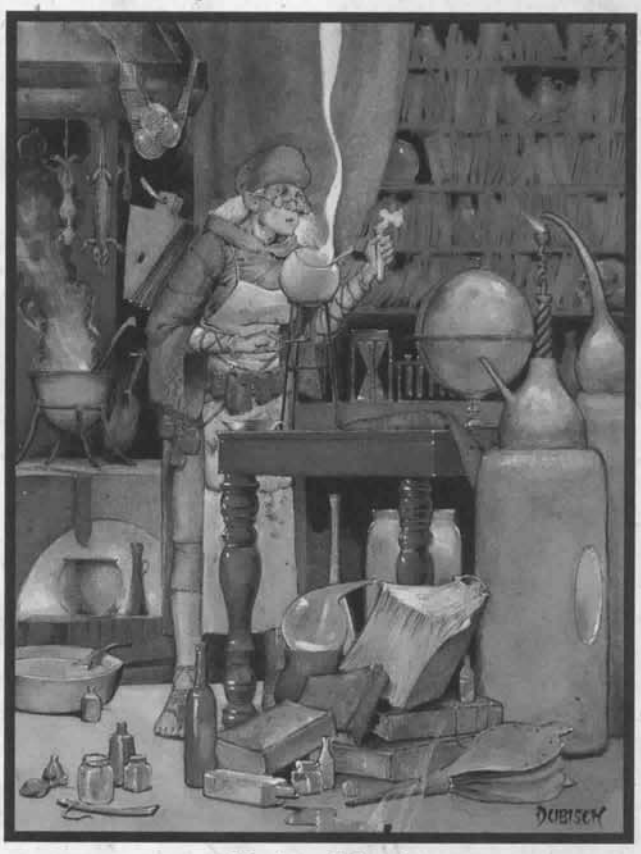
**Spell Focus feat**: At 4th level, the character gains a bonus Spell Focus feat in one of the following schools: Conjuration, Evocation, Necromancy, or Transmutation. Every even-numbered level thereafter, the character gains another bonus Spell Focus feat in one of these schools, until at 10th level the mage-killer has Spell Focus for all four schools listed.

## Master Alchemist

The master alchemist is a spellcaster who specializes in producing potions and elixirs that reproduce the effects of spells of 4th level or higher. Even spellcasters who dabble in alchemy gain the ability to improve the rate at which they can produce potions, which for adventuring spellcasters can reduce the amount of time they must spend preparing for their next quest. At its highest levels, the alchemist prestige class allows spellcasters to create potions that reproduce some of the most powerful magical effects available.

All master alchemists need sufficient space in which to work, as well as the right equipment and raw materials. A sizable work table is the minimum space necessary to create alchemical substances and brew potions. Your Dungeon Master may also require that the character have an alchemist's lab (see page 110 of the *Player's Handbook*). Finally, the character must provide the raw materials. These cost half the market price of the finished potion.

**Hit Die:** d4.




*Master Alchemist*

*Illustration by Michael Dubisch*

### Requirements

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

**Skills:** Alchemy 10 ranks, Spellcraft 10 ranks.

**Feats:** Brew Potion, Magical Artisan (potions), Skill Focus (Alchemy).

**Spellcasting:** Ability to cast 4th-level arcane or divine spells.

### Class Skills

The master alchemist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

**Table 3–8: The Master Alchemist**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Brew 2/day | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Brew Potion (4th) | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Brew Potion (5th) | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Brew Potion (6th) | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Brew 3/day | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Improved identification | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Brew Potion (7th) | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Brew Potion (8th) | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Brew 4/day | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Brew Potion (9th) | +1 level of existing class |

### Class Features

All the following are class features of the master alchemist prestige class.

**Weapon and Armor Proficiency**: Master alchemists gain no proficiency in any weapon or armor.

**Spells per Day**: A master alchemist's training focuses on magic. Thus, when a character gains a new level of master alchemist, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a master alchemist, she must decide to which class she adds each level of master alchemist for purposes of determining spells per day when she adds the new level.

**Brew 2/day**: The master alchemist has perfected the art of brewing potions. As such, she can brew two potions (totaling no more than 1,000 gp market value) in one day (an 8-hour period) instead of one.

**Brew Potion (4th)**: Beginning at 2nd level, the master alchemist's advanced study of alchemy and magic allows her to brew potions of 4th-level spells. The market price of such a potion is equal to 50 gp per spell level times the level of the caster.

**Brew Potion (5th)**: As Brew Potion (4th), except that the master alchemist can brew potions of 5th-level spells.

**Brew Potion (6th)**: As Brew Potion (4th), except that the master alchemist can brew potions of 6th-level spells.

**Brew 3/day**: As Brew 2/day, except that the master alchemist may brew three potions in one day.

**Improved Identification**: Beginning at 6th level, the master alchemist is so sure in her knowledge that she may use her Alchemy skill to identify potions and other such substances more quickly and simply than others. This master alchemist needs no alchemical equipment, spends no gp, and requires only 1 minute to identify such a substance. Add +10 to the normal DC required for identification. The master alchemist can't retry this improved identification (which means she can't take 20); if this identification fails, the master alchemist must use the normal identification rules as described under the Alchemy skill.

**Brew Potion (7th)**: As Brew Potion (4th), except that the master alchemist can brew potions of 7th-level spells.

**Brew Potion (8th)**: As Brew Potion (4th), except that the master alchemist can brew potions of 8th-level spells.

**Brew 4/day**: As Brew 2/day, except that the master alchemist may brew four potions in one day.

**Brew Potion (9th)**: As Brew Potion (4th), except that the master alchemist can brew potions of 9th-level spells.

## mystic wanderer

Mystic wanderers are divine spellcasters who eschew normal church hierarchies and instead embrace freedom, wanderlust, and independence. They believe that to serve their deities they need to experience the world, learn about its hidden beauties and truths, and learn how their own inner selves relate to the outer world. Mystic wanderers are known for their skill in creating potions and magic gems.

Most mystic wanderers begin as clerics, although some druids and rangers pursue the life of a mystic wanderer as well. Because of the mystic wanderer's independence and disdain for authority figures, monks and paladins only become mystic wanderers if they have lapsed from their vows. Most mystic wanderers follow deities of beauty, individualism, love, hedonism, charisma, self-perfection, darkness, the moon, joy, fertility, motherhood, dance, music, disease, poison, luck, misfortune, or the seasons.

Mystic wanderer NPCs usually act alone, preferring to interact with people (including other mystic wanderers) on a person-to-person basis rather than in groups. They sometimes acquire bodyguards or friends who can act as bodyguards to balance their weaknesses in combat.

**Hit Die**: d8.

### Requirements

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

**Alignment**: Any nonlawful.

**Skills**: Alchemy 3 ranks, Diplomacy 8 ranks, Knowledge (nature) 3 ranks, Perform 3 ranks, Profession (herbalist) 3 ranks.

**Feats**: Iron Will.

**Spellcasting**: Able to cast 2nd-level divine spells.

### Class Skills

The mystic wanderer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Innuendo (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Perform (Cha), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All the following are class features of the mystic wanderer prestige class.

**Weapon and Armor Proficiency**: Mystic wanderers gain no proficiency with any weapon or armor. Many of the mystic wanderer's abilities rely on her ability to fully utilize the movements of her body and her confidence in her appearance. When wearing any sort of armor or using a

shield, her glory of the divine ability does not function and she cannot use any of her spell-like abilities.

**Spells per Day**: A mystic wanderer continues to study standard magic as well as pursuing her other studies. Thus, when a new mystic wanderer level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before becoming a mystic wanderer. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, and so on).

If a character had more than one divine spellcasting class before she became a mystic wanderer, she must decide to which class she adds each level of mystic wanderer for purposes of determining spells per day when she adds the new level.

**Glory of the Divine (Su)**: A mystic wanderer who wears no armor gains a sacred (or profane, if her patron deity is evil) bonus to AC equal to her Charisma bonus (if any).

***Sleep* (Sp)**: The mystic wanderer can use *sleep* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 11 + Cha modifier).

**Familiar**: Beginning at 2nd level, a mystic wanderer can obtain a familiar, just as a sorcerer or wizard can. A mystic wanderer with sorcerer or wizard levels can treat her mystic wanderer levels as sorcerer or wizard levels for determining her familiar's natural armor, Intelligence, and special abilities.



*Mystic wanderer*

Illustration by Carlo Arellano

**Lore of Nature**: At 2nd level, the mystic wanderer gains a +2 competence bonus on all Profession (herbalist) and Knowledge (nature) checks.

**Gem Magic (Su)**: A 3rd-level mystic wanderer learns the secret of gem magic, as described in the previous chapter. She gains the Attune Gem feat, and she can use the feat to store any spell she can cast, whether arcane or divine.

**Resist Charm**: Beginning at 3rd level, the mystic wanderer gains a +2 sacred (or profane, if her patron deity is evil) bonus on saving throws against enchantment (charm) effects.

**Brew Potion**: The mystic wanderer gains the Brew Potion feat at 4th level.

***Suggestion* (Sp)**: At 5th level, the mystic wanderer can use *suggestion* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 13 + Cha modifier).

**Greater Potion I**: The 6th-level mystic wanderer can brew potions as if she had access to all 0- and 1st-level sorcerer/wizard spells (even those not on her spell list). He need not have prepared the spell to brew the potion; instead, she must leave one spell slot (of the appropriate level) open when brewing a potion of a spell not on her spell list. He must still provide any material components or focuses needed.

***Charm Monster* (Sp)**: At 7th level, the mystic wanderer can use *charm monster* once per day as a sorcerer equal to

**Table 3–9: The Mystic Wanderer**

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells Per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Glory of the divine, *sleep* | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +3 | Familiar, lore of nature | +1 level of existing class |
| 3rd | +1 | +1 | +3 | +3 | Gem magic, resist charm | +1 level of existing class |
| 4th | +2 | +1 | +4 | +4 | Brew potion | +1 level of existing class |
| 5th | +2 | +1 | +4 | +4 | *Suggestion* | +1 level of existing class |
| 6th | +3 | +2 | +5 | +5 | Greater potion I | +1 level of existing class |
| 7th | +3 | +2 | +5 | +5 | *Charm monster* | +1 level of existing class |
| 8th | +4 | +2 | +6 | +6 | Greater potion II | +1 level of existing class |
| 9th | +4 | +3 | +6 | +6 | *Mass charm* | +1 level of existing class |
| 10th | +5 | +3 | +7 | +7 | Greater potion III, timeless body | +1 level of existing class |

her mystic wanderer level plus her highest divine spellcaster level (DC = 14 + Cha modifier).

**Greater Potion II:** As greater potion I, except that the 8th-level mystic wanderer can brew potions as if she had access to all 2nd-level sorcerer/wizard spells.

***Mass Charm* (Sp):** The 9th-level mystic wanderer can use *mass charm* once per day as a sorcerer whose level is equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 18 + Cha modifier).

**Greater Potion III:** As greater potion I, except that the 10th-level mystic wanderer can brew potions as if she had access to all 3rd-level sorcerer/wizard spells.

**Timeless Body:** After achieving 10th level, a mystic wanderer no longer suffers ability penalties for aging (see the *Player's Handbook,* Table 6–5: Aging Effects, page 93) and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the mystic wanderer still dies of old age when her time is up.

*Illustration by Michael Dubisch*



*Spelldancer*

# spelldancer

Spelldancers are an energetic sort of spellcaster who draw on the quasi-primal energy of song and dancing to power their magic. Functioning similar to a sorcerer or bard, they create magic when they need it, drawing from a wide repertoire of spells but in a taxing manner. Some call them spellsingers, but the primary component of their magic is the dance, and "spellsinger" is often confused with the slang term for a mage, "spellslinger."

Most spelldancers are primarily sorcerers or bards, but some wizards find the path alluring, and clerics of deities such as Milil, Sharess, and Oghma sometimes walk the path of the spelldancer. Characters of other classes almost never become spelldancers. Most spelldancers are female.

NPC spelldancers often join traveling shows of minstrels, bards, and dancers. Their mundane dancing abilities are remarkable and the mobility of the group prevents too much unwanted attention. Some conservative spellcasters dislike spelldancers, and some common folk fear them and accuse them of consorting with fiends.

**Hit Die:** d6.

## Requirements

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

**Skills:** Concentration 4 ranks, Perform (dance) 6 ranks, Tumble 4 ranks.

**Feats:** Combat Casting, Dodge, Endurance, Mobility.

**Spellcasting:** Able to cast 3rd-level spells.

## Class Skills

The spelldancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All of the following are class features of the spelldancer prestige class.

**Weapon and Armor Proficiency:** Spelldancers are proficient with all simple weapons. They are not proficient with any type of armor or shields.

**Spelldance (Su):** Spelldancing is a means of increasing the effectiveness of a spell by performing a vigorous magical dance before casting. The spelldancer chooses one or more metamagic feats she knows to apply to a spell she wants to cast and begins her spelldancing. (Spells from the schools of Invocation and Necromancy can't be enhanced via spelldancing.) When she finishes spelldancing, she makes a Perform check with a DC of 10 + spell level (as modified by

**Table 3–10: The Spelldancer**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Spelldance | +1 level in existing class |
| 2nd | +1 | +0 | +3 | +3 | *Enthralling dance,* Evasion | +1 level in existing class |
| 3rd | +1 | +1 | +3 | +3 | Cooperative dance | +1 level in existing class |
| 4th | +2 | +1 | +4 | +4 | *Sleep dance* | +1 level in existing class |
| 5th | +2 | +1 | +4 | +4 | *Confusing dance* | +1 level in existing class |

the metamagic feats). If she fails, the spell fizzles with no effect. If she succeeds, she casts the spell and it is modified by the selected metamagic feats (without the level of the spell being altered).

For every spell level higher than normal that a metamagic feat alters a spell, one full round of spelldancing is required to alter the spell. The spelldancer dances the required number of rounds, and on her next action she may cast a spell with the chosen metamagic feat (if she doesn't cast a spell that round, the spelldancing effect is lost). For example, a spelldancer could choose to empower a *bull's strength* spell, spelldance for 2 full rounds (the spell level adjustment for Empower Spell), then cast *bull's strength* (as a standard action) with the benefits of Empower Spell. Still Spell and Quicken Spell can never be used in conjunction with spelldancing. A spelldancer needs to know the metamagic feat in question to spelldance the effects of that feat.

Spelldancing requires extended motion. A spelldancing character has to move at least half her speed as part of her action on any round she spelldances. This movement is included in the full-round action of spelldancing, and means the spelldancer cannot take a 5-foot step on any round she spelldances. While spelldancing, the caster provokes attacks of opportunity normally, although she can still make Tumble checks to avoid attacks of opportunity.

A spelldancer can safely spelldance a number of rounds per day equal to her Constitution modifier plus her spelldancer class level. Every spell she casts with spelldancing after that causes her to make a Fortitude save (DC 10 + total rounds spent spelldancing in the last day) to avoid taking 2 points of temporary Constitution damage and becoming fatigued (if already fatigued, the character becomes exhausted and can't spelldance again until only fatigued).

***Enthralling Dance* (Sp)**: Once per day, a 2nd-level spelldancer can *enthrall* targets with a special dance. The effect is identical to the *enthrall* spell, except that it requires no vocal component and requires dancing as its somatic component. The DC to resist is equal to 10 + spelldancer level + Charisma modifier. The effect lasts as long as the spelldancer continues dancing (which is otherwise identical to spelldancing). At 4th level, the spelldancer can use her *enthralling dance* twice per day.

**Evasion (Ex)**: At 2nd level, a spelldancer gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as *fireball*), she takes no damage with a successful saving throw. Evasion can only be used if the spelldancer is wearing light armor or no armor.

**Cooperative Dance (Ex)**: A 3rd-level spelldancer can coordinate with another dancing character to share some of the effort of casting spells with spelldancing. The assisting character must dance during the same rounds as the spelldancer and then make a Perform check; for every 10 points of the check, the "cost" of the spelldance is reduced by 1 round (to a maximum reduction of 3 rounds for a check result of 30 or greater). This doesn't decrease the number of rounds required for the spelldance; it simply means that not as many rounds are deducted from the spelldancer's total number of spelldancing rounds per day. The cooperative dance can't reduce the number of rounds of spelldancing "spent" by the spelldancer to less than one for any casting, and the spelldancer can only coordinate with one character per spelldance.

*Example:* A spelldancer wishes to heighten a spell from 2nd to 5th level (+3 levels). This requires 3 rounds of spelldancing. If another character cooperates by dancing for the same 3 rounds as the spelldancer and rolls a 22 on his Perform (dancing) check, the spelldance only "costs" the spelldancer 1 round (of her limited number of spelldancing rounds per day), rather than the full 3.

***Sleep Dance* (Sp)**: Once per day, a 4th-level spelldancer can dance in such a manner as to put nearby creatures to sleep. This requires 1 full round of dancing (as spelldancing), after which all creatures in a 30-foot-radius emanation fall into slumber as the *sleep* spell (Will negates, DC 10 + spelldancer level + Charisma modifier) for 1 minute per spelldancer level.

***Confusing Dance* (Sp)**: The 5th-level spelldancer can confuse targets with a special dance once per day. This requires 1 full round of dancing (as spelldancing), after which all creatures within 15 feet of the spelldancer are affected as the *confusion* spell (Will negates, DC 10 + spelldancer level + Charisma modifier) for 1 round per spelldancer level.

## spellfire channeler

Spellfire is the raw energy of the Weave. Most who bear this gift never have the time or opportunity to develop these skills. Those who do practice their spellfire are able to hone their talent into a tool with fantastic abilities that most dabblers can only dream of.

Characters of all classes can become spellfire channelers, since that ability isn't selective about whom it appears in. Spellcasters of any sort have the easiest time qualifying for this class, however.

As NPCs, spellfire channelers are usually reclusive individuals, for powerful organizations are always on the hunt for beings with unusual abilities that can be turned to evil or experimented upon. The Cult of the Dragon is one such group, and it has been responsible for driving into hiding many users of spellfire. The most famous of these is Shandril Shessair, who led a life on the run before finally destroying enough cultists to deter their interest in her. Most spellfire channelers wish only to be left alone, although a rare few use their spellfire to acquire power and influence for themselves.

**Hit Die:** d4.

## Requirements

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

**Skills**: Concentration 8 ranks, Knowledge (arcana) 2 ranks, Spellcraft 2 ranks.

**Feats**: Endurance, Spellfire Wielder.

## Class Skills

The spellfire channeler's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the spellfire channeler prestige class.

**Weapon and Armor Proficiency**: Spellfire channelers are proficient with all simple weapons. They are not proficient with any type of armor or shields.

***Drain Charged Item* (Sp)**: As a standard action, a spellfire channeler can drain a single charge from a touched charged item (including single-use items such as potions and scrolls), converting the energy into a single stored spellfire energy level. A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper). Only one feature of a multiple-use charged item (such as a scroll with several spells) can be drained per round. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

**Increased Storage (Ex)**: The channeler's capacity for storing spellfire energy levels is multiplied by the listed value. However, spellfire energy levels in excess of the channeler's Constitution score is dangerous, with different effects depending upon the number of levels stored:

*Constitution +1 to Constitution ×2*: The channeler's eyes glow brightly, and any creature, magic item, or spell effect that touches the channeler causes 1 spellfire energy level to be discharged as a harmless burst of light. Once per day, the channeler must make a Constitution check (DC 10) or take 1d6 points of damage as one of her spellfire energy level backfires.

*Constitution ×2+1 to Constitution ×3*: As above, plus the channeler's skin glows (shedding light as a candle), a touch releases 1d4 spellfire energy levels as light, and the channeler must make the backfire Constitution check every hour.

*Constitution ×3+1 to Constitution ×4*: As above, except the channeler sheds light equal to a torch, feels a burning sensation within her body (treat



*Illustration by Carlo Arellano*

***Spellfire channeler***

### Table 3–11: The Spellfire Channeler

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | *Drain charged item*, increased storage 2 |
| 2nd | +1 | +3 | +0 | +3 | Improved healing |
| 3rd | +1 | +3 | +1 | +3 | Weapon Focus (spellfire), increased storage 3 |
| 4th | +2 | +4 | +1 | +4 | Rapid blast 2 |
| 5th | +2 | +4 | +1 | +4 | *Drain permanent item*, increased storage 4 |
| 6th | +3 | +5 | +2 | +5 | Flight |
| 7th | +3 | +5 | +2 | +5 | Deflect Arrows, increased storage 5 |
| 8th | +4 | +6 | +2 | +6 | Rapid blast 3 |
| 9th | +4 | +6 | +3 | +6 | Crown of fire |
| 10th | +5 | +7 | +3 | +7 | Maelstrom of fire |

as if distracted by nondamaging spell, DC 20 to concentrate), and must make the backfire Constitution check every minute. A touch releases 1d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against the channeler and all creatures within 5 feet of her.

*Constitution ×4+1 to Constitution ×5:* As above, except the character radiates a palpable (but nondamaging) heat to a radius of 20 feet, is in pain (treat as if distracted by nondamaging spell, DC 25 to concentrate), and must make the backfire Constitution check every round. A touch releases 2d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against the channeler and all creatures within 5 feet of her. The channeler must make a Will save (DC 25) every round or be forced to expend a maximum-strength blast of energy at a random target within 30 feet in preference to any other action.

Regardless of the number of spellfire energy levels stored, a channeler can voluntarily expend only a number of spellfire energy levels per round equal to her Constitution score. (Involuntary expenditure, such as that noted above, isn't limited in this way.)

**Improved Healing (Su)**: At 2nd level, the spellfire channeler can release stored spellfire energy levels to heal by touch. This restores 1d4+1 hit points per spellfire energy level expended (rather than the normal 2 points per spellfire energy level).

**Weapon Focus (spellfire)**: The channeler gains the Weapon Focus (spellfire) feat at 3rd level.

**Rapid Blast (Su)**: At 4th level, the spellfire channeler can release two blasts of spellfire as a standard action. This increases to three blasts per standard action at 8th level. Each blast after the first suffers a cumulative –2 penalty to attack rolls (–0 for the first blast, –2 for the second, and –4 for the third).

***Drain Permanent Item* (Sp)**: The channeler can drain power from permanent magic items by touch as a standard action. An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the channeler gains spellfire energy levels equal to half the caster level of the item. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained. An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

**Flight (Su)**: The channeler can expend spellfire energy levels to fly as the spell. Each spellfire energy level expended allows the channeler to fly for 1 minute. The flying channeler leaves a visible trail of light that fades after 1 round.

**Deflect Arrows (Su)**: The channeler gains the Deflect Arrows feat, although rather than using a hand, a single spellfire energy level is expended to knock the missile away. If the channeler has no spellfire energy levels available, she cannot use this ability.

**Crown of Fire (Su)**: By expending 10 spellfire energy levels, a channeler can manifest the crown of fire, which appears as a halo of spellfire around her head and provides light equal to a *daylight* spell. The crown of fire gives her damage reduction 10/+1 and automatically melts all nonmagical weapons that strike her (after inflicting damage, if any). The crown of fire grants the channeler spell resistance 32 (as the *spell resistance* spell). Maintaining the crown of fire requires expending 10 spellfire energy levels each round, which can be done as a free action. The crown of fire does not interfere with the channeler's actions, including using other spellfire abilities.

**Maelstrom of Fire (Su)**: The channeler can release spellfire energy in all directions as a 20-foot-radius spread, dealing 1d6 damage per spellfire energy level expended to all creatures in the area (Reflex half, DC 10 + class level + Charisma modifier).

## War Wizard of Cormyr

The Cormyrean war wizards are some of the most respected battle-mages in all Faerûn. Trained by experienced combat mages, they bring great power to the battlefield. In the war against the Tuigan horde, they were instrumental in protecting the outnumbered allied troops fighting against the horde. In the recent war in Cormyr against the dragon and her goblin minions, many war wizards lost their lives holding back the onslaught. Since their creation, they have been one of Cormyr's most effective tools against subversion by foreign or hostile powers. The road they must travel to achieve such ends is long, difficult, and often lonely, but the special people who follow this path are made of the stuff that can endure such hardships. Their reward? The respect of their peers and the people of Cormyr, and the gratitude of kings.

As expected, wizards make the best war wizards, but despite the name the class is not limited to wizards alone. Sorcerers often select this path, for their dedication to a specific area of magic can make them powerful servants of Cormyr's crown. Though bards can qualify, few find this path worthwhile.

Most war wizards serve the kingdom of Cormyr directly, and that duty rarely allows adventuring. Still, some war wizards work more proactively, seeking out potential threats to Cormyr and rectifying them before the situation merits greater attention.

**Hit Die**: d4.

### Requirements

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

**Alignment**: Any nonevil, nonchaotic.

**Skills:** Spellcraft 10 ranks.

**Feats:** Enlarge Spell, Widen Spell, Martial Weapon Proficiency (any).

**Spellcasting:** Ability to cast 4th-level arcane spells.

## Class Skills

The war wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the war wizard prestige class.

**Weapon and Armor Proficiency:** War wizards gain no proficiency with any weapon or armor.

**Spells per Day:** A war wizard's training focuses on magic. Thus, when a character gains a new level of war wizard, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (increased familiar powers, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a war wizard, she must decide to which class she adds each level of war wizard for purposes of determining spells per day when she adds the new level.




*War wizard*

*Illustration by Michael Dubisch*

**Weapon Focus:** The war wizard gains a free Weapon Focus feat for a martial weapon of her choice. She must be proficient with that weapon in order to apply this feat to it.

**Metamagic Feat:** War wizards focus their studies of spellcasting efficiency. In order to achieve that end, they develop expertise in a variety of metamagic techniques. At 2nd level and again at 4th level, the war wizard gains a bonus metamagic feat of her choice to add to her repertoire of knowledge.

**Widen Spell:** Part of the war wizard's training involves study of the essence of magic. In her training, she learns to adapt to the rapidly changing conditions of the battlefield. Although she may prepare some of her spells with metamagic feats, sometimes she needs to modify a spell on the spur of the moment. Beginning at 3rd level, a war wizard may cast a spell as if it were under the effects of the Widen Spell feat. She does not need to prepare this in advance, and it does not increase the casting time or use a higher spell slot. The war wizard can use this ability a number of times per day equal to 1 + her Charisma bonus (if any).

**Enhanced Spell Area:** Particularly important to war wizards is the ability to use fewer spells to defeat their enemies, so they perfect their understanding of spell dimensions to cast spells affected by the Widen Spell metamagic feat with even greater area. Any time a war wizard of 5th level casts a spell modified by the Widen Spell feat, the spell area increases by 100% rather than 50%. Thus, instead of a widened *fireball* spell having a 30-ft.-radius spread, it has a 40-ft.-radius spread.

**Table 3–12: The War Wizard**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Weapon Focus | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Metamagic feat | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +3 | Widen spell | +1 level of existing class |
| 4th | +2 | +4 | +1 | +4 | Metamagic feat | +1 level of existing class |
| 5th | +2 | +4 | +1 | +4 | Enhanced spell area | +1 level of existing class |

| | |
|---|---|
| **Special Attacks:** | Poison |
| **Special Qualities:** | Invisibility, scent |
| **Saves:** | Fort +8, Ref +6, Will +5 |
| **Abilities:** | Str 18, Dex 12, Con 17, Int 5, Wis 13, Cha 6 |
| **Skills:** | Hide +4, Listen +3, Move Silently +7, Spot +11 |
| **Feats:** | Improved Bull Rush, Iron Will, Power Attack |
| **Climate/Terrain:** | Any underground |
| **Organization:** | Solitary or nest (2–5) |
| **Challenge Rating:** | 4 |
| **Treasure:** | None |
| **Alignment:** | Always neutral |
| **Advancement:** | 6–10 HD (Large) |

Created through centuries of eldritch cross-breeding, steeders strongly resemble monstrous spiders, but they are hardly mindless vermin.

The gray dwarves originally created steeders from the monstrous hunting spiders of the Underdark to serve as steeds—a function they perform admirably. They climb well enough to bypass many underground obstacles, and their keen senses help the steeders warn their riders of approaching foes. They are, however, strictly riding beasts; they refuse to pull wagons or otherwise act as dray creatures.

Physically, steeders still resemble the monstrous spiders they evolved from. Their eight legs are covered with a thick layer of dark gray chitin, and thick black hairs jut from every joint. Their carapace has small loops in various places, which a duergar rider uses to anchor a saddle and bridle. Their eight eyes glow a dull red when steeders exert themselves.

### Combat

In a fight, steeders like to surprise their opponents and charge, injecting poison into big foes and bull-rushing smaller enemies against walls or off cliffs. They are equally at home on a cavern's floor, walls, or ceiling, so they can confound their opponents by climbing to a good tactical position.

Steeders often fight with gray dwarves on their backs. Both the gray dwarf rider and the steeder can turn themselves invisible, so they often attack from surprise.

**Invisibility (Su)**: Once per day, the steeder can make itself invisible, as the *invisibility* spell from a 12th-level caster.

**Poison (Ex)**: Bite, Fortitude save (DC 16); initial and secondary damage 1d6 temporary Strength.

**Scent**: Detect opponents within 30 feet. Exact location is not revealed, unless within 5 feet.

**Skills**: Steeders receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Spot checks.

### Training a Steeder

Training a steeder to serve as a mount requires a successful Handle Animal check (DC 24 for a young creature, or DC 29 for an adult). A steeder matures in six months.

Steeder eggs are worth 500 gp apiece among the gray dwarves, who have only recently begun selling them to other races. Professional duergar trainers charge 1,000 gp to rear or train a steeder. Riding a trained steeder requires an exotic saddle. A steeder can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds at a Ride check (see the description of the Ride skill in the *Player's Handbook*).

**Carrying Capacity:** A light load for a steeder is 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

## prestige classes

These prestige classes are available to any character in Faerûn who meets all the requirements.

### battlerager

Dwarven battleragers, or *kuldjargh* ("axe idiots"), are legendary berserker warriors who can enter a battle frenzy through ritualistic singing. They are believed to have been touched by the dwarven gods of battle, who taught them that if they die in battle, they will return to Faerûn stronger than before as a just reward. Therefore, they have no fear of death. They are given to drinking, rowdy and boisterous singing, and drunken dancing. Battleragers command grudging, if fearful, respect within dwarven society, where they are known to have coined such philosophically complex dwarven maxims like "head first" and "if it moves, kill it." Most live short, glorious lives.

While enraged, a battlerager's face becomes distorted and twisted. His teeth grind together as spittle flies from his mouth and dribbles down his beard. His eyes enlarge, bulge, and become bloodshot. Charging into battle, he bellows forth his clan or holy war song, throwing his hammers and axes all the way, before cleaving his foes with his mighty dwarven waraxe. In short, he becomes almost unstoppable. Battleragers are often covered from head to toe in body art, from tattoos to brands to ritual scars. They prefer to wear spiked armor, and some of them ride specially trained boars into battle.

Battleragers are usually single classed barbarians before taking the prestige class, though multiclass barbarian/fighters are also common. Barbarians/rangers and barbarian/clerics (known as "vindicators") are not uncommon as well. Other multiclass combinations are almost unheard of.

The battlerager fills a particular niche in dwarf society and culture. He is a fearless and impulsive warrior, able to enter into an insane rampage. Battleragers are ruthlessly used by dwarf generals for their shock power against attacking armies. NPC battleragers often come from a familial clan made up predominantly of battleragers. These clans often form guilds or halls within dwarven society, though these "guilds" are often more akin to a family or fraternal order. Regardless, battlerager guilds are often located on the fringes of dwarven society, kept out of view and away from easily influenced dwarven children, who often hear of the *kuldjarghs*' fearlessness but rarely their folly. While heroic battle is honored in dwarven society and battleragers often excel in this, more often than not they also epitomize lives wasted in stupid rage, something most dwarves realize they cannot afford in a world filled with orcs and goblins.

**Hit Die:** d12.

## Requirements

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

**Race**: Dwarf.

**Alignment**: Any nonlawful.

**Base Attack Bonus**: +5.

**Skills**: Intimidate 8 ranks, Knowledge (religion) 2 ranks, Perform (singing, any other) 2 ranks.

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

**Special**: Ability to rage.

## Class Skills

The battlerager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Tumble (Dex), and Survival (Wis).

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

All the following are class features of the battlerager prestige class.

**Weapon and Armor Proficiency**: Battleragers gain no proficiency with any weapons, armor, or shields.

**Rage (Ex)**: At 1st, 3rd, and 5th level, the battlerager gains another use of barbarian rage per day. If the battlerager has the ability to enter a greater rage, the extra rages granted by this ability are greater rages as well.

**Gruff (Ex)**: Battleragers are known to be rude, uncouth, and violent. They suffer a –4 penalty on all Charisma ability checks and Charisma-based skill checks, except for Intimidate checks. Battleragers receive a +2 bonus on all Intimidate checks.

**Rock Gut (Ex)**: A battlerager's natural resistance to poison is stronger than most dwarves. At 1st level, his +2 racial bonus on saving throws against poisons increases to a +4 racial bonus.

**Close-Quarter Fighting (Ex)**: At 2nd level, a battlerager gains the Close-Quarter Fighting feat.

**Fearless (Ex)**: At 2nd level, a battlerager becomes immune to *fear* and similar effects. He also gains a +2 insight bonus on saves against all mind-affecting spells and effects.



*Illustration by Wayne England*

*Battlerager*

**Improved Unarmed Strike (Ex)**: At 3rd level, a battlerager gains the Improved Unarmed Strike feat.

**Great Cleave**: At 4th level, a battlerager gains the Great Cleave feat.

**Reckless Offensive**: At 4th level, a battlerager gains the Reckless Offensive feat.

**Natural Armor (Ex)**: By 5th level, a battlerager's flesh has become so scarred and corded with muscle that he gains +2 natural armor.

### Table A–6: The Battlerager

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Rage 1/day, gruff, rock gut |
| 2nd | +2 | +3 | +0 | +0 | Close-Quarter Fighting, fearless |
| 3rd | +3 | +3 | +1 | +1 | Rage 2/day, Improved Unarmed Strike |
| 4th | +4 | +4 | +1 | +1 | Great Cleave, Reckless Offensive |
| 5th | +5 | +4 | +1 | +1 | Natural armor +2, rage 3/day |

# Bladesinger

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole. In battle, a bladesinger's lithe movements and subtle tactics seem beautiful, belying their deadly martial efficiency. Bladesingers have a treasured place in elf society, balancing the joys of art and magic with the skill of masterful fighting, and so bladesingers are well-respected by other elves. They usually serve as itinerant guardians and champions of the elf community at large rather than tying themselves to one particular settlement.

Multiclass fighter/wizards can become bladesingers most easily, though any elf who can wield a martial weapon and cast arcane spells can become a bladesinger. Bladesinging ranger/wizards, rogue/wizards, and bladesinger bards are not unknown.

Most bladesingers work alone, sufficient unto themselves, but in larger communities they sometimes have the opportunity to fight together in the same combat. Bladesingers are normally trained singly by another bladesinger, and the concept of anything as formalized as a bladesinger school is an absurd notion to them.

**Hit Die**: d8

## Requirements

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

**Race**: Elf, half-elf.

**Base Attack Bonus**: +5

**Skills:** Concentration 4 ranks, Perform 3 ranks (dance, sing, any other), Tumble 3 ranks.

**Feats:** Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword) or Weapon Focus (rapier).

**Spellcasting:** Ability to cast 1st-level arcane spells.

## Class Skills

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the bladesinger.

**Weapon and Armor Proficiency:** The bladesinger gains no weapon proficiency but does gain proficiency with light armor. If the bladesinger wears medium or heavy armor, she loses all benefits of any of her song abilities (lesser bladesong, lesser spellsong, song of celerity, greater spellsong, and song of fury).

A bladesinger suffers the normal arcane spell failure chance when casting spells while armored (except as noted below).

**Bladesong (Ex):** When wielding a longsword or rapier in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to her Intelligence bonus.

**Bonus Feats:** At 2nd, 5th, and 8th level, the bladesinger gets a bonus feat. These feats must be drawn from the following list: any metamagic feat, Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, Whirlwind Attack.

**Lesser Spellsong (Ex):** Starting at 3rd level, when wielding a longsword or rapier in one hand (and nothing in the other), the bladesinger can take 10 when making a Concentration check to cast defensively.



*Bladesinger*

**Song of Celerity (Su):** Starting at 6th level, when wielding a longsword or rapier in one hand (and nothing in the other) and using the full attack action, the bladesinger can cast one bladesinger spell (or arcane spell with a casting time of 1 action or less) each round as a free action.

**Greater Spellsong (Ex):** Starting at 7th level, the bladesinger ignores arcane spell failure when wearing light armor.

**Song of Fury (Ex):** At 10th level, when wielding a longsword or rapier in one hand (and nothing in the other) and using the full attack action, the bladesinger can make one extra attack in a round at her highest base attack, but this attack and each other attack made that round take a –2 penalty. This penalty applies for 1 round, so it affects attacks of opportunity the bladesinger might make before her next action.

**Spells per Day:** Every level a bladesinger gains, the character gains new spells per day as shown. When she casts bladesinger spells, the bladesinger's caster level is equal to her bladesinger level. A bladesinger's bonus spells are based on Intelligence. The Difficulty Class for saving throws against bladesinger spells is 10 + the spell's level + the bladesinger's Intelligence modifier.

A bladesinger keeps a spellbook and must prepare spells each day as a wizard does. She can have any number of bladesinger spells in her spellbook (see Writing a New Spell into a Spellbook, Chapter 10 in the *Player's Handbook*). At levels 1st through 9th, a bladesinger gains two spells she can add to her spellbook for free. These spells must be bladesinger spells the character can cast.

## Bladesinger Spell List

Bladesingers choose their spells from the following list:

**1st level**—*expeditious retreat, mage armor, magic weapon, shield, true strike.*

**2nd level**—*blur, bull's strength, cat's grace, mirror image, protection from arrows.*

**3rd level**—*displacement, greater magic weapon, haste, keen edge.*

**4th level**—*dimension door, fire shield, improved invisibility, stoneskin.*

Illustration by Jeremy Jarvis

### Table A–7: The Bladesinger

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | —Spells per Day— 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1 | +1 | +0 | +2 | +2 | Bladesong | 1 | – | – | – |
| 2 | +2 | +0 | +3 | +3 | Bonus feat | 2 | 0 | – | – |
| 3 | +3 | +1 | +3 | +3 | Lesser spellsong | 2 | 1 | – | – |
| 4 | +4 | +1 | +4 | +4 | | 3 | 2 | 0 | – |
| 5 | +5 | +1 | +4 | +4 | Bonus feat | 3 | 2 | 1 | – |
| 6 | +6 | +2 | +5 | +5 | Song of celerity | 3 | 3 | 2 | 0 |
| 7 | +7 | +2 | +5 | +5 | Greater spellsong | 4 | 3 | 2 | 1 |
| 8 | +8 | +2 | +6 | +6 | Bonus feat | 4 | 3 | 3 | 2 |
| 9 | +9 | +3 | +6 | +6 | | 4 | 4 | 3 | 2 |
| 10 | +10 | +3 | +7 | +7 | Song of fury | 4 | 4 | 3 | 3 |

# Breachgnome

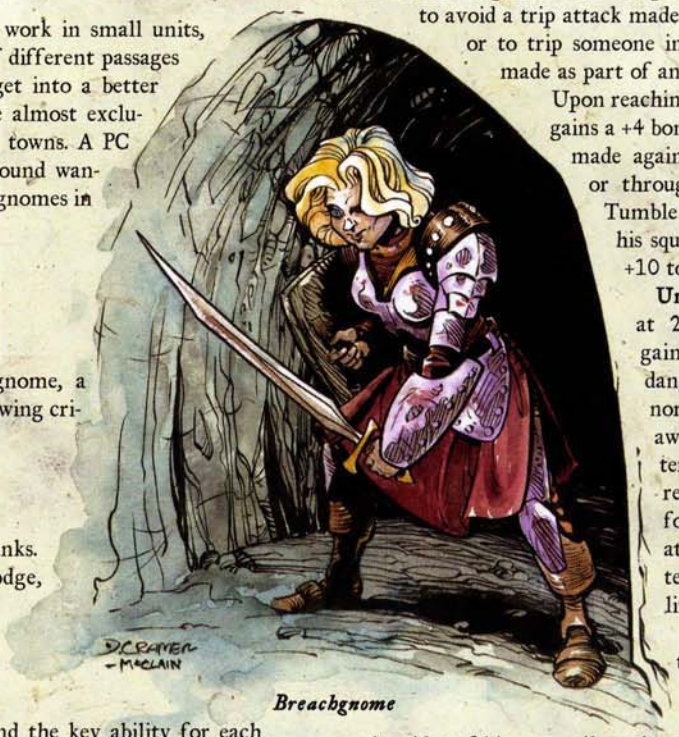
A breachgnome is a mighty gnome who is skilled in fighting in cramped conditions. A high-level breachgnome in the right position can hold off a superior force for as long as his strength holds out. Such gnomes are trained to fight alone, and they excel at doing so.

Most breachgnomes are fighters, rangers, paladins, or barbarians—combatants who are well-suited to the demands of the position and can benefit most from the capabilities of the class. Rogues and bards sometimes take this class, but both they and sorcerers, wizards, and druids are normally better off avoiding hand-to-hand combat, so it is rare.

NPC breachgnomes sometimes work in small units, prepared to block off a number of different passages so that their fellows can either get into a better position or even escape. They are almost exclusively found in gnome villages or towns. A PC breachgnome can sometimes be found wandering along, searching for fellow gnomes in need of his unique skills.

**Hit Die:** d10.

*Illustration by Dennis Cramer*




*Breachgnome*

## Requirements

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

**Race:** Gnome.

**Alignment:** Any nonchaotic.

**Base Attack Bonus:** +5.

**Skills:** Listen 5 ranks, Spot 5 ranks.

**Feats:** Combat Reflexes, Dodge, Improved Initiative.

## Class Skills

The breachgnome's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Spot (Wis), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the breachgnome prestige class.

**Weapon and Armor Proficiency:** Breachgnomes are proficient with all simple and martial weapons, all types of armor, and with shields.

**Seal the Breach (Ex):** Starting at 1st level, when a breachgnome can fight in a position where he is adjacent to a solid object of at least Medium size (such as a tree, wall, or pillar), he gains a +2 dodge bonus to his AC. If two such objects are on opposite sides of the breachgnome (similar to two creatures in flanking positions), this bonus increases to a total of +4.

Beginning at 3rd level, the breachgnome becomes especially good at thwarting attempts to enter his area, pass his threatened area, or move him from his position. He gains a +4 bonus on attacks of opportunity made in response to a creature entering his square (including a bull rush), a +4 bonus to resist a bull rush (as if the breachgnome were exceptionally stable), and a +4 bonus to avoid a trip attack made as part of an overrun action or to trip someone in response to a trip attempt made as part of an overrun.

Upon reaching 5th level, the breachgnome gains a +4 bonus on attacks of opportunity made against creatures moving within or through his threatened area, and Tumble checks made to pass through his square or a threatened area add +10 to their DC.

**Uncanny Dodge (Ex):** Starting at 2nd level, the breachgnome gains the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker (he still loses his Dexterity bonus to AC if immobilized).

Upon reaching 5th level, the breachgnome can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack him. The exception to this defense is that a rogue of at least four levels higher than the character can flank him (and thus sneak attack him).

If the breachgnome has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

**Bonus Feats:** At 2nd and 4th level, the breachgnome gets a bonus feat. These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Expertise, Improved Critical*, Improved Disarm, Improved Trip, Improved Two Weapon

### Table A–8: The Breachgnome

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Seal the breach (AC bonus) |
| 2nd | +2 | +0 | +3 | +0 | Bonus feat, uncanny dodge (Dex bonus to AC) |
| 3rd | +3 | +1 | +3 | +1 | Seal the breach (stability) |
| 4th | +4 | +1 | +4 | +1 | Bonus feat |
| 5th | +5 | +1 | +4 | +1 | Seal the breach (safeguard), uncanny dodge (can't be flanked) |

Fighting, Two Weapon Fighting, Weapon Finesse*, Weapon Focus*, and Whirlwind Attack.

Some of the bonus feats available to a breachgnome cannot be acquired until the breachgnome has gained one or more prerequisite feats. A breachgnome can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. A breachgnome must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

## Elven High Mage

Elves study magic with a matchless passion. But even among the elves, the high mages are regarded as obsessed with the accumulation of arcane power.

Elven high mages are the masters of creating their own epic spells—*mythals* that can grow to engulf entire cities. Learning the secrets of epic magic is the culmination of any arcanist's career, and the elves are very selective about who can learn such potent lore. Existing high mages often observe high mage candidates for a decade or more, probing for the faintest hint of unworthiness. So far, their extreme secrecy has worked. Less than a dozen elves even know where the lore of elven high magic is even kept, much less how to actually cast an epic spell.

All elven high mages are sun elves, moon elves, or wood elves, and all are powerful wizards or sorcerers. No one else can learn the elves' greatest magical secrets.

NPC high mages spend their time developing new epic spells, organizing searches for lost elven lore, or taking steps to ensure that elven secrets stay secret. PC high mages will find that being a high mage is a full-time job, making adventuring a challenge. But due to their considerable personal power, elven high mages often wind up on the front lines of the defense of the elven people.



*Elven high mage*

Illustration by Vince Locke

The elven high mage prestige class makes use of material found in *Epic Level Handbook*, since any elven high mage is by definition an epic-level character.

**Hit Die:** d4.

### Requirements

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

**Race:** Sun elf, moon elf, or wood elf.

**Skills:** Knowledge (arcana) 25 ranks, Spellcraft 25 ranks.

**Feats:** Epic Skill Focus [Knowledge (arcana)], Epic Skill Focus (Spellcraft).

**Spellcasting:** Able to cast 9th-level arcane spells.

**Special:** Must survive scrutiny and meet with the approval of all existing elven high mages.

**Table A–9: The Elven High Mage**

| Class Level | Special | Spells Per Day/Spells Known |
|---|---|---|
| 1st | Seed affinity | +1 level of existing class |
| 2nd | Mythal invention | — |
| 3rd | Seed affinity | +1 level of existing class |
| 4th | Mythal invention | — |
| 5th | Bonus Feat | +1 level of existing class |
| 6th | Seed affinity | — |
| 7th | Mythal invention | +1 level of existing class |
| 8th | Seed affinity | — |
| 9th | Mythal invention | +1 level of existing class |
| 10th | Bonus Feat | — |

### Class Skills

The elven high mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (any) (Int), Profession (Wis), Sense Motive (Wis), Speak Language, and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the elven high mage.

**Weapon and Armor Proficiency:** The elven high mage gains no proficiencies in weapons or armor.

**Spells Per Day/Spells Known:** Starting at 1st level and every other elven high mage level thereafter (1st, 3rd, 5th, 7th, and 9th), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit that a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming an elven high mage, the player must decide to which class to add the new level for the purpose of determining spells per day.

**Seed Affinity (Ex):** The elven high mage's studies have provided insight into the finer points of epic spell creation. Whenever this class feature is attained (at 1st, 3rd, 6th, and 8th levels), the elven high mage chooses an epic spell seed from the list in Chapter 2 of the *Epic Level Handbook*. The base Spellcraft DC for epic spells created with this seed is two lower, so the elven high mage can achieve powerful epic spells at lower levels. For

example, an elven mage who chooses the *banish* seed (normally DC 27) will gain quicker access to all epic spells that use the *banish* seed, because the base Spellcraft DC will be 25, not 27, and the elven mage will be able to achieve a given effect two levels earlier than other epic spellcasters.

**Mythal Invention (Ex)**: Whenever the elven high mage attains this class feature (at 2nd, 4th, 7th, and 9th levels), she may develop a single epic spell for 75% of the normal development cost in gold, time, and experience points. The elven high mage doesn't have to develop an epic spell right away, but if she attains this class feature again before she develops an epic spell, the previous benefit is lost. For example, an elven high mage who attains a mythal invention at 2nd level must use it before 4th level, when the next mythal invention is available.

**Bonus Feat (Ex)**: The elven high mage gains a bonus feat at 5th level and an additional bonus feat every five levels thereafter. These bonus feats must be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spellcasting, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Spell.

*Illustration by Wayne England*



*Great Rift skyguard*

## Great Rift Skyguard

The hippogriff-mounted skyguards of the Great Rift patrol the skies, ever watchful for the enemies of the gold dwarves. Unlike other mounted soldiers, skyguards often leave their saddles, shouting "Axes from the sky!" as they drop onto their foes.

**Hit Die:** d10.

### Requirements

To qualify to become a Great Rift skyguard, a character must fulfill all the following criteria.

**Race:** Gold dwarf.

**Skills:** Handle Animal 4 ranks, Jump 4 ranks, Ride 8 ranks.

**Feats:** Mounted Combat, Toughness.

### Class Skills

The Great Rift skyguard's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), and Spot (Wis).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the Great Rift skyguard prestige class.

**Weapon and Armor Proficiency**: The Great Rift skyguard is proficient with martial weapons, medium and light armor, and shields.

**Axes from the Sky:** The Great Rift skyguard is particularly adept at using a drogue wing (see the Equipment section of this appendix) to attack his foes from above. As a standard action, the skyguard can leap from his saddle, fall straight downward, and deploy his drogue wing just before attacking. This counts as a charge attack that deals double damage and grants an additional +1 bonus on the attack roll because the skyguard is attacking from higher ground. The skyguard takes no damage from the fall, and after the attack is scattered randomly into a square adjacent to the creature he attacked.

**Hippogriff Steed I (Su)**: At 2nd level, the bond between the Great Rift skyguard and his mount improves. The hippogriff now has 5 Hit Dice, its natural armor bonus improves to +6, its Strength score improves to 19, and its Intelligence score improves to 6.

### Table A–10: The Great Rift Skyguard

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Axes from the sky |
| 2nd | +2 | +3 | +3 | +0 | Hippogriff steed I, skyhook |
| 3rd | +3 | +3 | +3 | +1 | Bonus mounted combat feat |
| 4th | +4 | +4 | +4 | +1 | Fly-By Attack |
| 5th | +5 | +4 | +4 | +1 | Hippogriff steed II |
| 6th | +6 | +5 | +5 | +2 | Drogue charge |
| 7th | +7 | +5 | +5 | +2 | Bonus mounted combat feat |
| 8th | +8 | +6 | +6 | +2 | Hippogriff steed III |
| 9th | +9 | +6 | +6 | +3 | Glide for distance |
| 10th | +10 | +7 | +7 | +3 | Skyguard catapult |

The skyguard also develops a telepathic link with the hippogriff out to a distance of one mile. The skyguard cannot see through the mount's eyes, but they can communicate telepathically. Because of the telepathic link, the skyguard has the same connection to an item or place that the hippogriff does, just as a master and his familiar.

The skyguard can have only one hippogriff steed at a time. If the hippogriff dies, the skyguard must train a new hippogriff for a month before he can confer the bonuses to it.

**Skyhook**: At 2nd level, the Great Rift skyguard and his steed have mastered a resaddling maneuver. If the skyguard is on the ground, he can raise his shield above his head as a free action. The hippogriff then swoops down and grabs the shield (and consequently the skyguard) in the middle of its move, as if it had the Flyby Attack feat. Then it corkscrews as it climbs, so the skyguard winds up back in the saddle. The skyguard doesn't provoke attacks of opportunity for this maneuver, but the hippogriff might.

**Bonus Mounted Combat Feat**: At 3rd and 7th level, the Great Rift skyguard gains a feat of his choice with the Mounted Combat feat as a prerequisite.

**Fly-By Attack**: At 4th level or higher, a Great Rift skyguard who swoops down onto his foes with a drogue wing can leap from the saddle, make a single attack, then fly up to 50 feet away (at an altitude of 5 feet above the ground) before landing. This does not provoke an attack of opportunity from the skyguard's target.

**Hippogriff Steed II (Su)**: At 5th level, the Great Rift skyguard's hippogriff now has 7 Hit Dice, its natural armor bonus improves to +8, its Strength score improves to 20, and its Intelligence score improves to 7. It is considered a magical beast, and it remains Large despite its 7 HD. Its fly speed improves to 110 feet (good).

**Drogue Charge**: At 6th level and higher, a Great Rift skyguard on the ground with an undeployed drogue wing can run at his foes, then deploy the wing to send him into the air briefly, up and over his target. This functions as a normal charge attack, except that the skyguard gains the +1 attack bonus for higher ground, and he lands on the far side of his foe. The drogue charge doesn't provoke an attack of opportunity from the target, even if the creature has reach.

**Hippogriff Steed III (Su)**: At 8th level, the Great Rift skyguard's hippogriff now has 9 Hit Dice, its natural armor bonus improves to +10, its Strength score improves to 21, and its Intelligence score improves to 8. It is still a Large magical beast, and it gains spell resistance 20 and damage reduction 5/+2.

**Glide for Distance**: At 9th level and higher, the Great Rift skyguard is attuned to even the slightest breeze, and he knows how to get maximum performance from his drogue wing. Once he has deployed the drogue wing, a Great Rift skyguard can travel up to 15 feet horizontally for every 5 feet he falls. He is considered to have good maneuverability while flying, although he can't climb. He can dive as steeply as he wishes, however.

**Skyguard Catapult**: A dangerous stunt attempted only by the best skyguards (10th level), the skyguard catapult turns the Great Rift skyguard into a living catapult stone. As a full-round action, hippogriff and skyguard swoop toward their target. At the end of the hippogriff's movement, the skyguard leaps from the saddle, falling any vertical distance and traveling up to 50 feet in a straight line horizontally.

Unlike axes from the sky, the drogue wing is not deployed. Instead, the skyguard deals damage to the target as if he were a falling object (see Table 3–18: Damage from Falling Objects in the *Dungeon Master's Guide*) and takes half-damage from the fall himself. The skyguard must succeed on a melee touch attack roll to strike his target; if he misses, he inflicts no damage on the target and falls prone in an adjacent square.

# orc warlord

The orc warlord is a savage general of an unruly army, the leader of one of the deadly and all too common orc hordes that rampage down from the Spine of the World to savage and brutalize the civilized lands of Faerûn. An orc warlord is an imposing figure, often slathered with scars both ritualistic and all too real in origin.

Barbarians and fighter/barbarians are the best suited to become orc warlords, as they already excel in battle and often attract large armies on their own. Barbarian/clerics sometimes become orc warlords to better lead their followers into religious wars. Orc barbarian/rangers and barbarian/rogues usually operate alone, although it is not unknown for one of these to become a warlord in desperate times. Perhaps the most potent of orc warlords, though, is the barbarian/bard; his natural abilities to handle large groups and inspire greatness stack quite well with the abilities granted by this prestige class.

An NPC orc warlord is usually encountered on the field of battle, commanding his horde of orcs. Between attacks, an orc warlord can be found back in his lair training his troops for the next attack, be it in a month or a decade or even farther into the future.

**Hit Die**: d12.

## Requirements

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

**Race**: Orc or half-orc.

**Base Attack Bonus**: +5.

**Alignment**: Any nongood.

**Skills**: Intimidate 8 ranks, Ride 5 ranks, Survival 5 ranks.

### Table A–11: The Orc Warlord

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Gather horde ×150% |
| 2nd | +2 | +3 | +0 | +3 | Inspire courage |
| 3rd | +3 | +3 | +1 | +3 | Gather horde ×200% |
| 4th | +4 | +4 | +1 | +4 | |
| 5th | +5 | +4 | +1 | +4 | Final rage |

**Feats:** Blood of the Warlord or Might Makes Right, Leadership.

**Special:** Barbarian rage ability.

## Class Skills

The orc warlord's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (5 ranks).

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the orc warlord prestige class.

**Weapon and Armor Proficiency:** Orc warlords gain no proficiency with any weapons, armor, or shields.

**Gather Horde (Ex):** An orc warlord can maintain a larger force of orc followers than a comparable leader could of other creatures. When determining the number of followers allowed for a warlord, multiply the amount listed in Table 2–25: Leadership in the *Dungeon Master's Guide* by the listed value. These additional forces must be orcs. For example, a character with a leadership score of 15 could normally have up to twenty 1st-level, two 2nd-level, and one 3rd-level followers. A 1st-level orc warlord could have thirty 1st-level, three 2nd-level, and one 3rd-level follower, as long as at least ten of the 1st-level and one of the 2nd-level followers were orcs. A 3rd-level orc warlord could have forty 1st-level, four 2nd-level, and two 3rd-level followers, so long as half of them were orcs.

**Inspire Courage (Su):** At 2nd level, the orc warlord gains the ability to inspire courage, which has the same effect as the bardic ability of the same name. The warlord makes an inspirational speech, bolstering his allies against fear and improving their combat abilities. To be affected, an ally must hear the warlord speak for a full round. The effect lasts as long as the warlord speaks and for 5 rounds after the warlord stops speaking (or 5 rounds after the ally can no longer hear the warlord). While speaking, the warlord can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word. Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. A warlord in the midst of a rage can use this ability, but in those cases the warlord's speech is more of a rant of howls and curses than a true speech.

**Final Rage (Ex):** At 5th level, the warlord gains the ability to incite a rage in all his nearby allies for one last phenomenal attack. Any allies within ten feet of the warlord (including the warlord himself) immediately enter a rage, even if they could not normally do so or have used all their own rage ability for the day. If the warlord or an ally is already in a rage at the time or is capable of a greater rage, the affected creatures enter a greater rage instead (if an affected creature is already in a greater rage, this ability has no additional effect). This rage (or increase to greater rage) lasts until the warlord's next turn, and all penalties for leaving a rage apply (for example, the creatures are fatigued, and if already fatigued they become exhausted). Invoking the final rage is a free action.



*Orc warlord*

*Illustration by Jim Pavelec*

# spellsinger

Spellsingers (not to be confused with spelldancers, detailed in *Magic of Faerûn*), are rare practitioners of an ancient elven bardic tradition. Like bards, spellsingers work magic with song and poetics, but, whereas bards draw on the Weave through singing and poetry, spellsingers are truly part of the Weave. As such, spellsingers can work magic through music with greater effect and flexibility than other bards.

Most spellsingers are bards or wizard/bards, particularly enchanter/bards, although sorcerer/bards and cleric/bards (the latter known as circle dancers) are not unknown. Characters of other classes almost never become spellsingers. Likewise, most spellsingers are elves, or, more rarely, half-elves. At least one human with a trace of elven heritage, Danilo Thann, is known to have mastered the art as well.

NPC spellsingers are usually found in traditional elven homelands where they play a role not unlike bards in other cultures. They garner a great deal of respect among elves and half-elves raised among the Fair Folk, but their unique talents and abilities are little understood outside the ranks of the Tel-quessir.

**Hit Die:** d6.

## Requirements

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

**Race:** Spellsingers must have at least some small amount of elven heritage, defined as at least one-eighth elven blood.

**Skills:** Knowledge (arcana) 8 ranks, Perform (any hand instrument, singing, and others) 8 ranks.

**Feats:** Improved Counterspell, Skill Focus (Perform).

**Spellcasting:** Ability to cast 1st-level arcane spells without preparation.

## Class Skills

The spellsinger's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (any) (Int), Perform (Cha), Profession (Wis), Speak Language (None), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the spellsinger prestige class.

**Weapon and Armor Proficiency:** Spellsingers gain no proficiency in any weapons or armor.

**Bardic Music:** Spellsingers continue to increase their skill in creating magical effects thorough song and poetics. A character's spellsinger levels and bard levels (or levels in another class with the same ability) stack for the purpose of using bardic music.

**Compelling Song (Su):** Spellsingers have an intrinsic understanding of the links between magic and music. They add their class level to all Perform checks when using their bardic music ability. Likewise, they add their class level to the DCs of their bardic music *fascinate* and *suggestion* abilities.

**Spellsong:** Spellsingers can "lose" a prepared arcane spell in order to cast any arcane enchantment spell of one or more levels lower that is on their spell list. This works just as a cleric's spontaneous casting class feature. Arcane spells that do not need to be prepared can also be "lost" in this fashion, although spellsong simply grants the ability to replace a spell slot with a lower-level arcane enchantment spell from the character's spell list.

All spellsongs require verbal (singing) and somatic (playing an instrument) components, regardless of whether the spell was prepared or not. These components replace the spell's normal verbal, somatic, material, and focus components, but not any experience point costs or expensive material components.

The saving throw DC for spellsongs is equal to the caster's Cha modifier + the enchantment's level +2, regardless of whether the spell was originally prepared or not.



*Spellsinger*

**Improved Countersong (Su):** At 3rd level and above, spellsinger are particularly adept at using their countersong ability to disrupt spells, gaining a +10 bonus on Perform checks when attempting to countersong.

**Amplified Music (Su):** At 5th level, spellsingers become particularly adept at producing magical effects on those around them. They increase the range of most bardic music effects (countersong, *fascinate*, inspire courage, and inspire greatness) by a number of feet equal to five times their class level. This increase is tripled for the bardic music *fascinate* ability.

**Spells per Day:** When a new spellsinger level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of spellsinger to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a spellsinger, he must decide to which class he adds each level of spellsinger for the purpose of determining spells per day.

## warrior skald

Among the Northlanders dwell bardic musicians who live for two things: poetry and warfare. Accompanying heroes of great renown, these warrior skalds fight at their sides while composing the epics that will be told for centuries to come.

Most warrior skalds were once bards, though they eventually ignore their spellcasting to improve their fighting prowess. They focus on oratory rather than music, and their greatest creative achievement is to compose an epic poem about a military campaign or other adventure. Warrior skalds will often recite parts of an epic in the middle of combat to spur on their allies and frighten their foes. Many soldiers find it unnerving to battle a warrior skald who recites poetry in stentorian tones, working the events of the ongoing battle into each stanza.

*Illustration by Jeremy Jarvis*

### Table A–12: The Spellsinger

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Bardic music, compelling song, spellsong | +1 level in existing arcane spellcasting class |
| 2nd | +1 | +0 | +3 | +3 | — | +1 level in existing arcane spellcasting class |
| 3rd | +2 | +1 | +3 | +3 | Improved countersong | +1 level in existing arcane spellcasting class |
| 4th | +3 | +1 | +4 | +4 | — | +1 level in existing arcane spellcasting class |
| 5th | +3 | +1 | +4 | +4 | Amplified Music | +1 level in existing arcane spellcasting class |

NPC warrior skalds are usually found on the battlefield or in various noble courts, where they recite poems of battles both recent and ancient. Silverymoon and Waterdeep both have guildhouses for warrior skalds, where poems and tales of adventure are enthusiastically traded.

**Hit Die:** d6.

## REQUIREMENTS

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

**Skills:** Concentration 6 ranks, Perform (poetry, any others) 9 ranks.

**Feats:** Power Attack, Cleave.

## CLASS SKILLS

The warrior skald's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), and Swim (Str).

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

All of the following are class features of the warrior skald prestige class.

**Weapon and Armor Proficiency:** The warrior skald is proficient with martial weapons, armor, and shields.

**Bardic Music:** At 1st level, the warrior skald gains the bardic music ability if she did not already have it from a previous class. All the bardic music effects (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, and *suggestion*) become available to her immediately, subject to their usual Perform skill requirements (see Bard in the *Player's Handbook*). Additionally, all the bardic music effects, including countersong, can be produced with poetry rather than music. Each bardic music effect except *suggestion* requires one daily use of the bardic music ability. *Suggestion* does not require any uses, but the subject must first be *fascinated*. The warrior skald combines her bard and warrior skald levels to determine how many times per day she can use her bardic music ability.

**Words of Rejuvenation (Su):** A 2nd-level warrior skald can inspire her allies so they shake off the effects of fatigue. Fatigued characters who hear the warrior skald speak for a minute are no longer fatigued, and exhausted characters are only fatigued. The warrior skald can use this ability only once per hour. It is a language-dependent ability that counts as one daily use of bardic music.

**Demoralize:** At 3rd level, the warrior skald's poetry hurts enemy morale. Once they've heard the warrior skald's epic oratory for a full round, opponents within 20 feet must succeed on a Will save (DC 10 + warrior skald levels + Cha bonus) or be shaken (–2 morale penalty on attacks, damage, and saves) as long as the warrior skald continues to recite and for 5 rounds thereafter. This is a mind-affecting, language-dependent ability that counts as one daily use of bardic music.

**Marcher's Chant:** At 5th level, the warrior skald gains the ability to encourage those engaged in dull, repetitive action, such as marching or rowing. When traveling overland or engaged in a similar long-term physical effort, those who hear the warrior skald's exhortations find they can exert themselves for longer. Those within earshot of the warrior skald can march or exert themselves 50% longer before making Constitution checks (see Forced March in Chapter 9 of the *Player's Handbook*). The warrior skald need not chant nonstop throughout the entire march but must be chanting at least half the time.

**Inspire Heroism:** As an additional use of bardic music, a 6th-level warrior skald with 15 or more ranks in Perform can use poetics to inspire tremendous heroism in a single willing ally within 30 feet, allowing that creature to fight bravely even against overwhelming odds. For every three levels the warrior skald attains beyond 5th, he can inspire heroism in one additional creature. To inspire heroism, the warrior skald must recite poetry and the creature must hear the poetry for a full round.



*Warrior skald*

*Illustration by Mike Dutton*

### TABLE A–13: THE WARRIOR SKALD

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Bardic music |
| 2nd | +2 | +3 | +3 | +0 | Words of rejuvenation |
| 3rd | +3 | +3 | +3 | +1 | Demoralize |
| 4th | +4 | +4 | +4 | +1 | — |
| 5th | +5 | +4 | +4 | +1 | Marcher's chant |
| 6th | +6 | +5 | +5 | +2 | Inspire heroism |
| 7th | +7 | +5 | +5 | +2 | Words of fear |
| 8th | +8 | +6 | +6 | +2 | — |
| 9th | +9 | +6 | +6 | +3 | Words of panic |
| 10th | +10 | +7 | +7 | +3 | Words of fury |

A creature so inspired gains a +4 morale bonus on attack rolls, weapon damage rolls, and saving throws, and a +4 dodge bonus to Armor Class. The effect lasts for as long as the ally hears the warrior skald continue to recite poetry and for up to 5 rounds thereafter. This is a mind-affecting ability that counts as one daily use of bardic music.

**Words of Fear (Su)**: A 7th-level warrior skald's oratory becomes frightful to foes who hear and understand it. Once they've heard the warrior skald for a full round, opponents within 20 feet must succeed on a Will save (DC 10 + warrior skald levels + Cha bonus) or be frightened (flee if possible, or suffer a –2 morale penalty on attacks, damage, and saves) as long as the warrior skald continues to recite and for 5 rounds thereafter. This is a mind-affecting, language-dependent ability that counts as three daily uses of bardic music.

**Words of Panic (Su)**: A 9th-level warrior skald's oratory is so frightening that few can withstand it. Once they've heard the warrior skald for a full round, opponents within 20 feet must succeed on a Will save (DC 10 + warrior skald levels + Cha bonus) or be panicked (–2 morale penalty on saves, and creature flees or cowers, dropping items) as long as the warrior skald continues to recite and for 5 rounds thereafter. This is a mind-affecting, language-dependent ability that counts as three daily uses of bardic music.

**Words of Fury (Su)**: A 10th-level warrior skald with at least 19 ranks in Perform can enrage her allies. This ability functions exactly like barbarian rage on all willing allies within 20 feet, and it lasts as long as the warrior skald continues her performance. Words of fury requires three daily uses of performance per round maintained. It is a supernatural, mind-affecting ability.



*Warsling sniper*

Illustration by Dennis Calero

# warsling sniper

The warsling sniper is an expert in the use of the weapon commonly associated with the halfling race. Among the hin, these individuals are known by their proper name, and are often accorded great respect in the hin community. To nearly everyone else, however, these sharpshooters are known as "those damned sling assassins!" or by even more colorful epithets. While some warsling snipers do actually sell their talents to those wishing to dispose of their enemies, most are not professional assassins but rather highly skilled specialists who use their skills to help protect their communities or improve their chances of adventuring successfully. A number of warsling snipers remain with their family for most of their lives, imparting their superlative skills to the young.

Fighters, monks, and rogues are the most common practitioners of warsling snipery. Some barbarians and rangers, particularly those fighting for a partisan cause or engaged in the protracted defense of a homeland, find the warsling sniper's talents highly useful in their work. The occasional druid or cleric may adopt this path of study if it seems to support or compliment her religious beliefs and practices. Wizards seldom sacrifice the benefits of additional spells to take up the halfling warsling with such single-minded devotion, and sorcerers do so with only slightly more frequency.

The art of warsling expertise is often passed from generation to generation, particularly among the lightfoot hin. This strong familial association is perhaps the reason that warsling snipers are found more frequently among lightfoot halflings than ghostwise or stronghearts. Warsling snipers are not unknown among the ghostwise and strongheart hin, but generally these subraces prefer different sorts of ranged weapons. A small gathering of warsling snipers sometimes cooperate to undertake a joint mission (such as ambushing individuals who are making life difficult for the local hin), and at least few wandering lightfoot communities boast small military units of warsling snipers.

**Hit Die**: d6

## Requirements

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

**Race**: Halfling.

**Base Attack Bonus**: +5.

**Skills**: Craft (weaponsmith) 3 ranks, Hide 4 ranks, Spot 6 ranks.

**Feats**: Exotic Weapon Proficiency (halfling warsling), Exotic Weapon Proficiency (skiprock), Point Blank Shot, Precise Shot.

## Class Skills

The warsling sniper's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spot (Wis).

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

All the following are class features of the warsling sniper prestige class.

**Table A–14: The Warsling Sniper**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Warsling sneak attack +1d6 |
| 2nd | +2 | +0 | +3 | +0 | Sniper's vision |
| 3rd | +3 | +1 | +3 | +1 | Warsling sneak attack +2d6 |
| 4th | +4 | +1 | +4 | +1 | Improved Critical (halfling warsling) |
| 5th | +5 | +1 | +4 | +1 | Warsling sneak attack +3d6 |
| 6th | +6 | +2 | +5 | +2 | Improved ricochet |

**Weapon and Armor Proficiency**: Warsling snipers gain no proficiency with any weapons, armor, or shields.

**Warsling Sneak Attack (Ex)**: Any time the warsling sniper's target would be denied his Dexterity bonus to AC (regardless of whether he actually has a Dexterity bonus), her ranged sneak attack with the warsling deals extra damage. This extra damage is +1d6 at 1st level, and increases by an additional 1d6 every other level after that (+2d6 at 3rd level and +3d6 at 5th level). Ranged attacks only count as sneak attacks if the target is within 30 feet. In every other way, this ability is identical to the rogue's sneak attack. If the character has the sneak attack ability from another class, the bonuses stack.

**Sniper's Vision (Ex)**: At 2nd level, warsling snipers gain a +2 bonus on sling attacks against targets with some degree of cover; this bonus effectively reduces the benefit of cover because the warsling sniper is adept at aiming for the exposed part of the foe. Furthermore, if a skiprock sniper misses the target due to concealment, she can reroll the miss chance percentile roll to see if she actually hit.

**Improved Critical (Ex)**: At 4th level, the warsling gains Improved Critical (halfling warsling) as a bonus feat.

**Improved Ricochet (Ex)**: At 6th level, the sniper's expertise with the warsling becomes so advanced that when she bounces a skiprock off one target to hit another, the second attack roll is made without the normal –2 penalty. This ability may be used once per round.

# spells

The spells herein are presented in alphabetical order.

## Aerial summoning dance

Conjuration (Summoning)
**Level**: Clr 4
**Components**: V, S, DF
**Casting Time**: 3 rounds
**Range**: Close (25 ft. + 5 ft./2 levels)
**Effect**: One summoned Large air elemental
**Duration**: 1 round/level
**Saving Throw**: None
**Spell Resistance**: No

As *summon monster VI*, except as noted above and that casting the spell requires a flying dance by the caster and at least four aarakocra, all of whom are treated as participating in the spell-casting for the purpose of provoking attacks of opportunity and maintaining concentration.

## burrow

Transmutation
**Level**: Clr 3, Sor/Wiz 3
**Components**: V, S, M
**Casting Time**: 1 action
**Range**: Personal
**Target**: You
**Duration**: 1 minute/level (D)

Your hands sprout claws as hard as stone. You can use these claws to burrow through earth, sand, clay, and gravel (but not solid rock), excavating with enough speed to move through the earth at a speed of 10 feet, much like a badger.

You can use the claws as weapons that deal 1d6 points of damage. If your normal unarmed damage is greater than 1d6, the damage does not change. You are considered armed while this spell is in effect.

*Arcane Material Component:* A tuft of fur from a burrowing animal, and a tiny replica of a shovel.

## commune with earth

Divination
**Level**: Clr 5, Drd 5 (dwarf)

As *commune with nature*, except you instantly gain knowledge of the ground, minerals, bodies of water, people, general animal population, burrowing or subterranean creatures, fungi, and so on. The spell is only effective in hills, mountains, or underground (including mines). The spell operates in a radius of one-half mile per level of the caster and to a depth of one-quarter mile per level.

## detect metal and minerals

Divination
**Level**: Clr 3, Sor/Wiz 3
**Components**: V, S, M
**Casting Time**: 1 action
**Range**: 60 ft.
**Area**: Quarter-circle emanating from you to the extreme of the range
**Duration**: Concentration, up to 10 minutes/level (D)
**Saving Throw**: None
**Spell Resistance**: No

You can detect large accumulations of metals and other minerals, whether worked or unworked. The spell will detect everything from a vein of iron ore to a pile of gold coins, even through solid stone or other barriers.

When you cast this spell, you must concentrate on at least 10 pounds of the metal or mineral you're searching for. If an accumulation of that metal 10 pounds or larger is within the spell area, you will unerringly sense it (most coins are 50 to the pound).

The amount of information revealed depends on how long you study a particular area:

*1st Round:* Presence or absence of the particular metal or mineral.

*2nd Round:* Approximate weight of the metal or mineral.

*3rd Round:* Distance and direction (measured in a straight line) to the metal or mineral.

As long as the spell is active, you can change the metal or mineral you're trying to detect by simply concentrating on a different sample (it takes a standard action to refocus on the new sample). Thus you could search for gold, then switch to adamantine, then seek out sources of iron. If you stop concentrating on a sample, the spell ends.

# Champions of Faith

Naturally, the followers of the various deities in the Forgotten Realms setting are as varied as the deities themselves. This chapter presents twenty new prestige classes, each one centered on a particular deity or a type of religion. At the end of the chapter is a new template, setting forth the abilities and characteristics of a Chosen of Bane.

## prestige classes

### Arachne

The Demon Queen of Spiders is a cruel, capricious deity who delights in pitting her worshipers against one another. Arachnes are priestesses of Lolth who have risen to the pinnacle of drow society, worshiping Lolth only for the power she grants.

Clerics or cleric/fighters are the mostly likely characters to adopt the arachne prestige class, although other class combinations, par-

### The Test of Lolth

Lolth is a fickle and cruel goddess, believing that the drow race is best served by constantly struggling against each other. To this end, she tests some of her more exceptional followers to determine if they are worthy of her patronage—and worthy of their lives. This test, known as the Test of Lolth, is given to any Lolth-worshiping drow upon reaching 6th level, although sometimes she waits until the subject is 7th or even 8th level.

Part of the test is about loyalty. Usually Lolth plants thoughts in the mind of a friend, family member, or ally of the subject, leading him to believe he has been chosen for a special favor from the Spider Queen. (If the subject of the Test has no suitable friend, family member, or ally, Lolth chooses a cleric that has showed insufficient zeal.) In return, he must destroy one of "Lolth's enemies" (the drow actually being tested). Lolth instructs the dupe to ambush the target, slaying the enemy of the Spider Queen. When the target is attacked, she hears whispers from the Lolth that she is being tested and that the outcome of the battle determines whether she succeeds or fails. It is a test of loyalty whether or not the subject is willing to kill an ally if the Spider Queen tells her to do so.

The rest of the test is about power and resourcefulness—whether or not the subject is strong and clever enough to defeat a powerful foe. For NPCs, the dupe in the test is always a creature with the same CR as the subject of the test. For PCs (because they are stronger than an NPC of the same level), the dupe is always a creature with a CR three higher than the test subject's character level (so a drow PC of 6th level would face an 8th-level drow NPC, since drow have an CR of "class level +1"). The fight is usually difficult and the test subject often has to expend all her resources to survive and vanquish her foe (who must be slain in order to satisfy Lolth).

If the subject passes the test, she gains a +2 morale bonus on attacks, saves, and checks for one month. She may claim any items she wants from her fallen enemy. If she is killed, Lolth sucks her soul dry. If she fails to defeat her opponent, refuses to fight, or is defeated but left alive, she is turned into a drider and usually departs her home in shame. Other drow are used to these disappearances and those that fail are rarely spoken of again. If the dupe of the test wins, Lolth may reward him (with the morale bonus for passing the test), wipe his mind of the events, or even expose him for his attack on another drow (while drow society is used to these interpersonal conflicts, the rule is to not get caught, so someone discovered in this manner is usually executed for incompetence).

ticularly those including sorcerer, ranger, and wizard, are not unknown. Arachnes are only very rarely nondrow.

Arachnes are commonly found in drow cities of the Underdark in which priestesses of Lolth reign supreme, such as Menzoberranzan or Ched Nasad. Many arachnes are matriarchs of drow noble houses or the daughters of such matron mothers. Arachnes encountered outside drow cities are often young and less powerful, seeking to make a name for themselves in hopes of establishing or seizing control of their own noble houses some day.

**Hit Die**: d8.

## Requirements

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

**Race**: Aranea, choldrith, deep dragon, drow, half-drow, or half-fiend draegloth.

**Gender**: Female.

**Alignment**: Chaotic evil.

**Skills**: Handle Animal 3 ranks, Knowledge (arcana) 4 ranks, Speak Language (Abyssal), Spellcraft 4 ranks.

**Feats**: Great Fortitude, Still Spell, Survivor, plus either Exotic Weapon Proficiency (hand crossbow) or Weapon Finesse (dagger).

**Spells**: Ability to cast 3rd-level divine spells.

**Domain**: *Spider*.

**Patron**: Lolth.

**Special**: Must have passed the Test of Lolth (given to above-average followers of Lolth upon reaching 6th level).



*Arachne*

## Class Skills

The class skills of an arachne (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Scry (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

The following are class features of the arachne prestige class.

**Weapon and Armor Proficiency**: An arachne gains no weapon or armor proficiencies.

**Spells per Day**: At each arachne level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming an arachne, the player must decide to which class to add each arachne level for the purpose of determining spells per day. The caster level of *spell-like abilities* is equal to the arachne's divine spellcaster level.

**Familiar (Su)**: All arachnes can obtain a hairy spider familiar. For purposes of this ability, an arachne's caster level is considered to be her highest divine caster level.

**Spider Affinity (Ex)**: All arachnes are immune to the venom of spiders and spiderlike creatures. Moreover, arachnes can communicate with arachnids and spiderlike creatures of all kinds as long as the creature has an Intelligence score of at least one. Normal spiders never attack or harm arachnes unless magically controled.

**Spidereyes (Su)**: At 2nd level, an arachne can see through the eyes of her familiar as long as it is within 400 feet + 40 feet per divine caster level. As long as the arachne and her familiar remain on the same plane, she can see and hear as if she were standing where it is, and during her turn she can switch her perception from its location to her own or back again as a free action.

***Webspinner* (Sp)**: At 3rd level, an arachne can ignore *web* spells and spider webbing as if affected by a *freedom of movement* spell. She can walk along webs as if on solid ground (no Balance check required). The *web* spell becomes part of her spell list as a 2nd level cleric spell.

***Spider Mount* (Sp)**: At 5th level, an arachne can call an unusually intelligent, strong, and loyal spider to server her as a steed. Such mounts are always monstrous spiders, with medium-size (for a Small arachne) or large (for a Medium-size arachne) being most common. In all other respects, such spider mounts are identical to a paladin's mount, as discussed in Chapter 3 in the *Player's Handbook*.

Should the arachne's spider mount die, she may call for another one after a year and a day. The new mount has all the accumulated abilities due a mount of the prestige class level of the arachne.

***Dominate Male Drow* (Sp)**: At 7th level, an arachne can cast *dominate person* once per day, affecting only male drow.

### Hairy Spider

**Hairy Spider Familiar**: CR –; Fine vermin; HD 1; hp 1/2 master's; Init +2; Speed 20 ft., climb 10 ft.; AC 20 (touch 20, flat-footed 18); Atk +3 melee (1d2–5 plus poison, bite); Face/Reach 1/2 ft. by 1/2 ft./0 ft.; SA Poison; SQ Poison immunity, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +2, Will +0.

*Skills:* Climb +6, Hide +25, Jump +4, Spot +15 (or master's skills).

**Poison (Ex)**: Those hit by a hairy spider's bite attack must succeed at a Fort save (DC 11) or be injected with poison. The initial and secondary damage is 1 point of temporary Dexterity damage.

Table 4–1: The Arachne

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Familiar, spider affinity | +1 level of divine spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | Spidereyes | +1 level of divine spellcasting class |
| 3rd | +2 | +1 | +1 | +3 | *Webspinner* | +1 level of divine spellcasting class |
| 4th | +3 | +1 | +1 | +4 | | +1 level of divine spellcasting class |
| 5th | +3 | +1 | +1 | +4 | *Spider mount* | +1 level of divine spellcasting class |
| 6th | +4 | +2 | +2 | +5 | | +1 level of divine spellcasting class |
| 7th | +5 | +2 | +2 | +5 | Dominate male drow | +1 level of divine spellcasting class |
| 8th | +6 | +2 | +2 | +6 | | +1 level of divine spellcasting class |
| 9th | +6 | +3 | +3 | +6 | Zin-carla | +1 level of divine spellcasting class |
| 10th | +7 | +3 | +3 | +7 | Transcendence, yochlol form | +1 level of divine spellcasting class |

**Zin-Carla (Su)**: At 9th level, an arachne can create a special form of undead called a zin-carla; see the sidebar on this page. A spirit-wraith cannot be made to cast spells without the arachne losing control over its mind entirely, but can fully use its combat abilities and any skills possessed in life.

The arachne maintains a telepathic link to the spirit-wraith over any distance (as long as both remain on the same plane) that allows her to communicate with it and control it. The arachne must make a successful Concentration check opposed by the spirit-wraith's Will saving throw once per day and whenever the spirit-wraith enters combat in order to continue to maintain control. Control is also severed if the arachne and the zin-carla are on different planes or if the arachne dies.

If control is ever lost for any reason, the telepathic link between arachne and spirit-wraith ends immediately and cannot be restored. The zin-carla then becomes a free-willed undead, seeking only vengeance against its creator, and gains the supernatural ability to know the direction and distance to the arachne that animated it. If it manages to slay the arachne, the zin-carla crumbles to dust. In the rare circumstance when the arachne dies without the zin-carla killing her, the zin-carla becomes a free-willed undead.

The zin-carla ritual requires 8 hours and the intact corpse of the creature to be animated. The arachne must expend 50 XP per Hit Die of the creature to be animated.

**Transcendence**: At 10th level, an arachne becomes a creature blessed of Lolth, transcending her mortal body and becoming a divine creature (a native outsider). Her type changes to "outsider (chaotic, evil)," which means she is forevermore treated as an outsider rather than a humanoid. For instance, *charm person* does not affect her, but she can be affected by spells such as *banishment*.

**Yochlol Form (Su)**: Once per day the arachne may take the form of a yochlol, a Large black monstrous spider, or a cloud of noxious gas (as a yochlol does), as if using a *shapechange* spell. She may change form among these shapes or her own shape for a period of 1 minute per caster level.

## Auspician

Some believe that the gods determine the success or failure of events in Faerûn. More capricious philosophers tout the elusive

## zin-carla template

Translated from Undercommon, zin-carla means "spirit-wraith." Lolth only grants the zin-carla ritual for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings on the disfavor of Lolth.

The soul of a spirit-wraith is forcibly returned to its body by the will of the arachne who summons it, and it resents this act.

If the zin-carla's creator loses control of it for any reason, it becomes a free-willed undead, seeking only vengeance against its creator. It gains the supernatural ability to know the direction and distance to the being that animated it. If it manages to slay its creator, the zin-carla crumbles to dust.

### Creating a Zin-Carla

The zin-carla template can be applied to the body of any formerly living creature with Intelligence 3 or higher. The base creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

**Special Qualities**: A zin-carla retains all the special qualities of the base creature and those listed below, and also gains the undead type.

**Damage Reduction (Su)**: A zin-carla's undead body is tough, giving the creature damage reduction 10/+1.

**Turn Resistance (Ex)**: A zin-carla has +2 turn resistance.

**Abilities**: As an undead creature, a zin-carla has no Constitution score.

**Skills**: Same as base creature.

**Climate/Terrain**: Any land and underground.
**Organization**: Solitary
**Challenge Rating**: Same as the base creature +1.
**Treasure**: Same as the base creature.
**Alignment**: Always neutral.
**Advancement**: —

Although it acts as an extension of the arachne's will, a zin-carla is an independent monster. Unlike summoned monsters, which are considered part of an enemy's CR (see Experience Awards in Chapter 7: Rewards in the *Dungeon Master's Guide*), a zin-carla counts as a separate creature and player characters that defeat one earn experience points for that encounter. A zin-carla has a CR equal to that of the original creature +1.

force known as luck as the deciding factor of the multiverse. The clergies of Tymora and Beshaba, however, prefer a synthesis of these beliefs, claiming that their divine patrons guide the ministrations of luck. Further, they profess that mortals can learn to bend luck to their own benefit or to the detriment of their enemies. Auspicians, who manipulate luck as if it were the strings of a worn mandolin, give credence to their claims. Though the holy scriptures of Beshaba and Tymora discuss them extensively, few outside those religions know auspicians exist.

Most auspicians are followers of a deity that recognizes the role of luck, having at least some training in one of those faiths. Many have talents as rogues, bards, or sorcerers as well. A few rare fighters are willing to admit that luck often plays a greater role than skill in combat, and most barbarians pride strength over luck.

Auspicians occasionally sign on with adventuring bands if a member of the party is said to be particularly lucky. For the most part, however, auspicians keep a low profile. Auspicians recognize that they have a special kinship, even if they serve different deities, and they rarely choose to confront each other directly. It's said that more than a few of Faerûn's villains view being able to kill an auspician as a sign of divine favor, and even the most fortunate auspician knows the value of making one's own luck by avoiding danger altogether.

**Hit Die:** d8.



*Auspician*

## REQUIREMENTS

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

**Alignment:** Any chaotic.

**Base Save Bonuses:** Fort +5, Ref +2.

**Feats:** Dodge, Great Fortitude, Iron Will, Lightning Reflexes.

**Domain:** Luck.

**Special:** Must take a rare ingested poison called Tyche's blood (reputed to be laced with blood taken from the husk of the goddess Tyche after she split into Tymora and Beshaba). This poison (Fort save DC 22, 2d6 Con, 1d6 Con + 1d6 Str) is administered by another auspician, and the character cannot attempt to thwart its effects with magic (such as spells or items that give saving throw bonuses, increase Constitution, or delay or neutralize poison), although she may use the granted power of the Luck domain to reroll one of her saving throws. If she survives, she may advance in the prestige class. Even if she dies and is returned to life, she may become an auspician, for bad luck is a kind of luck.

## CLASS SKILLS

The auspician's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the auspician prestige class.

**Weapon and Armor Proficiency:** An auspician gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each auspician level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one

TABLE 4–2: THE AUSPICIAN

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Fate domain, Lucky blow (+20) | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | *Tyche's curse* 1/day | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Fickle finger of fate | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | Luck infusion | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Lucky blow (+25) | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | *Tyche's curse* 2/day | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Mark of fortune | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Permanent infusion | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Lucky blow (+30) | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | Luck of the gods | +1 level of existing class |

spellcasting class before becoming an auspician, the player must decide to which class to add each auspician level for the purpose of determining spells per day.

Every morning, an auspician prays to the force of luck, aimed at no particular deity (although they still pray to their patron as well).

**Fate Domain (Su)**: Auspicians gain access to the Fate domain, including the granted power. If the character already has the domain, the effects do not stack.

**Lucky Blow (Ex)**: Once per day as a free action, an auspician may call upon her connection to the forces of luck to grant herself one extraordinarily lucky attack roll. The decision must be made before the die is rolled. The attack gains a +20 luck bonus. At 5th level, the bonus increases to +25. At 9th level, the auspician receives a +30 bonus on her daily lucky blow.

***Tyche's Curse* (Sp)**: Once per day, an auspician of 2nd level or higher may bestow *Tyche's curse* upon a single target within close range (25 ft. + 5 ft./2 levels). The target receives a Will save (DC 10 + 1/2 class level + Wisdom bonus) to negate the effects. Should he fail, he finds that the strands of good luck flee from him—he becomes clumsy, forgetful, and less effective than usual. This has the effect of a *bestow curse* spell, except that the duration is 1 minute/class level. At 6th level, she may use this ability twice per day.

**Fickle Finger of Fate (Ex)**: On reaching 3rd level, the auspician gains the extraordinary ability to affect the luck of others. Once per day, she may reroll one roll that another creature—friend or enemy—has just made. That creature must take the reroll, even if it is worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order, but the auspician cannot use it if she is caught flat-footed. She must be able to see the recipient to use this ability.

Note: The auspician must decide whether to reroll before the results of the roll in question are applied; otherwise she must wait for another opportunity. She is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The auspician player should notify the DM prior to a foe's roll, stating her intention to use this ability immediately if the outcome appears undesirable.

**Luck Infusion (Ex)**: By the time she reaches 4th level, an auspician's understanding of the intricacies of fate becomes so strong that she can twist luck and fate to give her certain abilities. Each morning while preparing spells, the auspician chooses one of the following abilities, which lasts 24 hours, or until the auspician next prepares spells.

+1 luck bonus on melee attack rolls
+1 luck bonus on ranged attack rolls
+4 luck bonus on initiative
+2 luck bonus on Fortitude saves
+2 luck bonus on Reflex saves
+2 luck bonus on Will saves
+2 luck bonus on save DCs of auspician's spells
+2 luck bonus to AC
+2 luck bonus on skill checks

**Mark of Fortune (Su)**: Once per day, an auspician of 7th level or higher can "lend" some of her luck to an ally by tracing a sigil upon the back of the companion's right hand or appendage. By doing so, she gives her ally one of the abilities of her luck infusion power. She may not give her ally the same ability that she has chosen for the day, nor may she give her ally the same ability as her permanent infusion power (see below).

Immediately after tracing the mark, a mirror image of the sigil appears on the auspician's left hand or appendage, granting her a penalty that exactly mirrors the ally's bonus. For instance, if Meleyn lent her companion a +4 luck bonus on initiative, she would take a –4 penalty on initiative. If one of the two marks of fortune is dispelled or suppressed (such as by an *antimagic field*), the other is disrupted in the same way. No creature may benefit from more than one mark of fortune at any one time.

**Permanent Infusion (Ex)**: Upon attaining 8th level, an auspician may select one of the luck infusion effects as a permanent extraordinary aspect of her character.

**Luck of the Gods (Ex)**: At 10th level, the auspician gains the nigh-godly power to automatically succeed at one saving throw per day, regardless of the associated difficulty class. The automatic success must be declared before the given save is rolled, obviating the need to roll any save at all.

# Doomguide

In a world filled with wise outsiders and magical divination, there's little question about what happens to a being's soul after death. Perhaps surprisingly, this knowledge has done little to assuage the fears of the people of Faerûn, who remain frightened that some demon might carry off their spirits while in transit to the Fugue Plane. Worse, many fear that their bodies will be unearthed and animated by the kind of debased death-obsessed spellcasters who seem common since the fall of Myrkul during the Time of Troubles.

Those who worry about life after death turn to the doomguides of Kelemvor, an elite order of spellcasting warriors in service to the Judge of the Damned, to answer their fears with promises of a painless transition and a fair judgment in the afterlife. When not administering to the needs of those about to die, doomguides halt the spread of necromancy by cleansing Faerûn of the taint of unlife through careful application of faith, spells, and bladecraft. As both compassionate undertakers and vigorous foes of undead, doomguides represent the inherent dualism that defines death in the Realms. Doomguides come exclusively from the ranks of Kelemvor's clergy.

The church teems with clerics who adhere to one side of the death equation over the other. On one side are those who prefer to usher the sick and dying into the next world through peaceful application of kind words and soothing spells. The contrasting philosophy is practiced by those who zealously thrust their maces into the ribcages of animate skeletons and view bedside ministry as a necessary but occasionally boring interlude between great battles against undead adversaries. A doomguide must balance between these two extremes. Further, doomguides serve the church in a less obvious way, often acting as couriers from one temple to another. Seldom attached to a particular temple, doomguides are expected to travel the world, spreading the word of Kelemvor and the lessons of a peaceful, beautiful afterlife across all Faerûn.

While all doomguides are clerics of Kelemvor to some extent, some train as fighters to better destroy undead, some are wizards or sorcerers trying to undermine necromancy from the arcane side of the problem. Few rogues or monks become doomguides, and religion and alignment prevent barbarians, bards, druids, paladins, or rangers from becoming doomguides.

Doomguides often lead bands of adventurers to clear out enclaves of undead or punish a particularly powerful or vile necromancer. Occasionally, they officiate at important funerals or provide life-restoring magic to those who have served the church in the past and still have important work to conduct in this world. Their requirement for travel makes encountering a doomguide in the wilderness nearly as likely as encountering one in more urban surroundings.

**Hit Die**: d6.

TABLE 4–3: THE DOOMGUIDE

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Kelemvor's boon, rite of the passing | +1 level of divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Converse with dead | +1 level of divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Bonus feat | +1 level of divine spellcasting class |
| 4th | +3 | +4 | +1 | +4 | Save bonus | +1 level of divine spellcasting class |
| 5th | +3 | +4 | +1 | +4 | Bond of *Fatal Touch* (ghost touch) | +1 level of divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | Bonus feat | +1 level of divine spellcasting class |
| 7th | +5 | +5 | +2 | +5 | Bond of *Fatal Touch* (undead bane) | +1 level of divine spellcasting class |
| 8th | +6 | +6 | +2 | +6 | Save bonus, ethereal purge | +1 level of divine spellcasting class |
| 9th | +6 | +6 | +3 | +6 | Bond of *Fatal Touch* (disruption) | +1 level of divine spellcasting class |
| 10th | +7 | +7 | +3 | +7 | Bonus feat, Kelemvor's grace | +1 level of divine spellcasting class |

Illustration by Mark Evans

## REQUIREMENTS

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

**Alignment**: Lawful neutral.

**Base Save Bonus**: Will +4.

**Skills**: Diplomacy 5 ranks, Knowledge (the planes) 5 ranks.

**Feats**: Extra Turning, Great Fortitude.

**Spells**: Ability to cast *speak with dead* as a divine spell.

**Patron**: Kelemvor.

**Special**: The character must have destroyed an undead of at least 5 HD, whether by using weapons, spells, or positive energy. He does not need to have done this alone.

The character must be proficient with the bastard sword.

## CLASS SKILLS

The doomguide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the doomguide prestige class.

**Weapon and Armor Proficiency**: A doomguide gains no weapon or armor proficiencies.

**Spells per Day**: At each doomguide level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead—however, see the Kelemvor's Boon ability below). If the character had more than one divine spellcasting class before becoming a doomguide, the player must decide to which class to add each doomguide level for the purpose of determining spells per day and spells known.

**Kelemvor's Boon**: By grace of the Lord of the Dead, doomguides add their doomguide class levels to their cleric levels for purposes turning or destroying undead, both for the initial turning check and the turning damage roll.




*Doomguide*

**Rite of the Passing (Su)**: As a standard action, a doomguide may touch a corpse to protect it from those who would seek to animate it. A dead creature for whom the ritual has been performed may not be animated in any way except the direct intervention of a deity. A doomguide may perform the rite of the passing upon one creature per doomguide level per day. Corpses of creatures with four or more Hit Dice more than the doomguide are immune to the ritual.

**Converse with Dead (Ex)**: Beginning at 2nd level, the doomguide's study of the process of death has granted him the guile and understanding to coax additional information from corpses when using the *speak with dead* spell. Instead of the usual one question per two caster levels, doomguides may ask one question per caster level.

**Bonus Feat**: At 3rd, 6th, and 10th level, a doomguide may select a bonus feat from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, and Quicken Turning.

**Save Bonus (Ex)**: At 4th level, doomguides get a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level. Upon reaching 8th level, a doomguide always makes his saving throw to overcome a negative level.

**Bond of *Fatal Touch* (Su)**: The doomguide's devotion to Kelemvor and dedication to the teachings of the Lord of the Crystal Spire has helped him to establish certain supernatural links to *Fatal Touch*, Kelemvor's powerful bastard sword. These links manifest in the form of a pale green nimbus around the weapon, representing the ability of the doomguide to increase the power of weapons he wields.

The ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the doomguide's Charisma bonus (minimum one). A doomguide must decide to use the ability before attacking, and if the attack misses that use is wasted.

At 5th level, the bond grants wielded weapons the *ghost touch* property. At 7th level, weapons wielded by the doomguide gain both *ghost touch* and the *undead bane* properties. At 9th level, wielded weapons gain the *ghost touch*, *undead bane*, and *disruption* properties even if they are not bludgeoning weapons. The weapon's normal abilities still apply.

***Ethereal Purge* (Sp)**: At 8th level, once per day the doomguide may surround himself with a sphere of power with a radius of 5 feet per class level that forces all ethereal creatures in the area to manifest on or shift themselves to the Material Plane, as appropriate. For example, it forces ghosts to manifest, and ethereal filchers or creatures using an *ethereal jaunt* spell are forced into the Material Plane. Such creatures may attempt a Will save (DC 10 + 1/2 doomguide's class level + doomguide's Wisdom bonus) to resist this effect. Those who fail suffer the above effects and are prevented from returning to the Ethereal Plane for 1 minute per class level.

**Kelemvor's Grace (Su)**: At 10th level, a doomguide gains complete immunity to energy drain and death effects. Furthermore, allies within 10 feet of him gain a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level.

# Dreadmaster



*Dreadmaster*

Illustration by Dennis Calero

Dreadmasters are the ultimate tyrants. They seek to rule absolutely (next to, of course, Bane himself), preferably through terror and domination. They instill the fear of Bane in all, but especially in those who do not give at least lip service to his supremacy as a deity.

Dreadmasters tend to accumulate followers and build organizations—like churches or societies, or political bodies such as kingdoms, nations, or city-states—over which they can rule with an iron fist. They want to know everything that is going on, overseeing every detail with what they see as ruthless precision and others see as an obsessive need to control. They love to accumulate items that enhance their personal presence to better cow others, their physical strength to better beat the weak into submission, or their wisdom or mental faculties to better plot the doom of their enemies. Dreadmasters always have many enemies (whether real or imagined).

Clerics most often become dreadmasters, although wizards, sorcerers, monks with a passionate devotion to Bane or to dictatorship sometimes choose this path as well. Rogues, fighters, and rangers become dreadmasters less frequently, though they are often part of a dreadmaster's retinue.

Hit Die: d8

## Requirements

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

**Alignment**: Lawful evil.

**Base Attack Bonus**: +4.

**Skills**: Intimidate 5 ranks, Sense Motive 4 ranks.

**Feats**: Leadership, Skill Focus (Intimidate), Spell Focus (Enchantment).

**Spells**: Ability to cast 3rd-level divine spells. Clerics who are dreadmasters must have access to either the Hatred or Tyranny domain.

**Patron**: Bane.

**Special**: A cohort of at least 6th level.

## Class Skills

The dreadmaster's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language, and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier

## Class Features

The following are features of the dreadmaster prestige class.

**Weapon and Armor Proficiency**: A dreadmaster gains no weapon or armor proficiencies.

**Spells per Day/Spells Known**: At each dreadmaster level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dreadmaster, the player must decide to which class to add each dreadmaster level for the purpose of determining spells per day and spells known.

**Dominating Aura (Su)**: A dreadmaster is immune to fear (magical or otherwise). Enemies within 20 feet of a dreadmaster suffer a –4 morale penalty on saving throws against fear effects. The radius of this aura increases at 3rd, 5th, 7th, and 9th level.

**Insidious Insight (Ex)**: A dreadmaster has a knack for ferreting out what others are up to so that he can more effectively keep control. Beginning at 2nd level, dreadmasters receive a +2 circumstance bonus on Sense Motive and Gather Information checks.

**Rodcraft (Ex)**: Dreadmasters have an affinity for magic rods, seeing them as an extension of the symbolism of the divine scepter of rulership that is also seen in Bane's favored weapon, the morningstar. Beginning at 4th level, when a dreadmaster makes a rod, the DCs for saving throws against the powers of rods they craft are two

Table 4–5: The Dreadmaster

| Levels | Base Attack Bonus | Save | Fort Save | Ref Save | Will Special | Spells per Day | |
|---|---|---|---|---|---|---|---|
| 1st | +0 | | +2 | +0 | +2 | Dominating aura 20 feet | +1 level of existing class |
| 2nd | +1 | | +2 | +0 | +2 | Insidious insight | +1 level of existing class |
| 3rd | +2 | | +3 | +1 | +3 | Dominating aura 30 feet | +1 level of existing class |
| 4th | +3 | | +4 | +1 | +4 | Rodcraft | +1 level of existing class |
| 5th | +3 | | +4 | +1 | +4 | Dominating aura 40 feet | +1 level of existing class |
| 6th | +4 | | +5 | +2 | +5 | Enhanced leadership +2 | +1 level of existing class |
| 7th | +5 | | +5 | +2 | +5 | Dominating aura 50 feet | +1 level of existing class |
| 8th | +6 | | +6 | +2 | +6 | Enhanced leadership +4, fanatical loyalty | +1 level of existing class |
| 9th | +6 | | +6 | +3 | +6 | Dominating aura 60 feet, special cohort | +1 level of existing class |
| 10th | +7 | | +7 | +3 | +7 | Enhanced leadership +6, second special cohort | +1 level of existing class |

higher than would be those made by a nondreadmaster crafter of comparable level. They especially love to make rods of *rulership*, *enemy detection*, and *lordly might*.

**Enhanced Leadership (Ex)**: Beginning at 6th level, the dreadmaster receives a +2 bonus to his Leadership score. This increases to +4 at 8th level and +6 at 10th level. (He still cannot attract a cohort of greater than his character level.) At 6th through 10th level, a dreadmaster does not suffer the –2 cumulative Leadership penalty for causing the death of a cohort for one cohort per each dreadmaster level above 5th (up to a total of five cohorts at 10th level). Dreadmasters of 10th level do not suffer the normal general –2 Leadership penalty for cruelty.

**Fanatical Loyalty (Su)**: Followers and cohorts of the dreadmaster become fanatically loyal to the dreadmaster, with only Bane himself inspiring greater loyalty in them. They do not balk at life-threatening actions or actions that would normally lie outside their moral compunctions or normal behavior if the dreadmaster asks them to perform such actions. Spells that the dreadmaster has cast upon his cohorts that normally grant a saving throw or saving throw bonus if the subject is asked to take life-threatening actions or actions contrary to her nature do not do so when the subject is fanatically loyal to the dreadmaster. The dreadmaster gains this ability at 8th level.

**Special Cohort**: The dreadmaster attracts a special cohort (see Chapter 2 of the *Dungeon Master's Guide*) in addition to any cohort already gained. If a leader loses this special cohort, he can generally replace it, according to his current Leadership score. It takes time (1d4 months) to recruit a replacement. At 10th level, the dreadmaster attracts a second special cohort in addition to any cohort or special cohorts already gained. Because of the lawful nature of Bane, special cohorts who are mutually inimical by type, alignment, or nature are not drawn to the same dreadmaster. Use the "Example Dreadmaster Special Cohorts" table to select special cohorts gained through this ability.

Table 4–4: Example Dreadmaster Special Cohorts

| Creature | Alignment | Level Equivalent |
|---|---|---|
| Doppelganger | Neutral | 6th |
| Helmed horror* | Neutral | 13th |
| Gouger (beholderkin)* | Neutral evil | 14th |
| Deathkiss (beholderkin)* | Neutral evil | 16th |
| Baneguard* | Lawful evil | 5th |
| Banedead* | Lawful evil | 6th |
| Hell hound | Lawful evil | 6th |
| Imp | Lawful evil | 7th |
| Displacer beast | Lawful evil | 7th |
| Banelar* | Lawful evil | 10th |

*Found in *Monster Compendium: Monsters of Faerûn*.

Illustration by Mike Sass

## Dweomerkeeper

The Lady of Mysteries *is* the Weave, the conduit that allows mortal spellcasters to employ the raw force that is magic, and she encourages all creatures to explore its mysteries. Dweomerkeepers are Mystra's shepherds, safeguarding the Weave against threats to its integrity. They are also skilled practitioners of the Art, who seek to explore magical theory and create new spells and magic items.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations, particularly those including specialist wizard, bard, and ranger, are not unknown.

Dweomerkeepers are found throughout Faerûn. Some dwell in lonely, isolated towers, wholly consumed with their magical studies.



*Dweomerkeeper*

Table 4–6: The Dweomerkeeper

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Bonus feat, Weave focus | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Darkvision, *Nystul's magic aura* | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Mantle of spells | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Bonus feat | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Mantle of spells | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Mantle of spells | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Bonus feat | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Cloak of mysteries | +1 level of existing class |

Others dwell in huge cities, where all manner of magic is brought together and shared (willingly or not).

**Hit Die:** d4.

## Requirements

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

**Race:** Human.

**Skills:** Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

**Feats:** Any item creation feat, any metamagic feat, and Exotic Weapon Proficiency (shuriken), plus one of the following metamagic feats: Delay Spell, Persistent Spell, or Twin Spell.

**Spells:** Ability to cast 2nd level arcane and divine spells. Able to *cast dispel magic*.

**Domain:** Magic or Spell.

**Patron:** Mystra.

**Special:** The character must have created at least one magic item, whether or not of a permanent nature. The character cannot have the Shadow Weave Magic feat.

## Class Skills

The class skills of a dweomerkeeper (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the dweomerkeeper prestige class.

**Weapon and Armor Proficiency:** A dweomerkeeper gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each dweomerkeeper level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dweomerkeeper, the player must decide to which class to add each dweomerkeeper level for the purpose of determining spells per day and spells known.

**Bonus Feats:** At the indicated levels, dweomerkeepers can take a bonus feat, drawn from the following list: any item creation feat, any metamagic feat, Combat Casting, Innate Spell, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Magical Artisan, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus, Spell Mastery, Spell Penetration, or Weapon Focus (ray, energy missile, or touch spell). The dweomerkeeper must meet all prerequisites for the chosen feat.

**Weave Focus:** Upon adopting this prestige class, dweomerkeepers are forever barred from ever taking the Shadow Weave Magic feat. Even if the character chooses to renounce the Lady of Mysteries in favor of her dark rival, Shar, he is so attuned to the Weave that he can never fully renounce its ties.

In addition, dweomerkeepers gains a +5 bonus on caster level checks to cast their spells normally within a wild magic zone.

**Darkvision (Ex):** At 2nd level, a dweomerkeeper gains darkvision (60 ft. range) if he doesn't already have it, so as to better perceive *the treacheries of Shar and the lies embodied by the Shadow Weave.*

***Nystul's Magic Aura* (Sp):** At 2nd level, a dweomerkeeper can cast *Nystul's magic aura* (often referred to as *Mystra's lingering touch*) once per day.

**Mantle of Spells (Su):** At 4th level, a dweomerkeeper begins creating a personal mantle of arcane and/or divine spells. He chooses one arcane or divine spell he can cast, and thereafter can convert prepared spells of that spell's type (arcane or divine) of that spell's level or higher into that spell just as a good cleric spontaneously casts prepared spells as *cure* spells. This ability is similar to the Signature Spell feat except that the dweomerkeeper is not required to have mastered the spell with Spell Mastery. Each time this ability is gained, the dweomerkeeper chooses another spell to become a part of his mantle.

**Cloak of Mysteries (Su):** At 10th level, a dweomerkeeper becomes wrapped in a mantle of ever-flowing magic. All metamagic feats he currently knows or learns in the future are easier to use, reducing the level increase defined in the feat by –1 level. A metamagic feat's spell slot modifier cannot be reduced below +1 spell level unless its level modifier is already +0. For example, quickened *fireball* only uses a 6th-level slot (+3 levels) instead of a 7th-level slot (+4 levels), but a silent *fireball* still uses a 4th-level slot (+1 level). Heighten Spell is unaffected.

# Elemental Archon

Ask a follower of Kossuth which is the dominant of the four elements, and she'll tell you that fire burns away all in its path. Akadians scoff at such pretension, stating that fire requires wind to spread and air to burn at all. Devotees to Istishia dismiss both claims, pointing out that water extinguishes fire and when mixed with wind becomes a powerful force of destruction. With quaking, rough laughter, priests of Grumbar boast that the earth can open at any moment, swallowing all into an airless chasm from which none can escape. There is no solution to this age-old argument, nor has there been since the dawn of time. The conflict of element against ele-

TABLE 4–7: THE ELEMENTAL ARCHON

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Mephit underlings | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Power of arrogance | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Elemental resilience 10 | — |
| 4th | +3 | +4 | +1 | +4 | Elemental affinity | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | Elemental resilience 20 | — |
| 7th | +5 | +5 | +2 | +5 | Elemental expertise | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Elemental resilience 30 | — |
| 10th | +7 | +7 | +3 | +7 | Elemental transcendence | +1 level of existing class |

ment has, however, engaged some individuals so deeply that they believe they are manifestations of their chosen element—the servants of powerful, seemingly uncaring elemental forces who want to once and for all tip the balance in favor of their chosen element.

Upon attaining this class, each elemental archon chooses one of the four elements (air, earth, fire, or water), and henceforth dedicates her life to proving that this element is the most important in the mulitverse, and that all others are subservient to it (once an element is chosen, it cannot be changed). Such elemental champions often are considered insufferably arrogant, and there can be little argument that their single-mindedness brooks few challenges. The meeting of two elemental archons usually leads to bombastic displays of spellcasting, elemental summoning, and out-and-out destruction, with the "winner" of the combat seeing her victory as a moral win in an ageless philosophical contest. When not combating each other, elemental archons aid churches dedicated to their element, such as those of Akadi, Grumbar, Istishia, and Kossuth. Elemental archons generally are not a part of the hierarchies of these churches, but nearly all such clergies view them as important prophets worthy of respect and admiration. Traveling archons preach to the people about the dominance of their chosen element, and are generally seen as somewhat insane by the general populace.

Most elemental archons come from the ranks of the cleric class, usually worshiping one of the elemental lords. Some druids with a skewed view of the balance of nature become elemental archons, for most druids believe that existence itself is based upon an equal balance of all four elements, making elemental archons outcasts within most druidic circles. Occasionally, rangers become elemental archons, but this more often is the result of an encounter with a powerful elemental or the survival of some near-death ordeal related to one of the elements. Genasi, whose blood thrums with the stuff of the elements, frequently become elemental archons, and are seen by their fellows as the most blessed among an already ideal congregation.

Elemental archons never associate with archons of a different element. They are willing to work with their own kind and those that do not profess supremacy of another element, but often an elemental archon is a loner, never fully understood by others. Often they set up refuges in places thrumming with the power of their chosen element, such as an active volcano, an underwater grotto, a rocky desert, or a windswept cliff.

**Hit Die:** d8.



*Elemental Archon*

## REQUIREMENTS

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

**Alignment:** Any neutral.

**Skills:** Knowledge (nature) 8 ranks, Speak Language (see Special).

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

**Patron:** Akadi, Grumbar, Istishi, or Kossuth.

**Special:** Must speak the language associated with her chosen element (air—Auran, earth—Terran, fire—Ignan, water—Aquan).

## CLASS SKILLS

The elemental archon class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (the planes) (Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the elemental archon prestige class.

**Weapon and Armor Proficiency:** An elemental archon gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each indicated elemental archon level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, how-

ever, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming an elemental archon, the player must decide to which class to add each elemental archon level for the purpose of determining spells per day and spells known.

**Power of Arrogance:** So strong is the elemental archon's belief in the supremacy of her chosen element that her attacks do greater damage against the servants of her enemies. At 2nd level elemental archon gets a +2 competence bonus on any attack rolls against creatures with a subtype opposite her chosen element (air—earth; earth—air; fire—water; water—fire). On a successful attack, she deals +2d6 points of damage due to her expertise in combating these creatures.

**Elemental Resilience (Su):** At 3rd level, an elemental archon gains resistance 10 against a type of energy, based on her chosen element. Archons dedicated to air gain resistance to electricity attacks. Those dedicated to earth gain resistance to acid attacks. Fire archons gain resistance to fire attacks, and water archons gain resistance to cold. At 6th level, the resistance rises to 20. At 9th level, the archon gains resistance 30 against her associated energy type.

**Elemental Affinity (Ex):** An elemental archon gains a +1 caster level bonus to all spells with the designator of his chosen element. If she already has a caster level bonus from having the appropriate elemental domain, these abilities stack.

**Elemental Expertise (Ex):** Elemental archons of 7th level or higher have achieved a sort of equilibrium with their element that gives them the edge in certain combat situations. Consult the list below to determine the specific effect based upon the character's chosen element.

*Air Expertise:* Air archons gain a +1 circumstance bonus on attack and damage rolls against airborne creatures when the archon herself is airborne.

*Earth Expertise:* Earth archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe touch the ground.

*Fire Expertise:* Fire archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe are within 20 feet of an open flame (torch-sized or larger).

*Water Expertise:* Water archons gain a +1 circumstance bonus on attack and damage rolls if both she and her opponent touch water.

**Elemental Transcendence:** Through ultimate dedication to her chosen element and long association with elementals and the Elemental Planes, the elemental archon transcends her mortal form and becomes an elemental creature. Her type changes to elemental (with the subtype according to her chosen element) as her body endures a change to a form more closely associated with her chosen element. Though she retains a humanoid outline that might resemble her former form (albeit filled with crackling fire, swirling water, cloudy air, or rocky earth), she has no discernible anatomy.

The elemental archon gains the speed and movement modes, attacks, special attacks, and special qualities of a Medium-size elemental of the appropriate type, as noted in the *Monster Manual*, except that she uses her own ability scores and the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Constitution modifier. She may use equipment normally, although fire elemental archons can handle wooden or paper items without igniting them.

The archon is immune to poison, sleep, paralysis, and stunning. Despite her humanoid form, she has senses that span 360 degrees; she is not subject to critical hits or flanking. The archon gains darkvision with a range of 60 feet (unless she already had better darkvision, in which case her former ability is retained). She is not a called or summoned elemental, so the third function of a *protection from evil* spell does not affect her. If slain, the archon cannot be raised or resurrected, though a *wish* or *miracle* spell can restore her to life.

## Mephit Underlings

Upon or after reaching 1st level, an elemental archon can call a triad of mephits to act as her servitors (see the *Monster Manual* for these creatures' basic statistics). These toadying creatures may be used as guardians, messengers, or even battle companions (though as the archon becomes more powerful, this becomes less of a good idea). The mephits gain HD and special abilities based on the elemental archon's class level. Mephit underlings who summon additional mephits bring forth normal examples of the species (as opposed to more mephit underlings).

The elemental archon may have up to three mephit underlings at a time. Should one of these servants die, she may call for another one after one day. The new mephit underling has all the accumulated abilities due a servant of the elemental archon's current level. What type of mephit an archon chooses for her underlings is limited by the following table. Archons may choose any mixture of available mephit types, as determined by her chosen element.

TABLE 4–8: MEPHIT UNDERLING CHOICES

| Chosen Element | Available Mephit Types |
|---|---|
| Air | Air, Dust, Ice |
| Earth | Earth, Salt |
| Fire | Fire, Magma, Steam |
| Water | Ooze, Water |

TABLE 4–9: MEPHIT UNDERLINGS

| Elemental Archon Level | Bonus HD | Natural Armor | Str Adj. | Special |
|---|---|---|---|---|
| 1–2 | — | — | — | *Empathic link, improved* evasion, share saving throws |
| 3–5 | +2 | +2 | +1 | *Sycophantic fawning* |
| 6–8 | +4 | +4 | +2 | Improved empathic link |
| 9–10 | +6 | +6 | +3 | Slavish sacrifice |

**Elemental Archon Level:** The number of levels the character has in the elemental archon prestige class.

**Bonus HD:** These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the underling's base attack bonus and base saving throw bonuses, as normal.

**Natural Armor:** This is a bonus to the underling's natural armor rating.

**Str Adj.:** Add this figure to the underling's Strength score.

**Empathic Link (Su):** The elemental archon has an empathic link with her underlings out to a distance of one mile. The elemental archon cannot see through the underlings' eyes, but each underling can communicate with the archon telepathically. Though mephits undoubtedly view the material world through disturbed lenses, the archon's studies and experiences with her chosen element are so complete that misunderstandings are very rare.

Because of the empathic link between the underlings and the elemental archon, the archon has the same connection to a place or an item that her underlings do.

**Improved Evasion (Ex):** If the underling is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

**Share Saving Throws:** The underling uses its own base save or the elemental archon's, whichever is higher.

***Sycophantic Fawning* (Sp):** Underlings of experienced archons are pleased to serve such paragons of perfection, and they're more than happy to tell their master about how much they appreciate the privilege. Once per day as a standard action, a mephit underling may extol the virtues of its master, granting the archon a +1 morale bonus on attack

rolls, weapon damage rolls, saves, and skill checks. If more than one mephit underling engages in sycophantic fawning in the same round, these bonuses stack. The effect lasts for 1 round per Hit Die of the highest Hit Die mephit engaging in the fawning. If but a single mephit underling fawns, the effect lasts 1 round for each of that mephit's Hit Dice.

**Improved Empathic Link (Su)**: As the empathic link ability, above, except that range is extended to 20 miles.

**Slavish Sacrifice (Su)**: The mephit underling's bond with its master is so great that it is willing to sacrifice itself for the archon's welfare. Each morning, in a ceremony that takes 15 minutes, the archon and her mephits strengthen their indelible link. For the entire day, the damage from a single attack that does hit point damage that would bring the archon below 0 hit points instead is transferred instantly to the person of the archon's nearest mephit underling. Regardless of how much damage is transferred, the underling always dies from the transfer, exploding in a sickening pop of elemental goo. A mephit underling must be within 100 feet of the archon for the transfer to work. Mephit underlings understand the danger inherent to serving powerful elemental archons, but view dying in this manner as among the most honorable ways of ending one's life. Should the archon wish, she may forego the morning ceremony, in which case her mephits may not be sacrificed in this manner.

# Forest Master

*Guardians of the pristine wilderness and defenders of the ancient trees, forest masters are the living embodiments of sentient nature. They walk the shadows under the woods and destroy those who would lay waste to the wild lands. Where druids hold all aspects of nature dear—wind and weather, animal and plant, meadows and mountains—the forest masters consider the forests more ancient than the coming of animals or humans the most sacred spots of the world.*

*Druids most often become forest masters, but it is not unheard of for rangers or clerics of nature deities to leave their kinships behind and follow this path. A few multiclassed barbarians become forest masters, although they rarely have the dedication to the plant aspect of nature to embrace this worldview.*

*Forest masters often work alone, but are more than capable of working as part of a group. Many times adventurers have spoken with what they thought was a young, small treant, when they were actually speaking with a very powerful forest master. There are no rivalries between groups of forest masters, although individuals may disagree on methods of enacting the will of the Treefather.*

**Hit Die:** d8.



*Forest Master*

*Illustration by Wayne England*

## Requirements

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

**Skills:** *Intuit Direction 4 ranks, Knowledge (nature) 8 ranks,* Wilderness Lore 13 ranks.

**Feats:** Alertness, Endurance, Power Attack, Skill Focus (Wilderness Lore).

**Spells:** Ability to cast *entangle, plant growth,* and *control plants.*

**Patron:** Silvanus.

**Special:** *The character must have made peaceful contact with a treant.* The character must also be proficient with the maul.

## Class Skills

The forest master's class skills (and the key ability scores for each) are Concentration (Con), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the forest master prestige class.

**Weapon and Armor Proficiency:** A forest master gains no weapon or armor proficiencies.

**Spells per Day:** At each indicated forest master level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a forest master, the player must decide to which class to add each forest master level for the purpose of determining spells per day.

***Tree Brother* (Sp):** The forest master may assume *tree shape* once per day.

**Nature Sense (Ex):** The forest master can identify plants and animals with perfect accuracy. He can determine whether water is safe to drink or dangerous.

**Forest Dominion (Su):** At 2nd level, the forest master gains the ability to rebuke or command plants as an evil cleric can rebuke or command undead. His effective level for this ability is his class level, and he may use it a number of times per day equal to 3 + his Charisma modifier. If he already has this ability because he is a cleric with the Plant domain, these levels stack with his cleric levels and vice versa.

**Great Mallet (Su):** Beginning at 2nd level, a forest master begins to awaken magical abilities within the wood and metal that make up his maul. Any maul used by a forest master is treated as if it were a *+2 maul* with either the *frost* or *shock* property (the forest master decides each round whether the weapon's extra damage is cold or electricity). If the weapon has additional abilities (such as *defending*), these abilities still apply, and if the weapon has an enhancement bonus better than +2 the higher of the two bonuses is used. The maul does not gain these abilities if it is not wielded by the forest master.

At 6th-level, the forest master's maul acts as a *+2 icy burst* or *+2 shocking burst* weapon, with the forest master deciding each round what effect the weapon has.

TABLE 4—10: THE FOREST MASTER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Tree brother, nature sense | +1 level of divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Forest dominion, Great mallet | +1 level of divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Natural armor +3 | +1 level of divine spellcasting class |
| 4th | +3 | +4 | +1 | +4 | Oak strength | — |
| 5th | +3 | +4 | +1 | +4 | Spruce growth, natural armor +5 | +1 level of divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | Great mallet (+2 burst) | +1 level of divine spellcasting class |
| 7th | +5 | +5 | +2 | +5 | Oakheart, natural armor +7 | +1 level of divine spellcasting class |
| 8th | +6 | +6 | +2 | +6 | Deep roots, forest longevity | — |
| 9th | +6 | +6 | +3 | +6 | Great mallet (+3 mighty cleaving) | +1 level of divine spellcasting class |
| 10th | +7 | +7 | +3 | +7 | Forest might | +1 level of divine spellcasting class |

At 9th level, the forest master's maul acts as a *+3 mighty cleaving* weapon in addition to its other properties (including its *icy burst* or *shocking burst* ability).

**Natural Armor (Ex)**: At 3rd level, the forest master's skin changes into a tough, barklike hide, granting him natural armor +3. This bonus increases to +5 at 5th level and +7 at 7th level.

**Oak Strength (Ex)**: Beginning at 4th level, the forest master gains a +2 bonus to Strength and the ability to make slam attacks. A Small creature's slam attack deals 1d4 points of damage, one from a Medium-size creature deals 1d6 points of damage, and a Large forest master's slam attack deals 1d8 points of damage. Slam attacks are natural weapon attacks and do not provoke an attack of opportunity from the defender. A forest master can select Improved Critical (slam), Weapon Focus (slam), and (if a fighter of 4th level or higher) Weapon Specialization (slam).

Upon gaining this ability, the forest master's hair takes on a green, leafy appearance.

**Spruce Growth (Su)**: At 5th level, once per day the forest master can temporarily increase his size and strength as if using a *righteous might* spell. If the forest master's new size is Large, his reach increases to 10 feet.

**Oakheart (Ex)**: Upon reaching 7th level, a forest master's body becomes a thing of wood and leaf rather than meat and bone. His type changes to plant. As such, he is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or sneak attacks. However, the forest master becomes vulnerable to fire, and suffers double damage from fire attacks if he fails a Reflex saving throw, or half damage if he succeeds.

**Deep Roots (Su)**: Beginning at 8th level, once per day the forest master may sink roots into the ground in any natural surface place that can support at least some vegetation. While rooted, the forest master gains fast healing 5, but has an effective Dexterity score of 1 and may not move from the spot in which he stands. The forest master can withdraw his roots and end the healing as a free action.

**Forest Longevity (Ex)**: At 8th level, the forest master is magically sustained by his continuing transformation and gains incredible longevity. He no longer suffers ability score penalties for aging and cannot be magically aged. Any penalties he may have already suffered remain in place. Bonuses still accrue. When the character reaches venerable age, his maximum age is determined in the normal manner but the final result is then multiplied by two.

**Forest Might (Ex)**: At 10th level, the primordial forest infuses the forest master with power. He gains a +2 bonus to Strength, a +2 bonus to Constitution, and he takes only half damage from piercing weapons. He gains fast healing 1 (which does not add to the fast healing 5 he gains when using his deep roots ability) whenever standing on fertile soil, but cannot heal fire damage with this ability.

# Goldeye

The Merchant's Friend is the patron of trade, money, and wealth. Goldeyes are agents and promulgators of commercial intercourse, seeking to increase the wealth of their communities and realms by promoting the exchange of coins in trade. Some spend their younger years as adventurers, seeking to acquire sizable stakes on which to build a fortune. Others view themselves as "liberators" of unused coins, lying forgotten in dusty crypts or unused in miserly hoards where they do nothing to build ever-increasing wealth. Conversely, others act as defenders of hoards, making sure that wealth (particularly their own and the church's) stays in the proper hands.

Most goldeyes have backgrounds as clerics or cleric/rogues, although other class combinations, particularly those including bard, fighter, sorcerer, or wizard, are not unknown.

Goldeyes are typically found in large cities, heading up merchant consortiums, running trading costers, or working to remove political, religious, and cultural impediments to trade. Many are extremely wealthy members of the merchant nobility, wielding power from behind the scenes through careful application of their coins.

**Hit Die:** d8.

## REQUIREMENTS

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

**Alignment:** Neutral.

**Skills**: Appraise 4 ranks, Diplomacy 4 ranks, Innuendo 2 ranks, Profession (bookkeeper, innkeeper, scribe, or similar mercantile-related profession) 4 ranks, Speak Language (Must know two human languages, each spoken in a region different from your home region [see the *FORGOTTEN REALMS Campaign Setting*]).

**Feats**: Alertness, Exotic Weapon Proficiency (nunchaku), Skill Focus (Diplomacy).

**Spells**: Ability to cast 3rd-level divine spells.

**Patron**: Waukeen.

**Special**: The character must have acquired at least 5,000 gp worth of coins, gems, jewelry, and/or business investments (borrowing does not count toward this total).

## CLASS SKILLS

The class skills of a goldeye (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion), Listen (Wis), Open Lock (Dex), Profession (Wis), Read Lips (Int), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

The following are class features of the goldeye prestige class.

**Weapon and Armor Proficiency:** A goldeye gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each goldeye level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a goldeye, the player must decide to which class to add each goldeye level for the purpose of determining spells per day.



*Goldeye*

*Illustration by Dennis Calero*

**Bonus Language (Su):** All goldeyes can speak Abyssal, a divine legacy of Waukeen's decade-long imprisonment by the demon prince Graz'zt.

**Trade Pidgin (Su):** Goldeyes don't let language barriers get in their way of doing business. By listening to an unfamiliar language for at least 1 minute and making a successful Wisdom check (DC 15), a goldeye can gain a basic (and temporary) understanding of that language. This familiarity with the language is enough to communicate simple concepts such as "attack," "danger," "friendship," "safe," "stop," "trade," and numbers up to 20, which usually suffices to allow the goldeye to bargain with the creature (if appropriate). Familiarity with the language lasts one day. The goldeye gets a +2 bonus to refamiliarize himself with a language he's learned in this manner in the past month.

**Sense Thoughts (Su):** By engaging a creature in conversation, a goldeye can become aware of its thoughts as if using a *detect thoughts* spell. The goldeye can use this ability for 1 minute per class level per day. A use of this ability that lasts less than 1 minute counts as 1 minute.

**Hoard Defender (Ex):** At 3rd level, a goldeye gains a +2 morale bonus on attacks, saves, and checks when he is defending a cache of his valuables (or a building or business he owns) worth at least 5,000 gp. This bonus also applies if the property is owned by the church of Waukeen. Items held or carried by the goldeye or another character do not count, the cache must be an unattended object or objects.

**Jack of All Trades (Ex):** At 4th level, goldeyes get Jack of All Trades as a bonus feat.

**Secret Cache (Su):** At 5th level, goldeyes can create a single extradimensional storage space that only they can access. The cache moves with the goldeye as if it were a belt pouch. Adding to or removing from the secret cache is a move-equivalent action. Like all extradimensional spaces, it cannot be accessed within an antimagic field, and a successful targeted *dispel magic* against the goldeye's clerical caster level causes it to be unreachable for 1d4 rounds. If the goldeye is killed, the items within the cache appear on his person.

**Dragon's Eye (Ex):** The goldeye gains a +4 bonus on all Appraise checks at 6th level. Furthermore, by studying a magic item for a full 8 hours and making a Spellcraft check (DC 20) he is able to determine its single most basic function as if using an *identify* spell, although there is no cost to using this ability.

**Coinscry (Ex):** At 7th level, a goldeye using the *scrying* spell doesn't need a divine focus for the spell, and can instead use any polished item made of precious metal, including plates, amulets, or even coins. Because it is more difficult to see when using a very small scrying device, using an amulet-sized item gives a –5 penalty on the Scry check and using a coin-sized item gives a –10 penalty on the Scry check.

**Splendorous Attire (Su):** At 8th level, goldeyes can magically robe themselves in fancy attire once per day. Attire created in this fashion is equivalent to that created by a *rod of splendor*. Goldeyes can also create a palatial tent once per tenday. Such pavilions are also

Table 4–11: The Goldeye

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Bonus language, Trade pidgin | +1 level of existing class |
| 2nd | +1 | +3 | +3 | +0 | Sense thoughts | +1 level of existing class |
| 3rd | +2 | +3 | +3 | +1 | Hoard defender | +1 level of existing class |
| 4th | +3 | +4 | +4 | +1 | Jack of all trades | +1 level of existing class |
| 5th | +3 | +4 | +4 | +1 | Secret cache | +1 level of existing class |
| 6th | +4 | +5 | +5 | +2 | Dragon's eye | +1 level of existing class |
| 7th | +5 | +5 | +5 | +2 | Coinscry | +1 level of existing class |
| 8th | +6 | +6 | +6 | +2 | Splendorous attire | +1 level of existing class |
| 9th | +6 | +6 | +6 | +3 | *Coinshock* | +1 level of existing class |
| 10th | +7 | +7 | +7 | +3 | *Hoardfind* | +1 level of existing class |

identical to those created by a *rod of splendor*. Neither power conveys the Charisma bonus of a *rod of splendor*, however.

***Coinshock* (Sp)**: At 9th level, a goldeye may cast a maximized *heat metal* spell once per day. However, instead of dealing fire damage, the spell deals electricity damage. The goldeye can use this ability once per day and does not need to have the Maximize Spell feat to use it.

***Hoardfind* (Sp)**: By concentrating, a goldeye can locate metals or minerals within 30 feet as if using a *rod of metal and mineral detection*. She may activate this ability at will as a full-round action.

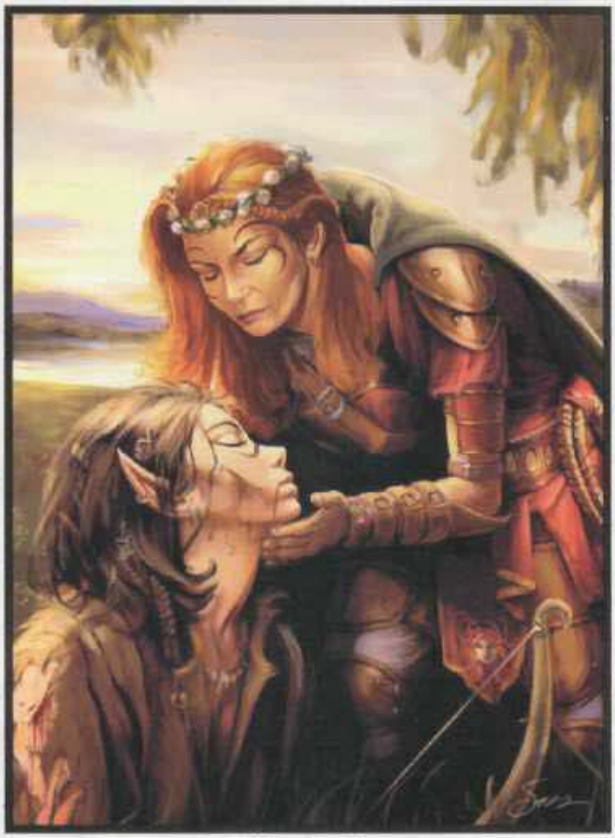
# Heartwarder

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Most heartwarders are clerics, cleric/bards, cleric/rogues, or cleric/sorcerers, although other class combinations, particularly those including enchanter, are not unknown.

Heartwarders are typically found in large cities in the company of the cultural elite. Most are active patrons of the arts, and all play the role of matchmaker for persons in all levels of society. Many are employed as artists, crafters, performers, or instructors. Those who teach instruct in such varied subjects as art, choral music, cosmetics, dance, deportment, etiquette, fashion, handiwork, instrumental music, and manners. A few travel the world to promote beauty and love, and adventure in the manner of Sunite clerics.

**Hit Die**: d4.



*Heartwarder*

Illustration by Mike Sass

## Requirements

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

**Alignment**: Chaotic good.

**Base Save Bonus**: Ref +2.

**Skills**: Bluff 3 ranks, Diplomacy 6 ranks, Speak Language (Sylvan).

**Feats**: Dodge, Mobility, Spell Focus (Enchantment), Exotic Weapon Proficiency (whip).

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

**Patron**: Sune.

## Class Skills

The class skills of a heartwarder (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

The following are class features of the heartwarder prestige class.

**Weapon and Armor Proficiency**: A heartwarder gains no weapon or armor proficiencies.

**Spells per Day/Spells Known**: At each heartwarder level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a heartwarder, the player must decide to which class to add each heartwarder level for the purpose of determining spells per day and spells known.

**Charisma Increase (Ex)**: As the heartwarder gains levels in this prestige class, she becomes increasingly more persuasive and attractive. At level 1 she gains a +1 inherent bonus to her Charisma score,

Table 4–12: The Heartwarder

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Charisma increase | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Heart of passion | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Charisma increase | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | Lips of rapture | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Charisma increase | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | Voice of a siren | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Charisma increase | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Tears of Evergold | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Charisma increase | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | Fey Metamorphosis | +1 level of existing class |

and every other heartwarder level after that this bonus increases by +1 to a maximum of +5 inherent bonus at level 9.

**Heart of Passion (Ex)**: At 2nd level, a heartwarder evinces such passionate belief in whatever she does or says that she can sway the thoughts of the most rigid critic. This ability translates into a +2 bonus on all Charisma-based skill checks.

**Lips of Rapture (Su)**: At 4th level, a heartwarder's kiss confers a state of bliss upon its recipient, conferring a +2 morale bonus on attacks, weapon damage, checks, and saves. Moreover, it temporarily suspends the effects of exhaustion, fatigue, and nausea. An enraptured recipient receives a +2 saving throw bonus against enchantment spells and effects. This ability lasts 5 rounds, and can be used a number of times per day equal to her Charisma bonus. The one downside to a heartwarder's kiss is that it also has the effect of a *daze* spell upon the recipient (the normal saving throw applies) as if cast by a sorcerer of heartwarder's caster level.

**Voice of a Siren (Su)**: At 6th level, a heartwarder's voice is so enticing that she weakens the ability of opponents to resist her spells. She gains the Spell Focus (Enchantment) and Spell Penetration feats, but they only apply to spells with a verbal component (and are not altered with the Silent Spell feat).

**Tears of Evergold (Su)**: At 8th level, as a full-round action, a heartwarder can cry tears drawn from Evergold, a sacred pool that enhances beauty that Sune shares with the elven goddess Hanali Celanil. If these tears are collected, they are equivalent to the effects of a *potion of love* and serve the Sunite faith as holy water. A heartwarder can use this ability once per tenday, and while it does not cost her any gold to do so, calling upon the power of the pool requires her to spend 6 XP, just as if she had made the potion with the Brew Potion feat.

**Fey Metamorphosis**: At 10th level, a heartwarder is so attuned to the forces of natural beauty that she transcends mortal definitions of beauty. Her type changes to "fey," which means, among other things, that she is no longer affected by spells that specifically target humanoids, such as *charm person*.

Illustration by Raven Mimura



*Horned Harbinger*

# Horned Harbinger

At the end of the Time of Troubles, Myrkul, the Lord of Bones, former god of the dead, was destroyed off the coast of Waterdeep by Midnight, the mortal wizard who became the new Mystra. What little remained of Myrkul's sentience was trapped inside the shattered remnants of an ancient Netherese artifact stored in nearby Blackstaff Tower. Over the course of the next decade, the last vestiges of Myrkul's energy slowly restored the unholy artifact, imbuing it with the fallen deity's personality and memories. Once the *Crown of Horns* was completely reconstituted, Myrkul teleported to many places across Faerûn, briefly settling on the brows of many living and undead former servants just long enough to create hordes of a undead in each location. The most recent known bearer of the *Crown of Horns*, who bore it for at least a year, is believed to have been Nhyris D'Hothek, a male pureblood yuan-ti who disappeared from his haunts in the subterranean port of Skullport in 1370 DR after being transformed into a lich by the *Crown of Horns*. More detail on the *Crown of Horns* can be found in *Magic of Faerûn*.

The horned harbingers are agents of the fallen Lord of Bones. Some claim their creation heralds the restoration of Myrkul's mantle of godhood, while others view their continued existence as the last remnants of Myrkul's dwindling power. Each horned harbinger has touched the *Crown of Horns* at some point since the Time of Troubles, although not all creatures who have done so have become members of this class.

Most horned harbingers are clerics, wizards, or necromancers, and many are undead. Almost all once venerated the Lord of Bones but later turned to deities such as Cyric, Jergal, Kelemvor, or Velsharoon after the Time of Troubles and the death of their deity. Upon adopting this prestige class, the faith of a horned harbinger must revert to that of the Lord of Bones, although it is unclear which god grants his divine spells. Clerics turning to the worship of Myrkul maintain the domain spells of their previous deity. Failure to venerate Myrkul results in the loss of all abilities stemming from this class, with the exception of Hit Die, base attack bonus, and save bonuses.

Horned harbingers often live in large crypts or necropolises and haunt old battlefields. They rarely, if ever, interact with living creatures except to acquire more corpses. Such beings are often found in the company of large numbers of servitor undead. If not already undead, most are actively pursuing lichdom.

**Hit Die**: d8.

## Requirements

To qualify to become a horned harbinger, a character must fulfill the following criteria.

**Alignment**: Any evil.

**Skills**: Knowledge (the planes) 8 ranks.

**Patron**: Myrkul.

**Special**: The character must have touched the *Crown of Horns*, a Netherese artifact that now contains the remnants of Myrkul's sentience, at least once since the Time of Troubles.

## Class Skills

The class skills of a horned harbinger (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

The following are class features of the horned harbinger prestige class.

**Weapon and Armor Proficiency**: A horned harbinger gains no weapon or armor proficiencies.

**Bone Horns (Ex)**: Horned harbingers grow six short curved horns of bone from their skull, as if wearing a crown of bone. These horns

Table 4–13: The Horned Harbinger

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Bone horns, rebuke undead, Death domain |
| 2nd | +1 | +3 | +0 | +3 | Deathwatch, *animate dead* |
| 3rd | +2 | +3 | +1 | +3 | Bonus feat |
| 4th | +3 | +4 | +1 | +4 | Bonus feat |
| 5th | +3 | +4 | +1 | +4 | Captain of undeath |
| 6th | +4 | +5 | +2 | +5 | *Create undead* |
| 7th | +5 | +5 | +2 | +5 | Bonus feat, ranged animation |
| 8th | +6 | +6 | +2 | +6 | *Create greater undead* |
| 9th | +6 | +6 | +3 | +6 | Bonus feat |
| 10th | +7 | +7 | +3 | +7 | General of undeath |

are considered natural weapons for the creature, collectively dealing 1d6 points of piercing damage. They do double damage when used as part of a charge.

**Rebuke Undead (Su)**: The character can rebuke or command undead as a cleric of a level equal to his horned harbinger class level. If the character could already rebuke undead, these levels stack with that ability.

**Death Domain**: Upon adopting the horned harbinger class, the character gains access to the Death domain, described in the *Player's Handbook*, as well as the granted power of that domain. Levels in this prestige class stack with cleric levels for determining the effect of the granted power. If the horned harbinger has no cleric levels, only horned harbinger levels are used for the granted power.

**Deathwatch (Ex)**: At will, a horned harbinger can view the world as if he were using a *deathwatch* spell.

**Bonus Feat**: At the indicated levels, a horned harbinger may take a bonus feat. These feats are drawn from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, Quicken Turning, Leadership (undead cohorts only), Weapon Focus (bone horns).

***Animate Dead* (Sp)**: Beginning at 2nd level, the character can cast *animate dead* once per day as a spell-like ability. His caster level for this ability or casting *animate dead* as a spell is his horned harbinger level plus his Charisma bonus (if any), which stacks with any other class the character has which can cast *animate dead*. For example, a clr7/horned harbinger 2 with Charisma 13 casts *animate dead* as a 10th-level cleric, whether using this spell-like ability or casting the spell as a cleric. This caster level is also determines the maximum number of undead animated with *animate dead* that the horned harbinger can control (so a character with caster level 10 for this power could maintain control over 20 HD worth of undead). Beginning at 4th level he may use this ability twice per day.

**Captain of Undeath (Ex)**: At 5th level, a horned harbinger's limit for controlling undead animated with spells increases to 5 times his caster level instead of the normal 2 times his caster level. His limit for undead controlled through the use of his command undead ability increases from his effective cleric level to 2 times his effective cleric level.

***Create Undead* (Sp)**: Beginning at 6th level, the character can cast *create undead* once per day. His caster level for this ability is the same as the caster level for his *animate dead* ability. The horned harbinger may cast *animate dead* instead of using his *create undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

**Ranged Animation (Su)**: At 7th level, any use of *animate dead*, whether as a normal spell or a spell-like ability, has a range of medium (100 ft. + 10 ft./level) instead of touch. In other words, the horned harbinger can use *animate dead* at a distance, without having to touch the corpses. If cast as a spell, the material components are still consumed but do not need to be placed on the corpses.

***Create Greater Undead* (Sp)**: Beginning at 8th level, the character can cast *create greater undead* once per day, with his caster level the same as the caster level for his *animate dead* ability. The horned harbinger may cast *animate dead* or *create undead* instead of using his *create greater undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

**General of Undeath (Su)**: At 10th level, a horned harbinger's limit for controlling undead animated with spells increases to 10 times his caster level. His limit for undead controlled through the use of his command undead ability increases 5 times his effective cleric level.

# Nightcloak

The Mistress of the Night is the twisted and perverse goddess of hatred, jealousy, and evil and the creator of the Shadow Weave. Nightcloaks are the apple of Shar's eye—devoted to her vision, preserving her secrets, practicing her magic, as twisted and bitter as she is. They are beings of iron will and determination, although that determination is perverse. They weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment. Yet they are not afraid to smash their toys if it suits Shar's purposes. They are cruel and intelligent, and do not fear slipping away to return and grind their foes to dust at later time. Honor is of no consequence to them. They do as they please, as long as it furthers their—and Shar's—power.

Clerics most often become nightcloaks. Rangers are rare. Nightcloaks often have levels of wizard, sorcerer, bard, or rogue in addition to the class that grants them divine spellcasting ability.

Nightcloaks dwell in communities large and small, often worshiping in secret. Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

**Hit Die**: d8.

## Requirements

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

**Alignment**: Neutral evil.

**Base Attack Bonus**: +3.

**Skills**: Bluff 2 ranks, Hide 2 ranks, Move Silently 2 ranks, Perform 4 ranks.

**Feats**: Iron Will, Shadow Weave Magic, Spell Focus (Enchantment, Illusion, or Necromancy), and Pernicious Magic or Tenacious Magic.

**Spells**: Ability to cast 2nd-level divine spells. Clerics must have access to the Darkness domain.

**Patron**: Shar.

## CLASS SKILLS

The nightcloak's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## CLASS FEATURES

The following are features of the nightcloak prestige class.

**Weapon and Armor Proficiency**: A nightcloak gains no weapon or armor proficiencies.

**Spells per Day/Spells Known**: At each nightcloak level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a nightcloak, the player must decide to which class to add each nightcloak level for the purpose of determining spells per day and spells known.

**Darkness Spells**: A nightcloak can prepare any Darkness domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Darkness domain list. For instance, a cleric/nightcloak could prepare *darkbolt* as a 5th-level cleric spell, and a ranger/nightcloak could prepare *blacklight* as a 3rd-level ranger spell.

**Eyes of Shar (Ex)**: Nightcloaks have eyes that are totally black. They have 60-foot darkvision. They can also see through magical darkness to a range of 10 feet (in the same black-and-white sight that darkvision provides). They cannot be blinded by magical effects.

**Insidious Magic**: At 3rd level, nightcloaks get the Insidious Magic feat as a bonus feat, reflecting their ability to use the Shadow Weave under Shar's close guidance.



*Nightcloak*

Illustration by Mark Dwonz

**Shadow Talk (Su)**: Nightcloaks are able to communicate mystically through the shadows of the mind. Nightcloaks can whisper short messages to other worshipers of Shar within 500 feet. All Shar worshipers within range hear the message as a whisper in their mind. Observers can hear the words if they are close enough to physically hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 DC per 5 feet beyond that). This is a language-dependent free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of worshipers of Shar.

**Disk of Night (Su)**: Beginning at 5th level, any chakram used by a nightcloak is treated as if it were a *+2 returning chakram*. If it remains out of the hand of the nightcloak for more than 1 round, a chakram reverts to its original abilities. If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

***True Lies* (Sp)**: At 6th level, a nightcloak can reach into a creature's mind and modify a subject's memories as the 4th-level bard spell *modify memory*. A nightcloak can use this ability a number of times per tenday equal to her Charisma modifier (minimum one). The *modify memory* works as if cast by a bard of the nightcloak's character level.

**Mind of Shar (Ex)**: Beginning at 7th level, Shar grants nightcloaks the ability to use the power of their minds to protect themselves. They add their Intelligence bonus (if any) to all saving throws.

**Shar's Caress (Su)**: Once she reaches 8th level, a nightcloak can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily giving the weapon the *unholy* property. This ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the nightcloak's Charisma bonus (minimum one). A nightcloak must decide to use this ability before the attack is made, and if the attack misses that use of Shar's Caress is wasted.

***Minion of Shar* (Sp)**: Upon reaching 9th level, once per tenday as a standard action a nightcloak can summon one shadow per class level to do her bidding for a number of rounds equal to her class

TABLE 4–14: THE NIGHTCLOAK

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Darkness spells | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Eyes of Shar | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Insidious magic | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | Shadow talk | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Disk of night | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | *True lies* | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Mind of Shar | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Shar's caress | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | *Minion of Shar* | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | *Voice of ineffable evil* | +1 level of existing class |

level. Any shadows this summoned shadow creates by draining Strength are under the control of the nightcloak, but vanish along with the original when the duration expires. The nightcloak is able to verbally communicate with the shadows as if she knew their language. She can also use her shadow talk ability to communicate with them.

***Voice of Ineffable Evil* (Sp):** At 10th level, nightcloaks can command a creature as per the *dominate monster* spell 1/day as though cast by a sorcerer of a level equal to the nightcloak's character level. The effect lasts one day. Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

# ocular adept

Each beholder believes that it represents a state of true perfection. Among the desperate wastrels of decadent cities and debased explorers of the subterranean Underdark can be found humanoids who agree, and who have entered into a surgical pact with the beholder race in an attempt to achieve even a sliver of that perfection. These so-called ocular adepts, outcasts of their own society, have pledged their services to one or more eye tyrants and pledged their religious devotions to the alien entity known as the Great Mother, the deity matron of all beholders. Though ocular adepts often lead cells of degenerate cultists and fancy themselves important in the schemes of their masters, most beholders view them as self-important pawns at best, and mindless chattel at worst. During the ceremony in which the character becomes an ocular adept, a beholder surgeon cuts the central eye from an eyeball beholderkin (a tiny beholderlike monster described in *Monsters of Faerûn*) and places it into a partially disintegrated niche in the supplicant's forehead. A blasphemous incantation grants the eye functionality, opening new vistas of sight to the supplicant. Thereafter the character takes on a more detached, alien demeanor, as the vestiges of the dying beholderkin's personality taints his troubled mind. Surviving the ritual requires a hardy body and spirit.



*Ocular Adept*

Illustration by Kev Walker

Clerics who have fallen out of favor with their deity are the most common ocular adepts (disgraced clerics of Bane, whose worshipers often use beholders as allies, are particularly common), though some fighters and barbarians have been known to fall victim to the allure of the spheres of many eyes. Adapting to the psychic imprints of the eyeball graft takes the type of focused concentration common among the spellcasting classes; most wizards, bards, and sorcerers, however, usually are either too weak, too chaotic, or too image conscious to live amid hostile monsters with an alien eye grafted to their skulls.

Ocular adepts often are calculating, mad cult leaders who plot against surface nations according to the whims of their eye tyrant masters. They negotiate the purchase of slaves, defend access points to beholder hives and lairs, and accompany correspondence and trade from one beholder outpost to another. Using their *charm person* and *charm monster* abilities, ocular adepts amass a group of followers to aid them in their duties. Ocular adepts occasionally are used as intermediaries between powerful beholders and heads of state at such times when the personal appearance of a beholder would be dangerous or undiplomatic. Rarely does a beholder create more than one ocular adept at a time, so these beings rarely see another of their kind. They share their masters' hatred of "imperfect" beholders and their "tainted" servants, so ocular adepts of rival beholders never work together.

**Hit Die:** d6.

## REQUIREMENTS

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

**Race:** Any humanoid or monstrous humanoid.

**Alignment:** Lawful evil or neutral evil.

**Base Save Bonus:** Fort +4.

**Skills:** Concentration 8 ranks.

**Feats:** Endurance.

**Special:** The character must supplicate himself before one or more beholders, pleading to be accepted into their community as an ocular adept. The character must forswear all allegiances to his previous deity and swear devotion to the Great Mother.

## CLASS SKILLS

The ocular adept's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the ocular adept prestige class.

**Weapon and Armor Proficiency:** An ocular adept gains no weapon or armor proficiencies.

**Spells per Day:** An ocular adept gains spells as a cleric of level 1–10, including one domain spell at each spell level available to the ocular adept. The ocular adept chooses two of the following domains: Evil, Hatred, Law, Strength, and Tyranny.

If the ocular adept was already a cleric of another deity, swearing allegiance to the Great Mother is considered "gross violation" of the code of conduct expected by the ocular adept's former deity, causing the loss of all previous spellcasting abilities. However, the implanting of eye of an eyeball beholderkin into the skull of the ocular adept fulfills the necessary conditions for changing deities as described in Chapter 5: Deities of the *FORGOTTEN REALMS Campaign Setting*, and the ocular adept is thereafter a cleric of the Great Mother. He keeps his old cleric spellcasting abilities and gains additional cleric spells as shown on Table 4–15: The Ocular Adept. This means that a cleric/ocular adept has a greater number of low-level spells, but never achieves the higher-level spells that a normal cleric would reach. This reflects both the ocular adept's need to minister to a large number of (generally weaker) followers and the Great Mother's disdain of any creature that is not a true beholder.

Because of his unique situation, a cleric/ocular adept has domain spell slots for his original cleric levels and domain spell slots for his prestige class levels. He is not required to use the same domain spell of a particular level in each slot. For example, if Terok the

Table 4–15: The Ocular Adept

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Cleric Spells Per Day 0 | 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Implanted eyeball, *charm person* ray | 3 | 1+1 | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 | *Sleep* ray | 4 | 2+1 | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | *Inflict moderate wounds* ray | 4 | 2+1 | 1+1 | — | — | — |
| 4th | +3 | +4 | +1 | +4 | *Slow* ray | 5 | 3+1 | 2+1 | — | — | — |
| 5th | +3 | +4 | +1 | +4 | *Fear* ray | 5 | 3+1 | 2+1 | 1+1 | — | — |
| 6th | +4 | +5 | +2 | +5 | *Charm monster* ray | 5 | 3+1 | 3+1 | 2+1 | — | — |
| 7th | +5 | +5 | +2 | +5 | *Telekinesis* ray | 6 | 4+1 | 3+1 | 2+1 | 1+1 | — |
| 8th | +6 | +6 | +2 | +6 | *Flesh to stone* ray | 6 | 4+1 | 3+1 | 3+1 | 2+1 | — |
| 9th | +6 | +6 | +3 | +6 | *Disintegrate* ray | 6 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 |
| 10th | +7 | +7 | +3 | +7 | *Finger of death* ray | 6 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 |

cleric/ocular adept has the Evil and Strength domains, he can prepare a *protection from good* (the 1st-level Evil domain spell) in his 1st-level cleric domain slot and *endure elements* (the 1st-level Strength domain spell) in his 1st-level ocular adept domain slot. He could just as easily prepare two of either of those spells in those domain slots.

After the implanting ceremony, if the ocular adept willfully turns against the Great Mother, she may use the implanted eye in the adept's forehead as a conduit for her power, disintegrating him instantly.

**Implanted Eyeball (Su)**: The central eye of an eyeball beholderkin fills part of the ocular adept's forehead. Though the eyeball beholderkin perishes as a result of the surgery, its dying eye momentarily infects the host's brain with alien torment in its death throes. Thereafter, the oversized eye magically becomes a part of the ocular adept's physiology. The beholderkin's moribund taint arises occasionally in unintelligible psychic whispers (which most ocular adepts believe to be the encouragement of the Great Mother). As a result of the surgery, the ocular adept gains understanding of the beholder language and a +4 bonus on Spot checks. The eye also has a number of ray powers, which develop as the ocular adept advances in level. Once they have been attained, each ray may be used up to two times a day. Firing a ray from the implanted eyeball is a standard action that does not provoke attacks of opportunity. The implanted eyeball closes and must rest for the full round immediately following a round in which a ray attack is used.

Each eye effect resembles a spell cast by a sorcerer of the adept's class level but follows the rules for a ray. All rays have a range of 100 feet and a save DC of 10 + 1/2 the adept's class level + the adept's Charisma modifier. Unless otherwise noted, each ray works like the spell for which it is named (including what type of saving throw resists it), except that it only affects the target of the ray.

*Charm Person:* A 1st-level ocular adept can emit a *charm person* ray. Ocular adepts use this ability to confuse their enemies, ordering victims to restrain their friends or simply do nothing while the battle rages on.

*Sleep:* At 2nd level, an ocular adept can emit a ray of *sleep*.

*Inflict Moderate Wounds:* To punish powerful allies or wound their enemies, ocular adepts of 3rd level or higher often employ this ray.

*Slow:* This ray is usable by ocular adepts of 4th level or higher.

*Fear:* A 5th-level or higher ocular adept may employ this ray.

*Charm Monster:* At 6th level and higher, the ocular adept can use this ray. Outside of combat, an ocular adept uses this ability to entice the dregs of society to join his or her cult, or to influence a merchant or politician when on a mission for his or her master.

*Telekinesis:* At 7th level and higher, the ocular adept can move objects or creatures with this ray.

*Flesh to Stone:* An ocular adept of 8th level or higher can emit this deadly ray.

*Disintegrate:* A 9th-level or higher ocular adept can use this ray to horrifying effect.

*Finger of Death:* At 10th level, the Great Mother grants the ocular adept the most deadly of those favors naturally possessed by her true children.

# silverstar

Silverstars are dedicated advocates of freedom and tolerance, wanderers on the path of truth, and absolute foes of Shar. They seek to build harmony among lycanthropes and nonshapechangers, and they protect the weak and the oppressed everywhere. They cannot abide slavery, and they hate most undead. They rarely settle in one place for long, instead moving along when seized by wanderlust or enticed by a new cause or mission. Sometimes they receive visions and are seen as somewhat "touched" with prophecy by their closeness to the Moonmaiden. They deal with lunar energies and phenomena and are, to a limited degree, able to wield the power of the moon, bringing its fierce, pure white light to Toril to advance the goddess's wishes.

Clerics most often become silverstars; rangers are a less common choice. Selûne demands an individualistic outlook on life that is incompatible with the lawful nature of paladins and monks, and her passionately good and chaotic nature leaves little room for the balance a druid requires.

Silverstars are often found in large coastal cities dependent on the sea for trade and sustenance. Others prefer the outlying reaches of civilized realms, where lycanthropes are most common. Wherever they are found, silverstars actively oppose the activities and misdeeds of Shar's followers, whether singly or in groups.

**Hit Die**: d8.

## Requirements

To qualify to become silverstar, a character must fulfill all the following criteria:

**Alignment**: Chaotic good.

**Base Attack Bonus**: +4.

**Skills**: Intuit Direction 2 ranks, Sense Motive 2 ranks.

**Feats**: Blind-Fight, Dodge, Mobility, Spring Attack.

**Spells**: Ability to cast 2nd-level divine spells. Clerics who wish to become silverstars must have access to the Moon domain.

**Patron**: Selûne.

## CLASS SKILLS

The silverstar's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are features of the silverstar prestige class.

**Weapon and Armor Proficiency:** Silverstars gain no weapon or armor proficiencies. Selûne's favored weapon is the heavy mace, which silverstars refer to as the moon's hand.

**Spells per Day:** At each silverstar level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a silverstar, the player must decide to which class to add each silverstar level for the purpose of determining spells per day and spells known.

**Moon Spells:** A silverstar can prepare any Moon domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Moon domain list. For instance, a cleric/silverstar could prepare *moonblade* as a 3rd-level cleric spell, and a ranger/silverstar could prepare *moonbeam* as a 2nd-level ranger spell.

**Lunar Sight (Ex):** Silverstars of 2nd level and above have low-light vision.



*Silverstar*

*Illustration by Raven Mimura*

**Moon's Hand (Su):** Any heavy mace wielded by a 3rd-level silverstar is treated as if it were a *+1 shock heavy mace*. If leaves the hand of the silverstar it reverts to its original abilities. If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +1 the higher of the two bonuses is used. At 6th level, the weapon is treated as a *+2 shock heavy mace*.

***Tears of Selûne* (Sp):** A 4th-level silverstar can project small balls of luminescent lunar energy from her eyes as a *dancing lights* spell (torches or will-o'-wisps only) at will, as if cast by a sorcerer of her caster level.

**Prophet's Sight (Su):** Starting at 5th level, once per day a silverstar is able to see as if under the effect of a *true seeing* spell cast by a cleric of her level. At 8th level, this ability can be used 2/day.

**Selûnite Lycanthrope:** Upon reaching 6th level, silverstars who contract any form of lycanthropy are treated as natural lycanthropes. Their type changes to shapechanger, and they may select the Improved Control Shape feat (see the *Monster Manual*) or the Scent ability as a feat (see the *Monster Manual*) at any point that they can select a new feat. Silverstars do not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

**Moonshield (Su):** At 7th level, a silverstar learns how to better resist the magic of the Shadow Weave. She gains a +2 bonus on saves against enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor. This bonus applies whether or not the source is from the Weave or the Shadow Weave.

**Greater Moon's Hand (Su):** Upon reaching 9th level, a silverstar using her moon's hand ability treats her weapon as if it were a *+2 shocking burst weapon*.

***Moonfire* (Sp):** Upon reaching 10th level, a silverstar can cast *moonfire* 1/day as a spell-like ability.

TABLE 4–16: THE SILVERSTAR

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Moon spells | +1 level of divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Lunar sight | +1 level of divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Moon's hand +1 shock | +1 level of divine spellcasting class |
| 4th | +3 | +4 | +1 | +4 | *Tears of Selûne* | +1 level of divine spellcasting class |
| 5th | +3 | +4 | +1 | +4 | Prophet's sight 1/day | +1 level of divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | Selûnite lycanthrope, moon's hand +2 shock | +1 level of divine spellcasting class |
| 7th | +5 | +5 | +2 | +5 | Moonshield | +1 level of divine spellcasting class |
| 8th | +6 | +6 | +2 | +6 | Prophet's sight 2/day | +1 level of divine spellcasting class |
| 9th | +6 | +6 | +3 | +6 | Greater moon's hand | +1 level of divine spellcasting class |
| 10th | +7 | +7 | +3 | +7 | *Moonfire* | +1 level of divine spellcasting class |

# stormlord

Talos the Destroyer embodies the uncaring and destructive forces of nature that may strike at any time. Stormlords are the chief agents of the Destroyer's wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury. Talos cares only that they call up a storm or engage in a spectacular act of violence every tenday or so.

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown. Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence. They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

**Hit Die:** d8.



*Stormlord*

*Illustration by Raven Mimura*

## REQUIREMENTS

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

**Base Save Bonus:** Fort +4.

**Feats:** Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

**Spells:** Ability to cast 3rd-level divine spells.

**Patron:** Talos.

**Special:** The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

## CLASS SKILLS

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the stormlord prestige class.

**Weapon and Armor Proficiency:** A stormlord gains no weapon or armor proficiencies.

**Spells per Day:** At each stormlord level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

**Electricity Resistance (Ex):** As the stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table.

**Shock Weapon (Su):** At 2nd level, any spear or javelin used by a stormlord is treated as a shock weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord.

**Storm Walk (Ex):** At 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos's fury.

TABLE 4–17: THE STORMLORD

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Electricity resistance 10 | +1 level of divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Shock weapon | +1 level of divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Storm walk | +1 level of divine spellcasting class |
| 4th | +3 | +3 | +1 | +3 | Electricity resistance 15 | +1 level of divine spellcasting class |
| 5th | +3 | +4 | +1 | +4 | Thundering weapon | +1 level of divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | *Storm ride* | +1 level of divine spellcasting class |
| 7th | +5 | +5 | +2 | +5 | Electricity resistance 20 | +1 level of divine spellcasting class |
| 8th | +6 | +6 | +2 | +6 | Shocking burst weapon | +1 level of divine spellcasting class |
| 9th | +6 | +6 | +3 | +6 | Electricity resistance 30 | +1 level of divine spellcasting class |
| 10th | +7 | +7 | +3 | +7 | *Elemental conflagration* | +1 level of divine spellcasting class |

**Thundering Weapon (Su)**: At 5th level, any spear or javelin a stormlord uses is treated as a *thundering* weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's *shock* weapon ability.

***Storm Ride* (Sp)**: At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

**Shocking Burst Weapon (Su)**: At 8th level, any spear or javelin used by a stormlord is treated as a *shocking burst* weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's *thundering* weapon ability.

***Elemental Conflagration* (Sp)**: Upon reaching 10th level, a stormlord gains the ability to summon a quartet of Huge elementals once per tenday. These four elementals are summoned as if using the *summon monster IX* spell, except that each elemental is of a different type (air, earth, fire, water).

# strifeleader

The Prince of Lies demands control by any means necessary. Strifeleaders are the chief instruments of the Dark Sun, charged with spreading the One True Way of Cyric (as least the Prince of Lies whispers it in their minds) through force and deception. They spread strife and work murder everywhere in order to make folk fear and believe in Cyric.

Most strifeleaders are clerics, rogues, or bards. Particularly crafty fighters and barbarians may become strifeleaders, but characters of other classes rarely pursue this path.

Strifeleaders are often found supporting rulers with a taste for cruelty and empire-building. They indulge in intrigue in every land so as to spread strife everywhere without plunging realms into widespread war and thus give worship to Tempus the war deity. Most also spend their time scheming against each other in an endless struggle of cabal against cabal, with each strifeleader seeking to increase his personal power.

**Hit Die**: d6.



*Strifeleader*

## Requirements

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

**Skills**: Disguise 8 ranks, Bluff 4 ranks, Intimidate 4 ranks, Speak Language (Abyssal).

**Feats**: Iron Will, Spell Focus (Illusion), Weapon Focus (longsword).

**Spells**: Ability to cast 3rd-level divine spells.

**Patron**: Cyric.

**Special**: The character must have single-handedly slain an illusionist, a cleric of Cyric, or someone with the Spell Focus (Illusion) feat.

## Class Skills

The class skills of a strifeleader (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

The following are class features of the strifeleader prestige class.

**Weapon and Armor Proficiency**: A strifeleader gains no weapon or armor proficiencies.

**Spells per Day/Spells Known**: At each indicated strifeleader level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one spellcasting class before becoming a strifeleader, the player must decide to which class to add each strifeleader level for the purpose of determining spells per day and spells known.

**Dominating Aura (Su)**: A strifeleader is immune to fear (magical or otherwise). Enemies within 20 feet of a strifeleader suffer a –2 morale penalty on saving throws against fear effects. The radius of this aura increases at 4th and 7th levels.

**Poison Use**: Strifeleaders are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Skilled Prevarication (Ex)**: At 2nd level, strifeleaders become skilled in the art of telling lies. They get a +2 bonus on Bluff and Intimidate checks. Moreover, strifeleaders gain a +4 bonus on saving throws against the spells *discern lies* and *zone of truth*.

**Sneak Attack**: Starting at 3rd level, if a strifeleader can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the strifeleader's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the strifeleader's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at 6th and 9th level. Should the strifeleader score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the strifeleader can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A strifeleader can only sneak attack living creatures with dis-

*Illustration by Brom*

Table 4–18: The Strifeleader

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Dominating aura 20 feet, poison use | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Skilled prevarication | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Sneak attack +1d6 | — |
| 4th | +3 | +4 | +1 | +4 | Dominating aura 30 feet | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Illusions | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | Sneak attack +2d6 | — |
| 7th | +5 | +5 | +2 | +5 | Dominating aura 40 feet | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Death attack | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Sneak attack +3d6 | — |
| 10th | +7 | +7 | +3 | +7 | Greater death attack | +1 level of existing class |

cernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the strifeleader must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The strifeleader cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a strifeleader gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Illusions**: Beginning at 5th level, the strifeleader adds the spells *ghost sound, invisibility, minor image, mirror image, major image, phantasmal killer,* and *silent image* to his spell list. The spells become clerical spells at the same levels they are on the Sor/Wiz list (so the strifeleader may prepare *invisibility* as a 2nd-level cleric spell).

**Death Attack (Ex)**: Starting at 8th level, if the strifeleader studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (strifeleader's choice). While studying the victim, the strifeleader can undertake other actions as long as his attention stays focused on the target and the target does not detect the strifeleader or recognize him as an enemy. If the victim of such an attack fails her Fort saving throw (DC 10 + the strifeleader's class level + the strifeleader's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the strifeleader. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the strifeleader has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the strifeleader does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Greater Death Attack (Ex)**: At 10th level, the DC for the strifeleader's death attack (whether to kill or paralyze) increases by +4.



*Sword dancer*

*Illustration by Kev Walker*

# sword dancer

Eilistraee the Dark Maiden encourages drow to return to the surface world and reestablish themselves as rightful, nonevil inhabitants of the Night Above. Although they need not be drow themselves, sword dancers are expected to lead that migration and work to promote harmony between drow and surface-dwelling races. They nurture beauty, music, the craft of making musical instruments, and song wherever they find it, assist hunters and hunting, and help others in acts of kindness whenever they see ways to do so.

Most sword dancers are clerics, cleric/fighters, or cleric/bards. Other class combinations, particularly those including ranger, rogue, and sorcerer, are somewhat less common. Barbarians and wizards rarely become sword dancers. Drow and half-drow are by far the most common races to adopt the sword dancer class, but other races, particularly half-elves, humans, and surface elves, venerate the Dark Maiden as well.

Sword dancers usually dwell together in small groups in places where other elven races might dwell. Most frequent woodland glades where they gather to dance, sing, and engage in swordplay under the light of the moon.

**Hit Die**: d8.

## Requirements

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

**Race**: Elf or half-elf.

**Gender**: Female.

**Base Attack Bonus**: +5.

**Skills**: Diplomacy 5 ranks, Perform 5 ranks (includes dance and singing), Speak Language (Elven and Undercommon).

**Feats**: Dodge, Expertise, Skill Focus (Perform), Weapon Focus (any sword).

**Spells**: Ability to cast 2nd-level divine spells.

**Patron**: Eilistraee.

**Special**: The character must have seen the sun rise at least once and spent at least one continuous month living on the surface (without entering the Underdark), dancing each night under the light of the moon.

## Class Skills

The class skills of a sword dancer (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points Per Level: 2 + Int modifier.

Table 4–19: The Sword Dancer

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Low-light vision, sword song | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +0 | Moonlights | +1 level of existing class |
| 3rd | +2 | +1 | +3 | +1 | Sword dance | +1 level of existing class |
| 4th | +3 | +1 | +4 | +1 | Mobility | +1 level of existing class |
| 5th | +3 | +1 | +4 | +1 | Maiden's sword | +1 level of existing class |
| 6th | +4 | +2 | +5 | +2 | Lesser spellsong | +1 level of existing class |
| 7th | +5 | +2 | +5 | +2 | Spring Attack | +1 level of existing class |
| 8th | +6 | +2 | +6 | +2 | Spellsong | +1 level of existing class |
| 9th | +6 | +3 | +6 | +3 | | +1 level of existing class |
| 10th | +7 | +3 | +7 | +3 | Sword shield | +1 level of existing class |

## Class Features

The following are class features of the sword dancer prestige class.

**Weapon and Armor Proficiency**: A sword dancer gains no weapon or armor proficiencies. A sword dancer that wears medium or heavy armor or carries or wears a shield cannot use any of her special abilities, and a sword dancer wearing only light armor must succeed at an arcane spell failure roll in order to use any of her spell-like or supernatural abilities granted by this prestige class (not including spellcasting).

**Spells per Day/Spells Known**: At each sword dancer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one spellcasting class before becoming a sword dancer, the player must decide to which class to add each sword dancer level for the purpose of determining spells per day and spells known.

**Low-Light Vision (Ex)**: All sword dancers have low-light vision.

**Sword Song (Su)**: A sword dancer can attune herself to a particular sword (magical or not), a process that takes one tenday. During this time she must be wearing or holding the sword for at least 8 hours each day, and if interrupted she must start again. She may only be attuned in this fashion to one sword at a time. Beginning the process of attuning another sword negates the ability of the currently attuned sword. Once attuned to this sword, whenever she wields it the sword sings heroic songs, granting her a +2 morale bonus on attack and damage rolls with the sword and a +3 morale bonus on saving throws against mind-affecting spells and effects. This ability is a sonic, mind-affecting effect, and can be used for a maximum number of rounds per day equal to her class level plus her Charisma modifier. If this ability is applied to a *dancing* sword, the *dancing* sword gains the attack and damage bonus, but the saving throw bonus still applies to the sword dancer.

**Moonlights (Su)**: Beginning at 2nd level, at will and as a free action a sword dancer can create small lights equal to those produced by the *dancing lights* spell. These lights are under the control of the sword dancer but cannot move more than 5 feet from her body. The sword dancer can have in existence a number of lights equal to her class level.

**Sword Dance (Su)**: At 3rd level, a sword dancer can attune herself to a particular sword (which may be the same sword as her singing sword) in the process described above. Once attuned to the sword, she may use it as if it had the *dancing* property. She may use this ability a number of times per day equal to her class level.

**Mobility**: The sword dancer gains the Mobility feat at 4th level.

**Maiden's Sword (Su)**: At 5th level, a sword dancer gains the ability to craft magic swords as if she had the Craft Magic Arms and Armor feat. This ability only works on her attuned swords, but the magic abilities given to the sword persist even if she loses her attunement to the sword. She may add any properties (including enhancement bonuses) to a sword as long as she meets the property's other prerequisites.

**Lesser Spellsong (Su)**: At 6th level, a sword dancer gains the ability to spontaneously cast prepared cleric spells of 3rd level or lower as any of her domain spells, just as a good cleric spontaneously casts prepared cleric spells as *cure wounds* spells. Any spells she casts in this manner always have a verbal component, in addition to their normal components. For example, a sword dancer with access to the Moon domain who has prepared *divine favor* (a 1st-level spell) may lose *divine favor* in order to cast *faerie fire* (a 1st-level spell from the Moon domain).

**Spring Attack**: The sword dancer gains the Spring Attack feat at 7th level.

**Spellsong (Su)**: At 8th level, the sword dancer's lesser spellsong ability expands to include spontaneous casting of cleric spells of up to 6th level as domain spells.

**Sword Shield (Su)**: At 10th level, as a free action a sword dancer may command her *dancing* sword to fight in a defensive manner, taking a penalty of up to –5 on the sword's attacks in order to add the same number (up to +5) to her Armor Class as an armor bonus. The changes to the sword's attack rolls and her Armor Class last until her next action. She can only use this ability on one dancing sword at a time.

# Techsmith

Faerûn resounds with the measured cadence of blacksmiths hammering out their newest creation, the clitter-clack of tinkers cobbling together the contents of a bin of junk to create something truly useful, and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra of technological progress can be found the techsmiths of Gond, men and women devoted to the development of new inventions and the progression of achievement in the name of the Wonderbringer.

Though based in the Lantanese city of Illul, techsmiths can be found throughout the continent as advisors to rulers, as merchants selling fantastic wares, and as builders and operators of small golems tasked with taking care of unsightly municipal duties such as caring for large sewer systems or interring the dead. Theirs is a primarily cosmopolitan pursuit, making techsmiths far more common in cities than in pastoral regions. Most travel widely, however, both to share their own creations and to monitor the creations of folk from all corners of the known world. Because of their skill in building constructs, techsmiths are experts at demolishing them as well, and are sometimes called into service to destroy dangerous things of that type before they cause too much harm. Techsmiths tend toward extreme eccentricity, often concerning themselves with the solution of some mathematical formula far more than personal interaction with their companions. Slow to make friends with those who do not share their obsession with mechanics and explosives (in that order), it often has been said that a techsmith's only true

confidante is the golemlike construct known as a gondsman, who serves as the techsmith's servant, assistant, and friend.

The techsmiths draw their ranks almost exclusively from the clergy of Gond, since the High Holy Crafthouse of Inspiration, where the secrets of the techsmiths are imparted to would-be members of the order, does not accept applications from followers of other deities. Clerics of other gods who bestow the Craft domain upon their followers (such as certain members of the gnomish and dwarven pantheon) occasionally convert to Gond worship in order to gain the secrets of the techsmiths. It is said that this troubles the Wonderbringer but little, as the end result promises interesting creations from headstrong inventors.

Those techsmiths who do not adventure often attempt to profit from their proprietary knowledge by creating *smokepowder* weapons and bombs and selling them to the highest bidder. Unscrupulous techsmiths seek out conflict that they might profit from both sides. Such individuals are a good source of explosives, firearms, and new inventions, and do lucrative business selling their goods to members of the adventuring class. In larger cities with a strong Gondian presence, they may form a guild, but most work alone.

**Hit Die:** d6.

## REQUIREMENTS

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

**Skills:** Craft (armorsmithing, blacksmithing, metalworking, or weaponsmithing) 9 ranks.

**Feats:** Craft Wondrous Item, Skill Focus (Craft [armorsmithing, blacksmithing, metalworking, or weaponsmithing]).

**Spells:** Ability to cast *minor creation*.

**Patron:** Gond.

**Special:** Must visit the High Holy Crafthouse of Inspiration in the city of Illul on the island of Lantan.

## CLASS SKILLS

The techsmith class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (religion) (Int), Open Lock (Dex), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

The following are class features of the techsmith prestige class.

**Weapon and Armor Proficiency:** Techsmiths are proficient with all simple weapons, and gain the feat Exotic Weapon Proficiency (firearms) if they do not already have it.

**Spells per Day/Spells Known:** At each techsmith level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a techsmith, the player must decide to which class to add each techsmith level for the purpose of determining spells per day and spells known.

**Gondsman (Ex):** Upon becoming a techsmith, the character may construct a gondsman—a loyal mechanical warrior, assistant, bodyguard, and friend. This gondsman costs the techsmith nothing, for it is assumed that in the time before becoming a techsmith he has been researching and working on parts of the gondsman in his spare time.

A gondsman is a construct, is made of metal and wood (and is therefore vulnerable to attacks such as *warp wood* and *rusting grasp*). The techsmith can create a gondsman in one of two sizes: Small (Str 13, Dex 14, Con –, Int 4, Wis 13, Cha 6) or Medium-size (Str 15, Dex 12, Con –, Int 4, Wis 13, Cha 6), or A gondsman has a +5 natural armor, neutral alignment, d10s for Hit Dice, and Hit Dice equal to the techsmith's class level + 3. It has a slam attack that deals 1d8 points of base damage. A new gondsman has no equipment but can use any equipment appropriate for its size.

As the techsmith gains a level, the gondsman also increases in ability by gaining a Hit Die. Following the rules for constructs in the *Monster Manual*, the gondsman gains the normal improvements for a construct that adds a Hit Die: 1d10 hit points, attack bonus as cleric, poor base save bonus improvement. In addition, each time the techsmith gains a level, he may add an upgrade to his gondsman, selecting from the following options:

- +1 Strength
- +1 Dexterity
- +1 to base attack bonus
- +1 to one save
- +1 to existing natural armor bonus

A gondsman shares a special bond with its creator, similar to the relationship between a sorcerer and his familiar. The construct and creator share an empathic link to a distance of one mile. The techsmith cannot see through the gondsman's eyes, but they can communicate telepathically. Even the most intelligent and personable gondsmen tend to see the world through a somewhat detached, mechanical perspective, so misunderstandings are possible. This empathic link is a supernatural ability.

Because of the empathic link between the gondsman and the techsmith, the techsmith has the same connection to a place or item that the gondsman does.

Should a gondsman be damaged, the techsmith can repair it using artisan's tools at a rate of 1 hit point per hour. Alternatively, the *mending* spell can restore 1 hit point. Since constructs are creatures, cure spells affect it normally.

If a gondsman is reduced to 0 hit points, it is destroyed.



*Techsmith*

*Illustration by Wayne Reynolds*

TABLE 4—20: THE TECHSMITH

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Gondsman | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Technical knack +2 | +1 level of existing class |
| 3rd | +1 | +3 | +1 | +3 | New domain | +1 level of existing class |
| 4th | +2 | +4 | +1 | +4 | Construct sense | +1 level of existing class |
| 5th | +2 | +4 | +1 | +4 | Technical knack +4 | +1 level of existing class |
| 6th | +3 | +5 | +2 | +5 | Golembane | +1 level of existing class |
| 7th | +3 | +5 | +2 | +5 | Improved critical | +1 level of existing class |
| 8th | +4 | +6 | +2 | +6 | Technical knack +6 | +1 level of existing class |
| 9th | +4 | +6 | +3 | +6 | Explosive obsession | +1 level of existing class |
| 10th | +5 | +7 | +3 | +7 | Golemsmite | +1 level of existing class |

Should a gondsman be destroyed, the techsmith may construct another. Constructing a replacement gondsman costs 500 gp per Hit Die and takes 1 day for every 1,000 gp value of the gondsman (as if the techsmith were creating a magic item). For example, a 6th level techsmith wishing to replace a 9 HD gondsman would have to spend 4,500 gp and five days creating the gondsman.

**Technical Knack (Ex):** Techsmiths of a certain skill level pick up a technical knack, an innate familiarity with the workings of mechanical gadgetry and science that allows them a +2 competence bonus on all Alchemy, Appraise, Craft, Disable Device, Knowledge, and Open Lock checks involving some sort of mechanical, technological, or explosive circumstance. This bonus increases to +4 at 5th level and +6 at 8th level.

**New Domain:** The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning). The techsmith receives the domain's granted power and may choose the domain's spells as domain spells. (The techsmith now has three choices each level for domain spells instead of two.) A techsmith that has no cleric levels gains no spells or spell slots from this ability, but gains the granted power of the domain he chooses.

**Construct Sense (Su):** Techsmiths of 3rd level or higher can communicate telepathically with any construct within 60 feet. They may make a Spot check (DC 15) to recognize a construct for what it is.

**Golembane (Ex):** Because of his superior knowledge of constructs, a techsmith can combat a golem (or any construct) with weapons or unarmed attacks as if it had no damage reduction. After watching a construct in action for 1 round, he knows what spells it is particularly vulnerable or immune to.

**Improved Critical (Ex):** Because of his study of metals and other crafting materials, a techsmith knows how to best utilize any weapon and find the weak spots of any armor. Any weapon he uses threatens critical hits as if he had the Improved Critical feat.

**Explosive Obsession (Ex):** Due to their familiarity with the intricacies of *smokepowder*, techsmiths of 9th level or higher may create enhanced bombs. These powerful explosives operate exactly as described under Renaissance Grenadelike Weapons in Chapter 6 in the *Dungeon Master's Guide*, except that they deal 2d8 points of damage and have a blast radius of 15 feet. Crafting such a bomb costs 50 gp in raw materials and requires 2 hours.

**Golemsmite (Ex):** Upon reaching 10th level, a techsmith is a lethal foe to any opposing constructs. If the techsmith makes a critical hit with a melee weapon against a construct of any type, it is immediately destroyed, as if the techsmith were using a *mace of smiting*.

## sample gondsmen

Techsmiths develop gondsmen to suit their needs and wants.

The 5th level techsmith's gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

The 11 HD gondsman, below, shows a defensive approach with natural armor increased by +4 and saving throws each increased by +1.

All gondsmen share construct traits:

**Construct Traits:** Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

A 1st level techsmith's 4 HD gondsman:

**Clang:** Gondsman; CR –; Medium-size construct; HD 4d10; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3, slam); SQ Construct traits; AL N; SV Fort +1, Ref +2, Will +2; Str 15, Dex 12, Con –, Int 4, Wis 13, Cha 6.

A 5th level techsmith's 8 HD gondsman:

**Wrath's Hammer:** Gondsman; CR –; Medium-size construct; HD 8d10+; hp 44; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +11/+6 melee (1d8+4, slam); Face/Reach 5 ft. × 5 ft./5 ft.; SQ construct traits; AL N; SV Fort +2, Ref +3, Will +3; Str 18, Dex 12, Con –, Int 4, Wis 13, Cha 6.

An 8th level techsmith's 11 HD gondsman:

**Fairshield:** Gondsman; CR –; Small construct; HD 11d10; hp 60; Init +2; Spd 20 ft.; AC 22 (touch 13, flat-footed 20); Atk +10/+5 melee (1d8+1, slam); SQ Construct traits; AL N; SV Fort +4, Ref +6, Will +5; Str 13, Dex 14, Con –, Int 4, Wis 13, Cha 6.

*Skills and Feats:* Hide +6.

# Waveservant

Umberlee is widely feared by all who make their living from the sea, and those who trespass her domain had best pay tribute to avoid her wrath. Waveservants serve the Bitch Queen as both tribute gatherers and enforcers.

Most waveservants are clerics, rangers, or cleric/rangers. Sometimes a wizard or sorcerer with a fondness for water magic becomes a waveservant, a few druid/waveservants are known, and some barbarian tribes venerate the Bitch Queen and have barbarian/waveservant members nearly as temperamental as the goddess herself.

Waveservants are usually loners. Some dwell on storm-swept islands and coasts, while others spend their whole lives aboard ships. Many make their living as pirates, attacking merchant ships that do not make sufficient offerings to their goddess. They rarely venture far from large bodies of water.

**Hit Die:** d8.

## Requirements

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

**Base Attack Bonus:** +5.

**Skills:** Intimidate 4 ranks, Intuit Direction 3 ranks, Knowledge (nature) 4 ranks, Speak Language (Aquan), Swim 4 ranks.

**Feats:** Endurance, Weapon Focus (trident).

**Spells:** Ability to cast 2nd-level divine spells. Clerics who wish to become waveservants must have access to the Ocean domain.

**Patron:** Umberlee.

**Special:** The character must have made peaceful contact with a water elemental, an evil creature of type outsider (water), or an evil aquatic creature; the creature must have had at least 6 Hit Dice and the character must have communicated with it using a language or magic.



*Waveservant*

*Illustration by Puddnhead*

## Class Skills

The class skills of a waveservant (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Int), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the waveservant prestige class.

***Weapon and Armor Proficiency:*** *A waveservant gains no weapon* or armor proficiencies.

**Spells per Day/Spells Known:** At each waveservant level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a waveservant, the player must decide to which class to add each waveservant level for the purpose of determining spells per day and spells known.

**Ocean Spells:** A waveservant can prepare any spell from the Ocean domain as if it were on his divine spell list. The spell uses a spell slot of a level equal to its level in the Ocean domain list. For instance, a ranger/waveservant could prepare *endure elements* as a 1st level ranger spell.

**Water Breathing (Ex):** A waveservant can breathe water as easily as air, and gains a swim speed of 30 feet. Like all creatures with a swim speed, waveservants do not need to make Swim checks to move through the water at their swim speed. They have a +8 bonus on all Swim checks to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks even if rushed or threatened. They can use the run action while swimming, provided they swim in a straight line.

**Drowned Legion:** Waveservants with the ability to rebuke undead gain a +4 to their turning damage roll whenever they or the targeted undead are at least half immersed in water.

**Freedom of Movement (Ex):** At 2nd level, waveservants move and attack normally while underwater as if they were under the effects of a *freedom of movement* spell. They may also cast spells unhindered when underwater. Restrictions not directly related to the water (such as a *web* spell cast into the water) are not thwarted by this ability.

**Aquatic Servants (Su):** At 3rd level, a waveservant gains the ability to rebuke or command aquatic creatures. This ability works just like an evil cleric rebuking or commanding undead, but uses the waveservant's class level to determine the effect of the rebuke attempt. The waveservant may use this ability a number of times per day equal to 3 + her Charisma modifier.

**Sahuagin Rage (Ex):** Beginning at 3rd level, a waveservant can call upon the inhuman bloodlust of the sahuagin, entering a rage exactly the same as that of a barbarian. She may do this once per day.

**Deep Sight (Ex):** At 4th level, a waveservant can see underwater as if she had darkvision and low-light vision.

**Nose of the Shark (Ex):** At 4th level, the waveservant gains the keen scent ability of a shark whenever she is within the water. She can detect creatures that are within the water within 180 ft. and can detect blood in the water at ranges of up to one mile.

TABLE 4–21: THE WAVESERVANT

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Ocean spells, water breathing, drowned legion | +1 level of divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Freedom of movement | +1 level of divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Aquatic servants, sahuagin rage | +1 level of divine spellcasting class |
| 4th | +3 | +4 | +1 | +4 | Deep sight, nose of the shark | +1 level of divine spellcasting class |
| 5th | +3 | +4 | +1 | +4 | Jellyfish poison | +1 level of divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | Tremorsense | +1 level of divine spellcasting class |
| 7th | +5 | +5 | +2 | +5 | | +1 level of divine spellcasting class |
| 8th | +6 | +6 | +2 | +6 | Jellyfish tentacles | +1 level of divine spellcasting class |
| 9th | +6 | +6 | +3 | +6 | Arms of the octopus | +1 level of divine spellcasting class |
| 10th | +7 | +7 | +3 | +7 | Jellyfish body | +1 level of divine spellcasting class |

**Jellyfish Poison (Su)**: At 5th level, the waveservant causes thousands of tiny poisoned nearly invisible barbs to grow from her face and hands. With a touch attack, she may inject poison through these barbs into the body of a target creature. The poison (Fort DC 10 + 1/2 class level + Wisdom bonus) deals 1d6 points of initial and secondary Strength damage. The waveservant can use the barbs to make multiple poison attacks as long as they remain. The barbs may be invoked once per day, remain on the waveservant's skin for up to 1 minute per class level, and can be dismissed as a free action. The poison cannot be removed from the character's skin or the barbs and stored for later use.

**Tremorsense (Ex)**: At 6th level, a waveservant becomes so attuned to the vibrations of water that she effectively has the tremorsense ability in regard to creatures within or touching the body of water she is in. For example, if she were in an underground lake, she would know the exact location of an invisible rogue swimming through the lake toward her, but would not have any unusual ability to locate the invisible sorcerer flying above her. The range of this ability is 60 feet.

**Jellyfish Tentacles (Su)**: At 8th level, when in water, the waveservant gains the ability to transform her arms into dozens of spindly translucent tentacles, all bearing poisoned barbs. The tentacles have a reach of 10 feet. The waveservant may attempt a touch attack with the tentacles, with a successful touch attack meaning the target is subject to the effects of jellyfish poison (see above). If used outside of water, the tentacles hang to the ground, have a maximum reach of 5 feet, and can only affect creatures that step on them.

Attacks with melee weapons against tentacles are made against AC 10, deal only 1 point of damage to the waveservant, and sever a single tentacle with each hit, but there are so many strands and they regrow so quickly that these attacks are almost entirely ineffective. *Attacks with ranged weapons deal no damage. Area attacks affect* the tentacles (and the waveservant) normally.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, she cannot manipulate objects, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

**Arms of the Octopus (Su)**: At 9th level, the waveservant gains the ability to transform her arms into long suckered and barbed tentacles with 10 foot reach. She may attack with these arms as if they were natural weapons for her, and attacks in this manner do not draw attacks of opportunity. A tentacle deals 1d4 points of damage plus the waveservant's Strength bonus. A successful attack with a tentacle allows the waveservant to immediately attempt a grapple without having to make a touch attack or provoking an attack of opportunity. A waveservant that has grappled an opponent can choose to constrict her opponent with a successful grapple attack, automatically dealing 2d4 points plus Strength bonus of normal damage.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, her effective Dexterity for manipulating objects is 6, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

**Jellyfish Body (Su)**: At 10th level, a waveservant's body undergoes a radical transformation. Her bones and internal organs soften and diffuse, leaving only her skin to define her shape. While this does not greatly affect her appearance (her features soften somewhat) or any of her other abilities, it does leave her body with no parts that are more vulnerable than any other. In short, she has no discernable anatomy, and is therefore no longer subject to critical hits or sneak attacks. Her type changes to aberration (aquatic).

# wearer of purple

Wearers of purple are members of the Cult of the Dragon who embrace the creation and veneration of the Sacred Ones, the great dracoliches of Faerûn. Members follow the teachings of Sammaster the Mad, who prophesied that dragon dragons shall rule the world entire. Organized into autonomous cells, Dragon Cultists collectively serve as an intelligence-gathering and communications network for the evil dragons of Faerûn and the Cult's dracoliches. Wearers of purple are typically leaders of such Dragon Cult cells. They are responsible for tracking evil dragons to their lair, offering tribute to evil dragons, convincing evil dragons to become dracoliches, preparing the necessary ritual components for the transformation, and serving dracoliches once created. Most wearers of purple serve one dracolich, although members of powerful cells may serve up to a half a dozen Sacred Ones.

Most wearers of purple are clerics, wizards, wizards specializing in the art of necromancy, or sorcerers. Those clerics who do join the ranks of the Dragon Cult are typically followers of Bane, Cyric, Gargauth, Shar, Talona, or Velsharoon. Although fighters and rogues make up the bulk of the Cult's lower ranks, few non-spellcasters ascend to leadership positions with the Cult of the Dragon.

Wearers of purple are usually high-ranking members of a Dragon Cult cell who work closely with fellow Cultists. Most are either involved in wooing one or more dragons to undergo the transformation to undeath or serving one of the Sacred Ones directly. Most remain in close proximity to the lair of the dragon that they serve except when coordinating with other cells or seeking out other wyrms.

**Hit Die**: d6.

## REQUIREMENTS

To qualify to become a wearer of purple, a character must fulfill the following criteria.

**Alignment:** Any evil.

**Base Save Bonus:** Will +5.

**Skills:** Alchemy 5 ranks, Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (local) 3 ranks, Speak Language (Draconic).

**Feats:** Iron Will, Spell Focus (Necromancy).

**Spells:** Able to cast at least one necromantic spell.

**Special:** The character must have made peaceful contact with an evil true dragon or dracolich.

## CLASS SKILLS

The class skills of a wearer of purple (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Ride (Dex), and Scry (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the wearer of purple prestige class.

**Weapon and Armor Proficiency:** A wearer of purple gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each wearer of purple level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a wearer of purple, the player must decide to which class to add each wearer of purple level for the purpose of determining spells per day and spells known.

**Energy Resistance (Ex):** Upon adopting the wearer of purple class, the character gains a resistance 5 to one type of energy (commonly acid, cold, electricity, or fire), as described in Chapter 3 of the *Dungeon Master's Guide*. Most characters choose a resistance to the type of energy embodied in the breath weapon of the dragon or dracolich that they attend or expect to attend. At 3rd and 5th level, the energy resistance increases to 10 and 15, respectively.

**New Domain:** At 1st level, the wearer of purple gains a domain from the following list: Death, Evil, Scalykind. The character gains the granted power of the new domain. A wearer of purple's class level stacks with his cleric level for determining the effects of these three domain's granted powers. If the wearer of purple has no cleric levels, he doesn't gain the domain spells, but uses his levels in this prestige class to determine the granted power's effects.

**Dracoride (Ex):** Beginning at 2nd level, when riding any kind of dragon, a wearer of purple uses his normal Ride skill score, even if he chose a nondraconic sort of mount when he first selected the Ride skill. In other words, he suffers no penalties for riding a "different" or "very different" mount when riding dragons.



*Wearer of Purple*

*Illustration by Wayne England*

**Item Creation Feat:** At 4th and 6th level, the wearer of purple gains a bonus feat from the following list: Brew Potion, Craft Wondrous Item, Forge Ring. The wearer of purple must meet all prerequisites for the chosen feat.

**Frightful Presence (Ex):** Beginning at 7th level, a wearer of purple can unsettle foes with his mere presence, much like the Sacred Ones he serves. The ability takes effect automatically whenever the character attacks or charges. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the character.

Creatures may resist with a successful Will save (DC 10 + 1/2 class level + Charisma modifier). Those that save are immune to the character's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons are immune to this effect.

**Paralyzing Touch (Su):** Beginning at 8th level, a creature touched by a wearer of purple must make a Fort save (DC 10 + 1/2 class level + Charisma modifier) or be paralyzed for 2d6 rounds. A

TABLE 4–22: THE WEARER OF PURPLE

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Energy resistance 5, new domain | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Dracoride | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Energy resistance 10 | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | Item creation feat | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | Energy resistance 15 | +1 level of existing class |
| 6th | +3 | +2 | +2 | +5 | Item creation feat | +1 level of existing class |
| 7th | +3 | +2 | +2 | +5 | Frightful presence | +1 level of existing class |
| 8th | +4 | +2 | +2 | +6 | Paralyzing touch | +1 level of existing class |
| 9th | +4 | +3 | +3 | +6 | Paralyzing gaze | +1 level of existing class |
| 10th | +5 | +3 | +3 | +7 | Rebuke sacred ones | +1 level of existing class |

successful saving throw against this effect does not confer any immunity against subsequent attacks. The wearer of purple may use this touch attack a number of times per day equal to 1 + his Charisma bonus (if any), and must make a melee touch attack against his opponent to use this ability. Once invoked, the ability is treated as a touch spell, with the character "holding the charge" for the ability until it is used or dispersed.

**Paralyzing Gaze (Su)**: Beginning at 9th level, the wearer of purple may cause his eyes to glow, giving him the ability to paralyze victims within 40 feet who fail a Fort save (DC 10 + 1/2 class level + Charisma modifier). If the saving throw is successful, the target creature is forever immune to the gaze of that particular wearer of purple. If it fails, the victim is paralyzed for 2d6 rounds. The wearer of purple may use this gaze attack a number of times per day equal to 1 + his Charisma bonus (if any).

**Rebuke Sacred Ones (Su)**: Beginning at 10th level, a wearer of purple may use his rebuke undead ability to rebuke a dragon or dracolich. The cleric makes a rebuke attempt as normal, except that his range is 120 feet and only affects the targeted dragon or dracolich. A dracolich's turn resistance does not apply against this ability.

# windwalker

The Rider of Winds teaches his adherents to ride the wind and let it take them wherever it blows, so as to see the wonder of the world. Some followers of Shaundakul take this admonition literally, learning to shape the winds with their hands and ride them to lands as yet unseen. In their travels, windwalkers spread the teachings of Shaundakul far and wide, lending a helping hand to those in need and blazing trails for those who follow. Many come to Myth Drannor to drive the evil outsiders from the site of Shaundakul's greatest temple.

Most windwalkers are clerics or rangers. Some bards and sorcerers become windwalkers, but other classes rarely follow this path.

Windwalkers are usually loners and rarely stay in any one location for any length of time. Many make their living exploring new caravan routes for merchant consortiums. Others simply live off the land, traveling far and wide across the globe in search of new vistas. A fair number of windwalkers are active adventurers, albeit with a penchant for exploring far-off ruins in mysterious locales.

**Hit Die:** d8.



*Windwalker*

*Illustration by Mark Smylie*

## Requirements

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

**Race:** Human, half-elf, or air genasi.

**Base Attack Bonus:** +5.

**Skills:** Hide 5 ranks, Intuit Direction 5 ranks, Move Silently 5 ranks, Wilderness Lore 3 ranks.

**Feats:** Lightning Reflexes, Track, Weapon Focus (greatsword).

**Spells:** Ability to cast divine spells. Clerics who wish to become windwalkers must have access to the Air or Travel domain.

**Patron:** Shaundakul.

**Special:** The character must have visited at least three different regions in her lifetime. The character must have flown at least once for an hour or more, whether by means of magic or an aerial mount.

## Class Skills

The class skills of a windwalker (and the key ability for each skill) are Climb (Str), Concentration (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

Table 4–23: The Windwalker

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Air and Travel spells, soft fall | +1 level of divine spellcasting class |
| 2nd | +2 | +0 | +0 | +3 | Cold resistance 5 | +1 level of divine spellcasting class |
| 3rd | +3 | +1 | +1 | +3 | Portalsense, air walk | +1 level of divine spellcasting class |
| 4th | +4 | +1 | +1 | +4 | Cold resistance 10 | +1 level of divine spellcasting class |
| 5th | +5 | +1 | +1 | +4 | Smite fiend 1/day | +1 level of divine spellcasting class |
| 6th | +6 | +2 | +2 | +5 | Cold resistance 15 | +1 level of divine spellcasting class |
| 7th | +7 | +2 | +2 | +5 | Windsong | +1 level of divine spellcasting class |
| 8th | +8 | +2 | +2 | +6 | Cold resistance 20 | +1 level of divine spellcasting class |
| 9th | +9 | +3 | +3 | +6 | Smite fiend 2/day | +1 level of divine spellcasting class |
| 10th | +10 | +3 | +3 | +7 | Ride the winds | +1 level of divine spellcasting class |

## Class Features

The following are class features of the windwalker prestige class.

**Weapon and Armor Proficiency**: A windwalker gains no weapon or armor proficiencies.

**Spells per Day**: At each windwalker level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a windwalker, the player must decide to which class to add each windwalker level for the purpose of determining spells per day and spells known.

**Air and Travel Spells**: A windwalker can prepare any spell from the Air or Travel domains as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Air or Travel domain list. For instance, a ranger/windwalker could prepare *obscuring mist* as a 1st level ranger spell.

**Soft Fall (Su)**: A windwalker always receives some support from the winds, as if under the protection of a *feather fall* spell.

**Cold Resistance (Ex)**: As the windwalker gains levels in this prestige class, she becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

**Portalsense (Su)**: A 3rd-level windwalker can use the spell *analyze portal* at will.

**Air Walk (Su)**: A windwalker may *air walk* at will.

**Smite Fiend (Su)**: Once per day, beginning at 5th level, a windwalker may attempt to smite a fiend (evil outsider) with one normal melee attack. She adds her Charisma bonus to the attack roll and deals 1 extra point of damage per class level. If she accidentally smites a creature that isn't an evil outsider, the smite has no effect but is still used up for the day. If she has a smite ability from another class, she may use her smite abilities separately or combine them into a single attack, if appropriate. At 9th level, she can use this ability twice per day.

**Windsong (Su)**: A 7th-level windwalker can churn the air in a 30 foot radius from herself, creating a droning, roaring noise that disrupts concentration and drowns out normal noise. Creatures within the area of churning air (except the windwalker herself) must make Concentration checks (DC 10 + 1/2 windwalker's class level + windwalker's Charisma bonus) to cast spells or perform any activity that requires concentration. Creatures within 60 feet of the windwalker are effectively deafened, although this deafness ends as soon as they leave the area or the windsong stops. The windsong also acts as a *wind wall* spell throughout its entire area, and functions as a countersong (as the bard ability) for all creatures within the zone of churning air (the windwalker makes a class level check instead of a Perform check). Maintaining the windsong requires concentration and the windwalker can only use the ability a total number of rounds per day equal to her class level.

**Ride the Winds (Su)**: At 10th level, a windwalker gains a fly speed of 100 ft. (good).

# Template: Chosen of Bane

The Chosen of Bane are tyrants in every sense of the word, consumed with the quest for absolute power. Hand-picked by the deity of tyranny and fear, the Chosen of Bane are both charismatic and filled with hate, preferring to dominate and instill fear in weaker beings rather than convince them through kindness. They seek only to rule with absolute, unchallenged authority every living and undead creature across the world. The Chosen of Bane appear no different from other creatures of their type.

The current Chosen of Bane is Fzoul Chembryl, the Tyrant of the Moonsea, High Lord of the Zhentarim, and Lord of Zhentil Keep. Most previous Chosen of Bane were turned into liches by Bane, and at least 35 of these creatures were created in previous centuries. Before the Time of Troubles, the deaths of only 10 baneliches had ever been documented; however, the Tyrantfog sent by Xvim is believed to have destroyed most of the rest. Whether these liches desire Fzoul's status as the Chosen of Bane is unknown.

## Creating a Chosen of Bane

"Chosen of Bane" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). A Chosen of Bane uses the character's statistics and special abilities except as noted here. A Chosen of Bane only has its power at the will of Bane; should the Black Lord decide to remove Chosen status from the character, he reverts to his original abilities. Normally there is only one Chosen of Bane at a time.

**Special Qualities**: A Chosen of Bane retains all special qualities of the character and also gains the following.

***Bonus Spells* (Sp)**: Constant—*endure elements* (acid, cold, electricity, fire, sonic), *mind blank, negative energy protection*. At will—*command, enthrall*. 5/day—*hypnotism, remove fear*, or *cause fear*. 3/day—*charm monster, suggestion*. 1/day—*dominate monster, geas*.

**Damage Reduction (Ex)**: 10/+1.

**Immunities (Ex)**: A Chosen of Bane is immune to aging effects and does not age. Bonuses still accrue, and the Chosen still dies of old age when his time is up.

***Summon Death Tyrant* (Sp)**: A Chosen of Bane can magically summon a death tyrant beholder as a full-round action as if using *summon monster IX*. He may use this ability a number of times per day equal to his Charisma modifier.

**Undead Shadow (Su)**: A Chosen of Bane can let his shadow roam free as an undead shadow under his control. The Chosen remains in telepathic contact with the shadow as long as he and it are on the same plane. Shadows that it creates leave to become free-willed shadows. The shadow has the same hit points as the Chosen (minus any bonus hit points from Constitution) and is turned as a creature of the Chosen's Hit Dice (plus the shadow's turn resistance +2). If the shadow is destroyed, the Chosen may create another after one tenday.

**Saves**: Same as the character.

**Abilities**: Increase from the character as follows: Wisdom +2, Charisma +10.

**Skills**: Same as the character.

**Feats**: Same as the character.

**Climate/Terrain**: Same as the character.

**Organization**: Same as the character.

**Challenge Rating**: Same as the character +4. The Chosen of Bane approaches the power of some demigods and are not to be trifled with by most mortals. Fzoul, for example, has survived the death of two gods (Bane and Xvim) and abandoning a third (Cyric). He also controls the Moonsea, a feat that has eluded every would-be ruler of that region, and seized control of the Black Network from both Semmenon and Manshoon.

**Alignment**: Always lawful evil.

**Treasure**: Same as the character.

**Advancement**: Same as the character.

# Heroes of the North

Many unique characters range over the wildlands and cities of the Silver Marches. Giant-killers seek out their chosen enemies, wild scouts patrol the fringes of civilization, and hordebreakers scatter their overwhelming foes to the four winds. Many giant-killers are, of course, fighters or rangers or wizards who have earned their fame by confronting and destroying evil giants—but a small number of doughty warriors make giant-killing their career.

This chapter presents six prestige classes commonly found in and around the Silver Marches: the giant-killer, the hordebreaker, the knight-errant of Silverymoon, the orc scout, the peerless archer, and the wild scout.

## Giant-killer

Giant-killers are great heroes so long as they are killing giants. When they are not out doing what they do best, giant-killers tend to drink a lot and pick fights with people bigger than themselves. Some kindly giant-killers break the stereotype, but everyone expects giant-killers to be rude and boastful, so many live down to expectations. Giant-killers are found most frequently in regions where giants are common.

Most giant-killers begin their careers as barbarians, fighters, or rangers, but clerics of certain deities, paladins, and rogues also choose this path. Not all giants are evil, and not all giant-killers are good. There are a few sorcerers and wizards among their number, but hardly any druids.

As NPCs, most giant-killers prefer to operate alone or with a small group of like-minded allies. Many of them have sworn to avenge some past wrong or foul deed committed by giants, such as the destruction of their homes or the murder of a member of their family. Where giants gather in strength, several giant-killers sometimes pool their resources in order to more effectively defeat their sworn enemies.

The recent invasion of giants in the Evermoor region, and the subsequent influx of displaced trolls into the Silver Marches, has resulted in a boom in the giant-killing business. Giant-killers from around Faerûn have arrived in the vicinity to ply their trade, offering their services to the highest bidders. Giant-killers charge whatever the market will bear, and the more unscrupulous of the lot often refuse the first offer from a prospective employer, hoping that the problem will worsen and result in a better, more lucrative offer.

A bona fide giant-killer is an expert in his field, and several of them have made themselves invaluable on the outskirts of the Evermoors and in the town of Nesmé. There are also native giant-killers among the dwarves of Citadel Felbarr and Mithral Hall, but while the latter sometimes make themselves available to other communities, those living in the former most often serve the interests only of their own home. Lady Alustriel has recently appealed to King Warcrown on the matter, asking him to consider sending one or two of his kingdom's giant-killers to help scour the lands around the Silverwood for trolls, before the creatures become an even worse problem for the farmsteads outlying the city of Everlund.

**Hit Die**: d10.

### Requirements

To qualify to become a giant-killer, a character must fulfill the following criteria.

**Base Attack Bonus**: +5.

**Feats**: Dodge, Mobility, Toughness.

**Skills**: Hide 2 ranks, Wilderness Lore 4 ranks.

**Special**: The character must have already slain at least one

giant of any type. He need not have accomplished this alone, but he must have damaged the giant with at least one melee attack.

## CLASS SKILLS

The giant-killer's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Jump (Str), Move Silently (Dex), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the giant-killer prestige class.

**Weapon and Armor Proficiency:** The giant-killer is proficient with all simple and martial weapons, but gains no proficiency in any type of armor or shield.

**Smite Big Folk (Su):** Giant-killers know how and where to hit their foes so that every blow counts. Once a day, a giant-killer can smite a foe of at least Large size (provided the foe is larger than the giant-killer) with one melee attack. He adds his Wisdom modifier (if positive) to his attack roll and inflicts 1 extra point of damage per class level. The giant-killer can only use this ability a certain number of times per day as determined by his level. Barbarian giant-killers can use the smite big folk ability when raging. Bonuses from the smite big folk ability stack with ranger bonuses for a favored enemy, and can be combined with a smite ability conferred by another class (such as a paladin's smite evil ability).



*The giant-killer*

*Illustration by Richard Sardinha*

**Improved Mobility:** Sometimes fighting a giant within range of the creature's mighty limbs is unavoidable. Fortunately, the giant-killer learns how to make himself harder to hit when he must be underfoot. This ability works exactly as the Mobility feat, except that the giant-killer's bonus to AC is +8 instead of +4.

**Giant Lore:** The giant-killer is a repository of knowledge and information concerning his chosen foes. Beginning at 1st level, a giant-killer adds this bonus to skill checks used in situations that directly concern giants, such as a Knowledge (local) check to determine where a giant's lair might be located, a Move Silently check to creep past a sleeping giant, or a Wilderness Lore check when tracking a giant.

**Damage Reduction (Ex):** Beginning at 2nd level, a giant-killer gains the extraordinary ability to shrug off some amount of injury from each blow or attacked. Subtract this number from the damage the giant-killer takes each time he is dealt damage. Damage reduction can reduce damage to 0 but not below 0.

**Diehard (Ex):** At 4th level, if reduced to from –1 to –9 hit points, a giant-killer may remain conscious and take a partial action each round. The giant-killer still loses 1 hit point each round when at negative hit points (unless stabilized), and dies when he reaches –10 hit points. If he is stabilized, the giant-killer is disabled.

At 8th level, a giant-killer may act normally each round when at from –1 to –9 hit points, although he still loses 1 hit point per round (unless stabilized) until dead at –10 or lower.

At 10th level, instead of dying at –10 hit points or lower, he may make a Constitution check (DC 10 + 1 per previous check) to remain alive for another round. He dies immediately if reduced to –30 hit points or lower.

**TABLE 6–1: THE GIANT-KILLER**

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Giant lore +1, improved mobility, smite big folk 1/day |
| 2nd | +2 | +3 | +0 | +0 | Damage reduction 1/— |
| 3rd | +3 | +3 | +1 | +1 | Giant lore +2, smite big folk 2/day |
| 4th | +4 | +4 | +1 | +1 | Diehard |
| 5th | +5 | +4 | +1 | +1 | Giant lore +3, smite big dolk 3/day |
| 6th | +6 | +5 | +2 | +2 | Damage reduction 2/— |
| 7th | +7 | +5 | +2 | +2 | Giant lore +4, smite big folk 4/day |
| 8th | +8 | +6 | +2 | +2 | Diehard 2 |
| 9th | +9 | +6 | +3 | +3 | Giant lore +5, smite big folk 5/day |
| 10th | +10 | +7 | +3 | +3 | Damage reduction 3/—, diehard 3 |

# Hordebreaker

Many folk of the Silver Marches harbor a special hatred for the tribes and hordes of humanoids that constantly threaten to destroy the civilized way of life in this region. This antipathy is so great for some that it borders on paranoid obsession, and these folk sometimes swear enmity against one or more races of humanoids that gather in large groups—especially those that gather in the mountain hordes. In the

opinion of these fanatics, there is no greater danger facing the world than the ever-growing humanoid horde menace, and they believe it's up to them to fight it.

The hordebreaker is a person who makes destroying the horde threat her life's work. She trains long and hard to make herself the perfect engine of orc destruction. Often such individuals have suffered personal losses at the hands of humanoid hordes. Whatever the motivation, the hordebreaker's mission to destroy orcs and other such creatures is her reason for living.

Most hordebreakers are barbarians, and many of them hail from those Uthgardt tribes that consider the orcs their traditional enemies, particularly the Sky Pony tribe. They sometimes work with other hordebreakers, but they tend to be loners: A life of single-minded hatred is not well suited to close companionship. Some hordebreakers attach themselves to adventuring parties if such groups are likely to encounter orcs or are engaged on a mission that will undermine an orc horde's plans.

**Hit Die:** d12.

*Illustration by Jeff Easley*



*The hordebreaker*

## Requirements

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

**Base Attack Bonus:** +5.

**Feats:** Power Attack, Cleave, Great Cleave.

**Skills:** Knowledge (local) 5 ranks, Spot 4 ranks.

## Class Skills

The hordebreaker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

The following are class features of the hordebreaker prestige class.

**Weapon and Armor Proficiency:** A hordebreaker gains no proficiency with any type of weapon or armor.

**Horde Enemy:** A hordebreaker selects a horde enemy from the following list of creatures: bugbears, gnolls, goblins, hobgoblins, kobolds, or orcs. Any creature type that the Dungeon Master determines gathers in tribes or hordes in the campaign world is also acceptable. This ability works exactly like the favored enemy ability of the ranger class. If a hordebreaker with ranger levels chooses a horde enemy that she already has as a favored enemy, the bonuses stack.

When a hordebreaker reaches 3rd level, the bonus against her first horde enemy increases to +2 and she gains a new horde enemy at +1. When a hordebreaker reaches 5th level, the bonus against her first horde enemy increases to +3, the bonus against her second horde enemy increases to +2, and she gains a new horde enemy at +1.

**Horde Knowledge:** A hordebreaker acquires a great deal of information and knowledge specific to the Silver Marches while interacting with the land's denizens. Beginning at 1st level, a hordebreaker may make a special horde knowledge check with a bonus equal to her hordebreaker level + her Intelligence modifier to see whether she knows some relevant information about local notable humanoid tribes or hordes, such as their legendary places or items, or regional politics. This check will not reveal the powers of a magic item but may give him a hint as to its general function. A hordebreaker may not take 10 or 20 on this check. The Dungeon Master determines the Difficulty Class of the check by referring to the table below.

### Table 6–2: The Hordebreaker

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | First horde enemy, horde knowledge |
| 2nd | +2 | +3 | +0 | +0 | Hold the line |
| 3rd | +3 | +3 | +1 | +1 | Second horde enemy |
| 4th | +4 | +4 | +1 | +1 | Tough to kill |
| 5th | +5 | +4 | +1 | +1 | Third horde enemy, anvil of doom |

| DC | Type of Knowledge and Examples |
|---|---|
| 8 | Common, known by at least a substantial minority of the local population. Example: King Obould Many-Arrows is gathering an orc horde to crush the lands of the south. |
| 13 | Uncommon but available, known by only a few people in the area. Example: The rivalry between King Obould's many sons. |
| 18 | Obscure, known by few, hard to come by. Example: A secret route to the army encampment of a goblin tribe, or the exact location of the tomb of a great hobgoblin chieftain. |
| 23 | Extremely obscure, known by very few, possibly forgotten by those who once knew it, possibly known only by those who don't understand the significance of the knowledge. Example: The exact military strategy used by the town of Deadsnows to defeat the orc horde that tried to destroy it centuries ago. |

**Hold the Line:** A hordebreaker trains herself to withstand the charging might of enemies hurling themselves into battle with great force. At 2nd level, charging into an area threatened by a hordebreaker grants the hordebreaker an attack of opportunity. The hordebreaker's attack of opportunity happens immediately, before the charge attack is resolved.

**Tough to Kill (Ex):** Every hordebreaker knows that sooner or later, she is going to get hurt. At 4th level, if reduced to –1 to –9 hit points, a hordebreaker may remain conscious and take a partial action each round. The hordebreaker still loses a hit point each round when at negative hit points (unless stabilized) and dies when she reaches –10 hit points. If she is stabilized, the hordebreaker is disabled.

**Anvil of Doom (Ex):** Once per day, a hordebreaker can become a living anvil on which her enemies break by assuming a defensive stance. In this defensive stance, the hordebreaker gains extraordinary strength and durability, but she cannot move from the spot she is defending. She gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

The increase in Constitution increases the hordebreaker's hit points by 2 per character level, but these hit points go away at the end of the defensive stance when her Constitution score drops back down 4 points. These extra hit points are not lost first the way temporary hit points are.

While defending, a hordebreaker cannot use skills or abilities that would require her to shift her position, such as Move Silently or Jump. A defensive stance lasts for a number of rounds equal to 3 + the hordebreaker's newly improved Constitution modifier. The hordebreaker may end her defensive stance voluntarily prior to this limit. At the end of her defensive stance, the hordebreaker is winded and takes a –2 penalty to Strength for the duration of the encounter. Invoking anvil of doom takes no time itself, but a hordebreaker can only do so during her action.

The bonuses conferred by anvil of doom do not stack with similar bonuses, such as the dwarven defender's defensive stance.



*The Knight-Errant of Silvermoon*

*Illustration by Christopher Moeller*

# Knight-errant of Silverymoon

Charged with the safety of the city of Silverymoon and its citizens, the professional fighting force known as the Knights in Silver is often all that stands between Silverymoon and the dangers of the frontier. Consequently, the Knights never know what sort of mission they'll be called upon to undertake next: Warfare, reconnaissance, disaster relief, and diplomacy have all been among the tasks that the Knights have fulfilled with distinction in service to their home. Consequently, members of this prestige class master a wide variety of capabilities, so that they can be ready for anything when duty calls.

**Hit Die:** d8.

## Requirements

To qualify to become a knight-errant of Silverymoon, a character must fulfill the following criteria.

**Alignment:** Any good.

**Base Attack Bonus:** +5.

**Feats:** Mounted Combat, Ride-By Attack, Survivor, Weapon Focus (light lance or heavy lance).

**Skills:** Intuit Direction 2 ranks, Knowledge (Silverymoon local) or Knowledge (the North local) 4 ranks, Ride 4 ranks, Spot 4 ranks.

**Other:** Serve among the Knights in Silver for at least one year and then petition Knight-Grand Commander Sernius Alathar for detachment as a knight-errant, or gain a commission as a knight-errant directly from Taern Hornblade, High Mage of Silverymoon.

## Class Skills

The knight-errant of Silverymoon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Handle Animal (Cha), Hide (Dex), Diplomacy (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Ride

(Dex), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

Knight-errants of Silverymoon gain the following class features.

**Weapon and Armor Proficiency:** A knight-errant of Silverymoon gains no proficiency with any kind of weapon or armor.

**Badge of Office:** Regardless of what personal armor, weapons, and accoutrements he may choose, each knight is obligated to wear the silver cloak clasp that is his badge of office. This clasp is shaped to resemble a longsword piercing a crescent moon. Each badge is also a *brooch of resistance +1*. If a knight-errant loses his badge of office, he must purchase a new one in Silverymoon (cost 1,000 gp) as soon as possible.

**Fighter Feat:** A knight-errant of Silverymoon gains a bonus feat at 2nd, 5th, and 9th level. These bonus feats must be chosen from the list of bonus feats available to a fighter.

**Marches Knowledge:** A knight-errant acquires a great deal of information and knowledge specific to the Silver Marches while interacting with its denizens. Beginning at 2nd level, a knight may make a special Marches knowledge check with a bonus equal to his knight-errant level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary places or items, or regional politics. This check will not reveal the powers of a magic item but may give a hint as to its general function. The knight may not take 10 or 20 on this check. The DM determines the Difficulty Class of the check by referring to the table below.

| DC | Type of Knowledge and Examples |
|---|---|
| 10 | Common, known by at least a substantial minority of the Silver Marches' population. Examples: King Harbromm's hatred of King Obould; common ghost stories about the ruins of Ghaurin Mansion. |
| 15 | Uncommon but available, known by only a few people in the area. Example: The rivalry between two scholars at the University of Silverymoon. |
| 20 | Obscure, known by few, hard to come by. Examples: A secret route down into the Everfire below Sundabar; the genealogy of Bruennor Battlehammer's first cousin. |
| 25 | Extremely obscure, known by very few, possibly forgotten by those who once knew it, possibly known only by those who don't understand the significance of the knowledge. Example: Details about the battle that gave the town of Deadsnows its name. |

**Sworn Enemy:** At 1st level, a knight-errant declares a specific group of people or monsters as his sworn enemy. This is a much narrower category than a ranger's favored enemy. Sworn enemies include any nationality, group, tribe, or organization, or type or subtype of creature that is known or suspected to pose a threat to the Silver Marches. Suitable organizations include the Arcane Brotherhood, the Daemonfey, the People of the Black Blood, or the churches of Bane or Talos. In general, monsters or creature types must be named by both type and location—for example, drow of Menzoberranzan, duergar of Gracklstugh, frost giants of the Spine of the World, hobgoblins of Doomspire, orcs of the Heart Taker tribe, or the orcs of Dark Arrow Keep.

A knight-errant gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against his sworn enemy, and a +1 bonus on weapon damage rolls against these creatures. This damage bonus does not apply to damage against creatures that are immune to critical hits, and the knight does not gain this bonus when using a ranged weapon against a target that is farther away than 30 feet. A knight who is also a ranger may choose a sworn enemy that is a subset of his favored enemy (Dark Arrow orcs, if his favored enemy was orc, for example), in which case the bonuses stack.

At 7th level, a knight-errant may select a second sworn enemy, and the bonus for his previous sworn enemy goes up to +2.

**Homeland:** At 3rd level, a knight-errant gains a +2 bonus on Diplomacy, Hide, Intuit Direction, Move Silently, Sense Motive, and Wilderness Lore checks when within the city of Silverymoon or within fifty miles of its walls. (Knights-errant traveling in the Underdark or other strange environments such as underwater do not gain this bonus.)

### TABLE 6–3: THE KNIGHT-ERRANT OF SILVERYMOON

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Badge of office, first sworn enemy |
| 2nd | +2 | +3 | +0 | +0 | Fighter feat, Marches knowledge |
| 3rd | +3 | +3 | +1 | +1 | Homeland |
| 4th | +4 | +4 | +1 | +1 | Fast march |
| 5th | +5 | +4 | +1 | +1 | Fighter feat |
| 6th | +6 | +5 | +2 | +2 | Faultless navigation |
| 7th | +7 | +5 | +2 | +2 | Second sworn enemy |
| 8th | +8 | +6 | +2 | +2 | Expert rider |
| 9th | +9 | +6 | +3 | +3 | Fighter feat |
| 10th | +10 | +7 | +3 | +3 | Loyal heart |

**Fast March (Ex):** A knight-errant may be ordered to march or ride nearly anywhere in the Silver Marches at a moment's notice. So well does a knight-errant know the lay of the land in the Silver Marches that at 5th level his overland speed is 1 1/2 times the normal speed for his base movement (or his mount's base movement) and the terrain type. A knight-errant can lead a party of additional travelers, conferring this advantage on a number of additional creatures equal to his class level × his Charisma modifier (if positive), or a minimum of one creature per knight-errant level.

**Faultless Navigation (Ex):** At 7th level, a knight-errant knows the Silver Marches so well that he gains a +10 bonus on any Intuit Direction checks in the Silver Marches or the lands immediately bordering the league.

**Expert Rider:** A knight-errant no longer incurs penalties for riding mounts different or very different from the type of mount designated in his Ride skill.

**Loyal Heart (Su):** At 10th level, a knight-errant's love of his land and zeal in its defense confer a +3 morale bonus on all saving throws while he is in the city of Silverymoon or within fifty miles of its walls. As with the homeland ability, this benefit does not apply in the Underdark or similar strange environments that lie within fifty miles of the city but are visited by the Knights in Silver only in the most unusual circumstances.



*The orc scout*

*Illustration by Adam Rex*

# Orc Scout

Slipping down from the wild, barren high country into the more civilized lands of the south, the scout begins his work. His task is not to fight the enemy directly, but rather to gain valuable knowledge about the enemy's strengths, weaknesses, and movements. With the scout's help, the enemy will be destroyed, and he will play a valuable role in that downfall. The scout's contribution to the foe's demise is visible not in the execution of his missions, but on the battlefield when the opponent realizes that the orc commanders know far more about them than they should.

Part wilderness warrior and part spy, the orc scout is a hero to his people. His glory comes not from prowess in combat, but from risking his life to bring his chieftain accurate intelligence about the enemy's activities. He prepares for this role by training himself to survive in inhospitable climes, to make clandestine observations from afar, and to return home safely with his knowledge intact.

Most orc scouts are barbarians, fighters, or rangers who have chosen to be trained for special missions on behalf of their tribe. Orc scouts normally work alone or in pairs. Rarely, they gather in a triad when the task at hand is too demanding for a solo mission or twin group. Their goal is to spy on the enemy and get home safely to tell what they know.

**Hit Die:** d8.

## Requirements

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

**Race:** Orc, half-orc, or tanarukk.

**Base Attack Bonus:** +5.

**Skills:** Move Silently 6 ranks, Wilderness Lore 4 ranks.

**Feats:** Alertness, Endurance, Stealthy.

## Class Skills

The orc scout's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

### Table 6–4: The Orc Scout

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Fieldcraft +1, blend into wilds |
| 2nd | +1 | +0 | +3 | +0 | Bonus feat, fast movement (40 ft.) |
| 3rd | +2 | +1 | +3 | +1 | Fieldcraft +2, sneak attack +1d6 |
| 4th | +3 | +1 | +4 | +1 | Bonus feat |
| 5th | +3 | +1 | +4 | +1 | Fieldcraft +3, fast movement (50 ft.) |

## CLASS FEATURES

The following are class features of the orc scout prestige class.

**Weapon and Armor Proficiency:** Orc scouts are proficient in simple and martial weapons and light armor.

**Fieldcraft (Ex):** At 1st level, an orc scout gains a bonus on a number of skill checks due to his intensive training in these capabilities. The orc scout gains a +1 bonus on Climb, Heal, Hide, Intuit Direction, Listen, Move Silently, Search, Spot, and Wilderness Lore checks whenever he is engaged in a scouting mission. The bonus increases to +2 at 3rd level and to +3 at 5th level.

**Blend into Wilds (Ex):** At 1st level, an orc scout learns to blur his lines with the aid of colored body paint, carefully chosen clothing, and posture, making it much difficult for others to see him. This technique requires 1 minute to implement but grants the orc scout a +10 competence bonus on his Hide check. An orc scout can use this ability only when he is in a wilderness area, and only if he is not under observation by foes. If he moves at all, he loses the benefit of blending and must make his Hide check normally (see the Hide skill description).

**Bonus Feat:** At 2nd level and again at 4th level, an orc scout gains a feat from the following list: Blooded, Forester, Resist Poison, Survivor, Toughness, Treetopper.

**Fast Movement (Ex):** At 2nd level, an orc scout's speed improves to 40 feet, as shown on Table 6–4. An orc scout in medium or heavy armor, or carrying a medium or heavy load, loses this extra speed. At 5th level, the orc scout's speed improves to 50 feet. Orc scouts with levels in barbarian add that class's fast movement bonus to their orc scout base speed.

**Sneak Attack (Ex):** Often an orc scout must strike an opponent unawares in order to accomplish his mission. At 3rd level, an orc scout gains the ability to execute a sneak attack if he can catch an opponent unable to defend himself from attack, striking a vital spot for extra damage. Any time the orc scout's opponent would be denied his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not), the orc scout's attack deals +1d6 points of extra damage. Should the orc scout score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is no farther than 30 feet away.

With a sap or an unarmed strike, an orc scout can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even at the usual –4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An orc scout can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to strike. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The orc scout must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. An orc scout cannot sneak attack while striking at a creature with concealment or by striking at the limbs of a creature whose vitals are beyond reach.

If an orc scout gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.



*Illustration by Puddnhead*

*The peerless archer*

# peerless archer

Many armies boast units of soldiers who use a bow as their primary weapon, but most do not possess the discipline to gain the kind of expertise that the peerless archer has. The peerless archer devotes her life to perfecting her skill with the bow. All other concerns are secondary. For her, the perfect moment in life occurs when the arrow is loosed and everything depends upon the accuracy of her eye, the steadiness of her hand, and her understanding of her chosen weapon. For the most skilled archers, life is lived to its fullest in that moment. Perfection is a bullseye, and everything else is irrelevant.

Fighters and rangers are the most common peerless archers, but barbarians and paladins sometimes choose to follow this path of mastery. Monks are drawn to the almost spiritual nature of the discipline. Rogues and powerful sorcerers have been known to take up the class from time to time, but it is rare. Druids and wizards are rarely tempted to abandon their other pursuits to devote themselves so completely to a single weapon.

As NPCs, peerless archers are often mercenaries, hired by military officers or noble rulers either to augment the field units or undertake some special task, such as picking off spellcasters in the opposing army's ranks.

**Hit Die:** d10.

## REQUIREMENTS

To qualify to become a peerless archer, a character must fulfill the following criteria.

**Base Attack Bonus**: +7.

**Skills**: Craft (bowmaking) 10 ranks.

**Proficiency**: Longbow, shortbow, composite longbow, or composite shortbow.

**Feats**: Point Blank Shot, Far Shot, Precise Shot, Quick Draw.

## CLASS SKILLS

The peerless archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Hide (Dex), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## CLASS FEATURES

The following are class features of the peerless archer prestige class.

**Weapon and Armor Proficiency**: A peerless archer gains no proficiency with any weapon or type of armor.

**Expert Bowyer**: A peerless archer understands her weapon on a fundamental level that most trained soldiers never achieve. At 1st level, an archer gains a +3 bonus on all Craft (bowmaking) skill checks.

**Ranged Sneak Attack (Ex)**: When wearing light armor or no armor, a peerless archer can draw and fire in a split-second, catching her targets unawares. She loses this special ability when fighting in medium or heavy armor. At 1st level, a peerless archer gains the ability to execute a ranged sneak attack if she catches an opponent unable to defend himself from attack. Any time the peerless archer's opponent would be denied his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not), the peerless archer's ranged attack deals +1d6 points of extra damage. This extra damage increases to +2d6 at 4th level, +3d6 at 7th level, and +4d6 at 10th level. Should the peerless archer score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so her ranged attacks can only count as sneak attacks if the target is no farther than 30 feet away.

A peerless archer can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to strike. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The peerless archer must be able to see the target well enough to pick out a vital spot. The peerless archer cannot sneak attack while striking at a creature with concealment (unless her sharp shooting ability overcomes the concealment; see below) or by striking at the limbs of a creature whose vitals are not in her line of sight.

If the peerless archer gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Sharp Shooting (Ex)**: A peerless archer's skill with her bow allows her to strike accurately at foes, even when they are attempting to take advantage of cover or concealment. Beginning at 2nd level, a peerless archer's targets receive cover or concealment one step worse than they should. For example, a target with three-quarters cover is treated as if he had one-half cover. At 5th level, a peerless archer ignores two steps of cover or concealment, so the same target would be treated as if he had one-quarter cover instead of three-quarters cover. At 9th level, a peerless archer ignores three steps of cover or concealment. This ability has no effect against foes with total cover.

**Fletching (Su)**: At 2nd level, a peerless archer gains the ability to create magic arrows (and only arrows) with a +1 enhancement bonus, as if she possessed the Craft Magic Arms and Armor feat and met all other requirements for the arrow she wishes to make. At 4th, 6th, 8th, and 10th levels, the bonus of the arrows she can create with this ability increases to +2, +3, +4, and +5, respectively.

*Crafting Arrows:* Crafting a masterwork arrow requires 5 gp in materials, a workshop of some kind, and two days per arrow (this is an approximation of average results of the Craft skill; if you wish to calculate exactly how long it takes, refer to the Craft skill description).

*Enhancing Arrows:* In addition to the arrows to be crafted, a peerless archer must use materials and spend XP to create arrows with an enhancement bonus, as shown below.

### TABLE 6–5: THE PEERLESS ARCHER

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Expert bowyer, ranged sneak attack +1d6 |
| 2nd | +2 | +3 | +0 | +0 | Sharp shooting 1, fletching +1 |
| 3rd | +3 | +3 | +1 | +1 | Power shot |
| 4th | +4 | +4 | +1 | +1 | Ranged sneak attack +2d6, fletching +2 |
| 5th | +5 | +4 | +1 | +1 | Sharp shooting 2 |
| 6th | +6 | +5 | +2 | +2 | Fletching +3 |
| 7th | +7 | +5 | +2 | +2 | Ranged sneak attack +3d6 |
| 8th | +8 | +6 | +2 | +2 | Threaten, fletching +4 |
| 9th | +9 | +6 | +3 | +3 | Sharp shooting 3 |
| 10th | +10 | +7 | +3 | +3 | Ranged sneak attack +4d6, fletching +5 |

| Bonus | Cost (One) | Cost (Fifty) | XP (One) | XP (Fifty) | Arrows per Day |
|---|---|---|---|---|---|
| +1 | 20 gp | 1,000 gp | 1 | 80 | 25 |
| +2 | 80 gp | 4,000 gp | 6 | 320 | 6 |
| +3 | 180 gp | 9,000 gp | 14 | 720 | 3 |
| +4 | 320 gp | 16,000 gp | 25 | 1,280 | 2 |
| +5 | 500 gp | 25,000 gp | 40 | 2,000 | 1 |

*Cost* is the cost in raw materials to craft one arrow, or fifty. This doesn't include the cost of the arrows themselves.

*XP* is the amount of XP it costs to craft one arrow, or fifty.

*Arrows per Day* is the number of arrows of that value that can be crafted per day of work.

**Power Shot**: At 3rd level, a peerless archer learns how to make devastatingly powerful bowshots. On her action, before making any attack rolls, she may choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls. This number may not exceed her base attack bonus. The penalty on her attack rolls and bonus on her damage rolls apply until her next action.

**Threaten**: At 8th level, a peerless archer gains the ability to threaten nearby areas with her bow as if she were wielding a melee weapon when wearing light armor or no armor. She loses this special ability when fighting in medium or heavy armor. Her bow functions as a reach weapon, threatening anything 10 feet away but not immediately adjacent to her. Any attacks of opportunity she receives because she threatens nearby areas are normal ranged attacks, and these count against her maximum number of attacks of opportunity per round.

*Illustration by Arnie Swekel*



*The wild scout*

# wild scout

Wild scouts are the spies of the wilderness, traversing the open and wild country in search of valuable information. They are a boon to whoever employs them, though their services are often expensive. Good wild scouts seek out and report on the movements of evil creatures and forces in the wilderness, usually on behalf of a noble or community. Evil wild scouts do the same for their employers, but it is the forces of good that are the target of their clandestine observations.

Most wild scouts are barbarians, druids or rangers. Some are fighters or rogues who feel more of an affinity for the wild places than for urban areas. Sorcerers and wizards are rare among their number.

As an NPC, a wild scout is typically in the employ of a general, noble, or community. Characters might encounter one acting as the extreme advance guard for an approaching army, or discover that they themselves are under a wild scout's scrutiny.

**Hit Die**: d8.

## REQUIREMENTS

To qualify to become a wild scout, a character must fulfill the following criteria.

**Base Attack Bonus**: +5.
**Feats**: Endurance, Track.

### TABLE 6–6: THE WILD SCOUT

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Improved track, home turf, wild feat |
| 2nd | +1 | +3 | +0 | +0 | Fast march, *nondetection* |
| 3rd | +2 | +3 | +1 | +1 | Camouflage 1 |
| 4th | +3 | +4 | +1 | +1 | Home turf 2 |
| 5th | +3 | +4 | +1 | +1 | *Commune with nature* 1/day |
| 6th | +4 | +5 | +2 | +2 | Camouflage 2 |
| 7th | +5 | +5 | +2 | +2 | *Commune with nature* 2/day |
| 8th | +6 | +6 | +2 | +2 | Home turf 3 |
| 9th | +6 | +6 | +3 | +3 | Camouflage 3 |
| 10th | +7 | +7 | +3 | +3 | *Commune with nature* 3/day, wild feat |

**Skills:** Hide 8 ranks, Intuit Direction 4 ranks, Knowledge (nature) 4 ranks, Move Silently 4 ranks.

## CLASS SKILLS

The wild scout's class skills (and the key ability for each skill) are Animal Empathy (Wis), Climb (Str), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## CLASS FEATURES

The following are class features of the wild scout prestige class.

**Weapon and Armor Proficiency:** A wild scout is proficient with all simple and martial weapons, light armor, and shields.

**Improved Track (Ex):** A wild scout learns the art of tracking creatures accurately without sacrificing speed. This ability functions as the Track feat, except that the wild scout does not incur any penalty to movement. In other words, a wild scout can move at his normal speed while tracking, and does not incur a penalty for moving more quickly than his base speed while tracking.

**Home Turf (Ex):** When in an area with which they are intimately familiar, wild scouts are even more capable. At 1st level, a wild scout designates his home turf, an area no larger than one hundred square miles (about ten miles by ten miles). While in this area, the wild scout gains a +4 bonus on Animal Empathy, Hide, Intuit Direction, Move Silently, and Wilderness Lore checks. The wild scout's home turf expands to two thousand five hundred square miles (fifty miles by fifty miles) at 4th level, and to the entire region (as defined in the *FORGOTTEN REALMS Campaign Setting*) at 8th level, reflecting the fact that he can range far and wide in service to his employer.

**Wild Feat:** At 1st level and again at 10th level, a wild scout gains a bonus feat, chosen from the following list: Forester, Resist Poison, Stealthy, Survivor, Toughness, Treetopper.

**Fast March (Ex):** A wild scout travels over diverse terrain and makes arduous journeys without benefit of luxuries, and speed is often of the essence. So well does a wild scout know the lay of the land within his home turf that at 2nd level his overland speed is 1 1/2 times his normal base movement (or his mount's base movement) and the terrain type. The wild scout can lead a party of additional travelers, conferring this advantage on a number of additional creatures equal to his class level × his Charisma modifier (if positive), or a minimum of one creature per wild scout level.

***Nondetection* (Sp):** Starting at 2nd level, a wild scout learns to tap into the nature of the wilderness itself in order to help him avoid attempts to divine his presence or actions. This spell-like ability functions exactly like the spell of the same name, but only while the wild scout is within his home turf and not within an urban area.

**Camouflage (Ex):** A wild scout trains himself to make the most of his surroundings when he wishes to remain unseen. Beginning at 3rd level, whenever a wild scout uses natural elements (foliage, trees, boulders, sand dunes, shrubbery, and so forth) to gain cover or concealment, he increases the benefit of his cover or concealment by one step. For example, if the wild scout was hidden behind a tree conferring one-half cover, he would actually gain the Armor Class bonus and Reflex save bonus for three-quarters cover. If he was concealed by dense foliage, normally three-quarters concealment and a 30% miss chance, he would actually gain the benefit of nine-tenths concealment and a 40% miss chance. At 6th level, a wild scout receives the benefit of cover or concealment two steps better than his actual situation, and at 9th level three steps better. (He must have at least one-quarter cover or concealment to receive any benefit, of course. No cover does not improve to three-quarters cover, not even for a 9th-level wild scout.)

***Commune with Nature* (Sp):** Beginning at 5th level, a wild scout becomes so keenly attuned to the wilderness that he can use the clues carried on the air and soil of the land itself to divine the presence of other places and creatures in the wild. Once per day, he may use *commune with nature* at a caster level equal to his wild scout level. At 7th level, a wild scout may use *commune with nature* twice per day, and at 10th level three times per day. The wild scout may only invoke this power when he is within his home turf.

# Prestige Classes

The Unapproachable East is home to secret societies, elite orders, and forgotten paths to power, both good and ill.

Of the prestige classes described in the *Dungeon Master's Guide*, the assassin is by far the most common in the East. The folk of Thay and Thesk both possess long traditions of assassination and are home to guilds or sects of professional murderers. Blackguards are relatively common in Thay, but thankfully scarce in other lands, and usually serve as autharchs or guard-captains to powerful Red Wizards. Shadowdancers are common in Thesk, especially among the Shadowmasters of Telflamm. The elves of the Lethyr Forest boast a number of arcane archers in their ranks, but dwarven defenders are rare in the East—there simply are not any large dwarven settlements. Loremasters are highly regarded in Aglarond but not widely known elsewhere. While some Red Wizards take up the loremaster's arts to seek hidden knowledge that might aid them in their various enterprises, few Thayans have the patience for slowly distilling the secrets of true power from musty old tomes when quicker (if more dangerous) paths to knowledge exist.

Most of the classes presented in the *Forgotten Realms Campaign Setting* are common in the East. As one would expect, hathrans are prevalent in Rashemen; most female Rashemi spellcasters choose the Ethran feat early in their careers and enter the hathran prestige class as soon as possible. Similarly, most arcane spellcasters in Thay aspire to the Red Wizard prestige class and steer their advancement in that direction.

Arcane devotees and archmages are both found among the Aglarondans and Thayans. Many Red Wizards are drawn to the unique powers of the archmage and combine those with their own formidable talents, while a smaller number choose to affiliate themselves with the faith of Kossuth as devotees. Shadow adepts are scarce but most likely to be found among Red Wizards specializing in illusion or necromancy. Some Rashemi clerics, particularly males, take up the path of the runecaster, as do a few of the secretive star elves. Harper scouts and Purple Dragon knights are virtually unheard-of in the Unapproachable East—those orders simply do not have much to do with eastern lands.

This chapter presents a number of prestige classes unique to the East: the Aglarondan griffonrider, the Black Flame zealot, the durthan, the master of the Yuirwood, the Nar demonbinder, the Nentyar hunter, the Raumathari battlemage, the runescarred berserker, the Shou disciple, the Talontar blightlord, the Telflammar shadowlord, and the Thayan slaver.

## Aglarondan Griffonrider

Soaring above the Yuirwood and the coasts of Aglarond, the famed Aglarondan griffonriders are an elite force of aerial knights who serve the Simbul and defend their homeland against attack. Griffonriders study aerial combat and develop special skills for fighting from the sky. Fighters, paladins, and rangers are most common among their ranks, but a small number of clerics and wizards also have become griffonriders.

All griffonriders hold the rank of *velskoon* (a mid-ranking officer) in Aglarond's army and possess broad powers to commandeer Aglarondan soldiers, enforce the Simbul's laws, and keep the peace in their homeland. While many griffonriders are palace guards, scouts, messengers, or company commanders, in practice, they have a great deal of latitude in the pursuit of their duties. Griffonrider scouts range far over the plains of Thesk and the plateau of Thay, watching the armies of the Red Wizards. Because of their loyalty and skill, many griffonriders undertake dangerous tasks of spying and infiltration, leaving their

feathered mounts behind and relying on wits and stealth instead. Some griffonriders are trustworthy enough to operate completely on their own, advancing Aglarond's cause in whatever manner they deem appropriate.

The typical NPC griffonrider is a 4th-level human or half-elf fighter who selects feats and skills suitable for aerial combat, rather than taking levels in the Aglarondan griffonrider class. In general, NPC griffonrider commanders are responsible for leading the Simbul's forces and supervising her palace guard. Player character griffonriders are detached for special service or the recipients of an honorary title. A character's level in this prestige class is irrelevant to her rank in Aglarond's military, although higher-ranked griffonriders tend to be of higher level.

**Hit Die**: d8.

## REQUIREMENTS

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

**Alignment**: Any nonevil.

**Base Attack Bonus**: +3.

**Skills**: Diplomacy 5 ranks, Ride 10 ranks, Spot 5 ranks.

**Feats**: Mounted Combat, Ride-By Attack.

**Special**: The character must qualify to select regional feats from Aglarond (Aglarond is her home region, or she has 2 ranks in Knowledge [local—Aglarond]).

## CLASS SKILLS

The Aglarondan griffonrider's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local, nobility) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## CLASS FEATURES

All the following are class features of the Aglarondan griffonrider prestige class.

**Weapon and Armor Proficiency**: An Aglarondan griffonrider is proficient with all simple and martial weapons, and with light and medium armor, but not with shields.

**Bonded Mount**: When a character becomes an Aglarondan griffonrider, she is gifted with a griffon as a willing, bonded mount. It gains the advantages listed on Table 2–2, based on the griffonrider's level.



*Illustration by Matt Wilson*

*Aglarondan Griffonrider*

### Table 2–1: The Aglarondan Griffonrider

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Bonded mount, Flyby Attack |
| 2nd | +2 | +0 | +3 | +0 | Aerial evasion |
| 3rd | +3 | +1 | +3 | +1 | Improved mounted combat (1) |
| 4th | +4 | +1 | +4 | +1 | Hover |
| 5th | +5 | +1 | +4 | +1 | Improved mounted combat (2) |
| 6th | +6 | +2 | +5 | +2 | Power dive |
| 7th | +7 | +2 | +5 | +2 | Improved mounted combat (3) |
| 8th | +8 | +2 | +6 | +2 | Superior aerial evasion |
| 9th | +9 | +3 | +6 | +3 | Superior flight |
| 10th | +10 | +3 | +7 | +3 | Fell swoop |

The griffon retains its own type and gains no abilities other than those listed, although the griffonrider may be able to confer the ability to perform special maneuvers. The griffonrider can have only one bonded mount at a time, and either party may sever this relationship at any time without penalty (although the griffon almost never does so unless the griffonrider violates the griffonrider code described below).

If the griffonrider is a paladin, she may designate the griffon as both her bonded mount and her special paladin mount. In this case, the mount abilities described under Paladin in Chapter 3: Characters of the *Player's Handbook* supersede those listed on Table 2–2 here, and the paladin adds her griffonrider levels to her paladin levels to determine which abilities her bonded mount gains.

### Table 2–2: The Griffonrider's Mount

| Griffonrider Level | Bonus Hit Dice | Natural Armor Bonus | Strength Adjustment |
|---|---|---|---|
| 1–3 | +2 | +4 | +2 |
| 4–6 | +4 | +6 | +2 |
| 7–9 | +6 | +8 | +4 |
| 10 | +8 | +10 | +4 |

*Griffonrider Level:* The character's griffonrider levels only. If the mount receives negative levels, treat it as the mount of a correspondingly lower-level griffonrider.

*Bonus Hit Dice:* These are extra ten-sided (d10) Hit Dice, each of which gains a Constitution modifier as normal. Extra Hit Dice also improve the griffon's base attack and base save bonuses.

*Natural Armor Bonus:* This number is an improvement to the griffon's natural armor bonus.

*Strength Adjustment:* Add this figure to the griffon's Strength score. This is not a cumulative adjustment.

**Flyby Attack**: While an Aglarondan griffonrider is on her bonded mount, both she and her griffon have access to the Flyby Attack feat described in the *Monster Manual.*

**Aerial Evasion (Ex)**: Beginning at 2nd level, when an Aglarondan griffonrider is airborne on her bonded mount, both she and her mount gain the benefit of evasion. If exposed to any attack that normally allows a character to attempt a Reflex saving throw for half damage, the character and her mount may attempt a single saving throw at the better of their two Reflex saving throw bonuses. If successful, both the griffonrider and her mount take no damage. Aerial evasion can't be used if the griffon is carrying a medium load.

At 8th level, the griffonrider and her mount gain superior aerial evasion. This works like aerial evasion, except they take only half damage on a failed saving throw.

**Improved Mounted Combat (Ex)**: At 3rd, 5th, and 7th level, an Aglarondan griffonrider increases by one the number of Ride checks she may attempt each round to negate a hit against her mount (two times per round at 3rd, three times per round at 5th, and four times per round at 7th). The hit is negated if the griffonrider's Ride check result is greater than the attack roll.

**Hover (Ex)**: Starting at 4th level, when an Aglarondan griffonrider is on her bonded mount, her mount gains the ability to hover much as some dragons do. When flying, the griffon can halt its forward motion and hover in place, fly straight down, or fly straight up, regardless of its maneuverability. While hovering, the griffon can perform a full attack action but cannot rake.

**Power Dive (Ex)**: At 6th level, an Aglarondan griffonrider gains the ability to direct her bonded mount to perform a power dive attack while she is riding it. The griffon must begin its move at least 50 feet above its target, and it uses the charge action to attack with both foreclaws simultaneously, making a single attack that deals 2d4 + (Strength bonus × 1 1/2) points of damage. The griffon may fly past the target and alter course after it makes its attack.

**Superior Flight (Ex)**: From 9th level on, when an Aglarondan griffonrider is airborne on her bonded mount, her mount's fly speed increases to 100 feet (good). The griffonrider knows how to encourage the best possible performance from her mount.

**Fell Swoop (Ex)**: When an Aglarondan griffonrider reaches 10th level, her mount deals double damage in a power dive attack, as if it knew the Spirited Charge feat.

## The Griffonrider Code

A griffonrider is sworn to defend the people of Aglarond, obey the orders of the Simbul or her duly authorized proxy, and uphold the laws of the land.

**Replacement Mounts**: If the griffonrider's mount is slain, she may obtain a new mount at no cost the next time she gains a level in the Aglarondan griffonrider prestige class. (Some griffonriders prefer to have a slain mount raised or resurrected at their own expense to avoid the delay.) The griffonrider and her new mount require three days of training before the griffonrider's special benefits accrue. If a griffonrider loses her third mount and does not replace the mount at her own expense, she becomes an ex-griffonrider as noted below.

**Ex-Griffonriders**: A griffonrider who loses three mounts or who fails to uphold the griffonrider code loses all special abilities derived from this prestige class.

# Black Flame Zealot

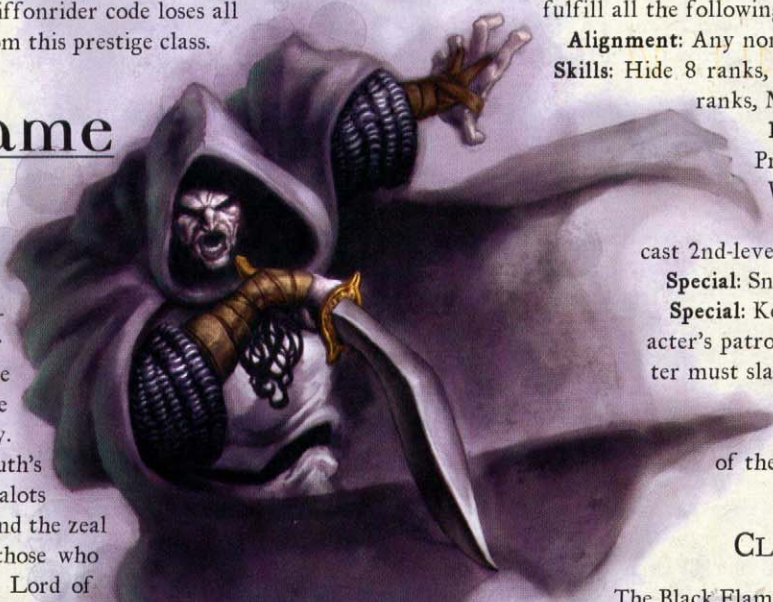


*Illustration by Matt Wilson*

A secret society of holy slayers devoted to the worship of Kossuth, the Order of the Black Flame is the hidden blade of the Firelord's faith in Thay. Trained in the rites of Kossuth's temple, the Black Flame zealots use stealth, divine magic, and the zeal of fanaticism to destroy those who have given offense to the Lord of Flames. Even the mighty zulkirs are not above Kossuth's wrath, since the Order is a sanctioned and respected means for wealthy and powerful Thayans to pursue vendettas.

Clerics of Kossuth, monks, and particularly devout rogues or fighters most often become Black Flame zealots. A small number of the order's members are high-ranking clerics of the Firelord who keep an eye open for fellow devotees who seem like suitable candidates. Barbarians and bards tend to lack the spiritual devotion necessary for the class, druids and rangers are simply scarce in Thay, and sorcerers and wizards more often pursue arcane paths to power in service to Kossuth, such as arcane devotee. Paladins are simply incompatible with the Order of the Black Flame.

*Black Flame Zealot*

**Hit Die**: d6.

## Requirements

To qualify to become a Black Flame zealot, a character must fulfill all the following criteria.

**Alignment**: Any nongood.

**Skills**: Hide 8 ranks, Knowledge (religion) 8 ranks, Move Silently 8 ranks.

**Feats**: Exotic Weapon Proficiency (kukri), Iron Will.

**Spellcasting**: Able to cast 2nd-level divine spells.

**Special**: Sneak attack damage +1d6.

**Special**: Kossuth must be the character's patron deity, and the character must slay an enemy of the faith for no other reason than to join the Order of the Black Flame.

## Class Skills

The Black Flame zealot's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 4 + Int modifier.

### Table 2–3: The Black Flame Zealot

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +2 | Death attack, zealous heart | — |
| 2nd | +1 | +0 | +3 | +3 | Poison use | +1 level of existing divine spellcasting class |
| 3rd | +2 | +1 | +3 | +3 | Sneak attack +1d6 | — |
| 4th | +3 | +1 | +4 | +4 | — | +1 level of existing divine spellcasting class |
| 5th | +3 | +1 | +4 | +4 | *Fateful stride* | — |
| 6th | +4 | +2 | +5 | +5 | Sneak attack +2d6 | +1 level of existing divine spellcasting class |
| 7th | +5 | +2 | +5 | +5 | Sacred flame | — |
| 8th | +6 | +2 | +6 | +6 | — | +1 level of existing divine spellcasting class |
| 9th | +6 | +3 | +6 | +6 | Sneak attack +3d6 | — |
| 10th | +7 | +3 | +7 | +7 | Unholy immolation | +1 level of existing divine spellcasting class |

## Class Features

All the following are class features of the Black Flame zealot prestige class.

**Weapon and Armor Proficiency**: Black Flame zealots gain no proficiency in any weapon or armor.

**Spells per Day**: At every other Black Flame zealot level beginning with 2nd, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). This essentially means that he adds half the level of Black Flame zealot to the level of whatever divine spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before becoming a Black Flame zealot, the player must decide to which class to add each Black Flame zealot level for the purpose of determining spells per day.

**Death Attack (Ex)**: As the assassin ability, except that Black Flame zealots do not have the option of paralyzing their targets. If a Black Flame zealot has levels in the assassin prestige class (see Chapter 2: Characters in the *Dungeon Master's Guide*), he may add his assassin and Black Flame zealot class levels together to calculate the save DC of his death attack.

**Zealous Heart (Su)**: A Black Flame zealot is immune to fear, magical or otherwise. Unlike a paladin's aura of courage, this confers no special benefits on his companions.

**Poison Use (Ex)**: At 2nd level, a Black Flame zealot gains the ability to use poison safely, as the assassin ability.

**Sneak Attack (Ex)**: At 3rd, 6th, and 9th level, a Black Flame zealot deals additional sneak attack damage as the rogue ability. Since the Black Flame zealot gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

***Fateful Stride* (Sp)**: Once per day at 5th level and above, a Black Flame zealot can take a single step and pass through obstacles or distance as the spell *dimension door*. The zealot's caster level is equal to half his character level.

**Sacred Flame (Su)**: Beginning at 6th level, at will, a Black Flame zealot can command a single melee weapon in his possession to burn with a black, deadly fire. The weapon gains the flaming special ability, dealing 1d6 points of fire damage per successful attack in addition to its normal weapon damage. Once per day, the Black Flame zealot can bestow the flaming burst special ability on a weapon in his possession for 1 minute.

**Unholy Immolation (Su)**: When a Black Flame zealot reaches 10th level, any creature killed by his death attack or sneak attack is immediately consumed utterly by unholy fire. The only way to restore life to a being slain in this manner is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection*, or *miracle*.

# durthan

Durthans are an order of evil spellcasters who tap into the darker spirits of Rashemen. They use their powers to punish their enemies and those who have offended the spirits. The durthans seek to wrest control of their homeland from the Witches of Rashemen and rule it with an iron hand, torturing secrets out of their enemies and using that knowledge to expand Rashemen's power. Like those of the hathrans, durthans' abilities are greater than other spellcasters of their level while they are within the borders of Rashemen.

All durthans are skilled in some form of arcane magic. Some come from the ranks of the hathrans, but most have always worked against the Witches. Durthans are covetous of power, even among other durthans, and share spells with others only if the recipient is useful to the greater cause. Like hathrans, durthans usually wear masks, if only to fool others into thinking they are Witches in good standing.

Durthans work together, although they protect their identities behind masks. Outside their homes, the durthans assassinate or spy upon enemies, follow Rashemi women who might be turned to their cause, and work to recover Rashemi spells and magic items. Within Rashemen, they do all the former but also plot against the hathran hierarchy, send angry spirits to punish the careless, and manipulate the secular rulers. Individual durthans work on elements of these plans or pursue their own agendas, usually with the help of trusted minions and whatever spirits they have bound to their will.

Just as fallen paladins may "trade in" paladin levels for blackguard levels, hathrans who adopt the philosophy of the durthans may trade in hathran levels for durthan levels. Because most of these former hathrans no longer meet the requirements of the hathran prestige class (usually because of alignment reasons), this change allows the new durthan to regain most of the abilities she would otherwise lose. Clever durthans use the possibility of this conversion to help sway potential hathran recruits to their cause.

**Hit Die**: d4.

## Requirements

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

**Gender**: Female.

**Alignment**: Any nongood.

**Feats**: Improved Counterspell (FRCS), Iron Will, any metamagic feat.

**Spellcasting**: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

**Special**: The character must qualify to select regional feats from Rashemen (Rashemen is her home region, or she has 2 ranks in Knowledge [local—Rashemen]).

## Class Skills

The durthan's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Swim (Str), Spellcraft (Int), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

All the following are class features of the durthan prestige class.

**Weapon and Armor Proficiency**: Durthans gain no proficiency in any weapon or armor.

**Spells per Day/Spells Known**: At each durthan level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of durthan to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly. If the character had more than one spellcasting class before becoming a durthan, the player must decide to which class to add each durthan level for the purpose of determining spells per day.

A character who has converted hathran levels to durthan levels retains the same allocations of caster level increase among her various arcane and divine spellcaster levels (in other words, she does not reassign these level increases when converting levels in this manner).

The durthans also have a short custom spell list. These spells are arcane spells and must be acquired as any other arcane spell. They use spell slots of the appropriate level in the durthan's arcane spellcasting class.



*Illustration by Glen Angus*

*Durthan*

## Durthan Spell List

3rd level—*call lightning*.
4th level—*control winds*.
5th level—*commune with nature*.
6th level—*repel wood*.
7th level—*waterspout* (FRCS).
8th level—*whirlwind*.
9th level—*elemental swarm*.

**Place Magic**: Durthans possess a special bond to the land of Rashemen that lets them draw upon the power of the spirits to cast spells without preparing them. When a hathran or durthan uses place magic, she can cast any arcane or divine spell known to her. (Spells on her hathran or durthan spell list can be cast as either arcane or divine spells, as she desires.)

A place magic spell uses an unassigned spell slot of the appropriate type (arcane or divine) and level. If the caster does not have an open spell slot, she may spontaneously lose a prepared spell of the appropriate type and level to cast her place magic spell. Using place magic takes longer than casting a spell normally; any spell that takes 1 standard action to cast requires 1 full round to cast with place magic. Spells with casting times longer than 1 standard action simply add 1 round to the casting time. For more information, see Place Magic in Chapter 4: Magic and Spells.

### Table 2–4: The Durthan

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells Per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Place magic | +1 level of existing spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | — | +1 level of existing spellcasting class |
| 3rd | +1 | +1 | +1 | +3 | Telthor companion | +1 level of existing spellcasting class |
| 4th | +2 | +1 | +1 | +4 | Cold resistance 5 | +1 level of existing spellcasting class |
| 5th | +2 | +1 | +1 | +4 | — | +1 level of existing spellcasting class |
| 6th | +3 | +2 | +2 | +5 | Cold resistance 10 | +1 level of existing spellcasting class |
| 7th | +3 | +2 | +2 | +5 | Telthor companion | +1 level of existing spellcasting class |
| 8th | +4 | +2 | +2 | +6 | — | +1 level of existing spellcasting class |
| 9th | +4 | +3 | +3 | +6 | Cold immunity | +1 level of existing spellcasting class |
| 10th | +5 | +3 | +3 | +7 | Utter cold | +1 level of existing spellcasting class |

**Telthor Companion:** Beginning at 3rd level, a durthan acquires a telthor (see the Telthor entry in Chapter 6: Monsters of the East) as a companion creature. The telthor must be an animal with the telthor template. This spirit creature is loyal to the durthan in the manner of a familiar or special mount. It has a supernatural bond to her rather than to a specific location, and it remains healthy as long as it stays within one mile of the durthan. The telthor has a number of Hit Dice up to the durthan's class level (not her total character level); as the durthan gains levels, the telthor advances in Hit Dice as the base creature. The durthan may dismiss her telthor at any time (normally in an area suitable for the telthor to live, for even the cruelest durthans respect the spirits of the land). If her telthor is dismissed or slain, the durthan may acquire another telthor after one month.

At 7th level, the durthan gains a second telthor companion. Each telthor may have a number of Hit Dice equal to the durthan's class level (or fewer) and advances in Hit Dice as she gains levels.

**Cold Resistance (Ex):** At 4th and 6th levels, a durthan becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

**Cold Immunity (Ex):** At 9th level, a durthan becomes completely immune to cold damage.

**Utter Cold (Su):** At 10th level, a durthan may call upon the primal cold of winter that annually blankets Rashemen to make her spells more difficult to resist. The save DC for any spell she casts with the cold energy descriptor increases by +2. This increase is cumulative with those granted by the Spell Focus or Greater Spell Focus feats.

# Master of the Yuirwood

The masters of the Yuirwood are an elite group of foresters who work to keep the ancient Yuirwood free of evil influence. They strive to halt the retreat of this proud forest that once covered the entire Aglarondan peninsula, and in some regions they have actually been able to reclaim some of that lost land. The masters make frequent use of the menhir circles that dot the Yuirwood, employing these *portals* to swiftly take them from one part of the forest to another. They can also activate the *portals* to take them to distant lands or even other worlds.



*Master of the Yuirwood*

*Illustration by Matt Cavotta and Steve Prescott*

Most masters of the Yuirwood start out as rangers, although there are also a number of druids in their ranks. Paladins of nature gods might be interested in this class, and it sometimes attracts fighters and bards. Monks, rogues, sorcerers, and wizards find that the life of a master of the Yuirwood—dwelling in the forest, always on the lookout for threats to its health—rarely fits with their preferences.

The masters of the Yuirwood spend most of their days patrolling the forest, protecting it from strangers who may damage the place (intentionally or not). They work in conjunction with the half-elves of the forest, and they are traditionally loyal to the ruler of Aglarond. The Simbul holds a special place in their hearts, for she has done more than any recent ruler to defend the Yuirwood herself.

## Table 2–5: The Master of the Yuirwood

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +0 | Work menhir circle (Yuirwood) | +1 level of existing spellcasting class |
| 2nd | +1 | +3 | +0 | +0 | Uncanny dodge | +1 level of existing spellcasting class |
| 3rd | +2 | +3 | +1 | +1 | *Pass without trace* | +1 level of existing spellcasting class |
| 4th | +3 | +4 | +1 | +1 | Work menhir circle (Faerûn) | +1 level of existing spellcasting class |
| 5th | +3 | +4 | +1 | +1 | Improved uncanny dodge | +1 level of existing spellcasting class |
| 6th | +4 | +5 | +2 | +2 | *Speak with animals* | +1 level of existing spellcasting class |
| 7th | +5 | +5 | +2 | +2 | Work menhir circle (return) | +1 level of existing spellcasting class |
| 8th | +6 | +6 | +2 | +2 | — | +1 level of existing spellcasting class |
| 9th | +6 | +6 | +3 | +3 | Forest's grace | +1 level of existing spellcasting class |
| 10th | +7 | +7 | +3 | +3 | Work menhir circle (other worlds) | +1 level of existing spellcasting class |

The masters of the Yuirwood follow a loose meritocracy. Those of lower level are obliged to listen to the wisdom of those of higher level. The leader—never called "ruler"—of their organization is the person who has the most levels as a master of the Yuirwood.

**Hit Die:** d8.

## Requirements

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

**Race:** Elf or half-elf.

**Alignment:** Any nonevil.

**Skills:** Knowledge (nature) 5 ranks, Survival 10 ranks.

**Feats:** Alertness, Track.

**Special:** The character must qualify to select regional feats from Aglarond or the star elf region (the region is his home region, or he has 2 ranks in Knowledge [local—Aglarond or star elf]).

## Class Skills

The master of the Yuirwood's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are features of the master of the Yuirwood prestige class.

**Weapon and Armor Proficiency:** Masters of the Yuirwood are proficient with all simple and martial weapons, with light armor, and with shields.

**Spells Per Day/Spells Known:** At each master of the Yuirwood level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of master of the Yuirwood to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before becoming a master of the Yuirwood, the player must decide to which class to add each master of the Yuirwood level for the purpose of determining spells per day.

**Work Menhir Circle (Su):** Once per day per class level, the master of the Yuirwood can activate the menhir circles scattered throughout the Yuirwood. These circles act as keyed *portals* (see Chapter 2: Magic in the *Forgotten Realms Campaign Setting*), transporting users to any other menhir circle in the Yuirwood or to the star elf realm of Sildëyuir. The master of the Yuirwood can choose which menhir circle he wishes to travel to. Once activated, the *portal* remains open for 1 full round. During this time, any creature touching one of the menhirs is transported to the destination the master of the Yuirwood chose.

At 4th level, the master of the Yuirwood can use a Yuirwood menhir circle *portal* to transport himself to any circle of standing stones in any wooded region in Faerûn, regardless of whether or not the destination stones are a *portal* terminus, although he must have knowledge of the destination he is trying to reach.

At 7th level, the character can use this ability to return to a menhir circle in the Yuirwood from a circle of standing stones in a wooded region anywhere in Faerûn, regardless of whether the origination circle is a *portal* terminus or not. In effect, the master can create a one-way *portal* that lasts 1 round from any suitable spot, as long as the destination is a menhir circle in the Yuirwood.

At 10th level, the master of the Yuirwood can use a menhir circle to transport to a ring of menhirs in any wooded region in another world, although he must have knowledge of the destination he is trying to reach. He can return to the Yuirwood from a menhir circle in another world, regardless of whether the origination circle is a *portal* terminus or not.

**Uncanny Dodge (Ex):** Beginning at 2nd level, a master of the Yuirwood gains uncanny dodge as the rogue ability, retaining his Dexterity bonus to AC even when flat-footed. At 5th level, he gains the improved uncanny dodge ability and cannot be flanked except by a rogue of at least four levels higher. If a master of the Yuirwood has another class that grants the uncanny dodge ability, he gains improved uncanny dodge instead.

***Pass without Trace* (Sp):** At 3rd level, a master of the Yuirwood can use *pass without trace* once per day, affecting up to one creature per class level.

***Speak with Animals* (Sp):** At 6th level, a master of the Yuirwood can use *speak with animals* at will.

**Forest's Grace (Ex):** At 9th level, a master of the Yuirwood applies his Charisma modifier (if positive) as a bonus on all saving throws.

# Nar Demonbinder

Master of the black art of demon summoning, the Nar demonbinder keeps alive the sinister traditions of the old Empire of Narfell. More than a thousand years ago the sorcerous land of Narfell grew mighty on the strength of its unholy mages and cruel priest-lords. Although Narfell's trafficking with demons contributed to its eventual downfall, secrets of the old Nar lore still draw unscrupulous spellcasters who plunder the buried vaults of the long-vanished land in search of knowledge and power, as well as more principled researchers who pursue this forbidden lore to battle demons.

Nar demonbinders are most often clerics, sorcerers, or wizards. Bards and druids do not have access to the spells necessary to call up and command fiendish creatures, and the prestige class demands high spellcasting ability simply to qualify.

**Hit Die:** d6.

## Requirements

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

**Skills:** Intimidate 5 ranks, Knowledge (the planes) 10 ranks, Sense Motive 2 ranks.

**Feats:** Iron Will, Spell Focus (conjuration).

**Spellcasting:** Able to cast 4th-level arcane or divine spells, knowledge of at least one *summon monster* spell.

**Languages:** Abyssal.

## Class Skills

The Nar demonbinder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana, the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the Nar demonbinder prestige class.

**Weapon and Armor Proficiency:** Nar demonbinders gain no proficiency in any weapon or armor.

**Spells Per Day:** Beginning at 1st level, a Nar demonbinder gains the ability to cast a small number of arcane spells. He gains arcane spells per day according to Table 2–6. He must learn and choose his spells from the Nar demonbinder spell list, below. The character's caster level is equal to his Nar demonbinder level plus his levels in one other spellcasting class of his choice. To cast a spell, the demonbinder must have a Charisma score of at least 10 + the spell's level. Demonbinder bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the demonbinder's Charisma modifier. Nar demonbinders prepare and cast their demonbinder spells as sorcerers, as shown below.

| Class | Nar Demonbinder Spells Known | | | | |
|---|---|---|---|---|---|
| Level | 4th | 5th | 6th | 7th | 8th |
| 1st | 3 | 1 | — | — | — |
| 2nd | 4 | 2 | — | — | — |
| 3rd | 4 | 2 | 1 | — | — |
| 4th | 4 | 3 | 2 | — | — |
| 5th | 4 | 3 | 2 | 1 | — |
| 6th | 4 | 4 | 3 | 2 | — |
| 7th | 4 | 4 | 3 | 2 | 1 |

**Fiendish Familiar:** A Nar demonbinder can call a fiendish familiar. Doing so takes a day and uses up magical materials that cost 100 gp. The demonbinder may choose either an imp or a quasit as a familiar, just as if he knew the Improved Familiar feat and were an arcane spellcaster of the appropriate level. The fiendish familiar is magically linked to its master just like a normal familiar. The imp or quasit uses the basic statistics for a creature of its kind as given in the *Monster Manual,* with the following exceptions. (Unless otherwise stated, for all fiendish familiar abilities dependent on the master's level, count only sorcerer/wizard levels and Nar demonbinder levels, which stack for the purposes of determining the familiar's abilities.)

*Hit Points:* One-half of the master's total or the fiendish familiar's normal total, whichever is higher.

*Attacks:* Use the master's base attack bonus or the fiendish familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

*Special Attacks:* The fiendish familiar has all the special attacks of its kind.

*Special Qualities:* The fiendish familiar has all the special qualities of its kind.

*Saving Throws:* The fiendish familiar uses the master's base save bonuses if they are better than its own. The familiar uses its own ability score modifiers on saves, and it doesn't enjoy other bonuses that the Nar demonbinder might have (such as from magic items or feats).

*Skills:* Use the normal skill ranks for a creature of that kind, modified by the fiendish familiar's own ability score modifiers.

### Table 2–6: The Nar Demonbinder

| Class | Base | Fort | Ref | Will | | Spells per Day | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Level | Attack | Save | Save | Save | Special | 4th | 5th | 6th | 7th | 8th |
| 1st | +0 | +0 | +0 | +2 | Fiendish familiar, inimical casting | 2 | 1 | — | — | — |
| 2nd | +1 | +0 | +0 | +3 | Iron sign | 2 | 2 | — | — | — |
| 3rd | +1 | +1 | +1 | +3 | Master summoner | 3 | 2 | 1 | — | — |
| 4th | +2 | +1 | +1 | +4 | Brazen sign | 3 | 3 | 2 | — | — |
| 5th | +2 | +1 | +1 | +4 | Infernal certitude | 3 | 3 | 2 | 1 | — |
| 6th | +3 | +2 | +2 | +5 | Silver sign | 4 | 3 | 3 | 2 | — |
| 7th | +3 | +2 | +2 | +5 | Baleful energy | 4 | 4 | 3 | 2 | 1 |

*Familiar Special Abilities:* Use Table 3–19: Familiar Special Abilities in the *Player's Handbook* to determine additional abilities as you would for a normal familiar. The character may add any levels of sorcerer and/or wizard to his Nar demonbinder class level for purposes of determining his fiendish familiar's special abilities.

**Inimical Casting (Ex)**: A Nar demonbinder knows how to employ spells that deflect the attacks of outsiders, regardless of alignment. When a Nar demonbinder casts one of the spells listed below, he may choose one of the listed effects instead.

*Magic circle against good* can be cast as *magic circle against evil, magic circle against chaos,* or *magic circle against law.*

*Dispel good* may be cast as *dispel chaos, dispel evil,* or *dispel law.*

*Blasphemy* may be cast as *dictum, holy word,* or *word of chaos.*

*Unholy aura* may be cast as *holy aura, cloak of chaos,* or *shield of law.*

**Iron Sign**: On reaching 2nd level, a Nar demonbinder learns how to fashion a special token known as an iron sign. Creating the token requires three days and 1,000 gp in magical materials. The iron sign is the size of a large amulet. The demonbinder can use it in one of two ways.

*Calling Diagram:* The iron sign functions as a calling diagram (see Conjuration under Schools of Magic in Chapter 10: Magic of the *Player's Handbook*) that combines a *magic circle* with *dimensional anchor*. The demonbinder need only set the token on a suitable surface, and no Spellcraft check is necessary to scribe the diagram. A creature held by the iron sign must remain within 5 feet of it and otherwise behaves as if it were completely enclosed in a suitably sized calling diagram.

The iron sign can hold a called creature for up to one day per caster level of the character who crafted it. Unlike a normal calling diagram, the iron sign cannot be disturbed unless something physically removes the token from the spot where it was placed (naturally, the called creature cannot disturb the token either directly or indirectly).

*Demon Trap:* As a full-round action, the demonbinder can set the token on a suitable surface and try to compel a free outsider within 30 feet of the token into its effective calling diagram (Will save negates, DC 10 + Nar demonbinder level + Nar demonbinder's Charisma modifier). The subject is entitled to spell resistance. If the creature fails its saving throw, it is transported to a square of its choice within 5 feet of the iron sign, and trapped just as if the demonbinder had conjured it into a calling diagram.

When a trapped creature leaves the iron sign (because it was freed by the demonbinder, escaped on its own, or the duration of the calling diagram lapsed), the token crumbles into powder and is destroyed.

**Master Summoner (Ex)**: At 3rd level, a Nar demonbinder gains a +4 bonus on opposed Charisma checks to trap or compel creatures called through any *planar binding* spell.

**Brazen Sign**: On reaching 4th level, a Nar demonbinder learns how to fashion a brazen sign. This works exactly like the iron sign, except that the called creature cannot use its spell resistance to attempt to break out of the calling diagram or to resist being caught in the demon trap. Crafting a brazen sign requires five days and the expenditure of materials worth 2,000 gp.

**Infernal Certitude (Ex)**: Due to his long study of demons, devils, and such creatures, a 5th-level Nar demonbinder gains a +4 bonus on spell penetration checks against any outsider.

**Silver Sign**: On reaching 6th level, a Nar demonbinder learns how to fashion a silver sign. This works just like the brazen sign, except that the DC of the Charisma check for the called creature to escape increases by +5, and none of its attacks or abilities can exit the area within 5 feet of the token. Crafting a silver sign requires seven days and the expenditure of 5,000 gp in materials.

**Baleful Energy (Ex)**: On attaining 7th level, when a Nar demonbinder casts a spell that deals damage, one-half of the damage dealt is derived directly from infernal power and is therefore not reduced by resistance to the energy type of the damaging spell. In the case of *flame strike,* the entire damage of the spell is derived from infernal power and is not subject to fire resistance (although targets are still permitted spell resistance and saving throws).



*Nar Demonbinder*

*Illustration by Glen Angus*

## NAR DEMONBINDER SPELL LIST

Demonbinders can learn all spells on the following list.

**4th level**—*Beltyn's burning blood*, dimensional anchor, dismissal, lesser planar binding, magic circle against good, summon monster IV, wall of fire.*

**5th level**—*dispel good, flame strike, plane shift, spell resistance, summon monster V.*

**6th level**—*banishment, fiendform*, greater dispelling, planar binding, summon monster VI.*

**7th level**—*blasphemy, fire storm, summon monster VII.*

**8th level**—*flensing* (FRCS), *greater planar binding, unholy aura, summon monster VIII.*

*New spell described in Chapter 4: Magic and Spells.

# Nentyar Hunter

Sworn to defend the great forests and serve the Nentyarch, druidic ruler of the Circle of Leth, the Nentyar hunters roam the wild lands of the East, uprooting foul and evil things. Skilled with both steel and magic, a Nentyar hunter is a resourceful, self-reliant hero who has learned to trust her own judgment, confronting those who would harm the forest. The Nentyar hunters are few in number, but even a single hunter is capable of achieving great things in the service of the lands she loves.

Barbarians and rangers are the most common Nentyar hunters, as the prestige class offers access to powerful forest magic to complement their skill at fighting. Druids are less commonly drawn to the class, since many of the Nentyar hunter's spells are druid spells, and the Nentyar hunters are sworn to protect druids and carry out their edicts. Fighters and rogues with a preference for wilderness skills sometimes become Nentyar hunters, but clerics, sorcerers, and wizards do not often choose this path.

Most Nentyar hunters are humans, elves, or volodnis.

**Hit Die:** d6.



*Nentyar Hunter*

*Illustration by Glen Angus*

## Requirements

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

**Alignment:** Any nonevil.

**Skills:** Search 4 ranks, Spot 8 ranks, Survival 8 ranks.

**Feats:** Alertness, Combat Casting, Track.

**Special:** The character must qualify to take regional feats from the Great Dale character region (the Great Dale is her home region, or she has 2 ranks of Knowledge [local—Great Dale]).

## Class Skills

The Nentyar hunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Concentration (Con), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the Nentyar hunter prestige class.

**Weapon and Armor Proficiency:** A Nentyar hunter is proficient with all simple and martial weapons, and with light armor, but not with shields.

**Spells Per Day:** Beginning at 1st level, a Nentyar hunter gains the ability to cast a small number of divine spells. She gains divine spells per day according to Table 2–7. She must choose her spells from the Nentyar hunter spell list, below. The character's caster level is equal to her Nentyar hunter level plus her levels in cleric or druid (or half her levels in ranger). To cast a spell, the hunter must have a Wisdom score of at least 10 + the spell's level. Nentyar hunter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the

### Table 2–7: The Nentyar Hunter

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells per Day 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +2 | +0 | Woodland stride | 2 | — | — | — | — |
| 2nd | +1 | +3 | +3 | +0 | Swift tracker | 2 | 1 | — | — | — |
| 3rd | +2 | +3 | +3 | +1 | Swiftness of the stag | 3 | 2 | 1 | — | — |
| 4th | +3 | +4 | +4 | +1 | Eyes of the hawk | 3 | 2 | 2 | 1 | — |
| 5th | +3 | +4 | +4 | +1 | Heart of the lion | 3 | 3 | 2 | 2 | 1 |

hunter's Wisdom modifier. Nentyar hunters prepare and cast their hunter spells as druids.

**Woodland Stride (Ex)**: A Nentyar hunter may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering other impairment. However, thorns, briars, and overgrown areas that are magically manipulated to impede normal movement still affect her.

**Swift Tracker (Ex)**: At 2nd level, a Nentyar hunter gains the ability to move at normal speed while following tracks without taking the normal –5 penalty.

**Swiftness of the Stag (Su)**: At 3rd level, a Nentyar hunter's speed increases by +10 feet when she is wearing no armor or light armor and is not carrying a heavy load.

**Eyes of the Hawk (Ex)**: A Nentyar hunter develops preternaturally sharp vision and gains a +4 bonus on all Spot checks at 4th level.

**Heart of the Lion (Su)**: At 5th level, a Nentyar hunter becomes immune to fear, magical or otherwise. Unlike a paladin's aura of courage, this confers no special resistance to fear on any of her allies.

### Nentyar Hunter Spell List

Nentyar hunters have access to all spells on the following list.

1st level—*barkskin, cure light wounds, detect magic, detect poison, entangle, jump, light, pass without trace, magic missile, snare, speak with animals, true strike.*

2nd level—*Aganazzar's scorcher* (FRCS), *blur, cure moderate wounds, gust of wind, moonbeam* (FRCS), *neutralize poison, remove disease, resist elements, speak with plants, tree shape.*

3rd level—*cure serious wounds, freedom of movement, greenfire*, invisibility, keen edge, moon blade* (FRCS), *quench, see invisibility, wind wall.*

4th level—*break enchantment, commune with nature, control winds, force orb*, greater magic weapon, tree stride, wall of thorns.*

5th level—*find the path, flame strike, healing circle, moon path* (FRCS), *righteous might.*

*New spell described in Chapter 4: Magic and Spells.

## Raumathari Battlemage

Enemies of ancient Narfell, the Raumathari sorcerers of old were fearsomely powerful evokers whose spells could scatter demonic armies like chaff in the wind. Few mages still living have studied the lore of Raumathar, but those who have are some of the most dangerous men and women on the face of Faerûn. Employing sword and spell with dauntless courage and deadly force, the handful of Raumathari battlemages remaining in the world comprise a lonely and little-known order of adventurers, explorers, and mercenaries in search of battle.

**Hit Die**: d4.

### Requirements

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

**Feats**: Combat Casting, Exotic Weapon Proficiency (bastard sword), any one metamagic feat.

**Spellcasting**: Able to cast 3rd-level arcane spells and knowledge of at least four evocation spells.

**Languages**: Able to read Roushoum and the Imaskari script (this generally requires a Speak Language skill rank for each dead language).

**Proficiencies**: Proficient with martial weapons.

**Special**: The character must find a mentor who already has levels in Raumathari battlemage and spend at least ten days studying in the mentor's company. During this time of study, both mentor and student must spend at least 8 hours a day in training.

### Class Skills

The Raumathari battlemage's class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Decipher Script (Int), Knowledge (arcana, history) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

### Table 2–8: The Raumathari Battlemage

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells per Day/Spells Known |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Sword focus, channel spell I | +1 level of existing spellcasting class |
| 2nd | +1 | +0 | +0 | +3 | Battle spell (silent) | +1 level of existing spellcasting class |
| 3rd | +2 | +1 | +1 | +3 | Channel spell II | +1 level of existing spellcasting class |
| 4th | +3 | +1 | +1 | +4 | Battle spell (still) | +1 level of existing spellcasting class |
| 5th | +3 | +1 | +1 | +4 | Sublime sword | — |
| 6th | +4 | +2 | +2 | +5 | Battle spell (empower) | +1 level of existing spellcasting class |
| 7th | +5 | +2 | +2 | +5 | Channel spell III | +1 level of existing spellcasting class |
| 8th | +6 | +2 | +2 | +6 | Battle spell (quicken) | +1 level of existing spellcasting class |
| 9th | +6 | +3 | +3 | +6 | Channel spell IV | +1 level of existing spellcasting class |
| 10th | +7 | +3 | +3 | +7 | Battle spell (maximize) | +1 level of existing spellcasting class |

## Class Features

All the following are class features of the Raumathari battlemage prestige class.

**Weapon and Armor Proficiency:** Raumathari battlemages gain no proficiency in any weapon or armor.

**Spells Per Day/Spells Known:** At each Raumathari battlemage level (except 5th), the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of Raumathari battlemage to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before becoming a Raumathari battlemage, the player must decide to which class to add each Raumathari battlemage level for the purpose of determining spells per day.



*Raumathari Battlemage*

*Illustration by Adam Rex*

**Sword Focus (Su):** A Raumathari battlemage may perform a special rite to make a single sword into a focus for his spells. The focus sword can then replace any material component of less than 50 gp value in the casting of the battlemage's spells. The sword is not consumed or damaged by its use as a focus, although it must be in hand to be used in this way. The Raumathari battlemage gains +1 caster level with any spell cast through his sword focus.

The rite to create a sword focus requires three days and 1,000 gp in magical materials as well as a masterwork weapon. Magic swords may be attuned as sword foci. A battlemage may attune only a single sword at a time; if he loses the weapon, he must repeat the rite to create a new sword focus.

**Channel Spell (Su):** As a free action, a Raumathari battlemage can cast a spell through his melee weapon (usually his sword) as he attacks with it. He gains an attack bonus equal to the level of the channeled spell for that attack only. The channeled spell counts against the battlemage's normal daily limit. The maximum allowable spell level and number of times per day this ability can be used increase as noted below.

| Channel Spell | Maximum Spell Level | Number of Channel Attempts Per Day |
|---|---|---|
| I | 1st | 1 |
| II | 2nd | 2 |
| III | 3rd | 3 |
| IV | 4th | 4 |

The number of channel attempts allowed per day is an absolute limit—a character with Channel Spell IV can't use his ability ten times on spells of various levels.

A channeled spell targets the creature hit by the battlemage's weapon, which still gets a saving throw if the spell allows one. Even if a spell can target more than one creature, channeling it through the weapon limits its effect to the single opponent attacked. If the weapon attack misses, the channeled spell is wasted. The spell to be channeled must have a range of touch, be a ray effect (in which case the ray affects only the creature attacked), or specify a creature as the target. For example, *sleep* is not eligible since it does not affect a "target creature."

**Battle Spell (Su):** As a free action, the Raumathari battlemage may apply a single metamagic feat to a spell as he casts it. Unlike a bard or sorcerer's use of metamagic feats, this does not affect the casting time of the spell. At 2nd level, the battlemage may use this ability once per day and apply the Silent Spell feat to the battle spell he chooses to cast.

At 4th level, the battlemage gains a second battle spell per day, which he can still as per the Still Spell feat.

At 6th level, the battlemage gains a third battle spell per day, which he can empower as per the Empower Spell feat.

At 8th level, the battlemage gains a fourth battle spell per day, which he can quicken as per the Quicken Spell feat.

At 10th level, the battlemage gains a fifth battle spell per day, which he can maximize as per the Maximize Spell feat.

**Sublime Sword (Su):** At 5th level, the save DC of any spell cast through the Raumathari battlemage's sword focus increases by 1.

# Runescarred Berserker

Deadly barbarians who bear magical runes carved into their flesh, runescarred berserkers are among the most feared of Rashemen's defenders. They are loyal bodyguards to the hathrans of the land and stand ready to unleash a storm of martial fury at a single word from any Witch. Many runescarred berserkers bind themselves to a single Witch and protect her with their very lives, but others become the chieftains of berserker lodges or take up a simple existence as a wandering defender of the Rashemi people. The word of a Witch is law in Rashemen, but runescarred berserkers carry a weight of authority almost as great in some quarters of the land.

All runescarred berserkers have at least some experience as barbarians, since the ability to rage is a requirement of the prestige class. Characters with some training as fighters, rangers, and rogues are also common among the ranks of the runescarred. Spellcasters rarely choose this path, because Rashemi society defines other roles for them. Monks and paladins have antithetical alignment requirements, and only characters who have abandoned one of these classes can become a berserker.

**Hit Die:** d10.



*Runescarred Berserker*

*Illustration by Jim Pavelec*

## Requirements

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

**Base Attack Bonus:** +7.

**Skills:** Craft (scarring) 5 ranks, Intimidate 5 ranks, Sense Motive 2 ranks.

**Feats:** Iron Will, Survivor (FRCS), at least one berserker lodge feat from Chapter 3: Regions and Feats.

**Special:** The character must be able to rage at least once per day, as the barbarian class ability, and must be a member of a berserker lodge. (For more information about berserker lodges, see Chapter 10: Rashemen.) Also, the character must qualify to select regional feats from Rashemen (Rashemen is his home region, or he has 2 ranks in Knowledge [local—Rashemen]).

## Class Skills

The runescarred berserker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the runescarred berserker prestige class.

**Weapon and Armor Proficiency:** Runescarred berserkers gain no proficiency in any weapon or armor.

### Table 2–9: The Runescarred Berserker

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Runescar Spells Known 1st | 2nd | 3rd | 4th | 5th |
|---|---|---|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | *Scribe runescar* | 1 | — | — | — | — |
| 2nd | +2 | +3 | +0 | +0 | Extra rage | 2 | — | — | — | — |
| 3rd | +3 | +3 | +1 | +1 | Ritual scarring +1 | 2 | 1 | — | — | — |
| 4th | +4 | +4 | +1 | +1 | Spawn of the frost, damage reduction 1/— | 3 | 2 | — | — | — |
| 5th | +5 | +4 | +1 | +1 | Extra rage | 3 | 2 | 1 | — | — |
| 6th | +6 | +5 | +2 | +2 | Ritual scarring +2 | 3 | 3 | 2 | — | — |
| 7th | +7 | +5 | +2 | +2 | Damage reduction 2/— | 4 | 3 | 2 | 1 | — |
| 8th | +8 | +6 | +2 | +2 | Greater rage | 4 | 3 | 3 | 2 | — |
| 9th | +9 | +6 | +3 | +3 | Extra rage, ritual scarring +3 | 4 | 4 | 3 | 2 | 1 |
| 10th | +10 | +7 | +3 | +3 | Damage reduction 3/— | 4 | 4 | 3 | 3 | 2 |

***Scribe Runescar* (Sp)**: At 1st level, a runescarred berserker learns how to carve a runescar into her own skin. A runescar is a means of storing a spell, much like a scroll. The berserker knows only a limited number of spells with which to imbue runescars, selected from the runescarred berserker spell list below. To learn a runescar spell, the berserker must have a Wisdom score of at least 10 + the spell level. A runescar berserker can only cast spells by crafting them as runescars; she has no other spellcasting capability and cannot use spell completion or spell trigger magic items based on spells from this list.

Scribing a runescar takes 1 hour, the expenditure of materials equal to 5 gp × spell level × caster level, and the expenditure of XP equal to 1/25th the gp spent. The character may set the caster level of the runescar at anywhere from the minimum class level necessary for her to know the rune to her own runescarred berserker class level. She may scribe a runescar only on her own body. The act of scribing a runescar is painful and deals 1d6 points of damage per spell level at the end of the scribing time. (The berserker is free to heal this damage by any normal means afterward—the runescar remains until activated.)

A runescarred berserker can bear no more than seven runescars at any one time: two on the chest, two on the upper arms, two on the backs of the hands, and one on the face. Runescars are dormant until activated and cannot be dispelled (although they can be suppressed).

Runescars are considered divine spells, although a berserker does not actively prepare or cast them. The save DC, if necessary, is 10 + spell level + the berserker's Wisdom score. To activate a runescar, the character must take a standard action and touch the rune. All runescar spells target only the runescarred berserker or an item in her possession, even if the spell scribed could normally be bestowed on another subject.

After activation, the runescar's magic is discharged, and the rune fades to nothing but a faint outline. Typically, a berserker's skin is crisscrossed with dozens of old, discharged runescars.

**Extra Rage (Ex)**: A runescarred berserker gains additional daily uses of the barbarian rage ability. At 2nd level, she gains one additional rage per day; at 5th level, she gains a second additional rage; and at 9th level, she gains a third additional rage. For example, a barbarian 8/runescarred berserker 5 can rage three times per day from her barbarian levels, plus two more times from her runescarred berserker levels, for a total of five rages per day.

**Ritual Scarring (Ex)**: Through frequent disfiguration of her own skin, a runescarred berserker gains a +1 natural armor bonus to AC at 3rd level. This increases to +2 at 6th level, and +3 at 9th level.

**Spawn of the Frost (Su)**: Inured to the bitter cold of Rashemen's winters, a runescarred berserker gains cold resistance 5.

**Damage Reduction (Ex)**: Starting at 4th level, a runescarred berserker gains the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the berserker takes each time she is dealt damage from a weapon or natural attack. At 7th level and 10th level, this damage reduction increases to 2 and then 3 points. This overlaps (does not stack with) damage reduction from any other class feature.

**Greater Rage**: Starting at 8th level, a runescarred berserker's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus on Will saves. Her AC penalty remains –2.

### Runescarred Berserker Spell List

Runescarred berserkers must select their runescar spells known from the following list.

**1st level**—*cure moderate wounds, divine favor, low-light vision*, protection from chaos/evil/good/law, resist elements, see invisibility, true strike.*

**2nd level**—*bull's strength, cure serious wounds, darkvision, endurance, invisibility, keen edge, protection from elements.*

**3rd level**—*air walk, cure critical wounds, death ward, divine power, freedom of movement, greater magic weapon, haste.*

**4th level**—*improved invisibility, neutralize poison, restoration, righteous might, spell immunity, stoneskin.*

**5th level**—*antimagic field, dimension door, heal, polymorph self, spell resistance.*

*New spell described in Chapter 4: Magic and Spells.

## Shou Disciple

Shou disciples are martial artists who have studied or observed the monks of Kara-Tur and seek to emulate their style. Focusing more on the martial aspects of a monk's training, they sacrifice the enlightenment and supernatural abilities of the true ascetic. Shou disciples fight with martial weapons and often wear armor, instantly marking them as different from monks.

Fighters and rogues are the most likely to become Shou disciples, although some bards study the martial arts of Kara-Tur to enhance their combat ability. Clerics of athletic deities may train in this manner, and a few true monks have become Shou disciples to maximize their skill with weapons at the expense of some supernatural abilities. Barbarians usually prefer other methods of disabling opponents, most druids follow a more spiritual path, and sorcerers and wizards would rather spend their time developing their magic, so members of those classes rarely become Shou disciples.

Shou disciples work alone or together. The loners are usually wanderers in the manner of traveling monks, seeking wisdom or worthy opponents. Those in groups are usually members of the same gang or training school, since skilled Shou disciples often retire to found their own academies, teaching these Kara-Turan martial arts to those who are willing to learn.

**Hit Die:** d10.

### Table 2–10: The Shou Disciple

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Unarmed Damage | Dodge Bonus | Special |
|---|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | 1d6 | +1 | Unarmed strike |
| 2nd | +2 | +3 | +3 | +0 | 1d8 | +2 | Bonus feat |
| 3rd | +3 | +3 | +3 | +1 | 1d10 | +2 | Martial flurry (light) |
| 4th | +4 | +4 | +4 | +1 | 1d10 | +3 | Bonus feat |
| 5th | +5 | +4 | +4 | +1 | 2d6 | +3 | Martial flurry (any) |

## Requirements

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

**Base Attack Bonus:** +3.

**Base Reflex Save:** +2.

**Skills:** Balance 4 ranks, Jump 8 ranks, Tumble 4 ranks.

**Feats:** Dodge, Improved Unarmed Strike, Weapon Focus (unarmed strike).

**Special:** The character must qualify to select regional feats from the Shou expatriate or Thesk regions (the region is her home region, or she has 2 ranks in Knowledge [local—Shou expatriate or Thesk]).

## Class Skills

The Shou disciple's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.



*Illustration by Adam Rex*

*Shou Disciple*

## Class Features

All the following are class features of the Shou disciple prestige class.

**Weapon and Armor Proficiency:** Shou disciples are proficient with martial weapons and light armor, as well as with the following monk weapons: kama, nunchaku, and siangham. Light armor does not interfere with any of a Shou disciple's class abilities, but shields and medium or heavy armor do. When wearing medium or heavy armor or using a shield, the Shou disciple loses his class dodge bonus and any flurry of blows ability.

**Dodge Bonus (Ex):** Shou disciples are highly trained at dodging blows. When a Shou disciple designates an opponent for his Dodge feat, this bonus replaces the normal +1 dodge bonus to AC against that opponent. A condition that makes him lose his Dexterity bonus to AC also makes him lose this dodge bonus.

**Unarmed Strike (Ex):** As the monk ability, except that a Shou disciple deals unarmed damage as shown on Table 2–10. A Shou disciple with levels in the monk class can take the better of the two damage ranges, or he can add his Shou disciple levels

## Multiclassed Monks and Unarmed Attacks

A Shou disciple with monk levels adds his monk base attack bonus and his Shou disciple base attack bonus and uses the unarmed attack progression of a monk with the same base attack bonus. For example, a Monk 6/Shou disciple 5 has a base attack bonus of +4 from his monk levels and +5 from his Shou disciple levels, totaling +9, and uses the unarmed attack bonus of a monk with a +9 base attack bonus.

The character does not use his base attack bonus from any other class levels in this determination, unless the class allows unarmed attacks like the monk's. For example, a monk 6/fighter 2/Shou disciple 5 has a base attack bonus of +11 but an unarmed base attack bonus of only +9. A character can always choose to use his base attack bonus progression instead of his unarmed attack bonus to make unarmed attacks. It will usually be to his advantage to do so if he has several levels that are in neither monk nor Shou disciple.

to his monk levels and use the unarmed damage of a monk of the resulting level if that produces a better result.

**Martial Flurry (Ex)**: At 3rd level, a Shou disciple gains the ability to use any light melee weapon for his flurry of blows, not just special monk weapons. At 5th level, the Shou disciple may use any melee weapon for his flurry of blows.

**Bonus Feat**: At 2nd and 4th level, a Shou disciple gets a bonus feat, which must be drawn from the following list: Combat Reflexes, Deflect Arrows, Endurance, Expertise, Improved Initiative, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Finesse, and Weapon Specialization. The character must meet all the feat's prerequisites to select it.

# Talontar Blightlord

Corrupt priests who revel in decay, the blightlords of Talona are feared and reviled throughout the Unapproachable East. Their plagues have transformed the western reaches of the Rawlinswood into a foul green hell of diseased monsters and deadly poisons. Worse yet, the blightlords seek to infect the healthy forests and lands nearby with the same sickness. Under the tutelage of the horrible Rotting Man, the Talontar blightlords marshal the Rawlinswood's black horde, leading their infected minions forth to scourge the nearby lands. (For more on the Rotting Man and his minions, see Chapter 9: The Great Dale.)

Most of the blightlords are drawn from evil clerics, druids, or rangers who venerate Talona, the Mother of All Plagues. A handful of fighters, barbarians, and sorcerers have become captains of the Rotting Man's armies, but since the prospective blightlord must have access to divine spells, any such candidate must have at least some levels in a divine spellcasting class to qualify.

**Hit Die**: d8.

## Requirements

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

**Alignment**: Any evil.

**Feats**: Great Fortitude.

**Spellcasting**: Able to cast 4th-level divine spells.

**Proficiency**: Glaive. A druid who wields a glaive is in violation of her spiritual oaths, but a character may take a Martial Weapon Proficiency feat with the weapon and simply refrain from wielding it until she qualifies for the blightlord class.

**Patron Deity**: Talona.

## Class Skills

The Talontar blightlord's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (local, nature) (Int), Listen (Wis), Profession (Int), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 2 + Int modifier.

## Class Features

All the following are class features of the Talontar blightlord prestige class.

**Weapon and Armor Proficiency**: Talontar blightlords gain no proficiency in any weapon or armor. Druids who become

## Prestige Domains

The Talontar blightlord gains access to the Blightbringer prestige domain. A prestige domain functions just like a normal cleric domain—the character gains a granted power associated with the domain and access to a special spell list. A character with cleric spellcasting ability may choose to prepare a spell from the Blightbringer prestige domain as her domain spell at any given level when she prepares spells.

Characters with druid or ranger spellcasting ability who acquire a prestige domain gain an extra domain spell per day at each spell level. In effect, they are like clerics with only one domain. The character only gains an additional domain spell for each spell level she can cast normally—so a ranger, whose spell capability reaches its maximum at 4th-level spells, does not gain domain spells for 5th through 9th level.

### Blightbringer Prestige Domain

**Deity**: Talona.

**Granted Power**: Rebuke or command blightspawned creatures and evil-aligned animals or plants as an evil cleric rebukes undead. You may use this ability a number of times per day equal to 3 + your Charisma modifier. This is a supernatural ability.

**Blightbringer Prestige Domain Spells**

1 Hold animal
2 Snilloc's snowball swarm (FRCS)
3 Contagion
4 Fear
5 Cone of cold
6 Finger of death
7 Command plants
8 Horrid wilting
9 Energy drain

blightlords no longer need abide by their weapon and armor restrictions, as the blightlords turn their backs on the conventional druidic traditions.

**Spells Per Day:** At every Talontar blightlord level (except 6th and 10th), the character gains new divine spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of Talontar blightlord to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one divine spellcasting class before becoming a Talontar blightlord, the player must decide to which class to add each Talontar blightlord level for the purpose of determining spells per day.

**Blightbringer Prestige Domain:** At 1st level, a Talontar blightlord gains access to the Blightbringer prestige domain, described in the sidebar. The domain must be assigned to the character's spell progression in an existing divine spellcasting class.

**Blightblood (Ex):** A Talontar blightlord is completely immune to all disease, magical or otherwise. Blightspawned creatures (see Chapter 6: Monsters of the East) do not attack her unless she attacks them, although they may attack other creatures in her company.



*Illustration by Sam Wood*

*Talontar Blightlord*

**Illmaster:** Any animal companions a blightlord possesses gain the blightspawned template (see Chapter 6: Monsters of the East). This does not affect the number of animal companions she may have at any given time.

**Blight Touch (Su):** Starting at 3rd level, once per day as a standard action, a Talontar blightlord may attempt a melee touch attack to infect a victim with Talona's blight.

*Talona's Blight:* Supernatural disease—by spell, Fortitude save (DC 10 + Talontar blightlord class level + Talontar blightlord's Wisdom modifier), incubation period 1d6 days; damage 1d4 Constitution and 1d4 Charisma. Unlike normal diseases, Talona's blight continues until the victim reaches Constitution 0 (and dies), Charisma 0 (possibly becoming a blightspawned creature, if it is a valid type), or receives a *remove disease* spell or similar magic.

At 5th, 7th, and 9th level, the Talontar blightlord gains one more use of this power per day.

**Blightmind (Su):** On reaching 4th level, once per day as a standard action, a Talontar blightlord may establish a mental link with and dominate (as *dominate monster*) a single blightspawned creature within 60 feet. The mental link lasts for up to 1 minute per blightlord level and has a range of up to one mile. While the link is in effect, the blightlord may concentrate to receive sensory input from the linked creature or issue it instructions. (The creature obeys any orders to the best of its ability and need not be continuously directed in its assigned tasks.) The blightspawned creature receives a Will saving throw (DC 10 + Talontar blightlord's class level + Talontar blightlord's Wisdom modifier) to negate the effect.

**Black Glaive (Su):** Starting at 6th level, any glaive wielded by a Talontar blightlord gains the icy burst ability, dealing

## Table 2–11: The Talontar Blightlord

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells Per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Blightbringer prestige domain, blightblood | +1 level of existing divine spellcasting class |
| 2nd | +1 | +3 | +0 | +3 | Illmaster | +1 level of existing divine spellcasting class |
| 3rd | +2 | +3 | +1 | +3 | Blight touch 1/day | +1 level of existing divine spellcasting class |
| 4th | +3 | +4 | +1 | +4 | Blightmind | +1 level of existing divine spellcasting class |
| 5th | +3 | +4 | +1 | +4 | Blight touch 2/day | +1 level of existing divine spellcasting class |
| 6th | +4 | +5 | +2 | +5 | Black glaive | — |
| 7th | +5 | +5 | +2 | +5 | Blight touch 3/day | +1 level of existing divine spellcasting class |
| 8th | +6 | +6 | +2 | +6 | Corrupting blows | +1 level of existing divine spellcasting class |
| 9th | +6 | +6 | +3 | +6 | Blight touch 4/day | +1 level of existing divine spellcasting class |
| 10th | +7 | +7 | +3 | +7 | Winterheart | — |

+1d6 points of bonus cold damage on a successful hit (or +2d10 points on a successful critical hit). In addition, the blightlord can make a normal melee attack with the glaive to deliver her blight touch attacks.

**Corrupting Blows (Su)**: An 8th-level Talontar blightlord's black glaive gains the *wounding* ability. A creature struck by the black glaive loses 1 hit point per round on the blightlord's action. Multiple hits by the blightlord have no additional effect and deal no additional wounding damage—a creature is either wounded or it is not. The wounding damage continues until the victim is treated with a successful Heal check (DC 20) or receives magical healing.

**Winterheart (Ex)**: At 10th level, a Talontar blightlord's infected blood effects a terrible change in her physiology. Her skin blackens and splits, becoming cold and slimy to the touch, although she does not bleed or suffer pain from this transformation. Her type changes to "plant," which means (among other things) that she is no longer subject to poison, *sleep*, mind-affecting effects, paralysis, polymorphing, critical hits, sneak attacks, or spells and effects that affect humanoids only.

# Telflammar shadowlord

The Shadowmasters of Telflamm are one of Faerûn's most notorious thieves' guilds, a secret society every bit as grasping and ruthless as the Night Masks of Westgate or the Shadow Thieves of Amn. Under their subtle and cloaked rule, Thesk's port city of Telflamm is a prime center of trade in both legal and illicit goods.

The Shadowmasters are made up of burglars, murderers, and thugs with a variety of talents, including assassins, experts, fighters, rogues, shadowdancers, and warriors. A small number of clerics devoted to Mask belong to the guild, as do some arcane spellcasters whose greed outweighs their scruples. Above all these criminals stand the Telflammar shadowlords, the secret captains of iniquity who demand unquestioned obedience from their numerous minions. Characters of other classes may hold important positions in the guild, but the shadowlords call the shots.

**Hit Die**: d6.

## Requirements

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

**Race**: The character must possess the shadow-walker template, which is conferred by a special rite consecrated to Mask (see Chapter 6: Monsters of the East). Members in good standing of the Shadowmasters guild can arrange for the rite of transformation by gifting 2,000 gp to Mask's temple in Telflamm; others must give at least 10,000 gp and perform a service of some kind for the clerics of Mask. A character who is not a shadow-walker can still qualify for the Telflammar shadowlord prestige class, but he must meet the spellcasting requirement below.

**Alignment**: Any nongood.

**Skills**: Hide 10 ranks, Move Silently 10 ranks.

**Feats**: Blind-Fight, Dodge, Mobility, Spring Attack.

**Spellcasting**: If the character is not a shadow-walker, he must either possess the ability to shadow jump (as the shadowdancer prestige class ability) or be able to cast *dimension door* as a spell or spell-like ability.

**Special**: Sneak attack damage +2d6.

**Special**: The character must qualify to select regional feats from Thesk (the region is his home region, or he has 2 ranks in Knowledge [local—Thesk]).

## Class Skills

The Telflammar shadowlord's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level**: 4 + Int modifier.

## Class Features

All the following are class features of the Telflammar shadowlord prestige class.

**Weapon and Armor Proficiency**: Telflammar shadowlords gain no proficiency in any weapon or armor.

**Spells Per Day/Spells Known**: At each Telflammar shadowlord level, the character gains the ability to cast a small number of arcane spells. He gains arcane spells per day according to Table 2–12 and must choose his spells from the Telflammar shadowlord spell list, below. The shadowlord's caster level is equal to his Telflammar shadowlord level. To cast a spell, the shadowlord must have an Intelligence score of at least 10 + the spell's level. Telflammar shadowlord bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the shadowlord's Intelligence modifier. When the shadowlord gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the shadowlord gets only bonus spells. The shadowlord prepares and casts spells just as a wizard does.

**Shadowsight (Ex)**: Gifted with a mystical connection to shadow and darkness, the shadowlord gains a superior form of darkvision with a 60-foot range. He can see through any form of normal or magical darkness without hindrance.

**Shadow Jump (Su)**: A Telflammar shadowlord can travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow or darkness. The shadowlord can jump up to a total of 20 feet per class level per

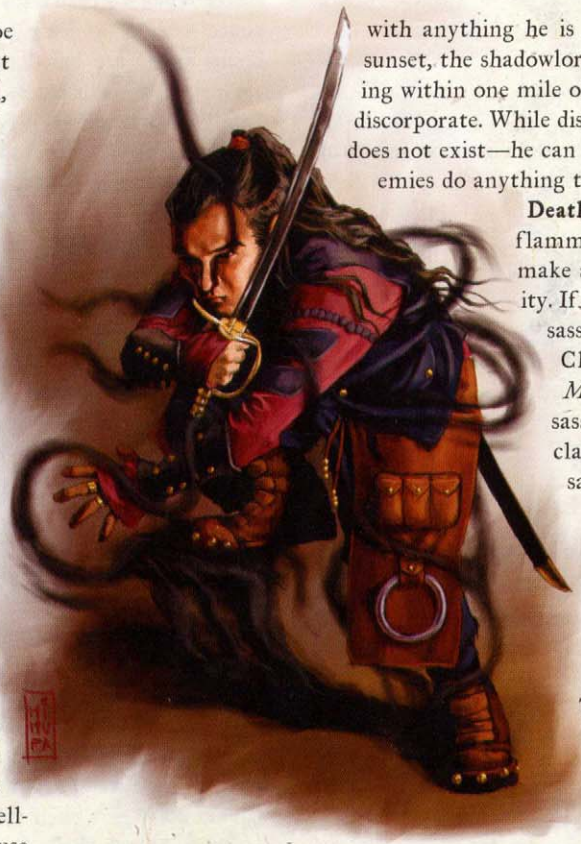
**TABLE 2–12: THE TELFLAMMAR SHADOWLORD**

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells Per Day/Spells Known 1st | 2nd | 3rd |
|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Shadowsight, shadow jump | 0 | — | — |
| 2nd | +1 | +0 | +3 | +0 | Shadow blur | 1 | — | — |
| 3rd | +2 | +1 | +3 | +1 | *Shadow walk* | 1 | 0 | — |
| 4th | +3 | +1 | +4 | +1 | Shadow pounce | 2 | 1 | — |
| 5th | +3 | +1 | +4 | +1 | Shadow discorporation | 2 | 1 | 0 |
| 6th | +4 | +2 | +5 | +2 | Death attack | 2 | 2 | 1 |

day in this way. This amount can be split up among many jumps, but each jump, no matter how small, counts as a 10-foot increment. If the Telflammar shadowlord already has shadow jump from another class (because he did not meet the spellcasting prerequisite, for example), this ability confers no additional benefit.

**Shadow Blur (Su)**: At 2nd level, a Telflammar shadowlord gains an unusual defense—anytime he is not in daylight or the illuminated radius of a light source, the shadows cloak his every movement, conferring the benefits of a *blur* spell. The shadowlord can choose to activate or end this effect as a free action.

***Shadow Walk* (Sp)**: Once per day starting at 3rd level, a Telflammar shadowlord may use *shadow walk* as a caster whose level is equal to his shadowlord class level. If he previously possessed the ability to use *shadow walk* as a spell-like ability, he gains a second daily use of that power.



*Telflammor Shadowlord*

*Illustration by Raven Mimura*

**Shadow Pounce (Ex)**: At 4th level, a Telflammar shadowlord learns how to attack swiftly from the shadows. Any time he uses an ability, spell, or effect with the teleportation descriptor (for example, his shadow jump ability), he may execute a full attack upon completion of the teleportation. The shadowlord must have line of sight on his intended target from his original location, and the spot to which he teleports must be a place from which he can launch a melee attack at the intended target with whatever weapon he has in hand at the beginning of his action.

**Shadow Discorporation (Su)**: At 5th level, a Telflammar shadowlord learns how to use his mastery of shadows to cheat death. If the shadowlord is in shadow or darkness (anything but direct daylight or the illuminated radius of a light source), any damage that would reduce him to 0 hit points or below instead has a chance to discorporate him. The shadowlord attempts a Reflex save (DC 5 + damage dealt); if successful, he simply breaks apart into dozens of flitting shadows and vanishes, along with anything he is holding or carrying. At the next sunset, the shadowlord reappears at a spot of his choosing within one mile of the place where he was forced to discorporate. While discorporated, the shadowlord simply does not exist—he can do nothing, nor can any of his enemies do anything to him.

**Death Attack (Ex)**: At 6th level, a Telflammar shadowlord gains the ability to make a death attack as the assassin ability. If the shadowlord has levels in the assassin prestige class (see Chapter 2: Characters in the *DUNGEON MASTER's Guide*), he may add his assassin and Telflammar shadowlord class levels together to calculate the save DC of his death attack.

### TELFLAMMAR SHADOWLORD SPELL LIST

Telflammar shadowlords choose their spells from the following list.

**1st level**—*blindness/deafness, chill touch, darkness, darkvision, invisibility, knock, levitate, shadow mask* (FRCS), *shadow spray* (FRCS).

**2nd level**—*air walk, blacklight* (FRCS), *displacement, haste, improved invisibility, nondetection, vampiric touch.*

**3rd level**—*confusion, darkbolt* (FRCS), *detect scrying, dimension door, mass invisibility, mislead.*

# Thayan slaver

Thayan slavers are cruel marauders who use their awful abilities to abduct creatures and then break their wills. They are experts at creating docile slaves who obey their masters without question.

Most Thayan slavers start out as rogues, but they can come from any class other than paladin. Evil sorcerers and wizards sometimes become Thayan slavers to more easily handle assistants and even subjects for their wicked experiments. Some evil fighters and barbarians find the prestige class is a natural

extension of their aggression, as well as expanding their treasure options to include other people. Bards and rangers are less likely to take up such a prestige class, and there are few druids who would consider it.

Thayan slavers can be found throughout Faerûn, wherever slaves are traded. Sometimes they work or travel incognito, especially in places in which slavery is outlawed. Of course, Thay is filled with all sorts of Thayan slavers, many of whom work together in the great slave markets of Bezantur, Tyraturos, and Eltabbar.

**Hit Die:** d6.

## Requirements

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

**Race:** Human.

**Alignment:** Any evil.

**Skills:** Appraise 10 ranks, Intimidate 10 ranks, Use Rope 5 ranks.

**Special:** Sneak attack damage +2d6.

**Special:** The character must qualify to select regional feats from Thay (Thay is his home region, or he has 2 ranks in Knowledge [local—Thay]).

## Class Skills

The Thayan slaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Heal (Wis), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (slaver) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the Thayan slaver prestige class.

**Weapon and Armor Proficiency:** Thayan slavers are proficient with all simple weapons, with light armor, and with shields. They are also proficient with the sap, spiked chain, whip, and net.

**Spells Per Day/Spells Known:** At each Thayan slaver level, the character gains the ability to cast a small number of arcane spells. He gains arcane spells per day according to Table 2–13. He must choose his spells from the Thayan slaver spell list, below. The slaver's caster level is equal to his Thayan slaver level. To cast a spell, the slaver must have an Intelligence score of at least 10 + the spell's level. Thayan slaver bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the slaver's Intelligence modifier. When the slaver gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the slaver gets only bonus spells. The slaver prepares and casts spells just as a wizard does.

**Ruthless Beating:** A Thayan slaver is an expert at dealing out nonlethal punishment. He takes no penalty for choosing to deal subdual damage instead of normal damage with a melee weapon. A slaver may also use a melee weapon to deal subdual damage in a sneak attack, although he attacks with a –2 penalty in this case.

**Enervating Attack:** As the assassin death attack ability, except that Thayan slavers have only the option of paralyzing their victims. If a Thayan slaver has levels in the assassin prestige class (see Chapter 2: Characters in the *Dungeon Master's Guide*), he may add his assassin and Thayan slaver class levels together for purposes of calculating the DC of his enervating attack. Slaver class levels do not add to the DC of the assassin's death attack.

**Break Will (Ex):** At 2nd level, the Thayan slaver gains the ability to break a target's will. Any time the Thayan slaver wins an Intimidation check by 10 or more, the opponent takes 1 point of temporary Wisdom damage. Such lost Wisdom returns at the rate of 1 point per day of rest, but most Thayan slavers don't give their slaves a chance to recover.

**Sneak Attack (Ex):** At 4th, 7th, and 10th level, a Thayan slaver deals additional sneak attack damage as the rogue ability. If the Thayan slaver gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

### Table 2–13: Thayan Slaver

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Spells Per Day 1st | 2nd | 3rd | 4th |
|---|---|---|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Ruthless beating, enervating attack | 0 | — | — | — |
| 2nd | +1 | +0 | +3 | +0 | Break will | 1 | — | — | — |
| 3rd | +2 | +1 | +3 | +1 | — | 1 | 0 | — | — |
| 4th | +3 | +1 | +4 | +1 | Sneak attack +1d6 | 1 | 1 | — | — |
| 5th | +3 | +1 | +4 | +1 | Crippling strike | 2 | 1 | 0 | — |
| 6th | +4 | +2 | +5 | +2 | — | 2 | 1 | 1 | — |
| 7th | +5 | +2 | +5 | +2 | Sneak attack +2d6 | 2 | 2 | 1 | 0 |
| 8th | +6 | +2 | +6 | +2 | Stunning blow | 3 | 2 | 1 | 1 |
| 9th | +6 | +3 | +6 | +3 | — | 3 | 2 | 2 | 1 |
| 10th | +7 | +3 | +7 | +3 | Sneak attack +3d6 | 3 | 3 | 2 | 1 |

**Crippling Strike (Ex)**: At 5th level, a Thayan slaver can sneak attack opponents with such precision that his blows weaken and hamper them. When the slaver damages an opponent with a sneak attack, that opponent also takes 1 point of temporary Strength damage. Ability points lost in this way return on their own at the rate of 1 point per day for each damaged ability.

**Stunning Blow (Ex)**: Three times per day, an 8th-level Thayan slaver may declare a stunning blow before any melee attack. If the slaver hits, the victim must make a successful Fortitude save (DC 10 + Thayan slaver class level + Thayan slaver's Intelligence modifier) or be stunned for 1 round (until just before the slaver's next action). A stunned character can't act and loses any Dexterity bonus to Armor Class. Attackers get a +2 bonus on attack rolls against a stunned opponent.

## Thayan Slaver Spell List

Thayan slavers choose their spells from the following list.

**1st level**—*arcane lock, alarm, burning hands, change self, command, detect thoughts, knock, ray of enfeeblement, true strike.*

**2nd level**—*alter self, fear, hold person, invisibility, misdirection, remove paralysis.*

**3rd level**—*dominate person, greater command, hold monster, improved invisibility, nondetection.*

**4th level**—*enervation, locate creature, mind fog, sequester, veil.*

## Sample Thayan Slaver

Reg Neroz is one of the most infamous of Thay's slavers, tirelessly canvassing the lands of the Inner Sea for captives to sell in the markets of Bezantur and Eltabbar. His minions engage in wholesale slave raids that depopulate entire villages, descending on their unwary prey in small fleets of pirate vessels or at the head of a marauding band of evil tribesfolk. Reg Neroz avoids becoming personally embroiled in battles against crusading heroes, preferring to let his thugs cover his retreat while he slips away and prepares a stealthy ambush for a later time.

Darkly handsome and surprisingly well-spoken and cultured, Reg Neroz spends his wealth lavishly to surround himself with fine things. Despite his impeccable tastes, he is nevertheless a thoroughly evil man who justifies his foul occupation with statements such as, "If I don't sell slaves, someone else will, and they will be far crueler than I am." He maintains residences and strongholds in many lands, all well guarded and fitted with the luxuries he enjoys so much.



*Thayan Slaver*

*Illustration by Mike Dutton*

**Reg Neroz the Whip**: Male human Rog7/Thayan slaver 7; CR 14; Medium-size humanoid; HD 7d6+7 plus 7d6+7; hp 71; Init +10 (Dex, Improved Initiative); Spd 30 ft.; AC 27, touch 19, flat-footed 21; Atk +16/+11 melee (1d6+3/19–20, *+2 short sword*) and +15/+10 melee (1d6+1/19–20, *sword of subtlety*) or +20 melee (1d6+5/19–20 plus 6d6 and 1 Str, *sword of subtlety* used in a single sneak attack) or +17 ranged (1d8/19–20, masterwork light crossbow); SA Crippling strike, enervating attack, ruthless beating, sneak attack +6d6; SQ Break will, evasion, uncanny dodge; AL CE; SV Fort +7, Ref +18, Will +7; Str 12, Dex 22, Con 12, Int 14, Wis 8, Cha 13.

*Skills and Feats:* Appraise +12, Bluff +18, Concentration +8, Disable Device +12, Escape Artist +16, Gather Information +11, Hide +23, Intimidate +18, Listen +16, Move Silently +23, Spot +16, Use Rope +16; Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Leadership, Two-Weapon Fighting, Weapon Finesse.

*Spells Prepared* (3/3/1, save DC 12 + spell level; 10% spell failure chance): 1st—*change self, knock, ray of enfeeblement;* 2nd—*hold person, invisibility, misdirection;* 3rd—*greater command.* Caster level 7th.

**Break Will (Ex)**: Anytime Reg Neroz wins an Intimidate check by 10 or more, the opponent takes 1 point of temporary Wisdom damage.

**Crippling Strike (Ex)**: When Reg Neroz damages an opponent with a sneak attack, the opponent also takes 1 point of temporary Strength damage.

**Enervating Attack (Ex)**: If Reg Neroz studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack may paralyze the victim (Fort save DC 19 negates). If the victim's saving throw fails, he is helpless and completely unable to act for 1d6+7 rounds.

**Evasion (Ex)**: If exposed to any attack that normally allows a character to attempt a Reflex save for half damage, Reg Naroz takes no damage with a successful saving throw.

**Ruthless Beating (Ex)**: Reg Neroz takes no penalty for choosing to deal subdual damage with a melee weapon. He can use a melee weapon to deal subdual damage in a sneak attack, at a –2 attack penalty.

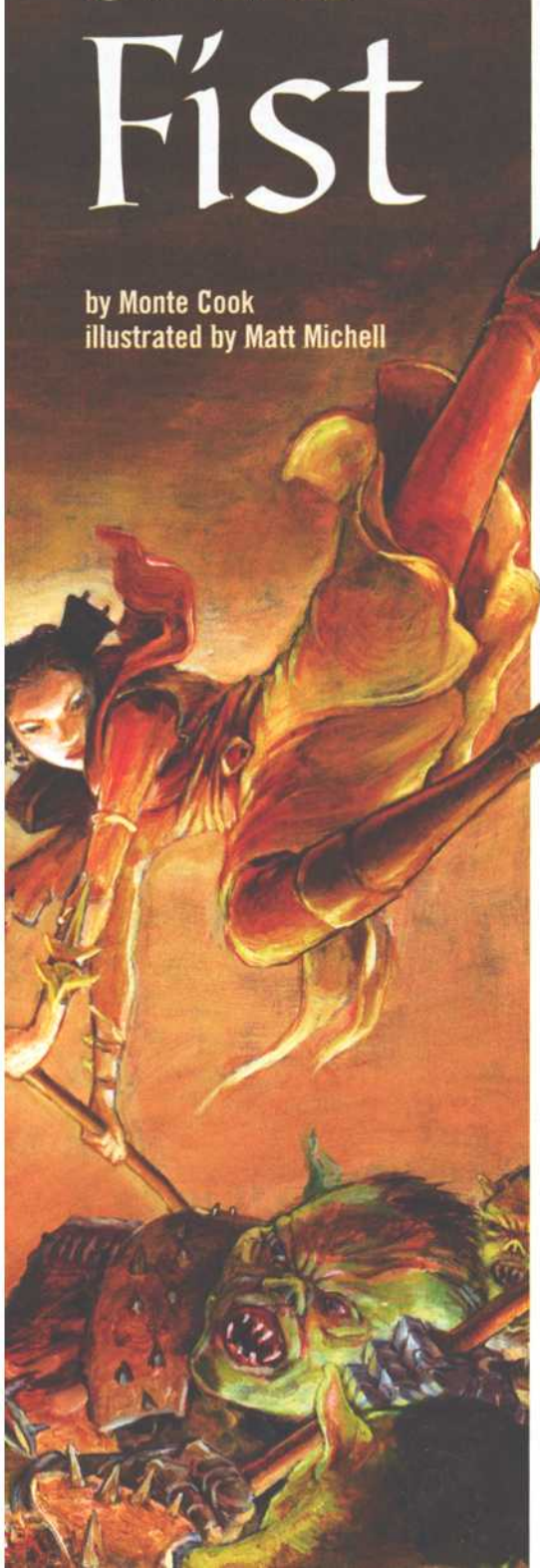
**Sneak Attack (Ex)**: If Reg Neroz catches his opponent flat-footed, he deals +6d6 damage.

**Uncanny Dodge (Ex)**: Reg Neroz retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. He cannot be flanked (except by a rogue of 18th level or higher).

*Possessions: +4 mithral shirt, sword of subtlety, +2 short sword, ring of protection +3, cloak of resistance +2, gauntlets of Dexterity +4, amulet of health +2,* masterwork light crossbow.

# Acolyte of the Fist

by Monte Cook
illustrated by Matt Michell



While some monks focus inward in a contemplative life of seeking enlightenment, members of the order of the fist focus outward. The central premise of the order's philosophy is "see what you want and take it." While that might seem selfish and greedy at first glance, that's because members of the order—who are called acolytes of the fist—do not focus on the "take," but on the "want." Members of the order believe that to want something that you cannot or should not have is insane, and to want something that could bring harm (in having it or taking it) to yourself or others is foolish. Thus, the order preaches the importance of goal setting—but in doing so carefully. When an acolyte of the fist sets a goal, he does not allow himself to be deterred from achieving it.

The order of the fist draws upon this single-minded resolve for its power. Members are able to channel their commitment and determination into their fists, granting them extraordinary and even supernatural powers.

Most acolytes of the fist are monks—usually those without leanings toward evil or good. Occasionally, a rogue or fighter joins their ranks. Any who can pass the required entry tests (and therefore achieve that goal) are welcome.

Acolytes of the fist rarely work together. They often practice and train in common monasteries, and they even live together in those spartanly appointed facilities, but their goals are individual and rarely coincide.

## Class Features

All of the following are class features of the acolyte of the fist prestige class.

**Weapon and Armor Proficiency:** Acolytes of the fist are proficient with all simple weapons. Theydo not gain proficiency with armor or shields.

**Unarmed Damage:** Acolytes of the fist are able to make unarmed attacks as a monk, gaining a second attack when their base attack bonus is +3, a third when it is +6, and so on (see the monk class description in the *Player's Handbook* for more details). Further, at 4th and 8th level, the type of die used for damage increases by one step. Thus, a character who makes unarmed strikes and inflicts 1d6 damage begins to inflict 1d8 damage upon reaching 4th level.

**Fast Movement (Ex):** Acolytes of the fist are faster than normal. At 3rd level, as long as he wears no armor and carries only a light load, the speed of an acolyte of the fist increases by 10 feet. His speed increases by another 10 feet at 6th level, and again at 9th level. This bonus to speed is inherent and is not affected by character size.

**Fist of Speed (Ex):** Once per day for each level of order of the fist he has achieved, an acolyte of the fist is able to take an extra partial action on his turn. He may take this partial action either before or after his regular action.

**Leap of the Clouds (Ex):** At 2nd level, an acolyte of the fist's jumping distance (vertical or horizontal) is not limited according to his height. If he already has the leap of the clouds ability from another class, he gains a +5 competence bonus to Jump checks instead.

**Fists of Iron (Su):** At 2nd-level, an acolyte of the fist gains the Fists of Iron feat (*Sword and Fist*) for free, regardless of whether or not he meets all of the prerequisites. (See the Fists of Iron sidebar for this feat's description.)

***Ki* Strike (Su):** At 3rd level, an acolyte of the fist's unarmed attack is empowered with *ki*. The unarmed strike damage from such an attack can deal

### FISTS OF IRON [GENERAL]

You have learned the secrets of imbuing your unarmed attacks with extra force.

**Prerequisites:** Base attack bonus +2, Improved Unarmed Strike.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wisdom modifier.

damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. *Ki* strike improves as the acolyte of the fist gains experience, allowing his unarmed strike at 6th level to deal damage against creatures with damage reduction as if the blow were made with a weapon with a +2 enhancement bonus, and at 8th level to deal damage against creatures with damage reduction as if the blow were made with a weapon with a +3 enhancement bonus. If the character already has *ki* strike from a different class ability, the two bonuses stack.

**Fist of Destruction (Ex):** At 4th level, an acolyte of the fist gains the ability to destroy non-living objects with ease. When attacking an object, he subtracts his acolyte of the first class levels from the hardness of the object. Thus, if a 4th-level acolyte of the fist strikes an iron door (hardness 10), he treats that door as if it had hardness 6.

**Fist of Mercy (Su):** By focusing his *ki*, a 5th-level acolyte of the fist can heal rather than harm with his strikes. Once per day for every two acolyte of the fist class levels he has, he can strike a foe (or himself) and heal the amount of damage he would normally inflict, using his Wisdom modifier instead of his Strength modifier to determine the amount of damage healed. Fists of Iron and magical enhancements that normally add to damage cannot be used to modify this amount.

**Evasion/Improved Evasion (Ex):** A 6th-level acolyte of the fist can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can only be used if the acolyte of the fist is wearing light armor or no armor.

If the character already has the evasion ability from another class feature, he gains improved evasion. He still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth he only takes half damage on a failed save. If the acolyte of the fist already has improved evasion from another class feature, he gains no benefit from this ability.

**Improved Critical (Ex):** At 7th level, an acolyte of the fist gains the Improved Critical (unarmed strike) feat for free, regardless of whether or not he meets all of the prerequisites.

**Fist of Fury (Su):** Beginning at 7th-level, an acolyte of the fist can injure creatures normally immune to blunt weapons. At the start of each turn, he must choose whether his unarmed strikes will deal piercing, slashing, or bludgeoning damage.

**Fist of Power (Su):** Three times per day, a 9th-level acolyte of the fist can summon supernatural energy to add to one of his unarmed attacks. He can choose from one of the following three effects (declared before he makes his attack roll):

- Unconsciousness. The foe must make a Fortitude save (DC 10 + the acolyte of the fist's Wisdom modifier + class level) or fall unconscious for 1d10 rounds.
- Forceblast. The foe suffers an additional 2d6 points of force damage.
- Confusion. The foe must make a Will save (DC 10 + the acolyte of the fist's Charisma modifier + class level) or become *confused* (as per the spell) for 1d10 rounds.

**Fist of Energy (Su):** Upon command, a 10th-level acolyte of the fist can enshroud his fists with an energy type of his choosing (acid, cold, fire, electricity, or sonic). He must choose the energy type before his attack roll. His blows then deal +1d6 bonus damage from the chosen type of energy on a successful hit. The acolyte of the fist is immune to his own fist of energy.

## ACOLYTE OF THE FIST
### Requirements

To qualify to become an acolyte of the fist, a character must fulfill all the following criteria.

**Alignment:** Any lawful.
**Tumble Ranks:** 8.
**Jump Ranks:** 8.
**Feats:** Improved Unarmed Strike, Iron Will, Stunning Fist.
**Special:** Once a character begins tak ing levels as an acolyte of the fist, he cannot go back to another class until he has gained all ten levels of the class. Once he does this, how ever, he can go back to his original class—even if that class was monk.

## ACOLYTE OF THE FIST
### Class Skills

The acolyte of the fist's class skills (and the key ability for each skill) are as follows:

**Str:** Climb, Jump, Swim.
**Dex:** Balance, Escape Artist, Hide, Move Silently, Tumble.
**Con:** Concentration.
**Int:** Craft.
**Wis:** Profession, Listen.
**Cha:** Intimidate.

**Skill Points at Each Additional Level:** 4 + Int modifier.

HIT DIE
D8

## ACOLYTE OF THE FIST ADVANCEMENT

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Unarmed Damage | Unarmored Speed |
|---|---|---|---|---|---|---|---|
| 1 | 0 | +2 | +2 | +2 | Fist of speed | | |
| 2 | +1 | +3 | +3 | +3 | Leap of the clouds, Fist of Iron | | |
| 3 | +2 | +3 | +3 | +3 | *Ki* strike (+1) | | +10 ft. |
| 4 | +3 | +4 | +4 | +4 | Fist of destruction | +1 die type | |
| 5 | +3 | +4 | +4 | +4 | Fist of mercy | | |
| 6 | +4 | +5 | +5 | +5 | *Ki* strike (+2), evasion/improved evasion | | +10 ft. |
| 7 | +5 | +5 | +5 | +5 | Fist of fury, Improved Critical (unarmed strike) | | |
| 8 | +6 | +6 | +6 | +6 | *Ki* strike (+3) | +1 die type | |
| 9 | +6 | +6 | +6 | +6 | Fist of power | | +10 ft. |
| 10 | +7 | +7 | +7 | +7 | Fist of energy | | |



# CLASS ACTS
# BLESSED of GRUUMSH

by Monte Cook · illustrated by Scott Fischer

*In a world of great magic and heroic deeds, even those more bestial humanoids have champions that wield great power. Witness the blessed of Gruumsh, the one-eyed god of the orcs.*

A blessed of Gruumsh is an orc or half-orc that enjoys the favor of his dark-tempered god. Each exemplifies all that is orc. He is always true to the ways of his race and lives by the words of his god. Masters of combat and intimidation, each is feared—and rightfully so.

Blessed of Gruumsh are most often fighters or barbarians, but they are clerics almost as often. Rogues and rangers also make good members of this elite group.

NPC blessed of Gruumsh are usually leaders among their people or lone, wandering champions fighting for their god's causes. Occasionally they work in very small, tight-knit groups, fighting surprisingly well together.

## Class Features

**Weapon and Armor Proficiency:** A blessed of Gruumsh is proficient with all simple and martial weapons, all types of armor, and with shields.

**Divine Blessing:** Gruumsh, it is said, watches over his blessed ones. Thus, each has a luck bonus to AC based on his blessed of Gruumsh class level. This is an extraordinary ability.

**Fist of Gruumsh:** At 2nd level, once per day, the blessed of Gruumsh can inflict additional damage with any single attack. The amount of damage inflicted is +1d6 for levels 2-4, +2d6 for levels 5-7, and +3d6 for levels 8-10. Use of this supernatural ability must be declared before the attack roll is made. If the attack misses, that use of the fist of Gruumsh is wasted.

***Evil Eye (eye of disdain):*** Once per day, as a spell-like ability, the 3rd-level blessed of Gruumsh can make a gaze attack as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh class levels + Charisma modifier), and those that fail suffer a -1 morale penalty on attacks, saves, and skill checks for 1 round per blessed of Gruumsh level.

**Keen Eye of Gruumsh:** At 5th level, once per day, the blessed of Gruumsh can add a luck bonus to an attack roll for any single attack. The bonus is equal to the class level of the blessed of Gruumsh. Use of this supernatural ability must be declared before the attack roll is made. If the attack misses, the keen eye of Gruumsh is wasted.

***Evil Eye (eye of fear):*** Once per day, as a spell-like ability, the 6th-level blessed of Gruumsh can make a gaze attack as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh class levels + Charisma modifier), and those that fail

**THE BLESSED OF GRUUMSH**

HIT DIE D10

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +1 | +2 | +0 | +0 | Divine blessing +1 |
| 2 | +2 | +3 | +0 | +0 | Fist of Gruumsh |
| 3 | +3 | +3 | +1 | +1 | *Evil eye (eye of disdain)* |
| 4 | +4 | +4 | +1 | +1 | Divine blessing +2 |
| 5 | +5 | +4 | +1 | +1 | Keen eye of Gruumsh |
| 6 | +6 | +5 | +2 | +2 | *Evil eye (eye of fear)* |
| 7 | +7 | +5 | +2 | +2 | Divine blessing +3 |
| 8 | +8 | +6 | +2 | +2 | Thunderous roar of Gruumsh |
| 9 | +9 | +6 | +3 | +3 | *Evil eye (eye of curses)* |
| 10 | +10 | +7 | +3 | +3 | Divine blessing +4, true orc |



must run in fear as if affected by a *fear* spell cast by a sorcerer with levels equal to the blessed of Gruumsh's class level.

**Thunderous Roar of Gruumsh:** At 8th level, once per day, the blessed of Gruumsh can double the number of attacks that he makes in a given round while he bellows an incredible roar. If a character normally attacks with his orc double axe at +16/+11/+6 with an off-hand attack at +16, he instead makes six attacks at +16/+16/+11/+11/+6/+6 and two off-hand attacks at +16 each. The blessed of Gruumsh must be able to roar for this to work—it will not work within the area affected by a *silence* spell, for example. This is an extraordinary ability.

***Evil Eye (eye of curses):*** Once per day, as a spell-like ability, the 9th-level blessed of Gruumsh can make a gaze attack as an attack action with his single eye with a range of 30 feet. A Fortitude save resists the effect (DC 10 + blessed of Gruumsh class levels + Charisma modifier), and those that fail are cursed as if *bestow curse* had been cast upon them.

**True Orc:** At 10th level, the blessed of Gruumsh can call upon his deity's might and speak in a commanding voice, uttering words in the true language of orcs—the very language that Gruumsh used to give birth to his children. These words inspire all orcs within 100 feet that can hear the words (including the blessed of Gruumsh), granting them +4 morale bonuses to attacks, saves, and skill checks for 1 minute per level of the blessed of Gruumsh. The character can use this spell-like ability once per week.

**CLASS SKILLS**

**Skill Points at Each Level: 4 + Int modifier**

The blessed of Gruumsh's class skills (organized by key ability) are:

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| Climb<br>Jump | | | Craft<br>Knowledge (religion) | Profession<br>Spot | Bluff<br>Intimidate |

**REQUIREMENTS**

**To qualify to become a blessed of Gruumsh, a character must fulfill all the following criteria.**

**Alignment:** Any non-good
**Racial:** Must be orc or half-orc
**Base Attack Bonus:** +6
**Knowledge (religion) Ranks:** 3
**Feats:** Weapon Proficiency (orc double-axe), Power Attack, Cleave
**Special:** In a ritual dedicated to Gruumsh, a character seeking to become a blessed of Gruumsh must remove one of his own eyes (to further embody the one-eyed god).



# Class Acts: The Darkwood Stalker

by Andy Collins • illustrated by Bleu Turrell

## Darkwood Stalker

Elves and orcs are ancient foes, their enmity dating back to times before humans walked the lands. Some elves train as elite hunters of the hated orcs. These hunters, called darkwood stalkers among the elves, pursue their age-old enemies with single-minded discipline and grim determination.

Darkwood stalkers usually come from the ranks of elven (or half-elven) rangers or rogues, although the rare elf barbarian can follow this path as well. Fighters and paladins make poor darkwood stalkers without gaining at least one level in ranger or rogue. Spellcasters rarely take up the mantle of the darkwood stalker, although druids willing to forego spellcasting can fit well into the order.

Most darkwood stalkers are affiliated with elven military units, although some are lone scouts or field agents.

## Class Features

All of the following are class features of the darkwood stalker.

**Weapon and Armor Proficiency:** A darkwood stalker gains proficiency with all simple and martial weapons, light armor, and medium armor.

**Ancient Foe (Ex):** Due to his extensive study of orcs and training in the proper techniques for combating them, a 1st-level darkwood stalker gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against orcs. Likewise, he gets the same bonus to weapon damage rolls against these creatures. A darkwood stalker also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the darkwood stalker cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits. At 4th, 7th, and 10th level, the darkwood stalker's bonus goes up by +1.

This bonus stacks with the ranger's favored enemy bonus.

**Uncanny Dodge (Ex):** Starting at 2nd level, the darkwood stalker gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized.

### In Your Campaign

What if elves don't hate orcs in your campaign? What if there aren't orcs in your campaign? Whatever the problem, customizing the background of the darkwood stalker is easy. Here are a few ideas to help customize this prestige class for your game.

- There are several kinds of hunters that prowl the darkwood, each with a different favored enemy. For example, darkwood avengers might target the humans who are encroaching on elf forests, while darkwood hunters stalk huge and powerful dire animals.
- Dwarves, long the enemies of goblins, train their own specialized hunters called tunnel wardens. Tunnel warden levels are identical to darkwood stalker levels except that tunnel wardens gain their ancient foe bonuses against goblins.
- Sahuagin, burning with hatred for land dwellers, train for land combat on islands unknown to the civilized humanoid races. These specialized warriors, called fangs of the sea, lead devastating raids against coastal towns and vulnerable ships.

At 5th level, the darkwood stalker can no longer be flanked, as he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that a rogue at least 4 levels higher than the character can flank him (and thus sneak attack him).

At 8th level, the darkwood stalker gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

If the darkwood stalker already had the uncanny dodge ability from one or more previous classes, levels of those classes stack with darkwood stalker levels for the purpose of determining the benefits, but he continues to progress in the ability along whichever track he was originally using for it. For example, if a rogue becomes a darkwood stalker, add together his levels of darkwood stalker and rogue, then refer to Table 3-15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at his new, combined level.

**Sneak Attack (Ex):** If a darkwood stalker can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the darkwood stalker's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the darkwood stalker flanks the target, the darkwood stalker's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter (6th and 9th). Should the darkwood stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the darkwood stalker can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A darkwood stalker can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The darkwood stalker must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The darkwood stalker cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a darkwood stalker gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Darkvision (Su):** Although stealthy and keen-eyed, the darkwood stalker is often at a disadvantage against orcs when fighting in the darkness. Long ago, elven sages developed a ritual to allow the most dedicated stalkers to overcome this disadvantage. Now, as they grow in experience, their night vision continually improves, eventually matching the darkvision of their hated foes. At 4th level darkwood stalkers gain darkvision to a range of 30 feet, and at 7th level, the range increases to 60 feet.

**Dodge Critical (Ex):** Although often more skilled than their orc foes, darkwood stalkers have seen too many battles won by one lucky blow from a greataxe. The culmination of a darkwood stalker's training is learning to turn even the luckiest blow into a grazing strike. Once per day, the darkwood stalker can make a Reflex saving throw to turn a critical hit inflicted upon him into a normal hit. The save DC is 20 (if the weapon has a magical bonus to attack, the DC increases by that amount). You must be aware of the attack and not flat-footed, and you must declare your intent to reduce the effect of the critical hit before critical damage is announced. D

## The Darkwood Stalker

HIT DIE D8

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +1 | +2 | +2 | +0 | Ancient foe +1 |
| 2 | +2 | +3 | +3 | +0 | Uncanny dodge (Dex bonus to AC) |
| 3 | +3 | +3 | +3 | +1 | Sneak attack +1d6 |
| 4 | +4 | +4 | +4 | +1 | Ancient foe +2, darkvision 30 ft. |
| 5 | +5 | +4 | +4 | +1 | Uncanny dodge (can't be flanked) |
| 6 | +6 | +5 | +5 | +2 | Sneak attack +2d6 |
| 7 | +7 | +5 | +5 | +2 | Ancient foe +3, darkvision 60 ft. |
| 8 | +8 | +6 | +6 | +2 | Uncanny dodge (+1 vs. traps) |
| 9 | +9 | +6 | +6 | +3 | Sneak attack +3d6 |
| 10 | +10 | +7 | +7 | +3 | Ancient foe +4, dodge critical |

### REQUIREMENTS

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

**Base Attack Bonus:** +5.
**Feats:** Dodge, Track.
**Race:** Elf, half-elf.
**Hide:** 5 ranks.
**Listen:** 5 ranks.
**Move Silently:** 5 ranks.
**Spot:** 5 ranks.
**Wilderness Lore:** 5 ranks.
**Speak Language:** Orc.

### CLASS SKILLS

The darkwood stalker's class skills (and the key ability for each skill) are as follows:

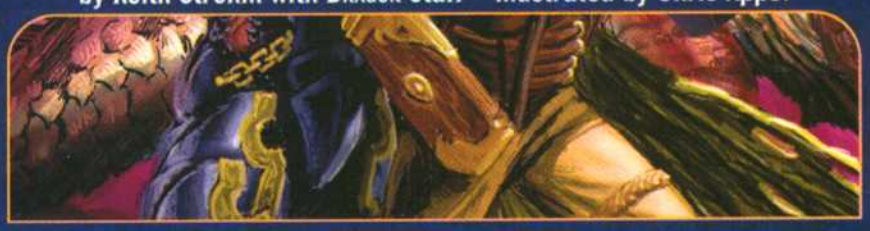
**Str:** Climb, Jump, Swim.
**Dex:** Hide, Move Silently, Ride, Use Rope.
**Con:**—
**Int:** Craft, Knowledge (nature), Search.
**Wis:** Heal, Intuit Direction, Listen, Profession, Spot, Wilderness Lore.
**Cha:**—

Skill Points at Each Additional Level: 4 + Int modifier











by Keith Strohm with Dragon Staff • illustrated by Chris Appel

# DRAGON Hunters

*The secrets of dragons are deeper than any ocean; their cunning, as dark as night.*
—Kharthon Es,
Dragonscribe of Cthar

## Four Foolhardy Prestige Classes

Dragon. The very name conjures images of white-hot flaming breath, shimmering scales, and wicked claws capable of rending flesh from bone. Some believe that dragons are intricately connected with creation and that the oldest forms of the draconic language contain echoes of that primal event, powering the strongest spells and artifacts. Still others view dragons as embodiments of destruction and evil, for the power of a dragon can raze a kingdom, and its motives run far deeper than most folk—human or otherwise—can comprehend. Whether or not one subscribes to either of these elemental views of dragons, it is clear that the wisest mages whisper of their deep affiliation with magic, and even experienced warriors of stout heart and thew fear to face these creatures in battle.

Yet in every age there are individuals who raise sword and spell against dragons wherever they appear. Whether for good or ill, for noble or selfish reasons, these folk pit mortal courage against draconic strength and cunning. Many of these daring individuals die, yet some triumph, ultimately scarred but able to enjoy the fruits of their victory. Appearing below are four such dragon-killing types—although many more certainly exist.

## *The Dragonscribe*

Occasionally from the ranks of the learned and wise comes an individual who devotes himself totally to the study of draconic lore. Unlike many seekers of knowledge, dragonscribes do not simply pore over moldering tomes and ancient scrolls. Rather, they travel across the breadth of the world (and across planes, if necessary) to speak, question, contact, and bargain with living dragons.

Although a dragonscribe's single-minded focus and devotion to esoteric knowledge might cause others to view him as a cold, uncaring individual, a passionate heart beats beneath his dirtied robes and studious mien. Despite this, a dragonscribe generally eschews most human contact—although he seldom hesitates to associate with individuals or groups that could aid his quest—and has a tendency to hoard knowledge like his draconic subjects hoard treasure. Though generally unconcerned about questions of good and evil, some dragonscribes utilize their abilities for selfish gain, harnessing their great power in service to their ambition or desire to dominate.

### Class Features

All of the following are class features of the dragonscribe prestige class.

**Weapon and Armor Proficiency:** Dragonscribes gain no new proficiency with weapons or armor.

**Spells Per Day/Spells Known:** Because the dragonscribe continues in the pursuit of magical knowledge and perfection, members of this class gain new spells per day and spells known as if they gained a level in a spellcasting class that they belonged to before adding the prestige class. For example, Inkardus, a 10th-level wizard/1st-level loremaster, gains a new level and wishes to pursue the dragonscribe prestige class. Because of his previous prestige class, Inkardus casts a number of spells per day equivalent to an 11th-level wizard. Adding a level of dragonscribe allows the mage to cast a number of spells per day as if he was a 12th-level wizard.

If a character possessed more than one spellcasting class before he became a dragonscribe, he must decide which class will receive the additional spellcasting level for purposes of determining spells per day when he adds the new level.

**Dragonlore:** At 1st level, dragonscribes gain an ability similar to the bardic knowledge ability that pertains only to dragons. Unlike the bard's bardic knowledge ability, dragonlore comes not from random wanderings but instead from scraps of long-lost knowledge, hidden tomes, and other obscure sources. To use the dragonlore ability, the dragonscribe makes a special dragonlore check with a bonus equal to his dragonscribe level + Intelligence bonus.

Dragonscribes with bard levels may add their bard levels to this check as well; however, dragonscribe levels do not stack with a bard's normal use of the bardic knowledge ability.

Some example dragonlore DCs are listed in the Dragonlore DCs sidebar.

**Overcome Resistance (Ex):** Extensive meditation and research on the customs, thoughts, and personalities of dragons affords dragonscribes a deep insight into their ways. This insight allows a dragonscribe to more easily penetrate a dragon's innate spell resistance. Whenever the dragonscribe casts a spell that affects a creature with the dragon type, he gains a +2 bonus to caster level checks to overcome the dragon's spell resistance (if any), and for the dragon, the spell's saving throw DC is increased by +2. These bonuses stack with the Spell Penetration and Spell Focus feats.

When the dragonscribe casts a spell that affects more than one creature, these bonuses still apply, but they apply only to creatures with the dragon type.

**Dragon Tongue (Ex):** Supported by their tremendous knowledge and magical power, dragonscribes are much more adept at convincing dragons to cooperate and interact peacefully with them. At the very least, should a dragonscribe be faced with a draconic foe too powerful for him to overcome, he is often able to exchange knowledge of other dragons in return for the dragon

### Dragonscribe Requirements

To qualify to become a dragonscribe, a character must fulfill all of the following criteria:

**Diplomacy:** 7 ranks.

**Knowledge (arcana):** 13 ranks.

**Feats:** Spell Penetration, Iron Will.

**Language:** Draconic.

**Special:** The character must have observed at least three different kinds of dragons personally.

**Special:** The character must be able to cast a 2nd-level or higher arcane spell from the Abjuration, Conjuration, and Divination schools.

### Dragonscribe Class Skills

The dragonscribe's class skills (and the key ability for each skill) are:

**Str:** —

**Dex:** —

**Con:** Concentration.

**Int:** Alchemy, Decipher Script (exclusive skill), Knowledge (all skills, taken individually), Scry, Spellcraft.

**Wis:** Sense Motive.

**Cha:** Gather Information, Use Magic Device (exclusive skill).

**Skill Points at Each Level:** 2 + Int modifier.

**Dragonscribe Advancement**

Hit Die: d4

| Class Level | Base Attack | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +0 | +2 | Dragonlore | +1 level of existing class |
| 2nd | +1 | +0 | +0 | +3 | Overcome resistance | +1 level of existing class |
| 3rd | +1 | +1 | +1 | +3 | Dragon tongue | +1 level of existing class |
| 4th | +2 | +1 | +1 | +4 | *Summon dragon* | +1 level of existing class |
| 5th | +2 | +1 | +1 | +4 | *Draconic binding* | +1 level of existing class |

**Dragonlore DCs**

| Example | DC |
|---|---|
| Identifying a dragon's age and color from a rough description. | 10 |
| Identifying a dragon's size from signs of its passage. | 15 |
| Identifying a dragon's name, age, and origin after an encounter. | 20 |
| Identifying a dragon's special abilities and spells known from its description. | 25 |
| Determining the location of a dragon's lair from scraps of information. | 30 |

sparing his life. This ability grants a +5 competence bonus to Diplomacy checks when dealing with creatures with the dragon type.

***Summon Dragon (Sp):*** Dragonscribes who are able to cast *summon monster* spells gain the ability to choose fiendish and celestial dragons in addition to the other monsters on the summon lists. Treat the list below as a class-exclusive addition to the *summon monster* table in the *Player's Handbook*. Note that most dragons on the list are slightly more powerful than the other monsters available at a given level; this exemplifies the dragonscribe's close connection to dragons and the innate power of the dragon species.

**Summon Monster III**
Celestial brass dragon (wyrmling) (CG)
Fiendish white dragon (wyrmling) (CE)

**Summon Monster IV**
Celestial bronze dragon (wyrmling) (LG)
Fiendish blue dragon (wyrmling) (CE)

**Summon Monster V**
Celestial copper dragon (very young) (CG)
Fiendish green dragon (very young) (LE)
Fiendish Wyvern (NE)

**Summon Monster VI**
Celestial brass dragon (juvenile) (CG)
Fiendish white dragon (juvenile) (CE)

**Summon Monster VII**
Celestial brass dragon (young adult) (CG)
Fiendish black dragon (young adult) (LE)

**Summon Monster VIII**
Celestial bronze dragon (adult) (LG)
Fiendish blue dragon (adult) (LE)

**Summon Monster IX**
Celestial silver dragon (adult) (LG)
Fiendish red dragon (adult) (CE)

***Draconic Binding (Sp):*** The apex of a dragonscribe's power rests in his ability to bind a dragon or other intelligent draconic creature to his service. Manipulating powerful magical forces focused through words of power spoken in the primal draconic tongue, the dragonscribe can control the mind of a draconic creature. This ability functions exactly like a *dominate monster* spell cast by a sorcerer with a level equal to the dragonscribe's spellcaster level, except that it only affects creatures with the dragon type. The DC to resist the effect is equal to 19 + the dragonscribe's Charisma modifier. The dragonscribe can use this ability once per day.

## *Knight of the Scale*

Bolstered by the divine power of their god and driven by the force of their sacred duty, knights of the scale travel throughout the world raising sword and shield against the threat of dragonkind. Undaunted by the primal fury of formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.

Unlike their more traditional noble counterparts, knights of the scale (also referred to as scale knights) are called from every social rank and caste, causing some hidebound folk to cast a disdainful glance whenever they make an appearance. Despite the vagaries of their breeding, these fierce warriors embody a nobility of spirit and purity of purpose that shines forth when confronted by a draconic adversary. Knights of the scale do not throw caution to the wind and foolishly charge into battle with a dragon, preferring instead to plan as carefully as possible. However, bravery, courage, and strength are paramount for these characters. Scale knights seek to face and defeat dragons through force of arms, faith, and intellect while remaining true to the strict dictates of their honor and sense of duty. Sneaking in to a black dragon's cavern and dropping the ceiling upon its head would be anathema to them, for example.

Paladins, fighters, and clerics make excellent knights of the scale. Some barbarians also find themselves called to this pursuit, while rogues and arcane spellcasters rarely don the armor and shield of a scale knight.

### Class Features

All of the following are class features of the knight of the scale prestige class.

**Weapon and Armor Proficiency:** Knights of the scale gain proficiency with all simple and martial weapons, with all types of armor, and with shields.

**Blood of Heroes (Su):** Bathed in the radiance of their deity's power, knights of the scale are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the knight receive a +4 morale bonus to their Will saves versus this fear-generating effect. If the knight of the scale also possesses a paladin's aura of courage, her protective emanation improves, extending immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist

the effects of the dragon's frightful presence.

*Detect Dragon (Sp):* At will, the knight of the scale can detect the presence of dragons as a spell-like ability. This ability is identical to the *detect evil* spell except that it detects only creatures with the dragon type (regardless of alignment), and there is no chance for the knight to become stunned.

**Dragonslaying (Su):** Energized by the might of her deity, a scale knight receives a +1 morale bonus to her attack rolls starting at 2nd level when combating dragons and other draconic creatures. On a successful attack roll, she inflicts an additional 1d6 points of holy damage.

At 8th level, the bonus increases to +2 and +2d6 holy damage.

**Sacred Shield (Su):** Knights of the scale receive a +2 sacred bonus to all saves against a dragon's spells and supernatural abilities, as the hand of their god protects them from harm. This bonus increases to +4 at 7th level.

**Shatter Scale (Su):** Once per day, a scale knight can summon the wrath of her deity and focus it in one melee attack against a creature with the dragon type. When doing so, she receives a +4 bonus on her melee attack roll and a damage bonus equal to her knight of the scale class level.

**Mount (Su):** At 5th-level, the knight of the scale can call a special winged mount to carry her into the air. The knight of the scale can choose either a celestial griffon, a celestial pegasus (advanced to 6 hit dice), a celestial giant eagle (advanced to 6 hit dice), or a celestial giant owl (advanced to 6 hit dice).

Should a knight of the scale's mount fall, she can call for another one after a year and a day.

A knight of the scale with paladin levels does not gain the mount ability. Instead, her knight of the scale levels stack with her paladin levels to determine the power of her special mount.

**Ride-By Attack:** At 6th level, the knight of the scale gains the Ride-By Attack feat.

*Heal Mount (Sp):* Once per day, the knight of the scale can cast the *heal mount* spell as a paladin with a level equal to the knight's character level.

**Righteous Charge (Su):** Once per day after attaining 10th level, a knight of the scale can open her being to the pure power of her deity and use the divine energy to make a devastating charge attack. When mounted and using the charge action against a creature with the dragon type, a knight of the scale deals double damage with a melee weapon (or triple damage with a lance). If the knight already has the Spirited Charge feat, the damage from a charge attack is tripled against a draconic foe (or quadrupled when using a lance).

**Undaunted by formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.**



### Knight of the Scale Requirements

To qualify to become a knight of the scale, a character must fulfill all of the following criteria:

**Alignment:** Any good.

**Base Attack Bonus:** +6.

**Knowledge (arcana):** 4 ranks.

**Ride:** 9 ranks.

**Feats:** Mounted Combat, Weapon Focus (Lance, heavy).

**Special:** A character seeking to become a knight of the scale must have killed a dragon (either singly or as part of a group) of young adult age or older and commissioned a suit of armor constructed from its scales.

### Knight of the Scale Class Skills

The knight of the scale's class skills and the key ability for each skill are:

**Str:** Climb, Jump, Swim.

**Dex:** Ride.

**Con:** Concentration.

**Int:** Knowledge (all skills, taken individually).

**Wis:** Heal.

**Cha:** Diplomacy, Handle Animal.

**Skill Points at Each Level:** 2 + Int modifier.

### Knight of the Scale Advancement

Hit Die: d10

| Class Level | Base Attack | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Blood of heroes, *detect dragon* |
| 2nd | +2 | +2 | +0 | +0 | Sacred shield +2 |
| 3rd | +3 | +3 | +1 | +1 | Dragonslaying +1/1d6 |
| 4th | +4 | +3 | +1 | +1 | Shatter scale |
| 5th | +5 | +4 | +1 | +1 | Mount |
| 6th | +6 | +4 | +2 | +2 | Ride-By Attack |
| 7th | +7 | +5 | +2 | +2 | Sacred shield +4 |
| 8th | +8 | +5 | +2 | +2 | Dragonslaying +2/2d6 |
| 9th | +9 | +6 | +3 | +3 | *Heal mount* |
| 10th | +10 | +6 | +3 | +3 | Righteous charge |

## *Heartseekers*

Kin to the mystical arcane archers that protect and defend elven communities, heartseekers (or the quelaenvyn, as the elves name them in their ancient language) defend the hidden enclaves of their people from draconic invasion through the skillful blending of physical prowess and arcane might. Masters of the traditional elven art of archery and devotees of magic, heartseekers specialize in delivering ranged attacks designed to pierce the physical and magical defenses that make dragons and their kin such feared adversaries. They are often the elves' first line of defense against the depredations of a dragon.

Unlike the insular arcane archers, members of this renowned order have spread their special blend of archery and magic to other races. Because of this, heartseekers enjoy a special place in many communities, although they can still seem abrupt and standoffish to those outside the order. Despite their perceived haughtiness, they recognize acts of bravery and skill in battle no










matter its source, and members of the order are willing to stretch out their hand in friendship to any who consistently demonstrate such traits. Once befriended by a heartseeker, a person can find no better companion.

Elven leaders often deploy heartseekers among bands of arcane archers to bolster the former's magical abilities with the arcane prowess of these more spell-oriented elven defenders. Few non-elven communities boast more than a handful of heartseekers, making their role in large engagements somewhat limited.

Heartseekers have also been known to travel beyond the confines of their homeland and join with small bands of adventurers, usually to fulfill a perilous quest relating to the defense of an elven community.

Wizards and sorcerers (often with a few levels of fighter or ranger) who devote themselves to the martial side of combat are the most likely adventurers to become heartseekers. Fighters, rangers, and even rogues who dabble in arcane study occasionally find themselves members of this order. Monks, barbarians, and paladins rarely become heartseekers.

### Class Features

All of the following are class features of the heartseeker prestige class.

**Weapon and Armor Proficiency:** Heartseekers gain no new proficiency with weapons or armor.

**Spells Per Day:** Because heartseekers continue in the pursuit of magical knowledge and perfection, for every other level they gain in this prestige class, heartseekers gain new spells per day and spells known as if they gained a level in an arcane spellcasting class that they belonged to before adding the prestige class. If a character possessed more than one arcane spellcasting class before he became a heartseeker, he must decide which class will receive the additional spellcasting level for purposes of determining spells per day when he adds the new level.

**Piercing Spell (Ex):** The heartseeker's focus on creatures with the dragon type gives him a +2 bonus to his caster level checks against a dragon's spell resistance. This bonus increases to +4 at 5th level and +6 at 9th level. This bonus stacks with the Spell Penetration and Greater Spell Penetration feats.

**Lodestone Arrow (Su):** Once per day, a 2nd-level heartseeker can imbue an arrow with the power of the very earth around him. On a successful attack roll, any winged or flying creature struck by the lodestone arrow must make a Fortitude save (base DC = 15 + class level + Charisma bonus) or fall immediately to the ground, its ability to fly nullified by the arrow's magic. Grounded creatures take any applicable falling damage and cannot return to the sky until the duration of the effect expires—although they can still attack and move on the ground normally.

The lodestone arrow lasts for 1 round per every two heartseeker levels of the attacker.

**Brilliant Energy Arrow (Su):** Through his devotion to the arcane arts, a heartseeker can transform an arrow fired at a creature with the dragon type to a brilliant energy weapon. This arrow functions exactly as an arrow with the brilliant energy special quality. A heartseeker can use this ability as a free action on a total of three arrows per day.

**Heartseeker (Su):** Channeling his arcane power along with his love for the elven homeland he defends, a heartseeker can transform a single arrow per day into a *greater slaying arrow* keyed to any creature with the dragon type. It takes a full round for a heartseeker to transform an arrow in this way. The enchantment lasts no longer than a day, and the character can only have one such arrow in existence at a time.

**The vengeance sworn are relentless, implacable foes, hurling themselves against their draconic enemies armed only with steel weapons and bitter fury.**



**Greater Enchantment (Ex):** Whenever a heartseeker casts *greater magic weapon* on his arrows, treat the spell as if it were cast by a spellcaster with a level equal to the heartseeker's class level plus his levels from his previous spellcasting class. For example, Elatharis, a 10th-level wizard/5th-level heartseeker, normally casts arcane spells as a 12th-level caster. However, when casting *greater magic weapon* on his arrows, he casts the spell as a 15th-level caster.

**Bane Missile (Su):** Once per day, as a full-round action, a 4th-level heartseeker can prepare and fire a special arrow called a bane missile. If a bane missile strikes a creature with the dragon type, it deals an additional 1d6 points of damage per three heartseeker levels and ignores damage reduction.

**Spellgift Arrow (Su):** Once per day, as a full-round action, a 6th-level heartseeker can prepare and fire a special arrow called a spellgift arrow. If the spellgift arrow inflicts damage on a creature with the dragon type, the heartseeker gains an enhancement bonus equal to the damage inflicted to his caster level checks made to penetrate the injured creature's spell resistance for the next round only.

### Heartseeker Requirements

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

**Base Attack Bonus:** +4.

**Concentration:** 8 ranks.

**Knowledge (arcana):** 8 ranks.

**Listen:** 5 ranks.

**Spot:** 5 ranks.

**Feats:** Combat Casting, Spell Penetration, Weapon Focus (any bow)

**Spellcasting:** Ability to cast arcane spells.

### Heartseeker Class Skills

The heartseeker's class skills and the key ability for each skill are:

**Str:** Climb, Jump, Swim.

**Dex:** Ride.

**Con:** Concentration.

**Int:** Knowledge (all skills, taken individually), Spellcraft.

**Wis:** Listen, Spot, Wilderness Lore.

**Cha:** —

**Skill Points at Each Level:** 2 + Int modifier.

### Heartseeker Advancement

Hit Die: d6

| Class Level | Base Attack | Fort. Save | Ref. Save | Will Save | Special | Spells Per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Piercing spell +2 | |
| 2nd | +1 | +3 | +0 | +3 | Lodestone arrow | +1 level of class |
| 3rd | +2 | +3 | +1 | +3 | Greater enchantment | |
| 4th | +3 | +4 | +1 | +4 | Bane missile | +1 level of class |
| 5th | +3 | +4 | +1 | +4 | Piercing spell +4 | |
| 6th | +4 | +5 | +2 | +5 | | +1 level of class |
| 7th | +5 | +5 | +2 | +5 | Spellgift arrow | |
| 8th | +6 | +6 | +2 | +6 | Brilliant energy arrow | +1 level of class |
| 9th | +6 | +6 | +3 | +6 | Piercing spell +6 | |
| 10th | +7 | +7 | +3 | +7 | Heartseeker | +1 level of class |

## *Vengeance Sworn*

Born from the aftermath of dragon-wrought tragedy, death, and destruction, the vengeance sworn focus their hatred of dragons and their desire for revenge into a divinely sealed oath that drives them beyond the limits of mortal endurance. Battle-hardened and tested by the harsh environments in which they live, vengeance sworn characters travel through rugged mountains and across trackless seas to sate their burning desire for draconic blood.

In battle, the vengeance sworn are relentless, implacable foes, hurling themselves against the gleaming scales of their draconic enemies armed only with steel weapons and their bitter fury. Among the close-knit brotherhood of warriors, vengeance sworn are given wide berth, as their often single-minded purpose sets them at odds with their more mercenary brethren. Still, their reputation for ferocity and true skill in battle wins them a place among many adventuring groups.

The vengeance sworn are far from common, but multiclassed characters with levels in barbarian and either cleric or druid from more primitive cultures are the most likely characters to become

members of the prestige class. Rogues, monks, wizards, sorcerers, and other arcane spellcasters, however, rarely take the single-minded oath that fuels the hearts and limbs of the vengeance sworn.



**Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence.**

## Class Features

All of the following are class features of the vengeance sworn prestige class.

**Weapon and Armor Proficiency:** Vengeance sworn characters are proficient with all simple and martial weapons, as well as light and medium armor.

**Spells Per Day:** Because a vengeance sworn character continues in her worship of the divine, she increases her caster level and continues to gain new spells per day at 2nd, 6th, and 10th level. If a character possessed more than one divine spellcasting class before she became vengeance sworn, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day.

**Blood of Heroes (Su):** Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the vengeance sworn receive a +4 morale bonus to their Will saves against this fear-generating effect. In the unlikely event that the vengeance sworn also possesses a paladin's aura of courage, her protective emanation improves, extending her personal immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist the effects of the dragon's frightful presence.

**Might of Heroes (Ex):** At 3rd level, anytime the vengeance sworn is inside the radius of a dragon's frightful presence ability, she gains a +2 sacred bonus to attacks, saves, and skill checks. This bonus applies only to rolls made against a creature with the dragon type, including attack rolls to hit the dragon, saving throws against the dragon's spells and abilities, and similar checks. In addition, the vengeance sworn must be fighting against the dragon; in the rare instance where a vengeance sworn might be allied with a dragon, the allied dragon's frightful presence ability does not trigger the might of heroes ability.

**Rage (Ex):** The oath-stirred fires of a vengeance sworn's anger allows her to rage one additional time per day. This ability functions exactly like the rage ability from the barbarian class (a prerequisite for this class). At 8th level, the vengeance sworn gains another daily use of the rage ability.

**Shield of Fury (Su):** At 5th level, the vengeance sworn receives a +2 sacred bonus to all saves against breath weapons, spells, and other abilities that originate with a creature with the dragon type. At 9th level, this bonus increases to +4.

**Will of Heroes (Su):** At 7th level, whenever the vengeance sworn is within the radius of an opposing dragon's frightful presence ability, she becomes immune to all Enchantment and Illusion effects.

**Dragonslayer (Su):** At 10th level, because of their passion and experience at fighting dragons, as well as their divinely inspired skills, vengeance sworn are more likely to inflict a critical hit whenever they battle a creature with the dragon type. This supernatural ability doubles the effective threat range of each of the vengeance sworn's attacks against a creature with the dragon type. This increase stacks with the Improved Critical feat and the keen weapon enhancement just like those effects stack with themselves (the increase affects the base threat range only, not the modified threat range). For example, a *+1 keen longsword* wielded by a vengeanance sworn with the Improved Critical (longsword) feat and the dragonslayer ability would have a threat range of 13-20. D

### Vengeance Sworn Requirements

To qualify to become vengeance sworn, a character must fulfill all of the following criteria:

**Base Attack Bonus:** +6.

**Intimidate:** 5 ranks.

**Knowledge (arcana):** 5 ranks.

**Wilderness Lore:** 5 ranks.

**Feats:** Ambidexterity, Two-Weapon Fighting, Expertise.

**Special Ability:** Rage.

**Spellcasting:** Ability to cast 1st-level divine spells.

**Special:** Must have been killed by a dragon or had a loved one killed by a dragon.

### Vengeance Sworn Class Skills

The vengeance sworn's class skills and the key ability for each skill are:

**Str:** Climb, Jump, Swim.

**Dex:** Hide, Ride.

**Con:** —

**Int:** Craft, Knowledge.

**Wis:** Intuit Direction, Listen, Wilderness Lore.

**Cha:** Handle Animal, Intimidate.

**Skill Points at Each Level:** 4 + Int modifier.

### Vengeance Sworn Advancement

Hit Die: d10

| Class Level | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Blood of heroes | |
| 2nd | +2 | +3 | +0 | +0 | | +1 level of existing class |
| 3rd | +3 | +3 | +1 | +1 | Might of heroes | |
| 4th | +4 | +4 | +1 | +1 | Rage | |
| 5th | +5 | +4 | +1 | +1 | Shield of fury +2 | |
| 6th | +6 | +5 | +2 | +2 | | +1 level of existing class |
| 7th | +7 | +5 | +2 | +2 | Will of heroes | |
| 8th | +8 | +6 | +2 | +2 | Rage | |
| 9th | +9 | +6 | +3 | +3 | Shield of fury +4 | |
| 10th | +10 | +7 | +3 | +3 | Dragonslayer | +1 level of existing class |



# ELDRITCH MASTER

by Monte Cook · illustrated by Dennis Cramer

*"Speak not of the eldritch masters, for their ways are mysterious and dangerous. Taught by creatures most would never dream of speaking with, they live their lives in a realm higher than that of other mortals. But do not envy them, for they often pay a great price for their power."*

—The Book of the Pale

## Eldritch Master

The eldritch master is usually spoken of in whispers, for many have heard the legends that you cannot speak the name of one without her knowledge. Eldritch masters have an unnerving aura about them, as well as a stare that can freeze you in your tracks.

Most eldritch masters are sorcerers, but sometimes bards take up the mantle. To join their elite ranks, a character must contact and make a pact with a powerful outsider or other magical creature such as a lammasu, celestial, fiend, slaad, lich, hag, rakshasa, or titan.

As NPCs, eldritch masters are usually loners, occasionally taking on a single disciple or aide. They never join guilds or other such organizations, and often avoid the company of arcane spellcasters altogether.

## Class Features

**Weapon and Armor Proficiency:** Eldritch masters are proficient with no weapons, armor, or shields.

**Spells Known:** These are bonus arcane spells (see the *Player's Handbook*, Chapter 12) known to the character, gained as a sorcerer gains new known spells. These are not bonus spells added to the total number that the character can cast. The character must already cast spells as a sorcerer to benefit from these extra spells known (such as a sorcerer or bard). A character cannot benefit from bonus spells known if she cannot cast spells of that level.

***Detect Magic:*** At will, the eldritch master can *detect magic* as a spell-like ability. This ability duplicates the effects of the spell *detect magic* cast at the eldritch master's level.

**Combined Levels:** Add the character's eldritch master levels to the levels of any other arcane spell casting class he has when determining the level-based effects of spells. For example, a 7th-level sorcerer with three levels of eldritch master casting a *fireball* spell inflicts 10d6 points of damage with a range of 800 feet. This is an extraordinary ability.

**True Spell:** An eldritch master gains the ability to select one spell known to

**THE ELDRITCH MASTER** — HIT DIE D4

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells Known 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | *Detect Magic*, Combined Levels | +3 | - | - | - | - |
| 2 | +1 | +0 | +0 | +3 | True Spell (0th) | +2 | +2 | - | - | - |
| 3 | +1 | +1 | +1 | +3 | Metamagic feat, Spell boost | - | +2 | +2 | - | - |
| 4 | +2 | +1 | +1 | +4 | Spell Dilettante | - | - | +2 | +2 | - |
| 5 | +2 | +1 | +1 | +4 | True Spell (1st) | - | - | - | +2 | +2 |
| 6 | +3 | +2 | +2 | +5 | Powerful Presence, Metamagic feat, Spell boost | +3 | - | - | - | - |
| 7 | +3 | +2 | +2 | +5 | True Spell (2nd) | +2 | +2 | - | - | - |
| 8 | +4 | +2 | +2 | +6 | Knowing Stare, Spell Dilettante | - | +2 | +2 | - | - |
| 9 | +4 | +3 | +3 | +6 | Metamagic feat, Spell boost | - | - | +2 | +2 | - |
| 10 | +5 | +3 | +3 | +7 | Mastered Name | - | - | - | +2 | +2 |



**REQUIREMENTS**

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

**Knowledge (arcana) ranks:** 8
**Spellcraft ranks:** 6
**Diplomacy ranks:** 2
**Intimidation ranks:** 2
**Spellcasting:** Must be able to cast arcane spells
**Special:** The eldritch master must have made a pact or bargain with some powerful, otherworldly entity. In exchange for teaching the character the ways of the eldritch master, the entity must be rewarded with a special task, a great (magical) treasure, or some special payment determined by the DM.

her to be a "true spell." The eldritch master can cast this spell once per day in addition to the normal number of spells the he can cast in a day. At 2nd level, the eldritch master can select one 0-level spell. At 5th, she can select one 1st- or 0-level spell. At 7th, she can choose a 2nd-, 1st-, or 0-level spell. Once the spell is chosen, it cannot be changed. This is a supernatural ability.

**Metamagic Feat:** At 3rd, 6th, and 9th level, the eldritch master gains one free metamagic feat.

**Spell Boost:** At 3rd, 6th, and 9th level, the eldritch master gains the ability to cast a spell one level higher than his current highest level spell once per day. The eldritch master also gains a single spell known for that level if he does not otherwise know any spells of that level. For example, a 7th-level sorcerer who gains three levels of eldritch master can cast one 4th-level spell per day, and he gains a new spell of 4th level that he knows. A 5th-level sorcerer who gains three levels of eldritch master gains the ability to cast one additional 3rd-level spell per day, but gains no additional spells known because he already also gained +2 3rd-level spells known at that same level.

**Spell Dilettante:** At 4th level, the eldritch master can choose one other character class whose spell list she can choose from when selecting new spells that are known to her as she gains levels. At 8th level, she can select a second such class. Once a class has been chosen, it cannot be changed. Even if the character class chosen is divine in nature, the spells count as arcane for the eldritch master. This is a supernatural ability.

**Powerful Presence:** The eldritch master gains +2 to Diplomacy and Intimidate checks. Once per day, as a standard action, she can force all living beings within a 30-foot radius to make a Will save (DC 10 + eldritch master class levels + Charisma bonus) or suffer a -2 morale penalty on attacks, saves, and skill checks for 1 round/eldritch master level. This is a supernatural ability.

**Knowing Stare:** Once per day, the eldritch master can invoke a 30-foot gaze attack that *holds* all living creatures. Those affected must make a Will saving throw (DC 10 + eldritch master class levels + Charisma bonus) or be *held* for 1 round/eldritch master level. This is a supernatural ability.

**Mastered Name:** Upon reaching 10th level, an eldritch master can sense when another being speaks her name. When this occurs, the eldritch master knows the exact location and the name of the speaker. She is free to ignore such knowledge, retaining the details for when they seem significant. This awareness is sufficient to allow the eldritch master to *scry* on the individual as if he had just met the speaker (DC 10). It does not convey enough information to allow the eldritch master to immediately *teleport* to the speaker's location, though such information could be gathered through other magical means, including scrying.

**CLASS SKILLS**

**Skill Points at Each Level:** 4 + Int mod

The eldritch master's class skills (and the key ability for each skill) are:

**Alchemy** (Int)
**Concentration** (Con)
**Craft** (Int)
**Diplomacy** (Cha)
**Intimidate** (Cha)
**Knowledge** (any) (Int)
**Listen** (Wis)
**Profession** (Wis)
**Scry** (Int)
**Sense Motive** (Wis)
**Spellcraft** (Int)
**Spot** (Wis)

See the *Player's Handbook* Chapter 6 for skill descriptions.

# BLOOD AND GLADIA PRESTIGE

*As soon as Staflos entered the ring, the gamblers started yelling.*

*"Three to one on the newcomer!"*

*"Is that the only weapon he's got?"*

*"Five to one against the fresh meat!"*

*The young man had no idea who or what his opponent was going to be. All he could see were the bars of a metal portcullis across the circular arena. But something bulky moved in the shadows behind those bars, stamping and snorting in anticipation. The din of the crowd began to subside, and Staflos heard again his trainer's grim warning: "Remember, your desire to live must be greater than your opponent's. Otherwise your innards will be a spectacle for the mob."*

*Indeed, the mob thought Staflos was fodder—a bloody transition between main attractions. But the young man was more than he seemed. As his trainer knew, his skill with the dagger in his hand more than made up for his lack of physical presence and strength.*

*The portcullis across the arena rose, and out came an unarmed half-orc, growling and snarling. The sight bolstered the young man's confidence for a moment, then the half-orc leapt toward him, jumping farther than any humanoid he'd ever seen before. The half-orc's loping movements were jerky and difficult to predict, and Staflos tried to dodge, but before he knew it, his opponent was upon him, tearing and biting. If Staflos was to have any chance against this creature, he had to act quickly.*

*The young man's dagger cut an unorthodox path through the air, faster than the eye could see, making a seamless incision across his opponent's underbelly. The half-orc staggered back, aware that he had received a mortal wound, but not quite understanding how. The spectators were likewise confused—they hadn't seen how it happened either. Staflos was just too fast.*

*A smile curled the young man's lips for the first time that day as the half-orc fell. Now he could start to play.*

## GLADIATOR PRESTIGE CLASSES

Gladiators are more than just trained warriors—they are *superbly* trained warriors. Those who embrace the life of competitive combat fight with a focus that even soldiers rarely possess. After all, the stakes in a fighting stadium are much more straightforward than they are on a battlefield. In the arena, surrender is not an option. The gladiator knows that only one will emerge from the fight alive, so he can spare no pity for his opponent. Nor can he allow any stray thoughts to distract him from his objective: to be the one left alive. His focus on victory is absolute.

A gladiatorial bout is usually decided by two factors: training and the will to live. Successful gladiators are those who can channel their survival instinct into killer instinct, empowering every blow they land.

The three gladiator prestige classes presented below fit nicely into any fantasy setting where people organize fighting for entertainment. Each excels in a particular form of combat exemplified by the skills and feats required and the special abilities defined in the class descriptions. These abilities are geared to please the crowds, as well as to help the character gain the upper hand in single or group combat.

Of course, there is no reason why members of these prestige classes can't also become adventurers in their own right. A gladiator's abilities make him an excellent candidate for adventuring,

# FAME TOR CLASSES



by Kolja Liquette

illustrated by Wayne Reynolds & Derek Thompson

should he live long enough to escape or retire from the arena.

How you use these prestige classes is up to you and your DM. Fight well or die with honor.

## INVISIBLE BLADE

Who is this fool who dares to challenge you in the arena? You brandish a greatsword, and he whips out a dagger. You unsheathe your longsword, and he throws off his armor. You advance menacingly, and he only smiles at you—a big, maniacal grin. Is he mad? Does he have a death wish? No, he is an invisible blade, and you have made the classic mistake of underestimating his prowess. As you fight, he seems almost relaxed, stepping lightly to the side, dodging your blows easily. His eyes note your every move, as though taking mental notes about your style. Then, in the split second that you lower your guard, he exploits your error, plunging his weapon into your heart.

Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat. Their training and techniques with these weapons make them just as lethal as any well-armed fighter. Invisible blades enjoy cultivating misconceptions about the level of danger they present, and they relish any chance to demonstrate that the most unimposing weapons can be the most lethal. Thus, invisible blades are rarely impressed by how mighty their opponents appear.

An invisible blade specializes in fighting with the dagger, kukri, or punching dagger. He is not penalized for using other weapons with which he is proficient, but every class ability he possesses is tied into using one of these three weapons.

The typical invisible blade was once a rogue, who chose this path because his sneak attack ability dovetailed nicely with the abilities of this prestige class. Bards and monks are also good candidates, as are barbarians, fighters, and rangers who are willing to exchange their arsenals of weapons for a less cumbersome approach. Clerics and

# OCCULT SLAYERS BELIEVE THAT MORTALS ARE TOO IRRESPONSIBLE TO WIELD MAGIC.

druids seldom choose this class, perceiving its members as faithless, while paladins ironically view invisible blades as too self-absorbed. Sorcerers and wizards rarely become invisible blades because they find the class's lack of offensive options and tight focus on weapon use galling.

NPC invisible blades are silently egotistical gladiators who regard their combat style as superior to all other martial philosophies. They place enormous emphasis on making a single decisive strike, thereby ending a bout in one combat round. Most invisible blades pick up their skills in a guild that loans out its members for the games. A few, however, learn from seasoned professionals who expect, a potential gladiator to practice fanatically with the dagger until he can pass the required rite-of-passage combat (see the Invisible Blade Requirements sidebar).

**Hit Die:** d6.

### INVISIBLE BLADE REQUIREMENTS

To become an invisible blade, a character must fulfill the following criteria.

**Bluff:** 8 ranks.

**Sense Motive:** 6 ranks.

**Feats:** Point Blank Shot, Far Shot, Weapon Focus (dagger, kukri, or punching dagger).

**Special:** The candidate must defeat an opponent with a CR equal to his character level in single combat using one or more daggers, kukris, or punching daggers in any combination as his only weapons. Magical aid in the form of bolstering spells and nonweapon magic items, even if provided by other characters, is permitted in such a combat.

### INVISIBLE BLADE CLASS SKILLS

The invisible blade's class skills (and the key ability for each skill) are:

**Str:** Climb, Jump.

**Dex:** Balance, Escape Artist, Hide, Move Silently, Tumble.

**Con:**—

**Int:** Craft.

**Wis:** Listen, Profession, Sense Motive, Spot.

**Cha:** Bluff, Innuendo Perform.

**Skill Points at Each Level:** 4 + Int modifier.

## Class Features

All the following are class features of the invisible blade prestige class.

**Weapon and Armor Proficiency:** An invisible blade gains no new weapon, armor, or shield proficiencies.

**Dagger Sneak Attack (Ex):** The invisible blade gains the sneak attack ability (see the Rogue section in Chapter 3 of the *Player's Handbook*) at 1st level if he does not already have it, but the extra damage applies only to sneak attacks made with a dagger, kukri, or punching dagger. When making a sneak attack with one of these weapons, he gains +1d6 damage at 1st level, but this rises to +2d6 at 3rd level and to +3d6 at 5th level. If he already has the sneak attack ability from a previous class, the applicable damage bonuses stack.

**Unfettered Defense (Ex):** Beginning at 1st level, an invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds his Intelligence bonus (if any) to his AC in addition to any other modifiers he would normally receive. If the invisible blade is caught flat-footed or otherwise denied his Dexterity modifier to AC, he also loses this bonus. Unfettered defense functions only when the invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

**Bleeding Wound (Ex):** At 2nd level, an invisible blade who makes a successful dagger sneak attack can choose to inflict a bleeding wound, sacrificing 1d6 of the extra damage from the dagger sneak attack. Such an attack deals normal damage on the first round. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal, healing circle,* and so on).

**Uncanny Feint (Ex):** At 3rd level, the invisible blade gains the ability to feint in combat (see the Bluff skill description in Chapter 4 of the *Player's Handbook*) as a move-equivalent action rather than a miscellaneous standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger and no other weapon.

**Feint Mastery (Ex):** At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see the Bluff skill description in Chapter 4 of the *Player's Handbook*), even if stress and distractions would normally prevent him from doing so.

### INVISIBLE BLADE ADVANCEMENT

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +2 | +0 | Dagger sneak attack +1d6, unfettered defense |
| 2nd | +2 | +0 | +3 | +0 | Bleeding wound |
| 3rd | +3 | +1 | +3 | +1 | Dagger sneak attack +2d6, uncanny feint (move-equivalent action) |
| 4th | +4 | +1 | +4 | +1 | Feint mastery |
| 5th | +5 | +1 | +4 | +1 | Dagger sneak attack +3d6, uncanny feint (free action) |

## OCCULT SLAYER

Rare among gladiators, the occult slayer is driven to confront any arcane or divine spellcaster who steps into the

fighting pits. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters, although barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers, and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such characters are not without precedent.

NPC occult slayers do not form organizations within gladiator societies because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. When an occult slayer steps into an arena, she is usually presented as a last-minute addition to the roster so as not to scare off her chosen target. Otherwise, the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

Hit Die: d8.

### OCCULT SLAYER REQUIREMENTS

To qualify as an occult slayer, a character must fulfill the following criteria.

**Base Attack Bonus:** +5.

**Knowledge (arcana):** 4 ranks

**Spellcraft:** 3 ranks.

**Feats:** Improved Initiative, Weapon Focus (any).

**Special:** The candidate (or someone close to her) must have been brought to 0 hit points or below by a magical attack.

### OCCULT SLAYER CLASS SKILLS

The occult slayer's class skills (and the key ability for each skill) are:

**Str:** –

**Dex:** –

**Con:** –

**Int:** Craft, Knowledge (arcana), Spellcraft.

**Wis:** Innuendo, Listen, Profession, Sense Motive.

**Cha:** Gather Information.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the occult slayer prestige class.

**Weapon and Armor Proficiency:** The occult slayer is proficient with all simple and martial weapons and all armor (heavy, medium, and light) and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump,



### OCCULT SLAYER ADVANCEMENT

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +2 | Magical defense +2, weapon bond |
| 2nd | +2 | +3 | +0 | +3 | Vicious strike, mind over magic 1/day |
| 3rd | +3 | +3 | +1 | +3 | Auravision, magical defense +3 |
| 4th | +4 | +4 | +1 | +4 | Cloak of absence, mind over magic 2/day |
| 5th | +5 | +4 | +1 | +4 | Blank thoughts, magical defense +4 |



Move Silently, Pick Pocket, and Tumble. Also, the occult slayer takes a -1 penalty on Swim checks for every 5 pounds of armor or equipment carried.

**Magical Defense (Ex):** The occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or magical effects. This bonus is +2 at 1st level, but it increases to +3 at 3rd level and to +4 at 5th level.

**Mind Over Magic (Su):** Starting at 3rd level, an occult slayer can cause spells (and spell-like abilities) targeted against her to rebound onto the originators as a free action. This ability otherwise functions like the *spell turning* spell (caster level equals the character's occult slayer level + 5). The occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

**Weapon Bond (Su):** At 1st level, an occult slayer must choose a particular masterwork weapon as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any hit she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra +1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another masterwork weapon of the same type.

**Vicious Strike (Ex):** At 2nd level, an occult slayer who takes a ready action to disrupt a spellcaster deals double damage if the attack hits.

**Auravision (Su):** At 3rd level, the occult slayer can see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions like the *detect magic* spell.

**Cloak of Absence (Su):** Upon reaching 4th level, an occult slayer becomes more difficult to locate through divinations such as *clairaudience/clairvoyance, locate object,* and detection spells. This ability functions like a *nondetection* spell (caster level equals the character's occult slayer level), except that activating it is a free action and its effects apply to the slayer only. The occult slayer can use this ability once per day per class level.

**Blank Thoughts (Ex):** At 5th level, the occult slayer can induce a state of mental absence, thereby becoming immune to mind-influencing effects (charms, compulsions, patterns, phantasms, and morale effects) for a number of rounds per day equal to her occult slayer level. This duration need not be used all at once; the character may activate this ability for as little as 1 round at a time. An occult slayer who is already under a mind-influencing effect when she activates this ability may attempt a second saving throw to resist the effect, but she is limited to this one additional attempt through this ability. Activating blank thoughts is a free action.

## REAPING MAULER

Truly wise gladiators are always wary of unarmed opponents, for such adversaries are almost always more than they seem. Such an opponent might even be a reaping mauler—the worst nightmare of a gladiator who depends on weapon skills to win. Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last long.

Reaping maulers are the back-breakers, the limb-twisters, and the neck-snappers among pit fighters. Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. Reaping maulers want to be close enough to taunt their opponents in whispers while crushing the life out of them, to smell their fear, and to watch the despair creep over their faces when they realize just how useless their weapons are during a grapple.

Fighters are most often attracted to the reaping mauler prestige class, but it is not uncommon for barbarians or rangers to embrace this path. Paladins and clerics have also been known to dabble in this prestige class, treating the combat style as both good, hearty sport and a means to render their opponents unconscious without killing them. Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues and monks occasionally adopt the class. Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they

respect reaping maulers for their obvious spell-disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability. When it comes to the simple pleasures of life—drink and food—they believe the world exists for their convenience. In the reaping mauler's mind, there is no problem that can't be solved with brawn. If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone openly oppose this concept.

**Hit Die:** d10.

## Class Features

All the following are class features of the reaping mauler prestige class.

### REAPING MAULER REQUIREMENTS

To become a reaping mauler, a character must fulfill the following criteria.

**Base Attack Bonus:** +5.

**Escape Artist:** 8 ranks.

**Tumble:** 5 ranks.

**Feats:** Clever Wrestling (see feat description below), Improved Unarmed Strike.

**Special:** The candidate must have defeated at least three opponents one size category larger than himself with his bare hands.

### REAPING MAULER CLASS SKILLS

The reaping mauler's class skills (and the key ability for each skill) are:

**Str:** Climb, Jump, Swim.

**Dex:** Escape Artist, Tumble.

**Con:** —

**Int:** Craft.

**Wis:** Profession.

**Cha:** Intimidate.

**Skill Points at Each Level:** 2 + Int modifier.

**REAPING MAULERS ARE THE BACK-BREAKERS, THE LIMB-TWISTERS, AND THE NECK-SNAPPERS AMONG PIT FIGHTERS.**

**Weapon and Armor Proficiency:** The reaping mauler is proficient with light armor but gains no new weapon or shield proficiencies. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, the reaping mauler takes a -1 penalty on Swim checks for every 5 pounds of armor or equipment carried.

**Improved Grapple (Ex):** Beginning at 1st level, whenever a reaping mauler makes a successful unarmed strike, he can immediately attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. In addition, he can deal normal damage rather than subdual damage while grappling without taking the usual penalty on his grapple checks.

**Mobility (Ex):** When wearing light armor or no armor, a 1st-level reaping mauler gains the benefits of the Mobility feat, even if he does not meet the prerequisites.

**Adept Wrestling (Ex):** Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all opposed grapple checks and opposed Dexterity or Strength checks he makes. This bonus increases to +2 at 4th level.

**Counter Grapple (Ex):** When held or pinned, a 3rd-level reaping mauler wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check result to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Sleeper Lock (Ex):** At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If the reaping mauler pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a successful Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wisdom modifier) at the end of the round or fall unconscious for 1d3 rounds.

**Devastating Grapple (Ex):** If a 5th-level reaping mauler pins his opponent while grappling and maintains the pin for 3 full rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wisdom modifier) at the end of the round or die.

### REAPING MAULER ADVANCEMENT

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +2 | +0 | Improved grapple, Mobility |
| 2nd | +2 | +3 | +3 | +0 | Adept wrestling +1 |
| 3rd | +3 | +3 | +3 | +1 | Counter grapple, sleeper lock |
| 4th | +4 | +4 | +4 | +1 | Adept wrestling +2 |
| 5th | +5 | +4 | +4 | +1 | Devastating grapple |

## Clever Wrestling [General]

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

**Prerequisites:** Improved Unarmed Strike, Small or Medium-size.

**Benefit:** When your opponent is larger than Medium-size, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

| Opponent Size | Bonus |
|---|---|
| Colossal | +8 |
| Gargantuan | +6 |
| Huge | +4 |
| Large | +2 |

CLASS ACTS:

# GNOME GIANT KILLER

by Andy Collins
illustrated by Scott Roller




In every gnome community, only a select few individuals of extraordinary courage take up the mantle of giant-killer. Relying on a combination of agility, combat prowess, and pure craftiness, the gnome giant-killer is the bane of all creatures who use their physical size to terrorize the small or weak. Champions of those far-too-often trampled underfoot, the gnome giant-killer stands far taller than his diminutive stature would suggest. As the ultimate believers that "the bigger they are, the harder they fall," these doughty warriors actively seek out ogres, trolls, giants, and the like to slay. Some also utilize their training to take on other immense opponents, such as umber hulks, monstrous vermin, and even dragons.

Most gnome giant-killers are fighters or rangers, although some gnome paladins and clerics also follow the path of giant slaying. Rogues who favor looting the dens of ogres and the like also become giant-killers. Monks make excellent giant-killers. Arcane spellcasters rarely take up this class, since it largely depends on toe-to-toe interaction with immensely powerful creatures.

Gnome giant-killer NPCs are often lauded as heroes or celebrities within gnome communities. They might serve as captains of the guard, elite warrior trainers, or in other positions of authority. Some pass down their mantle from generation to generation, granting the bravest son or daughter a treasured nickname such as "Trollbane" or "Giant-Crasher."

Those who work for their own purposes might still enjoy some measure of popularity but prefer to remain aloof from political venues in favor of pursuing personal gain. Of course, many look to adventure to prove their mettle; rare indeed is the gnome giant-killer who hasn't bearded his share of trolls or fire giants in their very lairs.

## CLASS FEATURES

All the following are class features of the gnome giant-killer prestige class.

**Weapon and Armor Proficiency:** Gnome giant killers gain proficiency with all simple and martial weapons, with light and medium armor, and with shields.

**Favored Enemy (Giant) (Ex):** At 1st level, the gnome giant-killer gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks made against giants and +1 to damage against giants (ranged attacks only gain the damage bonus against targets within 30 feet). This stacks with the ranger favored enemy class feature if giant is the ranger's favored enemy. This bonus increases by an additional +1 for every 3 levels above 1st (4th, 7th, and 10th).

**Crafty Fighter (Ex):** At 2nd level, the gnome giant-killer can add his Wisdom bonus to his AC against giants, or half his Wisdom bonus (rounded down) against any other (non-giant) creature at least two size categories larger than himself. This is considered a dodge bonus and is lost in any situation in which the gnome giant-killer would lose his Dexterity bonus to AC.

**Slippery (Ex):** Beginning at 3rd level, if the gnome giant-killer is grappled by a creature at least two size categories larger than himself, he can add his gnome giant-killer class level to any checks (whether grapple checks or Escape Artist checks) made to escape grappling.

In addition, a gnome giant-killer can move through an area occupied by a creature two size categories larger than he is. This doesn't apply against creatures who completely fill their area, such as a gelatinous cube. (Normally, you can only move through an area occupied by a creature if it is at least three size categories larger than you are.)

**Close Shot (Ex):** At 5th level, the gnome giant-killer does not incur attacks of opportunity from giants for using a ranged weapon while threatened by them.

**Longstrider (Ex):** At 6th level, the gnome giant-killer's base speed increases by 10 feet.

**Improved Mobility (Ex):** At 8th level, a gnome giant-killer gains a +8 dodge bonus to his AC when moving out of or within a giant's threatened area. This supersedes (does not stack with) the bonus granted by the Mobility feat.

**Annoying Strike (Ex):** Beginning at 9th level, whenever the gnome giant-killer damages a giant in melee, that giant also suffers a -2 penalty to attacks for one round. The effect of multiple annoying strikes is cumulative.

**Defensive Roll (Ex):** At 10th level, the gnome giant-killer can roll with a potentially lethal blow struck by a giant to take less damage from it. Once per day, when a gnome giant-killer would be reduced to 0 hit points or less by damage in melee combat (from a weapon or other blow struck by a giant, not a spell or special ability), the gnome giant-killer can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt; the gnome giant-killer can add his class level to this saving throw) and, if he's successful, he takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't roll. Evasion or improved evasion have no affect on the damage taken.

## CLASS REQUIREMENTS

To qualify to become a gnome giant-killer, a character must fulfill all the following criteria:

**Base Attack Bonus:** +5.
**Race:** Gnome.
**Escape Artist:** 3 ranks.
**Tumble:** 3 ranks.
**Feats:** Dodge, Mobility, Spring Attack.
**Special:** Speak Language (Giant).

## CLASS SKILLS

The gnome giant-killer's class skills (and the key abilities for each) are:

**Str:** Climb, Jump.
**Dex:** Escape Artist, Hide, Move Silently, Tumble, Use Rope.
**Con:** —
**Int:** Craft.
**Wis:** —
**Cha:** Intimidate.

**Skill Points at Each Level:** 2 + Int modifier.

## GNOME GIANT-KILLER

HIT DIE: D10

| Levels | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +1 | +2 | +0 | +0 | Favored enemy (giant) +1 |
| 2 | +2 | +3 | +0 | +0 | Crafty fighter |
| 3 | +3 | +3 | +1 | +1 | Slippery |
| 4 | +4 | +4 | +1 | +1 | Favored enemy (giant) +2 |
| 5 | +5 | +4 | +1 | +1 | Close shot |
| 6 | +6 | +5 | +2 | +2 | Longstrider |
| 7 | +7 | +5 | +2 | +2 | Favored enemy (giant) +3 |
| 8 | +8 | +6 | +2 | +2 | Improved mobility |
| 9 | +9 | +6 | +3 | +3 | Annoying strike |
| 10 | +10 | +7 | +3 | +3 | Favored enemy (giant) +4, defensive roll |

# GNOME TRICKSTER

by Monte Cook · illustrated by D. Alexander Gregory

Forced to dwell among creatures larger and stronger than they, gnomes have often turned to their unique strengths to survive. The phrase "they might be big, but we're smart" is a common one among their kind, as is "if you can't beat them, trick them." The gnome trickster prestige class provides a model in which the "tricky little guy" archetype of the gnome is quantified with formidable game mechanics.

## Gnome Trickster

The trickster is a gnome specializing in the use of deception and misdirection to get ahead. He can be playful and light-hearted, but he just as often uses his skills to fool his foes in deadly situations. A trickster employs the skills of both illusionists and rogues fused together in a uniquely gnomish amalgam.

Tricksters are most often rogues or wizards, but just about any gnome character—short of perhaps a paladin—has taken up the role of the trickster.

NPC tricksters are usually loners looking for fun, adventure, riches, or all of the above.

**THE GNOME TRICKSTER** — Hit Die: d6

| Lvl | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +1 | +0 | +2 | +0 | Misdirection |
| 2 | +2 | +0 | +3 | +0 | Slippery, illusion expertise |
| 3 | +3 | +1 | +3 | +1 | False charm |
| 4 | +3 | +1 | +4 | +1 | Size combat |
| 5 | +4 | +1 | +4 | +1 | Extended illusion |
| 6 | +5 | +2 | +5 | +2 | Repeated strike |
| 7 | +6 | +2 | +5 | +2 | Enlarge illusion |
| 8 | +6 | +2 | +6 | +2 | Bonus illusion |
| 9 | +7 | +3 | +6 | +3 | Quickened illusion |
| 10 | +8 | +3 | +7 | +3 | *Fade away* |

**Lvl:** The level of the trickster.

**Attack Bonus:** The trickster's attack bonus, added to the character's normal attack bonus.

**Fort. Save:** The save bonus on Fortitude saving throws, added to the character's normal save bonus.

**Ref. Save:** The save bonus on Reflex saving throws, added to the character's normal save bonus.

**Will Save:** The save bonus on Will saving throws, added to the character's normal save bonus.

**Special:** Level-dependent class features.

## REQUIREMENTS

To qualify to become a trickster, a character must fulfill all the following criteria:

Must be a gnome

Must be able to cast at least 1st-level arcane spells of the Illusion school

**Hide skill ranks:** 3

**Pick Pocket ranks:** 5

**Bluff ranks:** 7

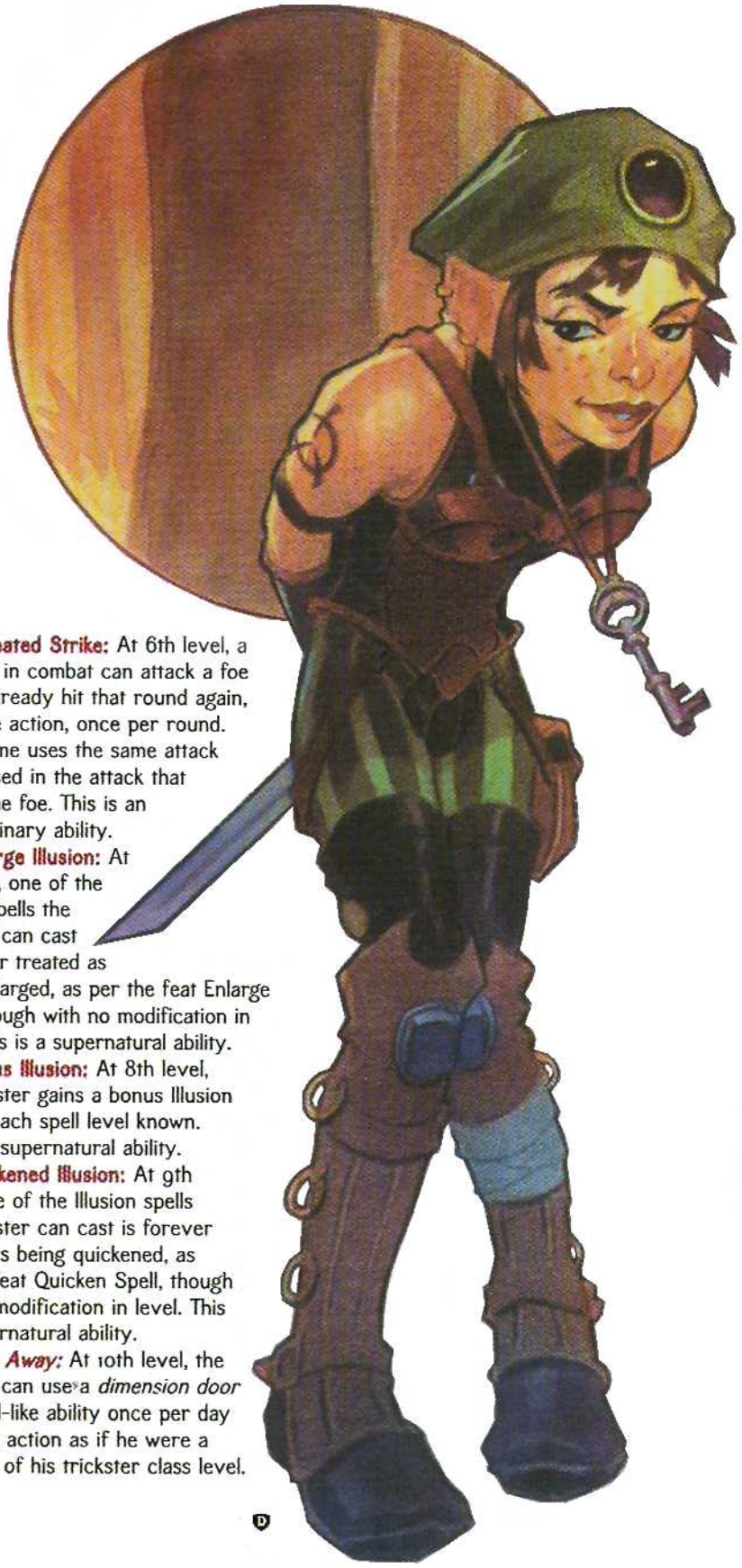
**Heroic feats:** Expertise

## CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

The trickster's class skills (and the key ability for each skill) are:

**Balance** (Dex)
**Bluff** (Cha)
**Escape Artist** (Dex)
**Hide** (Dex)
**Innuendo** (Wis)
**Listen** (Wis)
**Move Silently** (Dex)
**Perform** (Dex)
**Pick Pockets** (Dex)
**Sense Motive** (Wis)
**Spot** (Wis)
**Tumble** (Dex)



## CLASS FEATURES

• **Weapon and Armor Proficiency:** The trickster is proficient with all simple weapons, but no type of armor or shield.

• **Misdirection:** Once per day, for every three levels of the trickster, the trickster can, as a free action, force one foe of greater than 2 Int within 10 feet to make a Will save with a DC of 10 + the trickster's class level. If the saving throw fails, that foe is treated as flat-footed until the foe's next action. This ability involves some sort of communication between the trickster and the target—a few words, a gesture, and so on. This is an extraordinary ability.

• **Slippery:** At 2nd level, gnome tricksters gain a +2 bonus to Escape Artist and Tumble checks. This is an extraordinary ability.

• **Illusion Expertise:** The Trickster can use his character level rather than his class level in regards to any level-based effects of Illusion spells (duration, range, and so on).

• **False Charm:** At 3rd level, the trickster gains a +2 bonus to his Charisma. This is an extraordinary ability.

• **Size Combat:** At 4th level, the trickster gains a +1 competence bonus to attack all creatures larger than Small size. This is an extraordinary ability.

• **Extended Illusion:** At 5th level, one of the Illusion spells the trickster can cast is forever treated as being extended, as per the feat Extend Spell, though with no modification in level. This is a supernatural ability.

• **Repeated Strike:** At 6th level, a trickster in combat can attack a foe he has already hit that round again, as a free action, once per round. The gnome uses the same attack bonus used in the attack that struck the foe. This is an extraordinary ability.

• **Enlarge Illusion:** At 7th level, one of the Illusion spells the trickster can cast is forever treated as being enlarged, as per the feat Enlarge Spell, though with no modification in level. This is a supernatural ability.

• **Bonus Illusion:** At 8th level, the trickster gains a bonus Illusion spell at each spell level known. This is a supernatural ability.

• **Quickened Illusion:** At 9th level, one of the Illusion spells the trickster can cast is forever treated as being quickened, as per the feat Quicken Spell, though with no modification in level. This is a supernatural ability.

• ***Fade Away:*** At 10th level, the trickster can use a *dimension door* as a spell-like ability once per day as a free action as if he were a sorcerer of his trickster class level.



# Herald Prestige Class

## Class Features

• **Weapon and Armor Proficiency:** A herald is proficient with all simple and martial weapons, and with light armor.

• **Spells:** A herald casts arcane spells from the herald spell list. (See below.) She casts these spells without needing to prepare them beforehand or keep a spellbook. Heralds receive bonus spells for high Charisma. To cast a spell, a herald must have a Charisma score of 10 + the level of the spell. The Difficulty Class for a saving throw against a herald's spell is 10 + the spell's level + the herald's Charisma modifier. The herald's effective casting level is equal to her herald class level.

• **False Alignment:** A herald of 1st level or higher receives a Will saving throw against any attempt to discern her alignment or aura (such as with a *detect good* spell or the divine version of the *true seeing* spell). The DC of the saving throw is 10 + the spell's level + the caster's ability modifier. If the saving throw is successful, the herald can disguise her alignment with an alignment of her choice. This is a supernatural ability.

• **Sneak Attack:** A herald can strike a vital spot for extra damage. Any time the herald's target would be denied a Dexterity bonus to AC (whether her target actually has a Dexterity bonus or not), or when the herald flanks the target, the herald's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every two levels thereafter. This ability is otherwise identical to the rogue's sneak attack and is cumulative with any sneak attack capability the character has from other classes.

• **Uncanny Dodge:** Starting at 3rd level, the herald gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 3rd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized. At 7th level, the herald can no longer be flanked, as she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack her. The exception to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

The character's herald levels are cumulative with her levels in any other class that has the uncanny dodge ability for the purposes of determining the character's total uncanny dodge. For instance, a 6th-level rogue/5th-level herald would have uncanny dodge equal to an 11th-level herald.

• ***Nondetection:*** Starting at 5th level, a herald has a permanent *nondetection* effect (as the spell). If a divination is attempted against the herald or anything he carries, the caster of the divination must succeed in a caster level check (1d20 + caster level) against a DC of 15 + the herald's class level. This is a spell-like ability.

• **Skill Mastery:** At 9th level, the herald selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, the herald can take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in those skills that she can use them reliably even under adverse conditions.

**Table 1: The Herald** — **Hit Die: d6**

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells 0 | 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +2 | +2 | False alignment | 2 | 0 | — | — | — |
| 2 | +1 | +0 | +3 | +3 | Sneak attack +1d6 | 3 | 1 | — | — | — |
| 3 | +2 | +1 | +3 | +3 | Uncanny dodge (Dex bonus) | 3 | 1 | 0 | — | — |
| 4 | +3 | +1 | +4 | +4 | Sneak attack +2d6 | 3 | 2 | 1 | — | — |
| 5 | +3 | +1 | +4 | +4 | *Nondetection* | 4 | 2 | 1 | 0 | — |
| 6 | +4 | +2 | +5 | +5 | Sneak attack +3d6 | 4 | 2 | 2 | 1 | — |
| 7 | +5 | +2 | +5 | +5 | Uncanny dodge (can't be flanked) | 4 | 3 | 2 | 1 | 0 |
| 8 | +6/+1 | +2 | +6 | +6 | Sneak attack +4d6 | 4 | 3 | 2 | 2 | 1 |
| 9 | +6/+1 | +3 | +6 | +6 | Skill mastery | 4 | 3 | 3 | 2 | 1 |
| 10 | +7/+2 | +3 | +7 | +7 | Sneak attack +5d6 | 4 | 4 | 3 | 2 | 2 |

## Table 2: Herald Spells Known

| | Spells Known | | | | |
|---|---|---|---|---|---|
| Level | 0 | 1 | 2 | 3 | 4 |
| 1 | 3 | 1* | — | — | — |
| 2 | 4 | 2 | — | — | — |
| 3 | 4 | 2 | 1* | — | — |
| 4 | 4 | 3 | 2 | — | — |
| 5 | 5 | 3 | 2 | 1* | — |
| 6 | 5 | 3 | 3 | 2 | — |
| 7 | 5 | 4 | 3 | 2 | 1* |
| 8 | 5 | 4 | 3 | 3 | 2 |
| 9 | 5 | 4 | 4 | 3 | 2 |
| 10 | 5 | 4 | 4 | 3 | 3 |

*Provided the herald has sufficient Charisma to have a bonus spell of this level.

## Requirements

To qualify to become a herald, a character must fulfill all the following criteria:

**Base Attack:** +4 or better
**Bluff ranks:** 4
**Diplomacy ranks:** 6
**Gather Information ranks:** 6
**Sense Motive ranks:** 4
**Special:** Must speak at least three languages.

## Class Skills

Skill Points at Each Level: 4+Int modifier

The herald's class skills (and the key ability for each skill) are:

**Bluff** (Cha)
**Decipher Script** (Int, exclusive skill)
**Diplomacy** (Cha)
**Disguise** (Cha)
**Forgery** (Int)
**Gather Information** (Cha)
**Hide** (Dex)
**Innuendo** (Wis)
**Intimidate** (Cha)
**Knowledge** (any) (Int)
**Listen** (Wis)
**Move Silently** (Dex)
**Open Lock** (Dex)
**Perform** (Cha)
**Read Lips** (Int)
**Scry** (Int)
**Search** (Int)
**Sense Motive** (Wis)
**Speak Language**
**Spot** (Wis)

## New Spells

### Distract

Enchantment [Compulsion]
Level: Hrd 0
Components: S
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Target: One creature
Duration: One round
Saving Throw: Will negates
Spell Resistance: Yes

This spell distracts its target for a full round, giving it a -10 penalty to any Spot or Listen checks during that time. The spell is commonly used to give the caster the ability to dart across an open hallway guarded by a sentry or to perform a move-equivalent action without being detected. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 circumstance bonus on its saving throw. Any act that threatens the distracted creature breaks the spell, as does any attack made against it.

### Eagle Eyes

Transmutation
Level: Hrd 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

The target of this spell gains extraordinary visual acuity. This grants a +20 bonus to Search and Spot checks for the duration of the spell.

Material Component: A pinch of diamond dust (worth 10 gp) sprinkled over the target's eyes.

### Glib Tongue

Transmutation
Level: Hrd 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: Yes (harmless)

You grant the target of the spell a +4 competence bonus to Diplomacy and Bluff skill checks. This bonus increases by +2 for every two levels of the caster beyond 1st (+6 at 3rd, +8 at 5th, and so on) to a maximum of +16 at 9th level.

### Lord's Charisma

Transmutation
Level: Hrd 2
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: Yes (harmless)

The transmuted creature becomes more personable, charming, and socially graceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to all uses of the Charisma score modifier. No additional bonus spells are granted by the increased ability score.

### Sudden Mastery

Transmutation
Level: Hrd 4
Components: V, S
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 minutes/level

You gain a +20 competence bonus to a single skill of your choice. You can't select a skill that is exclusive to another class.

## HERALD SPELL LIST

**0-Level Spells**
*Dancing lights, daze, distract*, ghost sound, guidance, know direction, light, mage hand, open/close, prestidigitation.*

**1st-Level Spells**
*Alarm, change self, charm person, comprehend languages, endure elements, detect secret doors, glib tongue*, message, sleep, spider climb.*

**2nd-Level Spells**
*Arcane lock, cat's grace, darkness, detect thoughts, invisibility, knock, locate object, lord's charisma*, silence, suggestion.*

**3rd-Level Spells**
*Clairaudience/ clairvoyance, darkvision, detect scrying, eagle eyes*, hold person, illusory script, Leomund's tiny hut, nondetection, shrink item, tongues.*

**4th-Level Spells**
*Discern lies, dimension door, dominate person, freedom of movement, legend lore, modify memory, scrying, sending, speak with dead, sudden mastery.**

* New herald spells



CLASS ACTS

# LIGHTBEARER

BY MONTE COOK • ILLUSTRATED BY PETER BERGTING

*Sometimes those who are pure of heart and icons of goodness are not necessarily those most devoted to a particular religion. Sometimes, as the gnome and halfling lightbearers prove, an individual mortal, rather than a god and his legion of servants, is evil's greatest foe.*

The heroes of the gnomes and halflings seem particularly focused on protection and stewardship. The powerful spirits of those who are the most pure, truthful, and valiant shine through them, marking them as special. Halfling and gnome cultures select these rare few as guardians called lightbearers. The power within these individuals grants them a special aura of purity and righteousness. Lightbearers serve as guardians, peacekeepers, and general purveyors of goodness. Their aura—normally an invisible, shimmering, warm glow undetectable to the naked eye—sometimes becomes visible when the lightbearer is engaged in melee combat with evil foes.

Lightbearers are often clerics or druids, but rangers, bards, and most other classes are also granted the gift. "Holiness" is not just a quality of the religious.

As NPCs, lightbearers are usually wandering loners, stopping only where and when they are needed. They never tie themselves down to a single community and are never associated with one particular religion.

**LIGHTBEARER**

HIT DIE: D8

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +0 | +2 | +2 | +2 | *Detect evil, light* |
| 2 | +1 | +3 | +3 | +3 | *Resist elements* |
| 3 | +2 | +3 | +3 | +3 | Share aura, deflect attacks +2 |
| 4 | +3 | +4 | +4 | +4 | *Provide healing* |
| 5 | +3 | +4 | +4 | +4 | Darkvision |
| 6 | +4 | +5 | +5 | +5 | Deflect attacks +4 |
| 7 | +5 | +5 | +5 | +5 | *Dispel evil* |
| 8 | +6 | +6 | +6 | +6 | *Holy word* |
| 9 | +6 | +6 | +6 | +6 | Deflect attacks +6 |
| 10 | +7 | +7 | +7 | +7 | Resist spells |

**CLASS SKILLS**

**Skill Points at Each Level: 2 + Int modifier**

The lightbearer's class skills (organized by key ability) are:

| STR | DEX | CON | INT | WIS | CHA |
|---|---|---|---|---|---|
| | | Concentration | Craft<br>Knowledge (religion)<br>Knowledge (local)<br>Spellcraft | Heal<br>Listen<br>Profession<br>Spot<br>Wilderness Lore | Diplomacy<br>Intimidate |

**CLASS REQUIREMENTS**

**To qualify to become a lightbearer, a character must fulfill all the following criteria:**

Alignment: Any good
Race: Gnome or halfling
Knowledge (religion): 8 ranks
Knowledge (local): 4 ranks
Diplomacy: 4 ranks
Feats: Alertness

## CLASS FEATURES

**Weapon and Armor Proficiency:** Lightbearers do not gain special proficiency with any weapons, armor, or shields.

***Detect Evil:*** At will, the lightbearer can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell *detect evil* as cast by a cleric of the lightbearer's level.

***Light:*** At will, the lightbearer can create *light* as a spell-like ability. This ability duplicates the effects of the spell *light* as cast by a cleric of the lightbearer's level.

***Resist Elements:*** As a spell-like ability, the lightbearer can cast *resist elements* upon himself once per day as a cleric of his lightbearer level.

**Share Aura:** Some benefits gained from being a lightbearer—deflect attacks, *resist elements,* and resist spells—can be shared with one other creature in physical contact with the Lightbearer. Using this supernatural ability is a free action.

**Deflect Attacks:** At 3rd, 6th, and 9th level, the lightbearer gains a deflection bonus to his Armor Class. This is a supernatural ability.

***Provide Healing:*** Once per day, the lightbearer can use one of the following as a spell-like ability: *remove disease, remove blindness/deafness, cure serious wounds, restoration.* All of these abilities are treated as if cast by a cleric of the lightbearer's level.

**Darkvision:** At 5th level. the lightbearer gains darkvision with a 100-foot range. This is a supernatural ability.

***Dispel Evil:*** A 7th-level lightbearer can use *dispel evil* as a spell-like ability once per day, as a cleric of his lightbearer level.

***Holy Word:*** At 8th level, a lightbearer can speak a *holy word* as a spell-like ability once per day, as a cleric of his lightbearer level.

**Resist Spells:** A 10th-level lightbearer has an SR of 25.

# THE MASTER OF THE SECRET SOUND

by Monte Cook • illustrated by Kalman Andrasofszky



The world is full of secrets; more secrets than any one person can ever know. In fact, there are some secrets so powerful that it takes a lifetime to master just one.

## Master of the Secret Sound

There are words of power—magical words so potent that simply speaking them can cause one to become blind or even die. At the base of these words are sounds. Sounds and all that they comprise—vibration, modulation, frequency, volume—carry with them power, and for those who know the proper sounds, this power can be wielded as surely as a sword or a spell. The masters of the secret sound are a loosely organized secret society whostudies sound and uses its power to further its members' own ends. With their knowledge of the powers of sound, they can strike down foes, protect themselves, and even alter their spells.

### Class Features

All of the following are class features of the master of the secret sound prestige class.

**Weapon and Armor Proficiency:** Masters of the secret sound gain no new proficiency with weapons, armor, or shields.

**Spells Per Day/Spells Known:** When a master of the secret sound gains her 1st level, and every other level thereafter (plus 10th level), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the new level of master of the secret sound to the level of whatever other spellcasting class she has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a master of the secret sound, she must decide to which class she adds the level of master of the secret sound for the purpose of determining spells per day and spells known.

***Sound of Stunning (Sp):*** Once per day for every three class levels, the master of the secret sound can speak a sound as a standard action that affects a single target within 30 feet. The foe must make a Will saving throw (DC 10 + the master of the secret sound's class level + Charisma modifier) or be stunned for 1d4 rounds. This is a sonic ability that uses the master of the secret sound's total character level as the caster level.

**Intensify Frequency (Su):** By manipulating magic like it was sound, a 2nd-level master of the secret sound can adjust a spell's damage. Any spell that inflicts damage is intensified so that it inflicts +1d6 additional points of sonic damage. This additional damage is for the entire spell, so everyone caught in a *fireball's* area of effect suffers +1d6 sonic damage, but a *magic missile* spell cast at two targets splits the additional +1d6 sonic damage between them.

***Sound of Shielding (Sp):*** Once per day for every three class levels, a 3rd-level master of the secret sound can



kalman 02

speak a sound as a standard action. The sonic energy released from this sound envelopes the master of the secret sound, granting a deflection bonus to AC equal to her class level. This sonic shield does not hamper any actions and lasts for 2 rounds per class level. This is a sonic ability that uses the master of the secret sound's total character level as the caster level.

*Partial Vibration Shift (Sp):* Once per day for every three class levels, a 4th-level master of the secret sound can alter the vibrational speed of non-living objects around her as a standard action. This allows her to render objects translucent for a number of rounds equal to her class level. Any object that she desires within 30 feet that is less than 1 foot thick per class level of the master of the secret sound can be peered through as if it were simply a translucent veil. When looking around quickly, it's possible for a master of the secret sound to scan an area of up to 100 square feet during 1 round. For example, during 1 round she could scan an area of stone 10 feet wide and 10 feet high. Alternatively, she could scan an area 5 feet wide and 20 feet high. Secret compartments, drawers, recesses, and doors are revealed by this visual scan. This is a sonic ability that uses the master of the secret sound's total character level as the caster level.

**Alter Modulation (Su):** At 5th level, the master of the secret sound can alter the modulation of one spell per day, allowing it to travel through a solid object, such as a wall, as long as that solid object is within 30 feet of the master of the secret sound. Spells requiring that the caster see the target still have that requirement (making this useful with the *partial vibration shift* ability). Using this ability is a free action. For example, a character could use this ability along with casting *cone of cold,* and the cone's area could move through a wall within 30 feet of the caster. Likewise, if, after partially shifting the vibrations of a door using the *partial vibration shift* ability, a master of the secret sound could use the alter modulation ability in conjunction with a *hold person* spell and affect someone on the other side of the door.

*Sound of Destruction (Sp):* Once per day, a 6th-level master of the secret sound can speak a sound as a standard action that affects a single non-living object within 30 feet that is no larger than 10 cubic feet. The object is disintegrated as per the spell *disintegrate.* This is a sonic ability that uses the master of the secret sound's total character level as the caster level. Magic items and items held by characters can attempt a Fortitude saving throw (DC 10 + class level + Charisma modifier).

*Total Vibration Shift (Sp):* Once per day for every three class levels, a 7th-level master of the secret sound can alter the vibrational speed of non-living objects around her. This allows her to pass through objects as if she was using a *dimension door* spell.

*Sound of Controlling (Sp):* Once per day, an 8th-level master of the secret sound can speak a sound as a standard action that affects a single living creature within 30 feet. The creature is affected as if by a *dominate monster* spell (Will save DC 10 + class level + Charisma modifier). The spell uses the master of the secret sound's total character level as the caster level.

**Intensify Volume (Su):** By manipulating magic like it was sound, a 9th-level master of the secret sound can adjust a spell's potency. Any spell that allows for a saving throw is intensified so that the DC of the saving throw is increased by +1.

*The Secret Sound (Sp):* Once per day, a 10th-level master of the secret sound can speak the entire secret sound as a full-round action. The secret sound can replicate any single spell effect of 9th-level or below. The spell uses the master of the secret sound's total character level as the caster level.

### Requirements

To qualify to become a master of the secret sound, a character must fulfill all of the following criteria.

**Knowledge (arcana):** 5 ranks.
**Listen:** 5 ranks.
**Perform:** 8 ranks.
**Spellcraft:** 5 ranks.
**Feats:** Alertness.
**Spellcasting:** Must be able to cast 5th-level spells, five of the spells available to the character must be either sonic or language-dependent.
**Special:** The master of the secret sound must undergo a secret ritual every time she gains a new level, in which she is taught another portion of the secret sound. Only at 10th level does she know and fully understand the entire sound.

### Master of the Secret Sound Class Skills

The master of the secret sound's class skills (and the key ability for each) are:

**Str:**–
**Dex:**–
**Con:** Concentration.
**Int:** Alchemy, Knowledge (arcana), Scry, Spellcraft.
**Wis:** Innuendo, Listen, Profession.
**Cha:** Perform.

**Skill Points at Each Level:** 2 + Int modifier.

HIT DIE
D6

### Master of the Secret Sound Advancement

| Lvl | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per day/Spells known |
|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | *Sound of stunning* | +1 level of existing class |
| 2 | +1 | +0 | +0 | +3 | Intensify frequency | |
| 3 | +1 | +1 | +1 | +3 | *Sound of shielding* 1/day | +1 level of existing class |
| 4 | +2 | +1 | +1 | +4 | *Partial vibration shift* 1/day | |
| 5 | +2 | +1 | +1 | +4 | Alter modulation | +1 level of existing class |
| 6 | +3 | +2 | +2 | +5 | *Sound of destruction, sound of shielding* 2/day | |
| 7 | +3 | +2 | +2 | +5 | *Total vibration shift, partial vibration shift* 2/day | +1 level of existing class |
| 8 | +4 | +2 | +2 | +6 | *Sound of controlling* | |
| 9 | +4 | +3 | +3 | +6 | Intensify volume, *sound of shielding* 3/day | +1 level of existing class |
| 10 | +5 | +3 | +3 | +7 | *The secret sound, partial vibration shift* 3/day, *total vibration shift* 3/day | +1 level of existing class |

# OATH & ORDER

## The Monks of the Oath of Nerull

by Bruce Cordell · illustrated by Jeff Laubenstien

*The blow was vicious. Ember's sight blurred in rainbow agony as she struggled to keep her footing on the suddenly rolling pavement. A man in a red half-mask stood before her, grinning as he readied another blow. He'd come from nowhere.*

*Caught off guard, Ember struck back reflexively with shi kune, the "stunning fist." The shock of a strike traveled from her hand up her arm, telling her she'd hit something. Because of the haze behind her eyes, she couldn't be certain it was her ambusher or the nearby wall.*

*The darkness disgorged another figure. Red-masked, the figure collided with her companion, Brek Gorunn. Despite the drumbeat of pain, she heard the grunt and clatter when the dwarf was bowled over by his assailant. She knew Brek was not nimble, and his chainmail overcoat was a heavy burden.*

*Warm liquid trickled into her left eye—blood, of course. Ember wondered if it was her own or her attacker's. She shook away both stars and blood, and took stock: She and Brek fought five people in red masks, purpose unknown, in a cobblestone alley. The night sky was dark under low clouds, with no moon. It was an ambush. Their attackers, whoever they were, had hoped to overwhelm her and the dwarf before they could react.*

Too bad, I'm ready now, *thought Ember.*

—excerpted from *The Oath of Nerull* by T. H. Lain

If you've read the *Player's Handbook*, you know Tordek, Mialee, Jozan, Lidda, and the rest; all told, eleven iconic characters set the standards for adventurers, each representing one of the core DUNGEONS & DRAGONS character classes. These are the faces of the new game, and they appear as statistics and examples in most core D&D game products.

Now, they also feature in a series of novels set in the D&D world.

*The Oath of Nerull* is the third book in that series, featuring Ember the monk, Hennet the sorcerer, and Nebin the illusionist wizard. Ember's order is under attack from ancient forces that conspire to rot the monastery from within, while Hennet and Nebbin are contenders in a magical competition called the Duel Arcane, held every three years in the city of Shantara. Ember, Hennet, and Nebbin are thrown together (along with the dwarf cleric, Brek Gorunn), as they become aware of a mad conspiracy of secrets and lies.

Ember's order, the Order of the Enabled Hand, teaches its members a common style of martial arts, but those who truly master the style of the Enabled Hand learn the secrets of incredible martial prowess. Likewise, the enemy group of monks that seeks to overthrow the order has its own secrets and rituals, although they are steeped in evil.

The two orders, represented by the following prestige classes, guild statistics blocks, and suggestions for play, are suitable for almost any campaign.

### ORDER DESCRIPTIONS

These descriptions use the guild statistics block developed in issue #296. That issue is not necessary to use the statistics blocks, and the information below provides a conscise description of each order.

This breakdown of a group of Reaper's Children assumes they live in a metropolis and affect a large area.

**Reaper's Children (medium):** AL LE; 50,000 gp resource limit; Membership 129; Isolated (96% human, 2% halfling, 1% elf [drow], 1% half-orc).

*Authority Figures:* Almor Akanul, male human mnk11/reaper5

*Important Characters:* Therra Bloodhand, female human mnk7/reaper1; D'kessa Falashai, female drow mnk2; Gamil Thar, male human mnk4; Kren Halberson, male human ftr8/reaper4; Rakali Shin, female human wiz7; Swift Krenling, male halfling exp4; Dled, male half-orc rog8

*Others:* Exclusive; Mnk2 (4), mnk 1 (112), ftr 6, ftr3 (2), wiz3, exp2

This sect of the Enabled Hand occupies a monastery just outside a small city and influences only the nearby area.

**The Enabled Hand (minor):** AL LG; 7,500 gp resource limit; Membership 22; Isolated (96% human, 2% halfling, 1% elf, 1% gnome).

*Authority Figures:* Sharra Morr, female human mnk7/enabled3

*Important Characters:* Banit Orruku, male human mnk5; Bernith Kinsman, male human ftr7; Hali Bronn, female human rog3

*Others:* Exclusive; Mnk2 (2), mnk1 (10), ftr3 (2), ftr1 (3), rog1

## Reaper's Child

The reaper's child is usually a monk who takes up worship of Nerull, the Reaper of Flesh, either voluntarily or through the forceful application of dark rituals. Hater of Life, King of All Gloom, and Bringer of Darkness—these are the names the reaper's child learns to revere on her road to martial enlightenment. Nerull's symbol is the scythe, and the reaper's child learns to use her naked hand as if it were a curving blade of steel.

The reaper's child craves unlimited power. She is ruthless, cold, domineering, and merciless to any who might get in her way. She uses her power and influence to secretly infiltrate orders of monks. Once accepted by an order, she seeks to pervert them from within by forcibly converting the instructors to the worship of Nerull by means of a grisly ceremony known only as the "Oath." Reaper's children form a secret organization that underlies parts of civilized society. Their hierarchy is rigid, with power-hungry members continually moving up and down in the ranks.

Monks make the best reaper's children, though most must be forcibly brought into the fold. Characters of other classes may join in the worship of Nerull, but without meeting the requirements of the prestige class, they cannot gain its powers.

A reaper's child might be encountered by PCs without their knowledge, as reaper's children delight in appearing



HIT DIE **D8**

### THE REAPER'S CHILD Advancement

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | 0 | +2 | +2 | +2 | Monk abilities, whisper of Nerull |
| 2 | +1 | +3 | +3 | +3 | Reaper's reinforcement |
| 3 | +2 | +3 | +3 | +3 | *Oathgiver* |
| 4 | +3 | +4 | +4 | +4 | Scythe strike |
| 5 | +3 | +4 | +4 | +4 | Reaper of flesh |

### REAPER'S CHILD Requirements

To qualify to become a reaper's child, a character must fulfill the following criteria.

**Unarmed Base Attack Bonus:** +4/+1.

**Knowledge (religion):** 4 ranks.

**Feats:** Improved Unarmed Strike, Deflect Arrows, Dodge.

**Alignment:** Lawful evil.

**Special:** Must undergo a grisly secret initiation known as the "Oath," administered by other reaper's children. The Oath is a day-long process wherein the applicant is slowly wound in funerary wrappings, layered with spells of binding, repeatedly tortured until the applicant hangs onto life only by a shred (-9 hit points), then finally "returned to life" in service of Nerull (the ceremony is usually accompanied by ranks of chanting believers).

### REAPER'S CHILD Class Skills

The reaper's child class skills (and the key ability for each skill) are as follows:

**Str:** Climb, Jump.

**Dex:** Balance, Escape Artist, Hide, Move Silently, Tumble.

**Con:** Concentration.

**Int:** Craft, Knowledge (religion).

**Wis:** Listen, Profession.

**Cha:** Bluff, Intimidate, Perform.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### FOR YOUR CAMPAIGN

Placing these two orders of monks in your campaign is easy, and most DMs will be able to use them with no changes. Here are a few ideas on how to include the orders in specific plot threads in a campaign.

**Grave Robbers:** The Reaper's Children cravenot only the powers Nerull grants them, but also the power of undeath. Low-level members are forcibly turned into ghouls or zombies, while those who advance far in the order are turned into wights or vampire spawn. The leader, an ancient vampire sorcerer named Gulthias only pretends to follow Nerull, using the monks as deluded tools.

**Infiltrators:** The Reaper's Children are capable of infiltrating many parts of society, not just rival monk orders. Nearly any aspect of a city's infrastructure could be the target of such infiltration. You could, for example, place Reaper's Children in government, mercantile guilds, thieves' guilds, individual shops, mercenary organizations, and so on.

**Adventure Hooks:** The monks of the Order of the Enabled Hand, although loath to leave their monasteries, are noble and just protectors of the common people. Because of their reputation, they often hear of injustices or evils that the monastery lacks the resources or interest to combat, and they often pass such information along to good-aligned adventurers. The order can serve as one of many contacts the players make as they adventure.

in their old roles to continue their dastardly machinations behind a civil facade. PC monks who wish to join Nerull in his death cult had best keep their aspiration secret from society—few places openly allow the worship of the Reaper of Flesh.

### Class Features

All of the following are class features of the reaper's child prestige class.

**Weapon and Armor Proficiency:** Reaper's children are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, scythe, shuriken, siangham, and sling. The reaper's child gains the same advantages for using a kama, nunchaku, or siangham as a monk. Furthermore, a reaper's child can use a scythe just as she can use a kama, nunchaku, or siangham.

**Monk Abilities (Ex):** Reaper's children continue much of their monk training (although they achieve physical enlightenment in service of a god of death). As such, a reaper's child gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if she were a monk whose level equaled her monk level + her reaper's child level. For instance, a 6th-level monk/1st-level reaper's child has an unarmed attack bonus of +5/+2 (as if she were a 7th-level monk). Those who manage to meet the requirements for this class who are not monks gain these abilities as if they were monks equal to only their reaper's child level.

**Whisper of Nerull (Su):** Nerull watches over his new-found converts and whispers warnings into their ears. These secret promptings provide a reaper's child with a +1 insight bonus to Armor Class.

**Reaper's Reinforcement (Su):** Once Nerull takes a new convert, he is jealous of his new property. Nerull's will grants protection to his children, rendering them immune to all mind-affecting spells, spell-like abilities, and other mind-affecting effects.

**Scythe Strike (Su):** A reaper's child has the ability to emulate the devastating slashes of a scythe blade with her unarmed attacks. The character can use this ability once per round, but no more than once per reaper's child level per day. The character must declare she is using a scythe strike attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character is forced to make a Fortitude saving throw (DC 15 + the reaper's child level + Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the attack is treated as if the reaper's child had automatically confirmed a x4 critical (as a scythe blade). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the scythe strike.

***Oathgiver (Sp):*** Once per week, a reaper's child can attempt to forcibly take control of the mind of another. This ability fuctions like the spell *dominate person* as if cast by a 10th-level sorcerer (Save DC 15 + Charisma modifier). To use the power, the monk must spend 8 hours chanting over a subject who is securely bound (often, bound in funerary wrappings).

**Reaper of Flesh (Su):** Starting at 5th level, a reaper's child can make a reaper of flesh attack. This supernatural ability allows the character to make a mighty spinning kick, whirling the reaper's child around so quickly that she resembles a mini-tornado, her feet spinning scythes.

The character can use the reaper of flesh attack once per week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. The reaper's child must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the character strikes successfully and the target takes damage from the blow, the target dies unless it makes a Fortitude saving throw (DC 15 + the reaper's child level + Wisdom modifier). Even if the saving throw is successful, the target is knocked prone by the furious kick.

## Monk of the Enabled Hand

Monasteries can be found in every corner of the land, each filled with contemplative monks learning the special brand of martial arts each individual monastery specializes in. While the naive believe that a monk is a monk, the initiated know that every monastery teaches its own unique style. The Order of the Enabled Hand is one such cloister inhabited by monks. Versatile warriors skilled at fighting without weapons or armor, monks of the Enabled Hand pursue personal perfection through action as well as contemplation. The Order of the Enabled Hand is known for its good works and the protection its members offer the downtrodden. Wherever they go, monks of the Enabled Hand are respected, and chapter houses

### MONK OF THE ENABLED HAND Advancement

HIT DIE **D8**

| Level | Base Attack | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | 0 | +2 | +2 | +2 | Monk abilities, Shim soo "mind over hand" |
| 2 | +1 | +3 | +3 | +3 | *Ki* strike |
| 3 | +2 | +3 | +3 | +3 | Kal soo "reverse hand" |
| 4 | +3 | +4 | +4 | +4 | Kong soo "empty hand" |
| 5 | +3 | +4 | +4 | +4 | Lung soo "dragon's tail slap" |

teaching the Enabled Hand style have sprung up in many unlikely places.

Monks are the only characters suited to learn the style of the Enabled Hand.

PCs might encounter monks of the Enabled Hand barefoot and dressed in peasant clothes moving unnoticed among the populace, catching outlaws, monsters, and corrupt leaders unawares. PC monks who wish to join the order are usually able to find a chapter house in most Medium-size and Large cities.

## Class Features

All of the following are class features of the monk of the enabled hand prestige class.

**Weapon and Armor Proficiency:** Monks of the enabled hand, although potentially proficient with several weapons from their standard monk training generally eschew those weapons in favor of using only their hands.

**Monk Abilities (Ex):** Monks of the enabled hand continue much of their monk training. As such, a monk of the enabled hand gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if he were a monk whose level equaled his monk level + his enabled hand level. For instance, a 6th-level monk/1st-level enabled hand monk has an unarmed attack bonus of +5/+2 (as if he were a 7th-level monk). Those who somehow manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their enabled hand level.

**Shim Soo "mind over hand" (Su):** A monk of the enabled hand has the ability to ignore a creature's armor with his unarmed attacks. The monk can use this supernatural ability once per round, but no more than once plus once per prestige class level per day. The enabled hand monk must declare



### MONK OF THE ENABLED HAND Requirments

To qualify to become a monk of the enabled hand, a character must fulfill the following criteria.

**Unarmed Base Attack Bonus:** +4/+1.

**Feats:** Improved Unarmed Strike, Deflect Arrows, Expertise, Improved Disarm.

**Alignment:** Any lawful.

**Special:** Must obtain permission to join the order at any one of the many chapter houses that dot the land.

### MONK OF THE ENABLED HAND CLASS SKILLS

The monk of the enabled hand's class skills (and the key ability for each skill) are as follows:

**Str:** Climb, Jump, Swim.

**Dex:** Balance, Escape Artist, Hide, Move Silently, Tumble.

**Con:** Concentration.

**Int:** Craft, Knowledge (arcana).

**Wis:** Listen, Profession.

**Cha:** Diplomacy, Perform.

**Skill Points at Each Additional Level:** 4 + Int modifier.

### FOR YOUR CHARACTER

Both prestige classes in this article are readily available to monk characters, but the classes's abilities can fit other character concepts as well. Here are a few examples:

**Bladed Hand:** The reaper's children need not be evil. Simply change the class's name to the Bladed Hand and remove the worship of Nerull from the class's description. Nearly any good-aligned god of war could sponsor such an order.

**Among the Enemy:** A PC might take levels as a reaper's child during an extended mission to infiltrate the hidden order. After discarding her disguise, the infiltrating PC's patron deity rewards such long service by allowing the PC to keep the powers of the prestige class yet remain free of Nerull's taint.

**Founder's Trial:** If the Order of the Enabled Hand does not exist in the campaign, a PC monk could become the founding member. A DM willing to let a monk establish a new school might also require that the character take the Leadership feat to attract students.

**Broken Hand:** The Order of the Enabled Hand, although good, is a sworn foe of your character's family. Some past wrong has made you their irrevocable enemy.

As always, check with your DM to see what modifications to the classes make sense for her campaign.

he is using a shim soo attack before making the attack roll (thus, a missed attack roll ruins the attempt). Against "mind over hand" attacks, the foe uses his touch Armor Class.

*Ki* Strike (Su): A monk of the enabled hand's unarmed attack is empowered with *ki*. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. This ability stacks with a standard monk's ability of the same name.

Kal Soo "reverse hand" (Su): A monk of the enabled hand can strike his opponent at the same instant his opponent strikes the monk. The enabled hand monk can choose to make an immediate attack of opportunity against an opponent that makes a successful melee attack roll or melee touch attack roll against the monk, but the enabled hand monk makes this attack at a -5 penalty to his base attack roll. The enabled hand monk cannot make more attacks of opportunity than he is normally allowed in a round. The monk can only use the reverse hand strike against an opponent he threatens.

Kong Soo "empty hand" (Su): A monk of the enabled hand is already adept at disarming his opponents (via the Improved Disarm feat). However, a monk of the enabled hand is an expert at relieving his foes of their weapons. When using kong soo, the monk's hands are treated as a Large weapon when the monk and his foe make opposed attack rolls with respect to their weapons (that is, if the foe holds a Large or smaller weapon, the foe gains no bonus to the opposed roll even though the monk's "weapon" is his hand). Furthermore, as a result of his kong soo training, the monk of the enabled hand gains a +4 bonus to his opposed roll to disarm his foe from his kong soo training.

Lung Soo "dragon's tail slap" (Su): The enabled hand monk has the ability to send a creature that is damaged by his unarmed attacks flying across the battlefield. The monk can use this supernatural ability once per round, but no more than once per monk of the enabled hand level per day. The monk must declare he is using a dragon's tail slap before making the attack roll (thus, a missed attack roll ruins the attempt). If a foe is struck by a monk of the enabled hand, the monk automatically initiates a bull rush-like attack (see Chapter 8 of the *Player's Handbook*), except the attack is modified as follows.

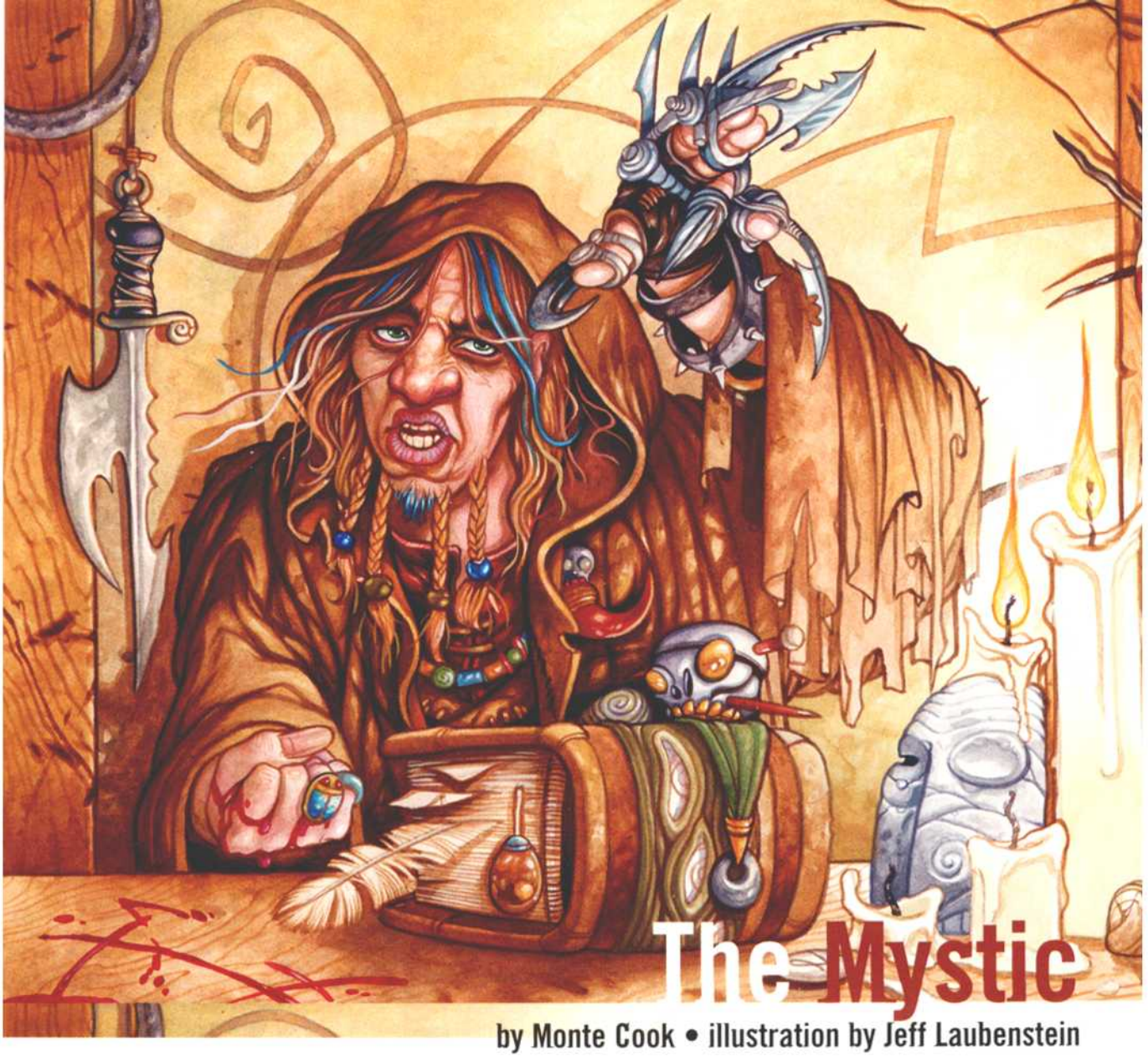
The enabled hand monk and his foe make opposed Strength checks. The enabled hand monk is treated as if he were one size category larger than his actual size for purposes of determining his size-category bonus to the opposed Strength check. In addition, the monk also automatically gains a +4 bonus from his lung soo training. The monk gets a +2 charge bonus if charging. The foe gets a +4 stability bonus if she has more than two legs or is otherwise exceptionally stable, as well as a +4 bonus for each size category she is above Medium-size, or a -4 penalty for each size category she is below Medium-size.

If the monk of the enabled hand beats the foe, she is knocked back 5 feet plus 1 foot for each point by which the monk exceeds the foe's check result. Furthermore, the foe takes an additional amount of damage from the attack equal to the number of feet she is knocked back. The enabled hand monk doesn't move when his foe is knocked back. The foe may provoke attacks of opportunity when he is knocked back (though not from the monk), but the monk is not subject to attacks of opportunity because he doesn't move (unlike a standard bull rush). If the monk fails the opposed check, he suffers no deleterious effect.

## Making Monks' Orders

Prestige classes are a great way to outline the differences between orders of monks, but you have other options. *Oriental Adventures* presented the idea that monks could have more monk weapons and choose bonus feats from a specific list. You can use a version of this concept to differentiate orders of monks.

Instead of the normal weapon proficiencies and bonus feats granted to monks, choose other weapons and feats for the monks of the order you create. For instance, you might create dwarven order of monks called the Thunder Fists. Monks of the Thunder Fists receive Power Attack at 1st level, Sunder at 2nd level, Improved Bull Rush at 6th level, and they can use the light hammer as a monk weapon instead of the kama. D



# The Mystic

by Monte Cook • illustration by Jeff Laubenstein

*With so many distractions in the world, like combat training, learning the art of stealth, or studying interesting bits of history, it's easy for a spellcaster to stray from the art of magic. A few dedicated individuals manage to focus on spells above all else. Magic is their meat and drink—the very air they breathe.* ***Welcome to the world of the mystic.***

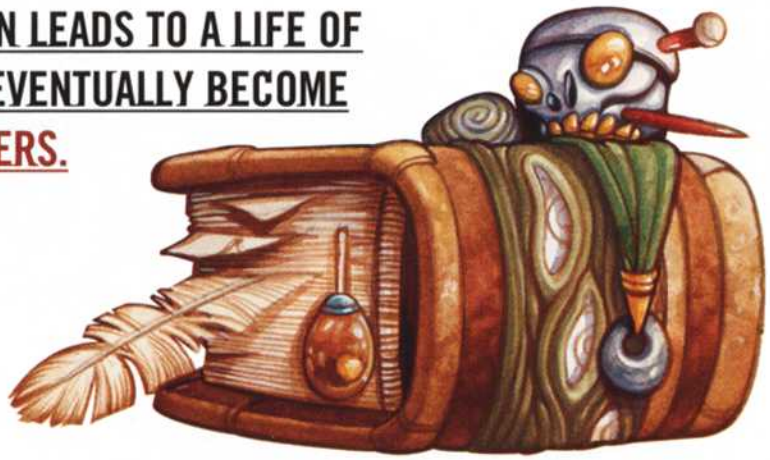
***Mystics are spellcasters who*** focus solely on the pursuit of magic. Only the most diligent student of the magical arts joins the ranks of the mystics, who reward the hard work and study of devoted spellcasters with secrets of magic unavailable elsewhere. Characters without at least one level of wizard, sorcerer, cleric, or druid gain almost no benefit from becoming a mystic. Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

Mystics often gather in isolated covens or secluded ascetic orders to harbor their secrets and emphasize their studies. Mystics study magic for magic's sake and become formidable spellcasters because of it. Sometimes a lone mystic removes herself even from the company

**Requirements**

- **Spellcraft Ranks:** 10
- **Knowledge (arcana) Ranks:** 10
- **Knowledge (religion) Ranks:** 5
- **Heroic Feats:** Spell Penetration, Spell Focus, one metamagic feat, and one item creation feat

**MYSTICS ARE COMPLETELY DEVOTED TO THE STUDY OF MAGIC. THOUGH THIS PATH OFTEN LEADS TO A LIFE OF UTTER ISOLATION, THEY EVENTUALLY BECOME FORMIDABLE SPELLCASTERS.**



**Mystic (Hit Die: d6)**

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Bonus Spells | Class Skills |
|---|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | Spell secret | 2 | *2 + Int mod/level* |
| 2 | +1 | +0 | +0 | +3 | Bonus language | 3 | Alchemy (Int) |
| 3 | +1 | +1 | +1 | +3 | Spell secret | 2 | Concentration (Con) |
| 4 | +2 | +1 | +1 | +4 | Bonus language | 3 | Craft (Int) |
| 5 | +2 | +1 | +1 | +4 | Spell secret | 2 | Knowledge (any) (Int) |
| 6 | +3 | +2 | +2 | +5 | Bonus language | 3 | Scry (Int, exclusive skill) |
| 7 | +3 | +2 | +2 | +5 | Spell secret | 2 | Spellcraft (Int) |
| 8 | +4 | +2 | +2 | +6 | Permanent maximum, bonus language | 3 | |
| 9 | +4 | +3 | +3 | +6 | Spell secret | 2 | |
| 10 | +5 | +3 | +3 | +7 | Permanent quicken, bonus language | 3 | |

of her peers to study in utter isolation. She might, on rare occasions, take disciples and train them with the knowledge that she has learned.

## Class Features

- **Weapon and Armor Proficiency:** Mystics are not skilled with any weapons, armor, or shields.
- **Bonus Spells:** Similar to bonus spells for high ability scores, for each level of mystic that a spellcasting character attains, she gains bonus spells to the number of spells per day she normally casts. These bonus spells can be added to whatever levels of spells the caster can currently cast, but no more than one can be added to the caster's highest current spell level. Example: Mialee is a 9th-level wizard who takes one level in mystic. She can give herself one bonus 5th-level spell (her highest as a 9th-level wizard), and one bonus spell in one other level, zero through fourth.



If a mystic has two spellcasting classes already, he must choose which previous class of spells gains the bonus. For example, Unthor is a 10th-level cleric/9th-level wizard, with one level of mystic. Conceivably, Unthor could have a bonus 5th-level wizard spell and a bonus 5th-level cleric spell, or you could put both spells in either cleric or wizard, but only one of them could be 5th level. Once a mystic has chosen how to apply his bonus spells, they cannot be shifted again.

- **Spell Secret:** At every other level, mystics can choose one spell known to them that then becomes permanently modified as though affected by one of the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the mystic goes up in level, he can choose the same spell to be modified in different ways with multiple spell secrets.
- **Bonus Languages:** Mystics, in their laborious studies, learn new languages to access more knowledge. The mystic can choose to learn any new language every two levels.
- **Permanent Maximum:** Like with spell secrets, at 8th level the mystic can choose one spell to permanently modify so that it is always maximized as with the metamagic feat Maximize Spell.
- **Permanent Quicken:** Like with spell secrets, at 10th level the mystic can choose one spell to permanently modify so that it is always quickened as with the metamagic feat Quicken Spell.

# Class Acts:
## The Nightsong Enforcer

by Monte Cook • illustrated by Scott Roller

### The Nightsong Guild

The Nightsong Guild has worked within the city for as long as most people can remember—and probably a good deal longer. They deal in matters not entirely legal and those quite clearly illegal—gambling, smuggling, blackmail, and theft.



Their reputation is one of extreme skill and competence. They are not feared as much as they are afforded the respect that they have earned.

Most would refer to the Nightsong Guild as a thieves' guild, but it is actually a far more extensive group than that. Its membership includes rogues, fighters, bards, wizards, and sorcerers.

They do not take part in violent activities—such as extortion or murder—for the guild leadership has long maintained that if you kill or intimidate your clientele, they cease to make money (and if they don't have money, the guild can't make money). Of course, if they are attacked or threatened with violence, the guild is quite clearly capable of dealing with the situation.

### Nightsong Enforcer

Throughout the city, even the vilest assassin does not command more respect than the nightsong enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they often work in elite teams.

Nightsong enforcers focus on the stealth-centered combat training that rogues usually learn and forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus, they strike quickly from the shadows. They do not worry about what other warriors might—things like honor or fighting fair, and they scoff at such ideals as childish.

Rogues most often become nightsong enforcers, although bards, fighters, and urban rangers are also common. It is not uncommon for wizards or sorcerers to undertake the intensive training required to join their ranks.

When working with others, the nightsong enforcer is the linchpin. He is the very picture of fidelity when it comes to supporting teammates on a mission. It is common for an enforcer to lead a team comprised of not only other enforcers, but fighters, spellcasters, or rogues.

### Class Features

All of the following are class features of the nightsong enforcer prestige class.

**Weapon and Armor Proficiency:** A nightsong enforcer gains no new proficiency in weapons or armor.

**Sneak Attack (Ex):** If a nightsong enforcer can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the nightsong enforcer's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the Nightsong enforcer's attack deals +1d6 points of damage. This extra damage increases by a +1d6 points every other level afterward (+2d6 at 3rd level, +3d6 at 5th level, +4d6 at 7th level, and +5d6 at 9th level). Should the nightsong enforcer score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or unarmed strike, the nightsong enforcer can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A nightsong enforcer can only sneak attack living creatures with discernible

anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. Also, the nightsong enforcer must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The nightsong enforcer cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a nightsong enforcer gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Stealthy Teamwork (Su):** Nightsong enforcers are trained to help each other and members of their team. At 2nd level, a nightsong enforcer always succeeds in his Spot checks to see hidden allies. This allows the nightsong enforcer to keep track of any teammates on a joint mission.

At 5th level, a nightsong enforcer can aid allies within 50 feet of himself. By taking a standard action to aid his companion, the nightsong enforcer can add a +2 competence bonus to one of the following checks: Climb, Disguise, Escape Artist, Hide, Listen, Move Silently, and Spot.

At 9th level, a nightsong enforcer's senses are honed so finely that he is aware of the location and status (fine, wounded, incapacitated, or dead) of all allies within 100 feet, even if they are not within sight.

**Agility Training (Ex):** At 4th level, a Nightsong enforcer can reduce the armor check penalty imposed on him by light armor by 1, provided that he is proficient with the armor type.

**Crippling Strike (Ex):** A 4th-level nightsong enforcer can sneak attack opponents with such precision that his blows weaken and hamper them. When the nightsong enforcer damages an opponent with a sneak attack, that opponent also takes 1 point of temporary Strength damage. At 10th level, the damage increases to 1d4 points of temporary Strength damage.

**Scent (Ex):** So highly trained and attuned are the senses of the nightsong enforcer that he can utilize the scent ability. This ability functions exactly like the scent ability described on page 10 of the *Monster Manual*.

**Opportunist (Ex):** Once per round, the nightsong enforcer can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the nightsong enforcer's attacks of opportunity for that round. Even a nightsong enforcer with the Combat Reflexes feat can't use the opportunist ability more than once per round.

**Improved Evasion (Ex):** The nightsong enforcer's reflexes allow him to get out of harm's way with incredible speed. This extraordinary ability works like evasion, except that while the nightsong enforcer still takes no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now suffers only half damage on a failed save.

**Blindsight (Su):** The 10th-level nightsong enforcer's senses have transcended the normal world. Using nonvisual senses, such as sensitivity to vibrations, scent, and acute hearing, the nightsong enforcer maneuvers and fights in darkness as well as in the light. Invisibility and darkness are irrelevant, although he still can't discern ethereal beings. The range of this ability is 30 feet. The nightsong enforcer does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability, unless those creatures are actively using the Hide or Move Silently skills. D

## REQUIREMENTS

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

**Base Attack Bonus:** +5.

**Move Silently Ranks:** 10.

**Hide Ranks:** 10.

**Feats:** Improved Initiative, Quick Draw.

**Special:** The nightsong enforcer must undergo three months of intensive training and tests with the Nightsong Guild before he can actually gain the skills offered. Further, the Guild asks all members to contribute 10% of all their earnings. In return, members have access to the Guild's extensive library, training facilities, workshops, contacts, allies and bolt-holes. Many places of business in the city offer Guild members 10% discounts on services, goods and equipment.

## CLASS SKILLS

The nightsong enforcer's class skills (and the key ability for each skill) are as follows:

**Str:** Climb, Jump, Swim.

**Dex:** Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Tumble.

**Con:** —

**Int:** Decipher Script, Disable Device, Profession, Read Lips, Search, Use Magical Device.

**Wis:** Innuendo, Intuit Direction, Listen, Spot.

**Cha:** Disguise, Intimidate.

**Skill Points at Each Additional Level:** 4 + Int modifier.

## THE NIGHTSONG ENFORCER

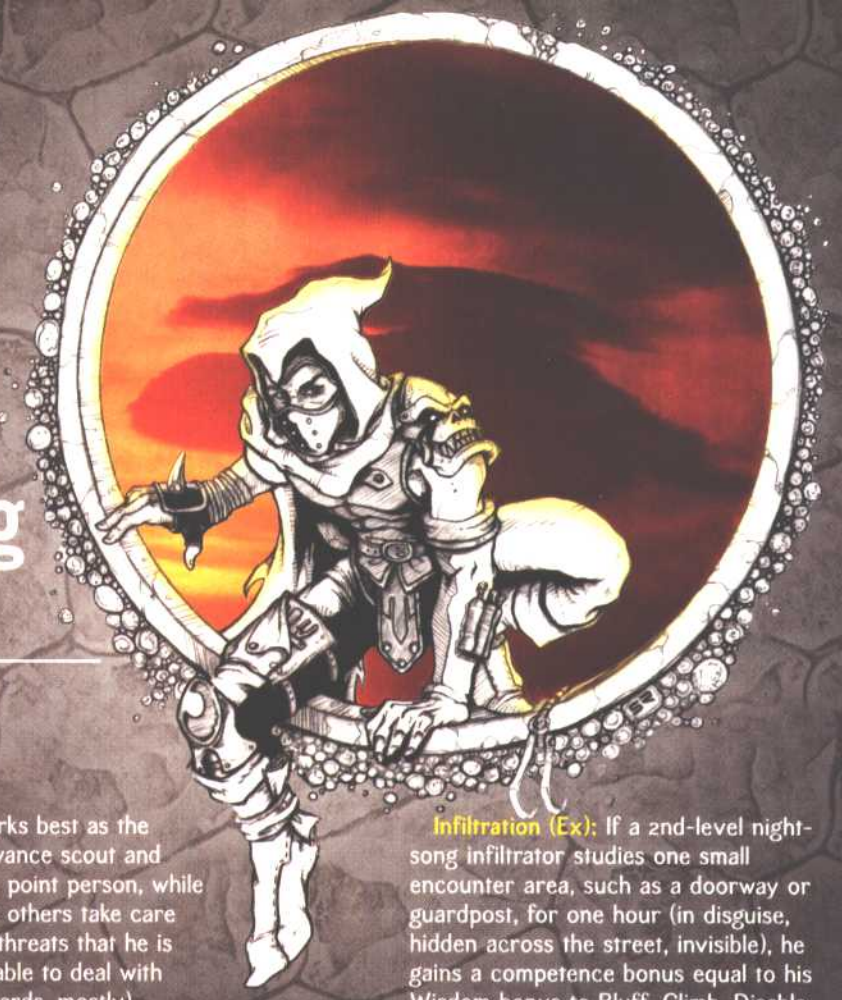
HIT DIE D8

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +0 | +0 | +2 | +0 | Sneak attack +1d6 |
| 2 | +1 | +0 | +3 | +0 | Stealthy teamwork (see hidden allies) |
| 3 | +2 | +1 | +3 | +1 | Sneak attack +2d6 |
| 4 | +3 | +1 | +4 | +1 | Agility training, crippling strike |
| 5 | +3 | +1 | +4 | +1 | Sneak attack +3d6, stealthy teamwork (aid allies) |
| 6 | +4 | +2 | +5 | +2 | Scent, opportunist |
| 7 | +5 | +2 | +5 | +2 | Sneak attack +4d6 |
| 8 | +6 | +2 | +6 | +2 | Improved evasion |
| 9 | +6 | +3 | +6 | +3 | Sneak attack +5d6, stealthy teamwork (status awareness) |
| 10 | +7 | +3 | +7 | +3 | Blindsight, crippling strike (1d4) |

# Class Acts:

## The Nightsong Infiltrator

by Monte Cook
illustrated by Scott Roller



### NIGHTSONG INFILTRATOR

Experts in breaking into "secure" areas, the nightsong infiltrator is the perfect thief and the perfect spy. Whether he is there to steal gold or information, jewels or secrets, the infiltrator of the Nightsong Guild is trained to do his job quickly and efficiently. As such, they practice extensively with locks and traps, and they focus on doing their job under pressure and in unfavorable conditions. For example, they train extensively with climbing since they often have to scale walls and reach high windows. They have little time to work on combat training and relegate such concerns to their companions, the nightsong enforcers (see last issue).

Rogues most frequently and most easily become nightsong infiltrators, but bards, urban rangers, and intelligent fighters can make good members of the class as well. Rarer, but possible, are spellcasting nightsong infiltrators who use spells to aid them in getting in and out of places. Woe to those who wish to keep their valuables out of the hands of a Nightsong Guild member who can become invisible, walk through walls, or teleport!

Members of the Nightsong Guild rarely work alone. Usually, they operate in teams. For PC nightsong infiltrators, these teams can be made up of adventuring allies. When working as part of a team, the nightsong infiltrator works best as the advance scout and the point person, while the others take care of threats that he is unable to deal with (guards, mostly).

### CLASS FEATURES

All of the following are class features of the nightsong infiltrator prestige class.

**Weapon and Armor Proficiency:** Nightsong infiltrators gain no new proficiency with weapons or armor.

**Climbing Action (Ex):** The nightsong infiltrator does not lose his Dexterity bonus to AC while climbing, nor do opponents gain a +2 bonus to attack him. A nightsong infiltrator attempting to perform an action while climbing reduces the incurred penalty for doing so by his Dexterity bonus (with no greater result than 0). For example, if the nightsong infiltrator attempts to open a lock on a high window while hanging onto a rope, the DM might assess a -2 penalty to the attempt. If the character has a +3 Dexterity bonus, the penalty is negated (but the "left over" +1 provides no benefit).

**Skill with Traps (Ex):** Like rogues, nightsong infiltrators can use the Search skill to locate traps with DCs higher than 20 and the Disable Device skill to disarm magical traps. These abilities follow all of the normal rules for rogues using these skills.

**Infiltration (Ex):** If a 2nd-level nightsong infiltrator studies one small encounter area, such as a doorway or guardpost, for one hour (in disguise, hidden across the street, invisible), he gains a competence bonus equal to his Wisdom bonus to Bluff, Climb, Disable Device, Disguise, Hide, Move Silently, Open Lock, and Search checks while in that encounter area for the next 24 hours. Further, if the nightsong infiltrator has a permanent base or home, these bonuses are always in effect in his home.

**Break Away (Ex):** A nightsong infiltrator who does nothing but move during a round gains a +4 competence bonus to AC against attacks during that round. The nightsong infiltrator must be aware of the attack (not flat-footed) to benefit from this bonus.

**Sense Magic (Su):** A 4th-level nightsong infiltrator can *detect magic*, as the spell, at will. This ability is used primarily to seek traps or help ascertain the true value of loot.

**Specialized Tools (Ex):** Given one hour and 10 gp, a 4th-level nightsong infiltrator can prepare a special tool for a job. To do so, the nightsong infiltrator must make a DC 15 Craft (woodworking) or a DC 15 Craft (blacksmithing) check, whichever is appropriate for the task (as determined by the DM). The nightsong infiltrator must have the proper tools (for use with the Craft skill) available to

make his specialized tool. He must know something about the job (location, general weather, lighting, and so on) so he knows what to prepare. The tools he prepares give him a +2 circumstance bonus to one type of skill check (Climb, Disguise, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, or Search). Alternatively, at the DM's discretion, the tools allow him to do something he normally could not do such as picking a lock from a distance (using a specialized pole), opening a window with both hands gripping a rope (using a mouth-pick), and so on. The tools only work in that particular location.

**Defensive Roll (Ex):** A 5th-level nightsong infiltrator can roll with a potentially lethal blow to take less damage from it. Once per day, when a nightsong infiltrator would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC equal to the damage dealt), and if he's successful, he takes only half damage from the blow. He must be aware of the attack and able to react to it to execute a defensive roll—if he is denied his Dexterity bonus to AC, he can't roll. Since this effect wouldn't normally allow a character to make a Reflex save for half damage, evasion does not apply to the defensive roll.

**Nimble Fingers (Ex):** A 5th-level nightsong infiltrator can take 20 on Disable Device checks. Taking 20 takes twenty times as long as making one check. Using this ability with a Disable Device check does not set off the trap unless the character's result after taking a 20 is insufficient to disable the device.

**Rapid Action (Su):** At 6th level, once per day per nightsong infiltrator level, this character can take an additional partial action in a round. During this action, the infiltrator can: move (including climbing or jumping), use a special ability, activate a magic item, draw a weapon/item, sheath/store a weapon/item, stand up from prone, light a torch with a tindertwig, use a (non-attack) skill that takes 1 action, pick up an item, or move a heavy object.

**Trap Avoidance (Ex):** A 7th-level nightsong infiltrator's training with traps is so extensive that he makes all saving throws made against traps and trap effects twice, taking the better roll each time.

**Improved Evasion (Ex):** An 8th-level nightsong infiltrator's reflexes allow him to get out of harm's way with incredible speed. This extraordinary ability works like evasion, except that while the nightsong infiltrator still takes no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now suffers only half damage on a failed save.

**Supernatural Touch (Su):** At 9th level, the nightsong infiltrator gains a supernatural affinity for mechanisms and locks. This ability confers a +4 competence bonus to normal Open Lock, Search (to look for traps), and Disable Device checks, or, alternatively, allows the nightsong infiltrator to make Open Lock, Search (to look for traps), and Disable Device checks without having the appropriate tools.

**Ghost Move (Su):** At 10th level, the nightsong infiltrator gains a supernatural ability that helps him to infiltrate even impregnable places. This ability confers a +8 competence bonus to Hide and Move Silently checks. He can even hide while being directly observed, seeming to simply disappear. This ability, coupled with Supernatural Touch and Specialized Tools (and of course, many skill ranks), gives the nightsong infiltrator some impressive bonuses to all the skills he needs, allowing the character to move through even the most well-guarded, heavily trapped, and tightly locked vaults imaginable. D

## REQUIREMENTS

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

**Open Locks:** 10 ranks.
**Move Silently:** 6 ranks.
**Disable Device:** 4 ranks.
**Pick Pocket:** 5 ranks.
**Feats:** Alertness.
**Special:** The nightsong infiltrator must undergo three months of intensive training and tests with the Nightsong Guild before he can actually gain the skills offered. Further, the guild asks all members to contribute 10% of all their earnings. In return, members have access to the guild's extensive library, training facilities, workshops, contacts, allies, and bolt-holes. Many places of business in the city offer Nightsong Guild members 10% discounts on services, goods, and equipment.

## CLASS SKILLS

The nightsong infiltrator's class skills (and the key ability for each skill) are as follows:

**Str:** Climb, Jump, Swim.
**Dex:** Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Ride, Tumble, Use Rope.
**Con:** —
**Int:** Appraise, Craft, Decipher Script, Disable Device, Forgery, Profession, Search, Use Magic Device.
**Wis:** Innuendo, Listen, Spot.
**Cha:** Bluff, Diplomacy, Disguise, Gather Information.
**Skill Points at Each Level:** 8 + Int modifier.

HIT DIE
D6

## THE NIGHTSONG INFILTRATOR

| Lvl | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +0 | +0 | +2 | +0 | Climbing action, skill with traps |
| 2 | +1 | +0 | +3 | +0 | Infiltration |
| 3 | +2 | +1 | +3 | +1 | Break away |
| 4 | +3 | +1 | +4 | +1 | Specialized tools, sense magic |
| 5 | +3 | +1 | +4 | +1 | Defensive roll, nimble fingers |
| 6 | +4 | +2 | +5 | +2 | Rapid action |
| 7 | +5 | +2 | +5 | +2 | Trap avoidance |
| 8 | +6 | +2 | +6 | +2 | Improved evasion |
| 9 | +7 | +3 | +6 | +3 | Supernatural touch |
| 10 | +7 | +3 | +7 | +3 | Ghost move |

Class Acts:

# The Master Siege Engineer

by Andy Collins

As long as there is war, the master siege engineer will have a place in society. In small battles, the master siege engineer operates a ballista himself, but in larger struggles, he commands several teams of siege weapon operators.

Most master siege engineers are drawn from the ranks of fighters, experts, or warriors. Occasionally, a paladin or cleric dedicated to a god of war might train as a master siege engineer, but such characters are rare. Barbarians, monks, and rangers find the life of a master siege engineer unappealing, and few spellcasters are interested in its rewards.

Master siege engineers generally receive their training from military academies and often find employment with military forces. Those who leave formal service often become mercenaries, hiring themselves out to the highest bidder.

## Class Features

All of the following are class features of the master siege engineer prestige class.

**Weapon and Armor Proficiency:** A master siege engineer gains no weapon or armor proficiency.

**Siege Accuracy (Ex):** As a result of his specialized training, a master siege engineer is highly accurate when firing siege weapons. When firing a siege weapon such as a catapult, a master siege engineer makes a Profession (siege engineer) check (DC 20) as normal. Success, however, indicates that the master siege engineer consults the Deviation Diagram (6 feet to 10 feet) on page 68 of the *Dungeon Master's Guide*.

At 4th level, the master siege engineer's skills are so finely tuned that he rarely misses his target when firing a siege weapon and uses the Deviation Diagram (1 feet to 5 feet) after making a successful Profession (siege engineer) check.

**Increased Range (Ex):** When operating a siege weapon, the master siege engineer may add 10% to the weapon's range increment. This has no effect on the weapon's minimum range (such as for catapults).

**Siege Weapon Specialization (Ex):** At 2nd level, a master siege engineer selects a specific siege engine (such as a heavy catapult, light catapult, ballista, or ram). Whenever the master siege engineer operates that type of siege weapon, he adds an additional 1d6 to the damage it inflicts.

**Siege Guidance (Ex):** At 3rd level, the master siege engineer can spend a standard action to guide nearby siege teams. This grants a +2 morale bonus to all Profession (siege engineer) checks made by any allied siege weapon operators within 100 feet (and within sight) of the master siege engineer. This is a language-dependent ability.

**Command Siege (Ex):** At 5th level, the master siege engineer can oversee other troops conducting a siege. By spending a standard action, he can extend his siege accuracy to a number of siege weapon teams equal to his master siege engineer class level plus his Charisma bonus. Siege weapon teams are groups of characters who are responsible for operating and firing a siege weapon. All commanded siege weapon teams must be within 120 feet (and within sight) of the master siege engineer for this ability to have an effect. This is a language-dependent ability.

### REQUIREMENTS

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

**Feats:** Skill Focus (Profession) (siege engineer).
**Craft (siege weaponry):** 4 ranks.
**Knowledge (architecture and engineering):** 4 ranks.
**Profession (siege engineer):** 8 ranks.
**Spot:** 4 ranks.

### CLASS SKILLS

The master siege engineer's class skills (and the key ability for each skill) are as follows:

**Str:** Climb, Jump, Swim.
**Dex:** —
**Con:** —
**Int:** Craft, Disable Device, Knowledge (architecture and engineering)
**Wis:** Profession, Spot, Use Rope
**Cha:** Handle Animal

Skill Points at Each Additional Level: 4 + Int modifier.

HIT DIE: D10

### THE MASTER SIEGE ENGINEER

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +2 | +0 | +0 | Siege accuracy, increased range |
| 2nd | +2 | +3 | +0 | +0 | Siege weapon specialization |
| 3rd | +3 | +3 | +1 | +1 | Siege guidance |
| 4th | +4 | +4 | +1 | +1 | Siege accuracy (improved) |
| 5th | +5 | +4 | +1 | +1 | Command siege |

# STONE, ROAD, AND TUSK

## Three Unusual Woodland Prestige Classes

by Eric Cagle • illustrated by Chris Appel

To different adventurers, nature means different things. To fighters and barbarians, nature is a challenge that must be faced and overcome. Monks either find harmony in nature or ignore it entirely while focusing on the body and mind. Wizards and sorcerers often see it as something that must be crossed between point A and point B or something that might yield ingredients for powerful rituals. Rogues and bards find nature inspiring at best and tedious at worst. Clerics differ in opinion based on their faith and personal outlook, but most see it as an extension of their own or another god's will.

To druids and rangers, however, nature is power.

Most druids and rangers are found among elves, gnomes, and humans. Elves are the prototypical druids and rangers, with a deep understanding of nature and a respect for its power. Gnomes also have a close connection to the land, making their homes in burrows beneath the ground. Humans and half-elves with an affinity for the old ways heed the call to become druids. Human and half-elf rangers tend to be more martial, protecting the wilderness with a single-minded dedication.

The other races, dwarves, halflings, and half-orcs, are rarely found in the role of druid or ranger. These races do not usually have the proper mindset or requisite affinity for nature. However, there is nothing stopping a player from creating a character that breaks the mold. This article addresses the interesting roleplaying challenges that members of these races contend with when they become druids and rangers, and it presents three new prestige classes.

### DWARVEN DRUIDS & RANGERS

The dwarven mind has difficulty sensing nature as anything more than a resource to be used for the benefit of the clan. With the exception of stone, metals, and ores, nature is viewed with the same suspicion reserved for outsiders.

Occasionally, a dwarf develops a deep appreciation for the forces of nature, bonding with the earth and seeking out the deepest and wildest caverns. As the dwarf ages, she spends more and more time deep underground, trying to escape the incessant noise of the forge or the endless picking of the mines. Such dwarves sometimes claim that they can hear the stone scream as it is mined, and they try to explain to their kin about the damage they are causing. This does not sit well with other dwarves, who believe that the riches of the earth are a gift from Moradin, freely harvested by anyone who works hard to take it from the rock.

Dwarven druids and rangers usually choose animal companions common to underground regions, such as giant lizards, badgers, and dire bats.

Dwarven druids are usually found in one of two roles. The most common is the loner who flees the safety and tradition of the clan to wander the dark mazes of caves deep under the surface. She watches the subtle cycles of the underground seasons and learns the habits of the bizarre creatures that live there. Unlike surface druids, a dwarf drawn to nature rarely bothers with spells that affect wood, plants, and to a lesser extent, fire. She is well versed in the lore of stone, ore, and earth. The second type of dwarf druid is the clan wiseman. She might belong to a clan that has not turned its back on nature (or has fallen into barbarism), a clan that finds her insight into the natural world to be extremely important.

Dwarven rangers are typically troubleshooters for the clan, seeking out and eliminating enemies before they become powerful enough to threaten the community. Some rangers act as scouts, escorts, and couriers, navigating caves and long-disused tunnels with ease. A few such scouts receive special training, allowing them to move quickly and quietly through the caverns they patrol. Like the rare dwarf druids, these warriors spend more and more time alone in the deep caves as they age. Known as cave stalkers, these unique individuals roam extensive cavern networks and often serve as the first line of defense for a dwarven stronghold.

### CAVE STALKER

Most dwarven strongholds are made up of numerous tunnels, warrens, and cave systems, some of which have been ignored or forgotten by their owners. Monstrous creatures and humanoids, like orcs, goblins, and ogres expand like fungus in these cold, dark areas, using them as staging grounds to attack the heart of dwarven communities. To prevent this from happening, certain dwarves are trained from an early age to navigate the long-forgotten tunnels and make preemptive strikes against their enemies. These stealthy warriors are known as cave stalkers.

Cave stalkers specialize in hunting down and eliminating creatures in the dark, twisting caves around dwarven communities. They use stealth, ambush, and deception to single out foes and

remove them one by one. A typical strategy is to track down the enemy, then *meld into stone* close to their location. The cave stalker then waits for her enemy to pass by, leaping out from behind to attack when the target least expects it. A cave stalker also uses her finely tuned stonecunning ability to find the best areas to create pits, cave-ins, and rockslides, often eliminating the enemy without drawing her axe. If a cave stalker is outnumbered, she retreats into the darkness, hiding until she can pick off individual targets.

Because they spend so much time in the stark wilderness of caves and caverns, cave stalkers are slightly ostracized by the rest of the clan. The typical dwarf shudders at the thought of leaving behind her clan, traditions, and forge, so the rootless existence of the cave stalker seems like a social aberration. Still, there is great honor to be found in protecting the clan from attack, so they are given some respect. None of this concerns the cave stalker, who cares little for what others think; she finds purpose in what she does every time she brings down another one of her enemies. She prefers to work alone, but also knows that cooperation with others has its advantages.

Rangers are the most likely individuals to become cave stalkers, and druids, rogues, and fighters are also common. Feral tribes of barbaric dwarves sometimes produce cave stalkers, who hunt down their foes in silence and then explode into a terrible frenzy once they ambush their prey. Clerics of Moradin are sometimes drawn to this class, eliminating enemies with single-minded zeal. Sorcerers, wizards, monks, and bards, which are rare in dwarven society, almost never become cave stalkers.

## CLASS FEATURES

All of the following are class features of the cave stalker prestige class.

**Weapon and Armor Proficiency:** Cave stalkers are proficient with simple weapons and with light and medium armor, but they gain no new proficiency with shields.

**Spells Per Day:** At 1st, 3rd, and 5th level, the cave stalker gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of cave stalker to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

**Improved Stonecunning (Ex):** At 1st level, the cave stalker increases her racial stonecunning ability from +2 to +4 on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like. This bonus, like the normal dwarven racial bonus, applies to Search checks made to detect stonework traps. In addition, the range at which the cave stalker has a chance to automatically detect unusual stonework increases from 10 feet to 20 feet.

**Sneak Attack:** If a cave stalker can catch an opponent when she is unable to defend herself effectively from her attack, she can strike a vital spot for extra damage. Any time the cave stalker's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the cave stalker's attack deals +1d6 points of damage. This extra damage increases to +2d6 at 5th level. Should the cave stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the cave stalker can make a sneak attack that deals subdual damage instead of normal damage. She cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

A cave stalker can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The cave stalker must also be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The cave stalker cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

### REQUIREMENTS

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

**BASE ATTACK BONUS:** +5.
**FEATS:** Blind-fight, Track.
**RACE:** Dwarf.
**CRAFT (TRAPMAKING):** 5 ranks.
**MOVE SILENTLY:** 5 ranks.
**WILDERNESS LORE:** 5 ranks.

### CLASS SKILLS

The cave stalker's class skills (and the key ability for each skill) are:

**STR:** Climb, Swim.
**DEX:** Hide, Use Rope.
**CON:** Concentration.
**INT:** Craft (trapmaking), Knowledge (nature).
**WIS:** Intuit Direction, Listen, Profession, Spot, Wilderness Lore.
**CHA:** –

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier.

### THE CAVE STALKER

HIT DIE D8

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +0 | +2 | +0 | Improved stonecunning | +1 level of existing class |
| 2nd | +1 | +0 | +3 | +0 | *Meld into stone* | |
| 3rd | +2 | +1 | +3 | +1 | Sneak attack +1d6 | +1 level of existing class |
| 4th | +3 | +1 | +4 | +1 | Enhanced darkvision | |
| 5th | +3 | +1 | +4 | +1 | Sneak attack +2d6 | +1 level of existing class |



If a cave stalker gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

*Meld Into Stone (Sp):* A cave stalker can cast *meld into stone* as a cleric equal to her cave stalker class level. Starting at 3rd level, the cave stalker can use this ability once per day, plus one additional time per day per point of Wisdom bonus.

**Enhanced Darkvision (Ex):** Cave Stalkers spend most of their lives in the darkest caverns they can find. As a cave stalker's skills improve, her almost mystical understanding of the deep caverns sharpens her inborn darkvision, allowing her to see farther than other members of her race. Once a cave stalker achieves fourth level, her darkvision range increases by 20 feet.

This bonus stacks with other natural or extraordinary abilities that improve darkvision, but it does nothing to improve magically granted darkvision.

Any condition that causes the character to lose her normal darkvision also causes the enhanced darkvision to fail.

## HALF-ORC DRUIDS AND RANGERS

To most orcs and half-orcs, nature is something to be conquered—the idea that it can be worshiped, much less respected, is abhorrent to them. Rare individuals, however, hear voices in the winds, whispers in the rocks, and secrets in a crackling fire. They are drawn to nature in a way that none of their tribe would ever understand. These individuals are usually the target of scorn, fear, and ridicule by the rest of the clan, who cast them out or make life miserable enough that they leave on their own.

A half-orc who becomes a druid has a particularly rough time. Often lacking the physical prowess of his kin, he must make up for it with his spells and choice of animal companions. Half-orc druids or rangers prefer animal companions that are tough, aggressive, and not very subtle—bears, wolves, boars, and badgers, for example. Half-orcs rarely choose avians, like hawks and eagles, mainly because of their close association with elves.

Half-orc druids are even more likely to be loners than other races. Despised, hated, or at the very least, misunderstood, half-orc druids can bond with nature in a remarkable way. They find companionship among animals—who don't care about race—and they are drawn to extreme climates where they will not be disturbed. A good half-orc druid protects the animals and plants in his realm with a single-minded determination. While he understands that nature is cruel and uncaring, he usually shows a deep compassion for the plants and animals around him. An evil half-orc druid exemplifies an extreme version of the idea of survival of the fittest. He stakes out his territory and defends it from anything that tries to take it away, including the previous owners. He is the bane of elves and other good forest-dwelling races, because he is able to twist and pervert nature into a weapon to be used against them.

Good half-orc rangers become fierce protectors of the wilderness, often using their skills against the very orcs who exiled them. Evil half-orc rangers are the stuff of nightmares—stealthy murderers that lurk in the woods, waiting to ambush their prey. Worse, they might still maintain close ties with their orc kin, making advance strikes against difficult targets in anticipation of an attack by the rest of the horde. Evil half-orc rangers prefer using melee weapons and ranged weapons that take advantage of their high Strength, like javelins and mighty bows.

Some half-orc druids or rangers learn terrible magical secrets that merge evil spirits with natural creatures. These are the fiend binders, described below.

## FIEND BINDER

Survivors of attacks by orc hordes sometimes tell stories of the countryside being plagued by evil, vile creatures days or weeks before the assault. Livestock goes missing and is found later, wandering on roads and fields, attacking anything that moves. Wolves, bears, and other creatures of the wilds, which normally shun contact with humans, become bold and attack with an unholy desire for mayhem. When the orc warband finally descends on the hapless village, packs of fiendish dogs, wolves, and boars with glowing red eyes and frothing mouths are in the vanguard. The source behind these tales is the fiend binder.

The fiend binder is a terrifying figure who learns a secret, perverse ritual that merges the spirit of an evil entity onto the soul of a normal creature. Through this ritual, the fiend binder creates terrifying animals that lead the charge of any assault. Predators are the preferred animals for this process, including dogs, bears, wolves, and big cats, like cheetahs. However, fiend binders have been known to use the process on domesticated animals—fiendish cattle that cause herds to stampede or murderous pigs that attack and devour their owners.

Some fiend binders are so enamored with the chaos caused by their creations that they release the maddened beast back into the wild, allowing it to terrorize the countryside. This sometimes backfires, as when the bound creature goes on a rampage inside the orc camp. Some tribes see this as a form of entertainment, honing their battle skills as they try of kill the beast. Other tribes take a dim view to the fiend binder's careless actions and banish him into the wilderness. Because of this, most fiend binders are loners.

Druids who turn away from nature are the most likely candidates to become fiend binders. Rangers with particularly vicious and twisted attitudes toward animals also become fiend binders. Clerics, particularly those who

worship Gruumsh, become fiend binders to create packs of fiendish warhounds. Orc wizards and sorcerers are already rare, but have been known to be drawn to this class.

## CLASS FEATURES

All of the following are class features of the fiend binder prestige class.

**Weapon and Armor Proficiency:** Characters taking a level of fiend binder gain no new proficiency with any weapons, armor, or shields.

**Spells Per Day:** At 2nd and 4th level, the fiend binder gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of fiend binder to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

***Domination of the Master (Sp):*** The fiend binder gains the ability to impose his will on certain creatures. Once a day the fiend binder can cast *dominate animal* as a 10th-level druid. The target creature must succeed at a Will saving throw (DC 13 + the fiend binder's Charisma modifier) to resist the effect.

**Fiend Binding (Su):** Beginning at 1st level, the fiend binder can perform a perverse ritual that binds a fiendish spirit onto an animal. To do this, the fiend binder must have used the *domination of the master* ability (see above) on the creature within the last 24 hours, and the creature must be confined somehow. (Typically, the fiend binder uses *domination of the master* to force the creature into a suitable cage.) He then summons an evil and tainted entity, which merges with the creature over eight painful and terrifying hours. During this time, the fiend binder can take short breaks from working and engage in light activity, such as walking, talking, or complete rest, but cannot run, fight, cast spells, use magic items, or perform any other physically or mentally demanding task. If the fiend binder is disturbed during the ritual or allows more than 12 hours to pass since the beginning of the ritual, the ritual is ruined. Once the ritual is complete, the creature permanently gains the fiendish template (see Appendix 3: Templates in the *Monster Manual*). The fiend binder can only imprint a fiend onto an animal; other creature types are immune to this effect.

Fiend binding I allows the ritual to be performed on an animal with no more than 3 Hit Dice. Fiend binding II works on an animal up to 6 Hit Dice, and fiend binding III works on an animal up to 9 Hit Dice.

The process also allows the fiend binder to treat creatures affected by this ability as animal companions. A fiend binder can treat more than one creature affected by this ability as an animal companion as long as the creatures' total Hit Dice don't exceed the fiend binder's character level. However, a fiend binder can perform the ritual any number of times, releasing the uncontrolled creatures back into the wild.

This ability functions independently of a druid's or ranger's ability to have an animal companion. An adventuring character with seven druid levels and five fiend binder levels could have seven hit dice worth of normal animal companions and five hit dice worth of fiendish animal companions.

**Empathic Link (Su):** At 2nd level, the fiend binder gains an empathic link that allows him to communicate telepathically with his bound companions to a maximum distance of one mile. The fiend binder and the companion can understand one another as if a *speak with animals* effect were in force. Of course, intelligence is still a factor in the content of such conversations and misunderstandings on that basis are still possible.

**Animal Senses (Su):** At 4th level, the fiend binder can sense things through an animal bound and controlled by the fiend binding ability. The character can hear through the animal companion's ears or smell through its nose (this means that the character can use the animal's scent ability if the bound animal has that ability). The fiend binder can activate his animal senses as a standard action, and he does not lose the ability to sense events around him by doing so. A fiend binder can use this ability a number of times per day equal to one plus his Charisma bonus. This effect lasts for a number of rounds equal to the character's fiend binder class level.

**Speak with Master (Ex):** Also at 4th level, the fiend binder gains the ability to communicate verbally with his bound and controlled companions in a language of his own. Creatures other than

### REQUIREMENTS

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

**ALIGNMENT:** Any evil.
**FEATS:** Iron Will.
**RACE:** Orc or half-orc.
**ANIMAL EMPATHY:** 8 ranks.
**INTIMIDATE:** 4 ranks.
**SPELLCASTING:** Ability to cast *summon monster I* or *summon nature's ally I.*

### CLASS SKILLS

The fiend binder's class skills (and the key ability for each skill) are:
**STR:** –
**DEX:** Ride.
**CON:** Concentration.
**INT:** Knowledge (nature), Spellcraft.
**WIS:** –
**CHA:** Animal Empathy, Handle Animal, Intimidate.

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier.

### THE FIEND BINDER

**HIT DIE: D8**

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spellcasting |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | *Domination of the master*, fiend binding I | |
| 2nd | +1 | +3 | +0 | +3 | Empathic link | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Fiend binding II | |
| 4th | +3 | +4 | +1 | +4 | Animal senses (hearing, smell), speak with master | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Fiend binding III | |



his animal companions cannot understand this communication without magical aid.

## HALFLING DRUIDS AND RANGERS

Halflings are a bit of a dichotomy when it comes to the natural world. On one hand, their nomadic wandering takes them through areas of pristine wilderness, far from any civilization. There they learn to respect nature's strength and wonder. On the other hand, halflings are social creatures who enjoy the company of others. The typical halfling is a rogue, whose focus is on the trappings of civilization—theft of goods, information gathering, and the like. These two ideas make halfling druids and rangers interesting and unique.

Halfling druids usually separate themselves from the rest of their clan and take to the trail, blazing their own if none exists. However, halflings understand wanderlust and send these individuals off with a fond farewell, knowing that they might return someday. Halfling druids who remain with their people serve multiple roles—healer, seer, and tender of the clan animals. They watch the weather and seasons, indicating the best time for the clan to pick up stakes and move on.

Halfling rangers are usually loners. Some serve as trailblazers for the clan, always moving and seeing what's beyond the next hill. They scout out the terrain, keeping their eye out for danger and eliminating many troublesome creatures before the clan is even aware of a threat. If halfling rangers are rare, evil ones are even more exotic. All halflings carry a bit of a mean streak, but evil halfling rangers take this to an extreme, playing harrowing games with their enemies before slitting their throats in the middle of the night.

The animal companions that halfling druids and rangers usually choose are swift and stealthy, such as panthers, wolves, eagles, and owls. Over time, they ally themselves with larger creatures that can be used both as mounts and fighting companions, like bears.

Many halfling druids and rangers aspire to become prairie runners. This prestige class is described below.

## PRAIRIE RUNNER

The prairie grass sways in the wind like water in the tide, with nothing around for miles and miles to stop the breeze. In the distance, a tiny figure can be seen running through the grass with a steady, graceful purpose. Her feet barely touch the ground, and her eyes are fixed on the horizon, taking in everything around her but also shutting everything out. For the prairie runner, nothing matters except for a steady stride, the rhythm of her breath, and the serenity of her mind. She is chasing after an elusive state of being called "the Run."

Nomadic halfling family groups sometimes travel great distances, journeying them far from other clans. Although most clans stick to tried-and-true patterns, some strike out into new territory. Over the centuries, a special group of halflings has developed, and it is this group, more than any other, that allows the far-ranging halfling clans to maintain contact with one another and scout dangerous terrain; members of this special group are called prairie runners. These halflings have an innate sense that allows them to find the best paths to take. They also have been blessed with amazing speed and stamina, which helps them make long, arduous journeys quickly and easily. Prairie runners are sent out as scouts and trailblazers, finding suitable campsites, water sources, and hunting grounds for the clan.

Prairie runners are also used as messengers between the far-flung clans, carrying messages when magic fails or the assurance of a fellow halfling is necessary to maintain relations. Because of this, many prairie runners train in diplomacy. The sight of an approaching prairie runner is a cause of celebration for a clan, because she is full of news, gossip, and vital information of all kinds. Other than food and a place to rest, prairie runners rarely ask for payment for their services, but small tokens of appreciation are accepted. Because they must travel lightly, prairie runners must be diplomatic when a clan leader gives them a

### REQUIREMENTS

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

**FEATS:** Endurance, Run.

**RACE:** Halfling.

**INTUIT DIRECTION:** 4 ranks

**WILDERNESS LORE:** 8 ranks.

**SPECIAL:** Must spend three days alone on the prairie. If the character receives any aid while meeting this requirement, she must begin the trial again.

### CLASS SKILLS

The prairie runner's class skills (and the key ability for each skill) are:

**STR:** Jump, Swim.

**DEX:** Move Silently, Tumble.

**CON:** Concentration.

**INT:** –

**WIS:** Heal, Intuit Direction, Listen, Wilderness Lore.

**CHA:** Diplomacy.

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier.

### THE PRAIRIE RUNNER

HIT DIE: D8

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Fast movement, fleet of foot 1/day |
| 2nd | +1 | +3 | +0 | +3 | Trance of the run, pathlore |
| 3rd | +2 | +3 | +1 | +3 | Fleet of foot 2/day |
| 4th | +3 | +4 | +1 | +3 | Bolster the runner |
| 5th | +3 | +4 | +1 | +3 | Fleet of foot 3/day, *haste* |

heavy or bulky gift, doing their best to show their appreciation for the gift, but also politely declining.

Prairie runners almost never wear armor heavier than leather, and they carry only light weapons. They do their best to avoid combat, relying on their speed and agility to get them out of danger. If a prairie runner has no choice, she stays on the move, sprinting and dodging gracefully with each strike.

Instead of relying on steeds, which can sicken, become injured, or die out in the wilderness, prairie runners have become superb long-distance runners. Prairie runners become obsessed with the Run—a transcendental state of being in which they lose any sense of self. When a prairie runner enters this trance, she becomes incredibly attuned to her body, falling into a steady rhythm that allows her to run for hours and hours without food, water, or rest. She becomes faster and faster as she runs, until she becomes almost a blur. Over time, an experienced prairie runner learns how to pass along some of her stamina and endurance to others, allowing them to move almost as quickly with her through the wilderness.

Rangers and druids are the most common classes to become prairie runners, as they are used to the hardships of the wilderness and do not mind acting alone. Fighters who pack lightly sometimes become prairie runners, as well as some monks, who find a spiritual purity in the Run. A few barbarians become prairie runners, although it takes special discipline to balance the serenity of the Run and the barbarian rage. Clerics of Fharlanghn are the most likely clerics to become prairie runners. Wizards, sorcerers, rogues, and bards are almost never drawn to this path—wizards and sorcerers usually lack the physical stamina, and rogues and bards often become bored by the loneliness of the wilds.

## CLASS FEATURES

All of the following are class features of the prairie runner prestige class.

**Weapon and Armor Proficiency:** Characters that take a level of prairie runner gain no new proficiency with any weapons, armor, or shields.

**Fast Movement (Ex):** The prairie runner has a speed faster than the norm for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). This movement stacks with the barbarian fast movement class ability.

**Fleet of Foot (Su):** Starting at 1st level, a prairie runner can drastically increase her speed for short distances as a standard action when wearing no armor, light armor, or medium armor (and not carrying a heavy load). This is similar in most respects to the *expeditious retreat* spell, although the duration lasts for 10 minutes per prairie runner class level.

**Trance of the Run (Su):** Starting at 2nd level, a prairie runner can enter a trance-like state that allows her to run great distances for a long period of time. She can hustle (see Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*) a number of hours equal to her Constitution bonus plus class level. One hour after that, the prairie runner must make a Constitution check (DC 10) to continue running for another hour—if she fails, she takes 1 point of subdual damage. Every additional hour increases the DC by 1 and causes twice the damage taken in the previous failed save. A prairie runner in a trance does not have to sleep or eat, and only requires the normal amount of sleep and food when she comes out of the trance and stops running.

**Pathlore (Ex):** At 2nd level, the prairie runner gains an intuitive understanding of the best path to take through the wilderness. The prairie runner receives a +10 insight bonus to Wilderness Lore checks for the purposes of determining the easiest and most direct route through terrain.

**Bolster the Runner (Su):** Starting at 4th level, a prairie runner can lend some of her amazing endurance to others. Once per day, the prairie runner can grant the Endurance feat to a number of targets equal to her class level. The affected targets can also hustle for a number of hours equal to their Constitution bonus (minimum 1 hour), before taking subdual damage (see Overland Movement, Chapter 9: Adventuring in the *Player's Handbook*).

***Haste (Sp):*** Once per day, the prairie runner can cast *haste* on herself using her prairie runner class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.



## IN YOUR CAMPAIGN

Even if druids and rangers don't figure prominently in your campaign, there are many ways to use these prestige classes in your game.

If you want to include these prestige classes as minor elements, you can associate each with a specific environment. Placing a class in a specific environment allows you to preserve its unique abilities and adds an extra element of flavor to the class's members. For example:

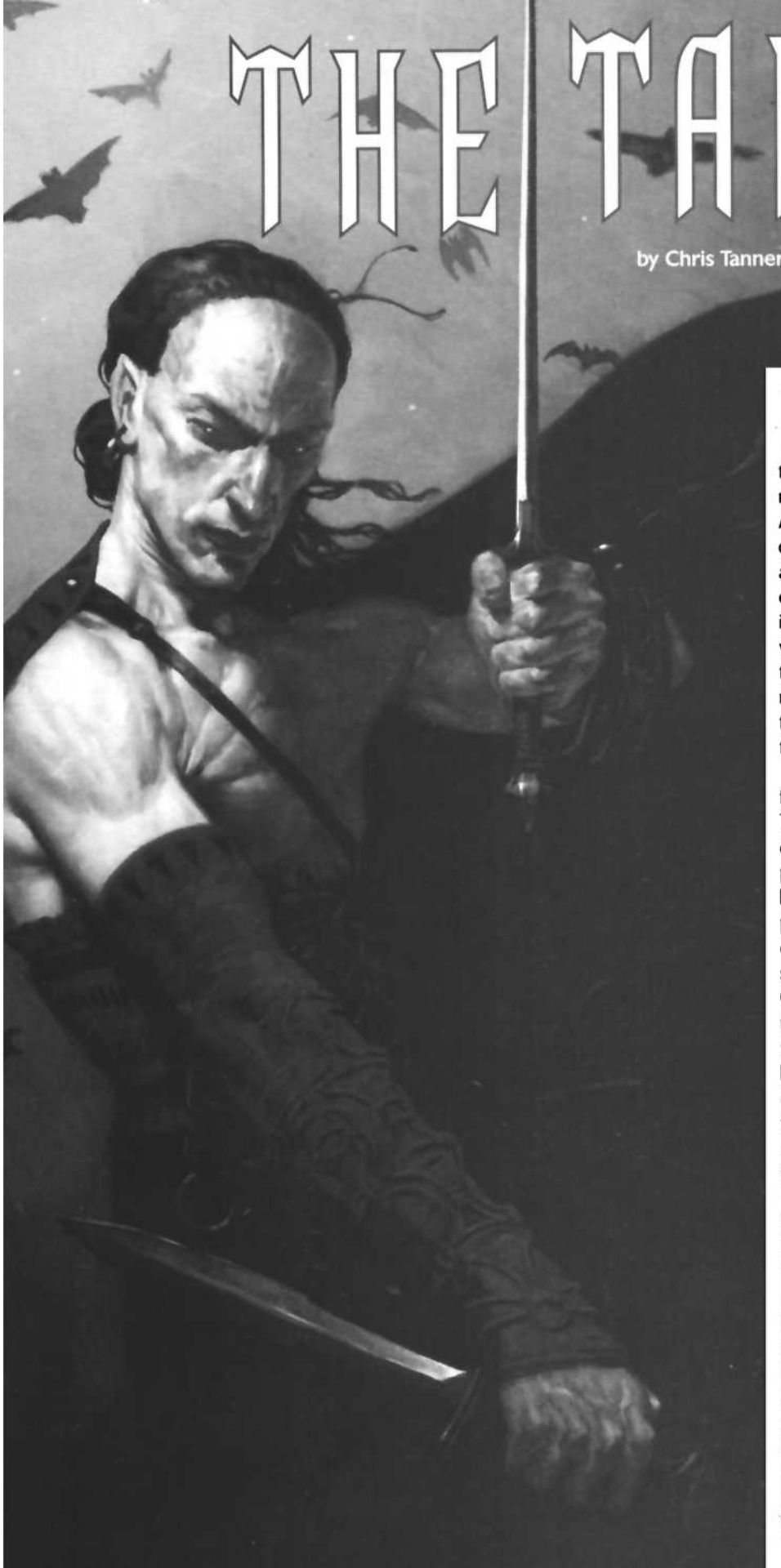
- Cave stalkers might only live in arctic regions, exploring and protecting icy mountain caverns.
- Fiend binders might be associated with the sea or even one large inland body of water, turning normal marine life into dangerous threats to shipping.
- Prairie runners are already associated with a specific environment, but their focus could easily change from the temperate prairie to the scorching desert or the barren tundra.

If you want to use the prestige classes as more prominent elements of your campaign, it's easy to remove or change the racial restrictions associated with each class. Here are a few variations to try:

- Villainous drow cave stalkers, who are trained to trap the unwary and take them back to their stronghold as slaves.
- Gnome fiend binders known as reconstructionists who add the half-machine template (rather than the fiendish template) to the monsters they dominate. You can find the half-machine template in issue #91 of *Dungeon Magazine*.
- An alliance of human, half-elf, and elf prairie runners known as long striders who run the distances between allied cities as messengers.

# THE TAINTED

by Chris Tanner · illustrated by Brom and Kyle Anderson



Brutal monsters and evil villains stalk heroes at every turn, but if their claws, weapons, or spells fail to slay their enemies, some evil creatures employ a more subtle method—insidious temptation. Any hero can thus find himself traveling down a dark road—the first few steps always seem to make so much sense—but once the journey is begun, it can end only in death or damnation. Still, a valiant few who walk dark paths fight against the loss of their souls and virtue, and some manage to maintain a kind of balance, wrestling with temptation with each breath and even in their dreams.

A tainted is a once noble hero who has fallen under the sway of a fiendish parasite. The demon, devil, or yugoloth slowly tries to control the character's will, offering him vile powers in dark whispers. How a person becomes tainted varies greatly. Some are possessed, others are tricked, and still others willingly allow a fiend to share their soul, hoping to gain power in exchange. Once a person is tainted, a heart black as night, a will of unyielding evil, and a potency of unwholesome origin can often be concealed, but the eyes of the fiend cannot. The "eyes of the fiend" are the telltale sign of a tainted creature, a pair of strange eye-shaped markings that burn themselves into the character's chest.

Depending on the particular variety of fiend that inhabits his soul, the tainted takes on elements of its personality. Generally, demons cause the tainted to be prone to violence. Specifically, a succubus-possessed tainted might become lecherous and seductive. Bebilith-possessed might have an obsession with spiders. Vrock-possessed tainted take on the scavenging qualities of vultures, and tainted bonded with hezrou often lose all desire for good hygiene. Glabrezu-possessed become sneaky and silver-tongued. Nalfeshnee-possessed tainted are judgemental, prejudiced bigots.

Marilith-possessed become covetous, particularly with jewels and other trinkets. Those unfortunate enough to have a balor inside them become instigators of the worst sort, sparking riots and violence.

Devils add to a character's desire for power and control, no matter what the cost. Osyluths make the tainted "snitch" more, blaming things on innocents. Kyton-tainted develop a disturbing obsession with sadistic torture. Tainted possessed by hellcats are prone to run on all fours and make bestial noises. Barbazu-tainted become aggressive and confrontational. Erinyes affect the tainted's personality much like a succubus. Hamatula-tainted become paranoid and distrusting. A tainted with a cornugon within his soul is often brave to foolish proportions. The gelugons are known for their elitist attitudes, and the tainted's personality changes to reflect this. A tainted dominated by a pit fiend develops a wicked pyromania and a fiendish cunning.

Yugoloths cause the tainted they possess to become greedy, selfish, and callous. Canoloth-tainted become overly stubborn Mezzoloths use the tainted's body to continue their martial training. Nycaloth-tainted become sneakier, using attacks from the shadows and other underhanded tactics. Ultroloth-tainted are scheming and cruel, and they tend to taunt victims before delivering the final blow.

If the tainted individual resists the advances of the fiend, he can use the powers without risk. He cannot, however, prevent the physical changes taking place in his body due to the activity of the fiend. Should the fiend's wiles pervert the character's mind far enough, he might become lost forever, trapped in the abyss of his mind, sealed in the shell of his body. Those who wish to rid themselves of the invading fiend must seek a way to banish it, but most tainted, even those who master the fiend within, fear the loss of the fiend's power.

A fiend usually prefers to take the noblest souls, so paladins and other good characters are at prime risk. There's nothing fiends crave more than to watch a pure heart melt away to be replaced with one as black as night. Fiends seem to take pleasure in polluting the most trusted and well-loved individuals. No one suspects these individuals of corruption, and their betrayals are the sweeter for it.

The tainted prestige class presents two paths of advancement, one for the spellcaster and one for the melee-oriented character. A character who wishes to become a tainted can choose from either prestige class path, but once a path is chosen, the character cannot then progress on the other. Both paths have the same class requirements, class skills, skill points per level, and abilities, but they differ as described below.

## CLASS FEATURES

All of the following are class features of the tainted prestige class. In addition, some class features of the core classes are changed when a member of that class becomes a tainted.

**Spellcasters:** No matter what their alignment, tainted spellcasters cannot cast spells with the Good descriptor. Good-aligned tainted spellcasters have the option of casting Evil spells appropriate to their class, but each casting of such a spell causes the tainted to gain a fiend point (see below).

**Cleric:** Clerics who used positive energy to turn undead and spontaneously cast cure spells now have the option of using negative energy to rebuke undead and spontaneously cast inflict spells. They can choose to use this power at any time—it is not a permanent choice—but each use of negative energy in this fashion causes the tainted cleric to gain a fiend point. Clerics who already used negative energy suffer no penalty for doing so, but they gain no new ability. Clerics do not increase their turning ability when they take levels of the tainted prestige class.

### TAINTED CLASS REQUIREMENTS

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

**Alignment:** Any nonevil.

**Base Attack Bonus:** +2.

**Base Will Save:** +1.

**Special:** The character must share his soul with the personality of a particular fiend. This fiend might or might not have knowledge of the character's actions depending on how the character became a tainted. See the For Your Campaign, For Your Character, and How Does Your Character Become Tainted? sidebars in this article for suggestions about how to handle fiendish possession and tainted characters.

### TAINTED CLASS SKILLS

The tainted's class skills (and the key ability modifier for each skill) are:

**Str:** Climb, Jump.

**Dex:** Hide, Move Silently, Ride.

**Con:** Concentration.

**Int:** Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Search, Spellcraft.

**Wis:** Listen, Spot.

**Cha:** Bluff, Disguise, Intimidate.

**Tainted Skill Points at Each Level:** 2 + Int modifier.

**Tainted Warrior Hit Die:** d10

**Tainted Spellcaster Hit Die:** d6

### TAINTED WARRIOR ADVANCEMENT

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1 | +1 | +2 | +0 | +0 | Fiend points, eyes of the fiend |
| 2 | +2 | +3 | +0 | +0 | Fiendish power I, dream haunting |
| 3 | +3 | +3 | +1 | +1 | Minor physical change |
| 4 | +4 | +4 | +1 | +1 | Fiendish power II |
| 5 | +5 | +4 | +1 | +1 | Hallucinations |
| 6 | +6 | +5 | +2 | +2 | Moderate physical change |
| 7 | +7 | +5 | +2 | +2 | Fiendish power III |
| 8 | +8 | +6 | +2 | +2 | Telepathy, craving |
| 9 | +9 | +6 | +3 | +3 | Major physical change |
| 10 | +10 | +7 | +3 | +3 | Fiendish power IV |

**Paladin:** Tainted paladins have the option of using their *lay on hands* ability to cause damage like an inflict spell. Each use of *lay on hands* in this fashion causes the tainted paladin to gain a fiend point. In addition, a tainted paladin can cast *contagion* in exchange for a use of his *remove disease* ability. Each casting of *contagion* causes the paladin to gain a fiend point.

**Fiend Points:** A tainted is a character struggling to maintain ownership of his soul. Fiend points represent how much control the fiend has over the tainted's soul. At 1st level, the tainted has 5 fiend points modified by an amount according to the table below.

| Condition | Fiend Points |
|---|---|
| Alignment is good | -1 |
| Alignment is neutral | +1 |
| Alignment is good but has committed an act of evil in the past | +1 |
| Character is a paladin | -1 |

When a character gains a tainted class level beyond the first or uses a fiendish power, he must make a fiend points check. If a fiendish power is continuous or can be used an unlimited number of times per day (such as a feat or a fly speed), the tainted must make the check at the start of each day (one check must be made for each continuous fiendish power). A fiend points check is a Wisdom check with a DC equal to the number of fiend points the character has. If the check succeeds, the tainted has fought off the fiend's temptations for the time being. If the check fails, the character gains a fiend point. On a roll of a natural 1, the tainted automatically fails and gains 1d4 fiend points. If the roll is a natural 20, the fiend's grip on the tainted's soul falters, and the character loses 1 fiend point. Fiend points cannot drop below 0. Willingly taking an evil action causes a character to automatically gain 1 fiend point. If at any time the number of the tainted's fiend points is equal to twice the tainted's Wisdom score, he has lost the battle over his soul, and his alignment changes to the alignment of the fiend inhabiting his soul. If the character's Wisdom is unnaturally low (due to ability score damage or drain) this alignment shift lasts until the character's Wisdom is returned to normal, but during this time, the tainted might commit many more evil acts and thus increase the number of his fiend points.



**Spells Per Day/Spells Known:** At specified levels gained in the tainted spellcaster prestige class, the character gains new spells per day and new spells known as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, increased turning ability, and so on). This means that he adds these levels of the tainted spellcaster class to the level of some other spellcasting class he has, then determines spells per day, caster level, and spells known (if formerly a bard or a sorcerer) accordingly. If a character had more than one spellcasting class before becoming a tainted spellcaster, he must decide to which class he adds the new effective level for the purposes of determining spells per day and spells known.

**Eyes of the Fiend (Su):** A tainted's true identifying mark, the eyes of the fiend are tattoos burned into the chest of the character. Looking like two orbs of darkest night, they give the character

a +2 competence bonus to all Intimidate checks and a +2 circumstance bonus to Intimidate checks against anyone who can see the tainted's tattoos. In addition, the eyes of the fiend give the tainted darkvision (through his own eyes) with a range of 60 feet.

**Fiendish Power I:** At 2nd level, the fiend begins to tempt the tainted with its evil gifts. The power granted depends on the type of fiend that possesses the tainted. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

- **Succubus**–*Change Self (Sp):* The tainted may cast *change self* as a spell-like ability once per day per tainted class level up to a maximum of 5 times per day, but the chosen form must have a beautiful appearance.
- **Bebilith**–*Protection from Chaos/Evil/Good/Law (Sp):* The tainted may cast *protection from chaos, protection from evil, protection from good,* or *protection from law* on himself as a spell-like ability. The tainted may use this ability once per day per tainted class level up to a maximum of 5 times per day and must choose which version of the spell to cast with each use.
- **Vrock**–*Spell-Like Abilities (Sp):* 1/day–*darkness* and *mirror image.*
- **Hezrou**–Stench (Su): The tainted may emit a foul odor once per combat. Anyone within 10 feet of the tainted must make a Fortitude save (DC 17) or suffer a -2 morale penalty to attack rolls for 1 minute. A *delay poison* or *neutralize poison* spell removes the effect for one creature.
- **Glabrezu**–*Spell-Like Abilities (Sp):* 1/day–*charm person* and *enlarge.*
- **Nalfeshnee**–*Detect Chaos/Evil/Good/Law (Sp):* The tainted may cast *detect chaos, detect evil, detect good,* or *detect law* as a spell-like ability. The tainted may use this ability once per day per tainted class level and must choose which version of the spell to cast with each use.
- **Marilith**–Bonus Feats (Ex): The tainted gains Ambidexterity and Two-Weapon Fighting as bonus feats.
- **Balor**–*Spell-Like Ability (Sp):* 2/day–*see invisibility.*
- **Osyluth**–Fear Aura (Su): The tainted can radiate a fear aura in a 5-foot-radius burst as a standard action twice per day. All those within the area must succeed at a Will save (DC 13 + the tainted's Charisma modifier) or be affected by a *fear* spell for 1d6 rounds. A creature that saves against an osyluth-tainted's fear aura cannot be affected by that osyluth-tainted's fear aura for the rest of the day. Baatezu are immune to the osyluth-tainted's fear aura.
- **Kyton**–Bonus Feat (Ex): The tainted gains the Exotic Weapon Proficiency (spiked chain) feat as a bonus feat.
- **Hellcat**–Keen Ears (Ex): The hellcat-tainted gains a +4 competence bonus to all Listen checks.
- **Barbazu**–Battle Frenzy (Ex): Once per day, the tainted can rage like a barbarian, gaining all the usual benefits and suffering all the normal penalties. The benefits of this rage do not stack with those provided by the rage ability of another class.
- **Erinyes**–*Charm Person (Sp):* The tainted may cast *charm person* as a spell-like ability once per day per tainted class level up to a maximum of 5 times per day.
- **Hamatula**–*Spell-Like Abilities (Sp):* 1/day–*hold person* and *produce flame.*

### REMOVING THE TAINT AND LOSING FIEND POINTS

There is no way to remove fiend points (except by the slow and unlikely process of constantly rolling a natural 20 on a fiend points check) or to change a character's alignment back to normal so long as the fiend remains within the tainted character, but there are ways to expel the fiend.

**Level Drain or Loss:** If a tainted has one of his levels permanently drained or loses a level due to being raised, he can choose to have it be the highest level of the tainted class he has attained regardless of what class level was most recently gained. By losing levels little by little, the fiend can be removed.

***Wish* or *Miracle:*** One of these spells, if properly worded, can remove one level of the tainted class and replace it with a level of another class the character already has.

**Divine Intervention:** A DM may rule that a simple *wish* or *miracle* is not enough for clerics or paladins. The PC might have to plead at the feet of her deity for help in expelling the fiend. Assuredly, the god or goddess will ask the hero to perform some great quest in exchange.

- **Cornugon**–*Spell-Like Ability (Sp):* 2/day–*detect thoughts.*
- **Gelugon**–Cold (Su): Once per day, a gelugon-tainted can fill a foe with numbing cold with a successful melee attack or melee touch attack. The tainted can decide to use this ability after the foe has been struck. The struck foe must succeed at a Will

**TAINTED SPELLCASTER ADVANCEMENT**

| Class Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Spells per Day/ Special | Spells Known |
|---|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | Fiend points, eyes of the fiend | +1 caster level |
| 2 | +1 | +0 | +0 | +3 | Fiendish power I, dream haunting | – |
| 3 | +2 | +1 | +1 | +3 | Minor physical change | +1 caster level |
| 4 | +3 | +1 | +1 | +4 | Fiendish power II | – |
| 5 | +3 | +1 | +1 | +4 | Hallucinations | +1 caster level |
| 6 | +4 | +2 | +2 | +5 | Moderate physical change | – |
| 7 | +5 | +2 | +2 | +5 | Fiendish power III | +1 caster level |
| 8 | +6 | +2 | +2 | +6 | Telepathy, craving | – |
| 9 | +6 | +3 | +3 | +6 | Major physical change | +1 caster level |
| 10 | +7 | +3 | +3 | +7 | Fiendish power IV | – |

## DESIGN CHALLENGE

The tainted prestige class presents the personality changes, powers, and physical changes of those characters tainted by many of the demons, devils, and yugoloths presented in the *Monster Manual* and the *Manual of the Planes*, but more fiends exist in both books and in the *Monster Manual II*. There are also other fiendish creatures, like the oni presented in *Oriental Adventures*. The tainted class and fiend points could be an intriguing substitute for the Taint and Tainted score presented for the Rokugan setting.

If you like the idea of the tainted prestige class, you can contribute to the game by proposing how the other fiends or the oni might change the tainted people they inhabit.

Send your ideas to **scalemail@paizopublishing.com** or post them on the *DRAGON* message boards. If there is enough interest, we'll print the best ideas as an update in *DRAGON* or post an expanded version of the prestige class online.

saving throw (DC 13 + the tainted's Charisma modifier) or be affected as though by a *slow* spell for 1d6 rounds.

• **Pit Fiend**—Constrict (Ex): The tainted gains the ability to constrict foes for an extra 2d4 points of damage with each successful grapple check that is intended to deal damage.

• **Canoloth**—Bonus Feat (Ex): The tainted gains the Blind-Fight feat as a bonus feat.

• **Mezzoloth**—*Spell-Like Ability (Sp):* 2/day—*see invisibility.*

• **Nycaloth**—*Spell-Like Ability (Sp):* 2/day—*invisibility.*

• **Ultroloth**—*Spell-Like Abilities (Sp):* 1/day—*alter self* and *hypnotic pattern.*

**Dream Haunting (Ex):** Starting at 2nd level, whenever a tainted falls asleep (or enters trance), he must make a fiend points check. If he fails, his rest is filled with horrifying images of anguish and despair, and he is shaken (suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws) until he defeats a foe in combat, gains a fiend point, or makes a fiend points check (regardless of success or failure). This fiend points check does not cause a gain of fiend points when the tainted fails the check, but a natural roll of 20 causes the tainted to lose a fiend point.

**Minor Physical Change (Ex):** At 3rd level, the tainted's body shows the first signs of what fiend shares the tainted's soul. The change does not grant any special bonuses or penalties, but it often unnerves those who see it. The exact change depends on the type of possessing demon:

• **Succubus:** Tiny, vestigial bat wings grow on the character's back.

• **Bebilith:** Barbs sprout from the tainted's limbs.

• **Vrock:** The character's nose curves downward, mimicking a vulture's beak.

• **Hezrou:** Warts cover the tainted's entire body.

• **Glabrezu:** The tainted's eyes become violet in color.

• **Nalfeshnee:** The lower canines of the character contort into small tusks.

• **Marilith:** The character's skin becomes green and scaly.

• **Balor:** The character's skin becomes dark red.

• **Osyluth:** The character's fat is stripped away, making him shockingly skinny.

• **Kyton:** The character's eyes glow yellow, and all the hair on his body falls out.

• **Hellcat:** The character's hair grows rapidly but becomes translucent.

• **Barbazu:** The tainted grows a long, snaky beard that attracts vermin.

• **Erinyes:** The tainted sprouts useless, feathered wings from his back.

• **Hamatula:** Small barbs protrude from the tainted's skin.

• **Cornugon:** The tainted grows a short tail.

• **Gelugon:** The tainted's mouth changes into a set of blunt mandibles.

• **Pit Fiend:** The character's teeth now drip a foul-smelling fluid.

• **Canoloth:** The tainted's tongue becomes rough, like a cat's.

• **Mezzoloth:** The tainted's eyes glow red when he's angry.

• **Nycaloth:** The character sprouts a tiny pair of limp arms beneath his current set.

• **Ultroloth:** The tainted's eyes constantly change color at random.

**Fiendish Power II:** At 4th level, the fiend increases its pressure on the tainted and the potency of its temptations. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

• **Succubus**—*Spell-Like Ability (Sp):* 3/day—*polymorph self* (humanoid-shaped forms only).

• **Bebilith**—Web (Ex): Four times per day, the tainted can shoot webs from the barbs on his limbs as a standard action. This is similar to a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the web is 20, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

• **Vrock**—Spores (Ex): Three times per day, the tainted can make a spores attack like the spores special attack of the vrock, as described on page 45 of the *Monster Manual.* After making a spores attack, the tainted must wait 1d4 rounds before making another.

• **Hezrou**—*Spell-Like Abilities (Sp):* 2/day—*summon swarm* and *gaseous form.*

• **Galbrezu**—*Spell-Like Abilites (Sp):* 1/day—*confusion* and *deeper darkness.*

• **Nalfeshnee**—Smite (Su): Twice per day, the tainted can cause a nimbus of multicolored light to play around his body. One round after enacting the ability, this nimbus of light explodes outward in a 60-foot-radius burst. Creatures in the area suffer 15 points of damage (Reflex half DC 18).

• **Marilith**—*Spell-Like Abilities (Sp):* 1/day—*animate dead* and *inflict serious wounds.*

• **Balor**—*Spell-Like Ability (Sp):* 1/day—*greater dispelling.*

• **Osyluth**—*Spell-Like Abilities (Sp):* 1/day—*fly* and *wall of ice.*

• **Kyton**—Chain Control (Su): The tainted can cause any chain in his hand (including a spiked chain) to lengthen 10 feet while it remains in his hand. This increases the reach of any spiked chain wielded by the tainted by 10 feet. In addition, the tainted can now climb chains at his normal speed.

• **Hellcat**—Pouncing Attack (Ex): If the tainted charges a foe during the first round of combat, he can make a full attack even if he has already taken a move action.

• **Barbazu**—*Spell-Like Abilities (Sp):* 3/day—*magic weapon* and *produce flame.*

• **Erinyes**—*Spell-Like Ability (Sp):* 3/day—*suggestion.*

• **Hamatula**—*Spell-Like Abilities (Sp):* 2/day—*doom* and *major image.*

• **Cornugon**—*Spell-Like Ability (Sp):* 1/day—*dispel chaos.*

• **Gelugon**—*Spell-Like Ability (Sp):* 1/day—*cone of cold.*

• **Pit Fiend**—*Spell-Like Ability (Sp):* 1/day—*wall of fire.*

• **Canoloth**—Blindsight (Ex): The tainted's senses of hearing and scent become so great that he can perceive all creatures and objects within 10 feet. Negating one of the aforementioned senses reduces this ability to the benefits of the Blind-Fight feat. Negating both makes the tainted effectively blind.

• **Mezzoloth**—*Spell-Like Ability (Sp):* 3/day—*dispel magic.*

• **Nycaloth**—*Spell-Like Abilities (Sp):* 1/day—*deeper darkness* and *fear.*

• **Ultroloth**—*Spell-Like Ability (Sp):* 1/day—*prying eyes.*

**Hallucinations (Ex):** After reaching 5th level, the tainted begins to hallucinate at random. Once per week during a stressful situation, the DM should ask the tainted character to make a fiend points check. If he fails, the mind of the character becomes distorted. He gains a fiend point and is confused for 1d4 rounds as his senses are filled with diabolical images of horror, suffering, and death on a random Lower Plane. A roll of a natural 20 when making the fiend points check causes the tainted to lose 1 fiend point.

**Moderate Physical Change (Ex):** At 6th level, the tainted undergoes a more severe physical change.

• **Succubus:** The tainted's natural appearance becomes stunningly beautiful, and he gains a confidence that others find compelling. This increases the tainted's Charisma by +2.

• **Bebilith:** The tainted's barbs increase in size and sharpness. His unarmed strikes now deal an additional 1d6 points of piercing damage.

• **Vrock:** The tainted grows feathered wings, giving him a fly speed of 50 feet with average maneuverability.

• **Hezrou:** The tainted's warty skin thickens and becomes even more wart-covered, increasing the tainted's natural armor by +3.

• **Glabrezu:** The tainted's hands twist and deform into crab-like claws. This allows him to make claw attacks that cause 2d4 points of slashing damage. However, the claws are not designed for precise manipulation, so the tainted suffers a -4 circumstance penalty on any check requiring manual precision (such as Pick Pocket, Open Lock, Disable Device, and so on). Note that making a claw attack with each claw incurs the normal penalties for two-weapon fighting, with each claw counting as a light weapon.

• **Nalfeshnee:** The tainted grows hulking and burly, increasing the tainted's Strength by +2.

• **Marilith:** The tainted grows a third arm. In addition, the tainted also gains the Multidexterity and Multiweapon Fighting feats. These feats replace Ambidexterity and Two-Weapon Fighting.

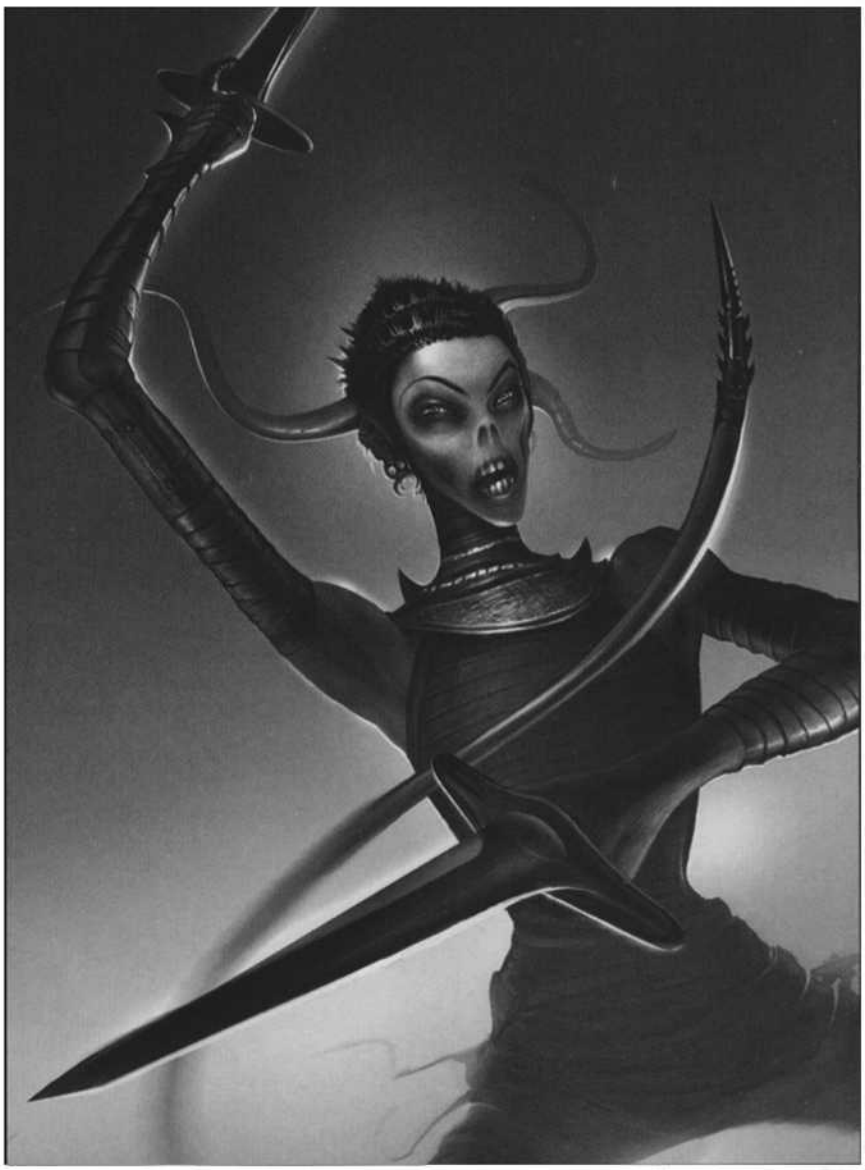
• **Balor:** The tainted's skin hardens and becomes scaly, increasing the tainted's natural armor by +3.

• **Osyluth:** The tainted grows a long, bony tail with a scorpion-like stinger on the end. This allows him to make a sting attack that deals 2d4 points of damage.

• **Kyton:** The tainted can fuse chains to his flesh, covering his skin with steel. If he chooses to do so, his natural armor increases by +3. The tainted can remove or fuse the chains as a full-round action.

• **Hellcat:** The tainted's body becomes translucent and pale, granting him a +6 circumstance bonus to Hide checks.

• **Barbazu:** The tainted's beard grows longer and more foul. Any foe grappled





## FOR YOUR CHARACTER

If you like the idea of roleplaying one of the tortured tainted but think your character would never bargain with a fiend, suggest one of these options to your DM:

**Magic Jar:** The *magic jar* spell takes on a new, more horrifying angle when demons are involved. Perhaps a fiend can use the spell to cohabit a PC's body, hoping to corrupt the PC from within.

**Contact with a Cursed or Evil Item or Artifact:** A cursed or evil item could contain a fiend, and when your PC comes in contact with the device, the fiend might enter his soul.

**Casting Too Many Evil or Vile Spells:** Perhaps casting evil spells opens the door to possession by a fiend. In this case, your DM might find it feasible for you to gain a level of the tainted class after you've cast a few such spells.

**Inheritance:** The weight of a legacy can be overbearing at times, especially if one of your character's parents was tainted. The character might choose to embrace her fiendish heritage or fight against it.

**Miscast Conjuration Spells:** Calling and summoning magic is notoriously dangerous, especially when the spellcaster is calling a fiend. If a spellcaster encounters a mishap while casting a Conjuration spell, a fiend could sneak its way into his soul.

Even if you don't want to take levels in the tainted prestige class, you can use the fiend points system as a guide to govern alignment change. Using the fiend points system as a means of tracking how much of evil's taint has clung to your character offers a great guide to your role-playing choices. When you first decide that your character is struggling with internal evil, assign a starting number of fiend points. As she progresses through play, make fiend points checks whenever you deem appropriate, and roleplay the results. In this variant, you should feel free to introduce ways that your character can loose fiend points as well as gain them.

by the tainted has a chance to be infected by devil chills (Fortitude save, DC 14). See the barbazu's description in the *Monster Manual* for more details about the devil chills disease.

• **Erinyes:** The tainted's wings are now fully grown, allowing him to fly at a speed of 50 feet with average maneuverability.

• **Hamatula:** The tainted grows long claws on his hands, allowing him to make a claw attack with each hand that causes 1d6 points of slashing damage. Note that making a claw attack with each hand incurs the normal penalties for two-weapon fighting, with each hand counting as a light weapon.

• **Cornugon:** The tainted's tail extends, allowing him to make a tail attack that causes 1d3 points of bludgeoning damage. In addition, the tainted's skin grows thick scales, increasing his natural armor by +2.

• **Gelugon:** The tainted's mandibles sharpen, allowing him to make a bite attack that causes 2d4 points of damage.

• **Pit Fiend:** The tainted grows a long tail, allowing him to make a tail attack that causes 2d4 points of damage.

• **Canoloth:** The tainted's barbed tongue grows longer, allowing him to make a tongue attack that causes 1d4 points of slashing damage. The tainted gains the improved grab ability, but only with his tongue attack.

• **Mezzoloth:** The tainted's skin becomes like an insect's chitin, granting him a +3 natural armor bonus to AC.

• **Nycaloth:** The tainted's small set of extra arms grows to match his original pair. The tainted must take the Multidexterity and Multiweapon Fighting feats or using more than one arm to attack causes the usual penalties.

• **Ultroloth:** The tainted's brain cavity shifts and grows, elongating his skull. This enhanced intellect grants the tainted a +2 inherent bonus to his Intelligence score.

**Fiendish Power III:** If the tainted has not fallen by this point, the fiend continues to tempt it with unholy abilities. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

• **Succubus**—Tongues (Su): The tainted can speak and understand any language, but he can read and write only those he normally knows or learns.

• **Bebilith**—Climbing Barbs (Ex): Strong barbs grow from all the tainted's limbs, making climbing surfaces easy. The tainted gains a climb speed of 20 feet and the usual +8 racial bonus to climb checks.

• **Vrock**—*Spell-Like Ability (Sp):* 1/day—*teleport without error* (self plus 50 pounds of objects only).

• **Hezrou**—*Spell-Like Ability (Sp):* 3/day—*gaseous form.*

• **Glabrezu**—*Spell-Like Ability (Sp):* 1/day—*reverse gravity.*

• **Nalfeshnee**—*Spell-Like Abilities (Sp):* 1/day—*call lightning* and *feeblemind.*

• **Marilith**—*Spell-Like Ability (Sp):* 1/day—*teleport without error* (self plus 50 pounds of objects only).

• **Balor**—*Spell-Like Ability (Sp):* 1/day—*firestorm*

• **Osyluth**—Poison (Ex): Sting, Fortitude save (DC 14); initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength.

• **Kyton**—Unnerving Gaze (Su): The tainted can make his face resemble his opponents' departed loved ones or bitter enemies. Foes subjected to the gaze must succeed at a Will save (DC 15) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

• **Hellcat**—Rake (Ex): When the tainted grapples a foe, he can make two rake attacks with his hind legs at his full attack bonus. Each rake attack causes 1d4 points of bludgeoning damage. If the tainted pounces, he can also rake.

• **Barbazu**—Battle Frenzy (Ex): Once per day, the tainted can work himself into a battle frenzy similar to a barbarian's rage but without the ill effects afterward. See the barbazu's description in the *Monster Manual* for more details.

• **Erinyes**—*Spell-Like Ability (Sp):* At will—*animate rope.*

• **Hamatula**—Improved Grab (Ex): To use this ability, the tainted must hit with a claw attack. Once he gains his major physical change, the tainted can impale the opponent on his barbed body if he gets a hold.

• **Cornugon**—Stun (Su): Foes damaged by the tainted's tail attack must succeed at a Fortitude save (DC 17) or be stunned for 1 round.

• **Gelugon**—*Spell-Like Ability (Sp):* 1/day—*teleport without error* (self plus 50 pounds of objects only).

• **Pit Fiend**—*Spell-Like Ability (Sp):* 1/day—*teleport without error* (self plus 50 pounds of objects only).

• **Canoloth**—*Spell-Like Abilities (Sp):* At will—*detect good* and *detect magic.*

• **Mezzoloth**—*Spell-Like Ability (Sp):* 2/day—*cloudkill.*

• **Nycaloth**—*Spell-Like Ability (Sp):* 1/day—*teleport without error* (self plus 50 pounds of objects only).

• **Ultroloth**—*Spell-Like Ability (Sp):* 3/day—*scrying.*

**Telepathy (Su):** An 8th-level tainted gains the fiendish ability to speak telepathically to other creatures within 100 feet.

**Craving (Su):** Upon reaching 8th level, a tainted must make a fiend points check every day at dusk. In addition to the normal results of a fiend points check, failure means the tainted must kill (or destroy, in the case of undead or constructs) a number of creatures whose total Hit Dice equals the tainted's class level before the sun comes up. If the tainted cannot meet his quota, he suffers a -1 penalty to all attack rolls, damage rolls, ability checks, skill checks, and saving throws until the quota is met. The penalties cannot be removed by any other means short of a *wish* or *miracle* spell.

**Major Physical Change (Ex):** By 9th level, the tainted has fought with the fiend within so much that he changes dramatically in form to match his archenemy.

• **Succubus:** The tainted grows long, powerful claws on his hands that cause 1d4 points of slashing damage on a successful hit. Bat wings sprout from the tainted's spine, granting a fly speed of 50 feet with average maneuverability.

• **Bebilith:** The tainted's mouth grows deadly mandibles, allowing him to make a bite attack that deals 2d6 points of damage. In addition, the tainted's climb speed now equals half his land speed or 20 feet, whichever is better.

• **Vrock:** The tainted's face becomes like that of the vrock, causing him to grow a beak. This grants the tainted a bite attack that causes 1d6 points of damage. In addition, the tainted can make the stunning screech attack of the vrock once per hour. Every creature within 30 feet must succeed at a Fortitude save (DC 17) or be stunned for 1 round. The stunning screech is a sound-based supernatural ability.

• **Hezrou:** The tainted's mouth becomes large and frog-like, filling with many blunt teeth. This grants the tainted a bite attack that deals 4d4 points of damage.

• **Glabrezu:** The tainted's skin toughens, granting him a +7 increase to his natural armor.

• **Nalfeshnee:** The tainted grows more hulking and burly, increasing the tainted's Constitution by +2 and increasing his Strength by an additional +2.

• **Marilith:** The tainted's legs disappear, replaced by a snake's tail. The tainted gains a tail slam attack that causes 1d6 points of bludgeoning damage. Additionally, the tainted can constrict an opponent during a grapple, dealing 4d6 points of damage. The constrict attack only works against Medium-size or smaller foes.

• **Balor:** Huge wings spring from the tainted's spine, allowing him to fly at a rate of 90 feet with good maneuverability.

• **Osyluth:** The tainted's form becomes "skin and bones." His skeleton hardens, increasing his natural armor by +5. This also enhances his frightful appearance, increasing the DC of his fear aura ability by +2.

• **Kyton:** Chains fused to the tainted's body grow thicker and stronger, making the natural armor increase the chains provide +9.

• **Hellcat:** Like the hellcat, the tainted becomes invisible in any area lit well enough for a human to see. In other conditions, the tainted glows slightly and is visible from 30 feet away (60 feet away if the viewer has low-light vision).

• **Barbazu:** The tainted's skin grows as moist and scaly as a barbazu's, granting him cold and acid resistance 20.

• **Erinyes:** The tainted becomes a striking figure, and his Charisma increases by +4.

• **Hamatula:** The tainted's body is now covered in razor-sharp barbs. Any time the tainted succeeds at a grapple check to establish the initial hold on a foe or to damage a foe, he impales the foe on his body barbs dealing an additional 3d4 points of piercing damage.

• **Cornugon:** The tainted's muscles bulge beneath his scales, and his Strength increases by +4.

• **Gelugon:** The tainted's breath is now suffused with a hellish chill. Any



### FOR YOUR CAMPAIGN

Taking a level of the tainted prestige class should be a choice a player makes for her character, not a decision made by the DM. It's unfair and less fun when a DM forces a player's character to advance in a particular way, especially when such an advance could be disadvantageous. Most players will dislike being forced to take a level of the class, but there are ways to entice players to choose this unique roleplaying opportunity.

**Fiendish Bargain:** The character could choose to take a level of the tainted prestige class after making a bargain with a fiend. This bargain might entail some special ritual in which the fiend and character join bodies, it could require that the character sign a magic contract, or maybe the character must simply verbally agree. Many characters wouldn't dream of making such a bargain, but circumstances could change the PC's mind. Perhaps the fiend promises to help the party in a dangerous battle or save a doomed companion if a PC will accept the power it can provide.

**Flawed Wish:** Wishes can be twisted around in strange and unfortunate ways. A PC's wish for greater power or Strength could be granted in the form of a free level increase. Of course, the level is a level of the tainted prestige class. Now the character must decide whether to find a way to remove the stain on his soul or capitalize on his newfound power.

**Constant Temptation:** It might be fun to present the players with a constant source of temptation. Perhaps the PCs need a powerful sentient item, imbued with the spirits of fiends, to defeat a greater threat or destroy a more powerful artifact of evil. While they carry it, the item could implore its wielder to accept a power only it can provide, explaining how that power could help in many different situations.

**Back from the Dead:** A character being brought back from the dead might be met by a fiend on her soul's journey back to her body. The fiend can offer new power in the form of a level of the tainted class to replace the level that would be lost to death.

### HOW DOES A CHARACTER BECOME TAINTED?

This article presents no game mechanic for how a character becomes tainted because level advancement should be a choice left in the hands of the player. The article also provides no means by which the fiend can be forcibly expelled from a character. Any such means could then be used against the PC, causing her to lose hard-won class abilities or even class levels. Playing a tainted character is thus a roleplaying choice, but the question remains: How does a character become tainted? How do you explain becoming tainted within the confines of the campaign world? Here are a few of the possible answers:

**Shared Soul:** The fiend spares part of its soul and consciousness for the PC. This gives the PC great power, but the fiend rides along with the character, learning what he learns and always present with a clever mental quip or temptation. This allows the fiend to act on the knowledge it gains from the PC, and it presents the disturbing possibility that the tainted PC might need to protect his source of power.

**Possession:** The fiend bodily leaps into the PC, merging its form and mind with the character. Like with a shared soul, the fiend knows what the character knows and can mentally tempt the character, but unlike when tainted share their souls, the fiend is trapped within the tainted's body to be released only when she dies or her alignment matches the fiend within.

**Magic of the Pact:** The magic of the pact is enough to seal the bargain, and the fiend and tainted can go their separate ways—although the fiend might return to check on its prodigy's progress. In this version of becoming tainted, the fiend gains no special knowledge of the PC and merely acts as a facilitator to the PC's aspirations for power.

time the tainted damages a foe with his bite attack, that foe must save against the tainted's cold ability. The cold ability is still a supernatural ability.

• **Pit Fiend:** The tainted's teeth lengthen into sharp tusk-like fangs and the green liquid dripping from them becomes a vile poison. The Fortitude save to resist the effects of the poison has a DC of 21. The initial damage is 1d4 temporary Constitution and the secondary damage is 1d4 Constitution.

• **Canoloth:** The tainted's form becomes hunched over, and he can now walk about on all fours should he wish. When the tainted carries nothing in his hands, he can move about on all fours, increasing his speed by 20 feet. His skin hardens, increasing his natural armor by +5.

• **Mezzoloth:** The tainted's body becomes inured to most attacks, granting the tainted damage reduction 5/+1.

• **Nycaloth:** A pair of huge green bat wings spring from the tainted's back, giving him a fly speed of 90 feet with good maneuverability.

• **Ultroloth:** The tainted's brain continues to grow, lengthening his cranium out of proportion. The tainted's Intelligence increases by an additional +4.

**Fiendish Power IV:** Further drawing on its vile potency, the fiend continues to entice the tainted with dark gifts. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

• **Succubus**—*Spell-Like Ability (Sp):* 5/day—*charm monster.*

• **Bebilith**—*Spell-Like Ability (Sp):* 2/day—*plane shift.*

• **Vrock**—Dance of Ruin (Su): If the tainted dances for 3 rounds, a wave of crackling energy flashes outward, dealing 2d20 points of damage to all nondemon creatures within 100 feet (Reflex half DC 15). If the dance is stopped, the effect is cancelled. Unlike the vrock's ability of the same name, the tainted does not have to be dancing in a group to use it.

• **Hezrou**—*Spell-Like Ability (Sp):* 2/day—*blasphemy.*

• **Glabrezu**—*Spell-Like Ability (Sp):* 5/day—*chaos hammer.*

• **Nalfeshnee**—See Invisibility (Su): The tainted continually sees invisibility, as the spell.

• **Marilith**—*Spell-Like Ability (Sp):* 5/day—*bestow curse.*

• **Balor**—Body Flames (Su): The tainted can wreathe his body in flames as a standard action. The tainted suffers no harm, but anyone grappling with him suffers 4d6 points of fire damage per round. The flames last 1 round per class level and can be invoked once per day.

• **Osyluth**—Know Alignment (Su): The tainted always knows the alignment of any creature he looks upon.

• **Kyton**—Animate Chain (Su): When taking the full-attack action, the tainted can command the spiked chain he wields to make an attack at his highest attack bonus once per round.

• **Hellcat**—Scent (Ex): The tainted gains the scent special quality described in the *Monster Manual.*

• **Barbazu**—*Spell-Like Ability (Sp):* At will—*fear* (touch range, not cone; one creature only).

• **Erinyes**—*Spell-Like Ability (Sp):* 5/day—*charm monster.*

• **Hamatula**—*Spell-Like Abilities (Sp):* 2/day—*order's wrath* and *unholy blight.*

• **Cornugon**—*Spell-Like Abilities (Sp):* 3/day—*fireball* and *lightning bolt.*

• **Gelugon**—*Spell-Like Abilities (Sp):* 3/day—*fly* and *suggestion.*

• **Pit Fiend**—*Spell-Like Ability (Sp):* 1/day—unholy aura.

• **Canoloth**—Paralysis (Ex): Those hit by the tainted's tongue attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1 minute.

• **Mezzoloth**—Spell Resistance (Su): The tainted gains spell resistance equal to 10 plus his tainted class level.

• **Nycaloth**—Wounding Claws (Ex): The tainted's second set of arms grows nasty claws that can cause 1d6 points of slashing damage with a successful hit. A living creature damaged by a claw continues to bleed for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal, healing circle,* and so on).

• **Ultroloth**—*Spell-Like Abilities (Sp):* 1/day—*geas/quest* and *mass suggestion.*



# The Windsinger

Songs and sea-shanties have always had their place on the open ocean, where superstitious sailors found comfort, solace, and relief from boredom in hundreds of ballads, jigs, and other songs. But in D&D, such songs have real power, and sometimes a singer in desperate straits finds the wind rising at his back whenever a tune escapes his lips. Thus is a windsinger born.

Almost all windsingers have at least one level of bard, because the arcane connection between melody and power is key to a windsinger's prowess. Rogues and fighters sometimes become windsingers after dabbling in the arcane arts. Druids are sometimes attracted by a windsinger's command of the weather.

## Class Features

All of the following are features of the windsinger prestige class.

**Weapon and Armor Proficiency:** A windsinger is proficient with martial weapons and light armor.

**Windsong:** By singing the right melody, a windsinger can create an array of effects useful to life aboard a ship. Ordinarily the windsinger can sing a windsong once per windsinger level per day. The windsinger's windsong class feature works like bardic music, and if the windsinger has bard levels, windsong uses and bardic music uses are interchangeable. Many windsong effects require more than one of the ability's allotted daily uses (that's why almost all windsingers were once bards—without the extra uses per day, they're powerless at low levels).

Many windsongs last as long as the music does, so windsingers sometimes sing for hours on end to extend the effect. A windsinger can sing for one hour without a problem. Singing for a second hour in between sleep cycles causes 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

As with bardic music, the windsinger can fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word.

**Bolster the Wind (Su):** A 1st-level windsinger with at least 11 ranks in Perform can change the wind to make it more favorable for sailing. After a full round of singing, the wind speed picks up by one category (light winds become moderate, moderate winds become strong, and so on). Furthermore, the windsinger can alter the direction of the wind by 90 degrees in either direction. If the wind is coming from the south, for example, a windsinger who bolsters the wind can change it so it blows from the southeast, east, southwest, or west. Bolstering the wind requires three uses of windsong. This windsong affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.

**Sailor's Fate (Su):** A 2nd-level windsinger with at least 12 ranks in Perform can ask the wind a question about a fellow sailor. This functions exactly like the *divination* spell, except that the subject of the question must be someone aboard a ship. The caster level of the effect is the sum of the character's windsinger and bard levels. Sailor's fate takes 10 minutes of singing, requires three uses of windsong, and is usable only once per day.

**Calm the Waves (Su):** A 3rd-level windsinger with at least 13 ranks in Perform can reduce the severity of weather effects. Table 3-19 and the Weather section of Chapter 3 in the *Dungeon Master's Guide* list weather effects. The windsinger can reduce wind strength by one or two categories (from severe to strong or moderate, for example), waves by one or two categories (thus making control checks for ships easier), and overall weather on Table 3-19 by one or two categories (from inclement weather to normal, for example). Furthermore, calm the waves can dissipate any mists or fogs within 1,000 feet in a single round. This windsong affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.

Calm the waves requires two uses of windsong if it improves the weather

by one category and four uses of windsong if it improves the weather by two categories.

**Rower's Chant (Su):** A 4th-level windsinger with at least 14 ranks in Perform can use music to stave off the effects of fatigue and exhaustion. Characters do not suffer the penalties from being fatigued or exhausted while they hear the rower's chant. Rower's chant lasts as long as the windsinger continues to sing, and any penalties from fatigue or exhaustion return at the point that the song ends. Additionally, anyone who can hear the rower's chant is immune to subdual damage from exertion effects such as forced marches and hustling for more than one hour. The windsinger still takes subdual damage from singing for hours on end, however.

**Ocean Mist (Su):** A 5th-level windsinger with at least 15 ranks in Perform can conjure forth misty fog, often to obscure his ship from pursuers. By expending a single use of windsong, the windsinger can fill a 1,000-foot radius with *obscuring mist* (as the spell). By expending three uses of windsong, a *solid fog* emerges (as the spell). The mist appears to expand outward from the general vicinity of the windsinger, billowing outward at 100 feet per round. If the windsinger stops singing before the full radius is reached, the mist stops expanding when the singing does.

Ocean mist lasts as long as the windsinger continues to sing, plus an additional 30 minutes, although moderate winds will dissipate it in 4 rounds and strong winds in 1 round.

**Dead Reckoning (Su):** A 6th-level windsinger with at least 16 ranks in Perform can entice the breezes to reveal the best route to any destination. This functions exactly like the *find the path* spell, except that the destination must be somewhere touched by normal winds (almost anywhere outdoors and almost nowhere indoors). The caster level of the effect is the sum of the character's windsinger and bard levels. Dead reckoning requires a single use of the windsong ability.

**Favorable Winds (Su):** A 7th-level windsinger with at least 17 ranks in Perform can create a weather pattern that affects only his ship. This functions as the *control winds* spell except that it changes the winds in a 100-foot emanation around the windsinger only and lasts as long as he maintains the song. The caster level of the effect is the sum of the character's windsinger and bard levels. The windsinger must expend one windsong use each hour he continues to sing a windsong of favorable winds.

**Angry Seas (Su):** An 8th-level windsinger with at least 18 ranks in Perform can increase the severity of storms and other inclement weather. When the song begins, the windsinger picks a point within 1000 feet. Weather within a 100-foot radius of that point becomes up to two categories worse, according to Table 3-19 in the *Dungeon Master's Guide*. Roll randomly for specific effects as directed by the table.

The weather lasts as long as the windsinger continues to sing. The windsinger can change the center-point of the effect as a free action once per turn. Angry seas takes three uses of windsong to invoke.

**Becalm (Su):** A 9th-level windsinger with at least 19 ranks in Perform can steal the wind from another ship's sails, stopping it completely. When the song begins, the windsinger picks a point within 1000 feet. No wind blows within a 100-foot radius of that point, although the prevailing winds elsewhere are unaffected. The windsinger can also target an object with this effect, in which case the becalmed area is centered on the object (usually an enemy ship) and moves as it does. The becalm windsong lasts for 30 minutes and expends two uses of windsong.

***Control Weather (Sp):*** A 10th-level windsinger with at least 20 ranks in Perform can command the clouds and winds. This functions exactly like the druid spell of the same name. The caster level of the effect is the sum of the character's windsinger and bard levels. *Control weather* requires a single use of the windsong ability to activate, and another every time the windsinger wishes to change the weather during the duration.

## Windsinger Class Requirements

To qualify to become a windsinger, a character must fulfill all the following criteria:

**Perform:** 10 ranks (performance types must include song, ballad, or chant).

**Knowledge (nature):** 5 ranks.

**Spells:** Able to cast 0-level arcane spells.

**Special:** The character must have survived a great trial at sea. Examples of events that qualify as a great trial include:

- Taking part in or quashing a mutiny aboard a major ship.
- Reduction to 0 hit points from drowning (see the Drowning Rule in Chapter 3 of the *Dungeon Master's Guide*).
- Being marooned on a small island or other isolated shore for three months or more.
- Surviving a ship sinking.

## Windsinger Class Skills

The windsinger's class skills (and the key abilities for each) are:

**Str:** Climb, Jump, Swim.

**Dex:** Balance, Ride, Use Rope.

**Con:** Concentration.

**Int:** Craft, Knowledge (geography), Knowledge (nature).

**Wis:** Intuit Direction, Profession, Sense Motive, Spot.

**Cha:** Diplomacy, Perform.

**Skill Points at Each Level:** 4 + Int modifier.

## Opposing Windsongs

If two windsingers are trying to create contradictory effects (one is using bolster the wind while an enemy windsinger is trying to becalm it), an opposed Perform check determines whose windsong works in the overlap between their areas of effect.

Parts of the area of effect that don't overlap another windsong function normally, regardless of the outcome of the Perform check.

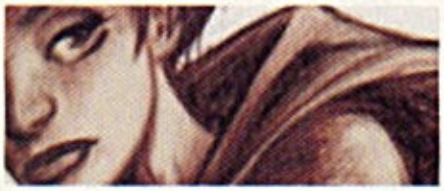
## The Windsinger

HIT DIE D8

| Levels | Base Attack Bonus | Fort. Save | Ref. Save | Will Save | Special |
|---|---|---|---|---|---|
| 1st | +1 | +0 | +0 | +2 | Windsong (bolster the wind) |
| 2nd | +2 | +0 | +0 | +3 | Windsong (sailor's fate) |
| 3rd | +3 | +1 | +1 | +3 | Windsong (calm the waves) |
| 4th | +4 | +1 | +1 | +4 | Windsong (rower's chant) |
| 5th | +5 | +1 | +1 | +4 | Windsong (ocean mist) |
| 6th | +6 | +2 | +2 | +5 | Windsong (dead reckoning) |
| 7th | +7 | +2 | +2 | +5 | Windsong (favorable winds) |
| 8th | +8 | +2 | +2 | +6 | Windsong (angry seas) |
| 9th | +9 | +3 | +3 | +6 | Windsong (becalm) |
| 10th | +10 | +3 | +3 | +7 | Windsong (*control weather*) |

# CHAMPIONS OF VIRTUE

## New Prestige Classes for Clerics





by James Wyatt • illustrated by Mike May

Heironeous, Pelor, Ehlonna, and Kord might be among the most popular deities worshiped by clerics in the D&D game, as they are the four deities of good alignment not tied to a specific race. At the same time, these deities vividly demonstrate that there is nothing boring or homogeneous about good, as four deities more different from each other would be hard to find. Accordingly, the clerics of these four deities—while they all share access to the Good domain—follow widely divergent paths and often arrive at very different destinations.

The churches of these four deities all have prestige classes associated with their greatest champions—often clerics, but sometimes paladins or other characters. The shining blade of Heironeous, the radiant servant of Pelor, the fleet runner of Ehlonna, and the mighty contender of Kord illustrate better than anything the differences among the churches of these deities, not to mention the deities themselves.

### The Shining Blade of Heironeous

Heironeous's teachings focus on promoting good through the use of armed force. Those among Heironeous's servants, both clerics and paladins, who aspire to become mighty weapons in their deity's unending war against evil hope one day to enter the shining blades. The shining blades of Heironeous is an order of knights dedicated to prowess in melee combat, which is achieved through prayer, devotion, and asceticism. Members of the shining blades have an austere and simple lifestyle, forsaking all worldly wealth and many earthly pleasures in their quest to become but a blade in the hand of Heironeous.

Most shining blades of Heironeous are clerics or paladins. Some members of the order believe that a minimum of training as a cleric, combined with the intense martial discipline of the fighter, is ideal to achieve the goal the shining blades seek, while others follow a single class exclusively. Very few multiclass arcane spellcasters, rogues, or monks feel drawn to the shining blades.

NPC members of the shining blades are probably the most devout, single-minded, and driven crusaders in the world. Consumed with passion for the path they have chosen, they have little patience for those who are "blinded" by desire for material goods or personal power. All that matters, they believe and preach, is the fight against evil; as long as evil remains strong there is important work to be done.

### Class Features

All of the following are class features of the shining blade of Heironeous prestige class.

**Weapon and Armor Proficiency:** Shining blades are proficient with all simple and martial weapons, with all armor, and with shields.

***Detect Evil:*** A shining blade of Heironeous can *detect evil* as a spell-like ability.

**Smite Evil:** Once per day, a shining blade of Heironeous can attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per shining blade level. If the shining blade accidentally smites a creature that is not evil, the smite

**THE SHINING BLADE OF HEIRONEOUS** — Hit Die: D10

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | *Detect evil*, smite evil 1/day | |
| 2nd | +1 | +3 | +0 | +3 | Shock blade 1/day | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | | |
| 4th | +3 | +4 | +1 | +4 | Smite evil 2/day | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Holy blade 2/day | |
| 6th | +4 | +5 | +2 | +5 | | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Smite evil 3/day | |
| 8th | +6 | +6 | +2 | +6 | | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Radiant blade 3/day | |
| 10th | +7 | +7 | +3 | +7 | Celestial transformation, smite evil 4/day | +1 level of existing class |

has no effect but it is still used up for that day.

At 4th level, the shining blade can smite evil twice per day. At 7th level, the shining blade can smite evil three times per day. At 10th level, the shining blade can smite evil four times per day. These smite evil attempts are gained in addition to any gained through other classes (such as the paladin's ability of the same name).

**Spells per Day:** A shining blade continues the magical training he began as a divine spellcaster. For every two shining blade levels gained (2nd, 4th, 6th, 8th, 10th), the character gains new spells per day as if he had also gained one level in a divine spellcasting class. He does not, however, gain any other benefit of the spellcasting class. This essentially means that he adds half his shining blade levels to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Jeruk, a 10th-level paladin/1st-level shining blade, gains a level in shining blade, he gains new spells as if he had risen to 11th level in paladin, but he uses the other shining blade aspects of level progression, such as base attack bonus and base saving throw bonuses. If he next gains a level

**CLASS REQUIREMENTS**

*To qualify to become a shining blade of Heironeous, a character must fulfill all the following criteria:*

| | |
|---|---|
| ALIGNMENT | LAWFUL GOOD |
| PATRON DEITY | HEIRONEOUS |
| BASE ATTACK BONUS | +7 |
| BASE WILL SAVE | +3 |
| SKILLS | KNOWLEDGE (RELIGION): 7 RANKS |
| SPELLCASTING | ABILITY TO CAST DIVINE SPELLS |

**CLASS SKILLS**

**Skill Points at Each Level: 2 + Int modifier**

*The shining blade's class skills (organized by key ability) are:*

| | |
|---|---|
| STRENGTH | |
| DEXTERITY | |
| CONSTITUTION | CONCENTRATION |
| INTELLIGENCE | CRAFT, KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT |
| WISDOM | HEAL, PROFESSION |
| CHARISMA | DIPLOMACY |



of paladin, making him an 11th-level paladin/2nd-level shining blade, he gains spells as if he had risen to 12th-level paladin.

**Shock Blade:** Once per day, as a standard action, a shining blade of Heironeous can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing +1d6 points of bonus electricity damage on a successful hit. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. This is a supernatural ability.

**Holy Blade:** At 5th level, the shining blade can bestow two magical enhancements upon his weapon. This supernatural ability replaces the shock blade ability and can be used twice per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage or a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The two uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy and another to make it a shock weapon. The weapon cannot be made to be doubly holy or doubly shocking.

**Radiant Blade:** At 9th level, a shining blade can bestow three magical enhancements upon his weapon. This supernatural ability replaces the holy blade ability and can be used three times per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage, a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures, or a brilliant energy weapon, which sheds light as a torch and ignores nonliving matter (including armor, undead, constructs, and objects). The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The three uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy, another to make it a shock weapon, and another to make it a brilliant energy weapon. The weapon cannot be made to be doubly holy, doubly shocking, or doubly brilliant.

**Celestial Transformation:** A 10th-level shining blade of Heironeous actually becomes a celestial creature, taking on a shining, metallic appearance and adopting the celestial creature template from the *Monster Manual*.

**Multiclass Note:** Paladin characters can freely multiclass with this class.

## The Radiant Servant of Pelor

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serve—to minister to the needs of Pelor's followers and good-hearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics.

NPC radiant servants of Pelor can be found wherever there is human need—in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

### Class Features

All of the following are class features of the radiant servant of Pelor prestige class.

**Weapon and Armor Proficiency:** Radiant servants are proficient with all simple and martial weapons, with all armor, and with shields.

**Radiance:** When a radiant servant of Pelor casts any spell with the Light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a Darkness spell. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius, and is treated as a 4th-level spell, allowing it to counter or dispel any Darkness spell of 4th level or lower.

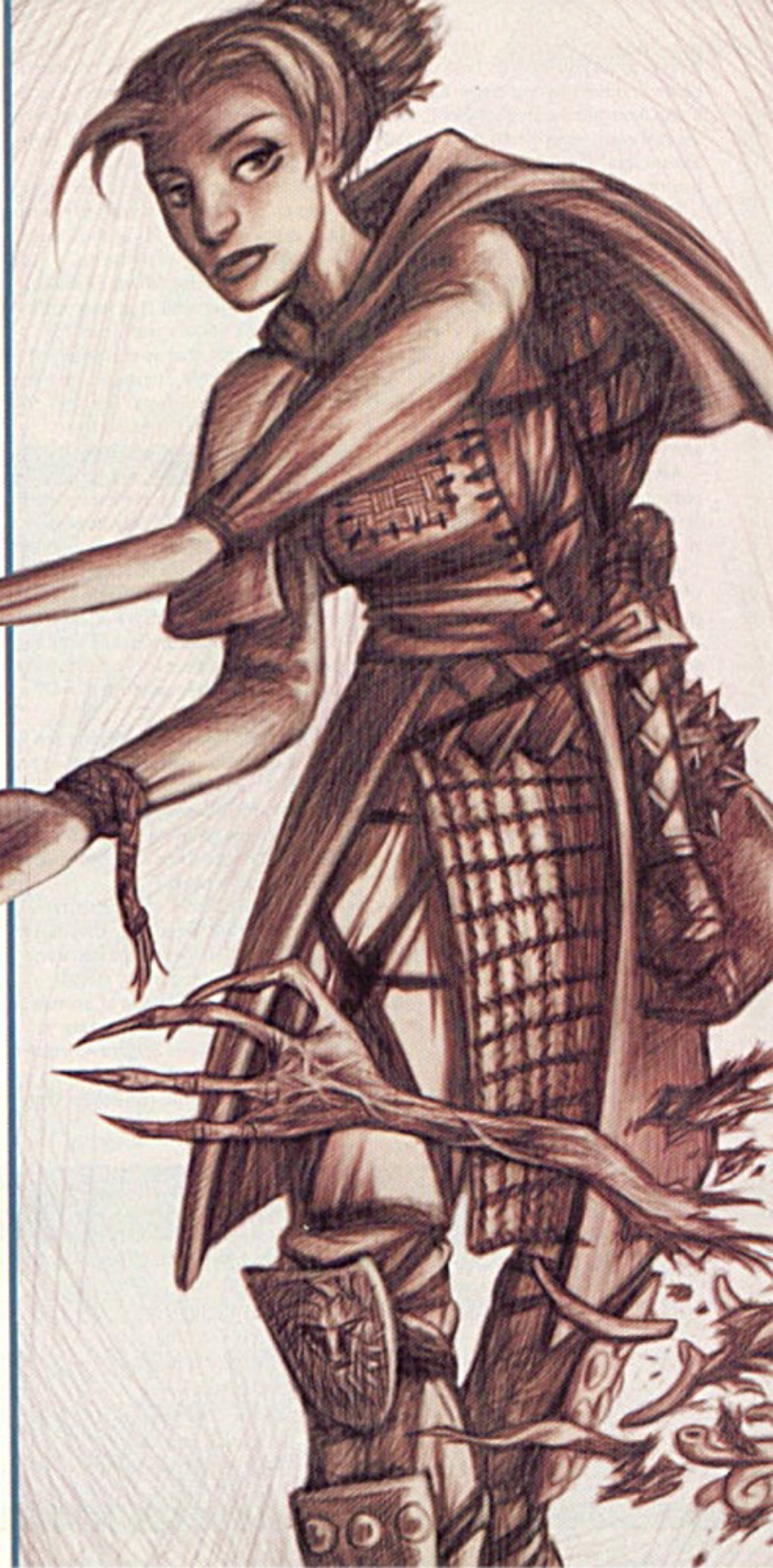
**THE RADIANT SERVANT OF PELOR** — HIT DIE D6

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Radiance, turn undead, extra greater turning | +1 level of existing class |
| 2nd | +1 | +3 | +0 | +3 | Empower healing, divine health | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Aura of warding | +1 level of existing class |
| 4th | +3 | +4 | +1 | +4 | | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Additional domain | +1 level of existing class |
| 6th | +4 | +5 | +2 | +5 | Maximize healing | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | | +1 level of existing class |
| 8th | +6 | +6 | +2 | +6 | Positive energy burst | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | | +1 level of existing class |
| 10th | +7 | +7 | +3 | +7 | Supreme healing | +1 level of existing class |

**Turn Undead:** A radiant servant adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

**Extra Greater Turning:** If a radiant servant has access to the Sun domain, he can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to three plus her Charisma modifier.

**Spells per Day:** A radiant servant continues the divine spellcasting training she began. Thus, when a new radiant servant level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit of the spellcasting class (except for turning undead, as noted above). This essentially means that she adds the radiant servant levels to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Matara, a 6th-level cleric, gains a level in radiant servant, she gains new spells per day as if she had risen to 7th level in cleric, but she uses the other radiant servant aspects of



## CLASS REQUIREMENTS

*To qualify to become a radiant servant of Pelor, a character must fulfill all the following criteria:*

| | |
|---|---|
| ALIGNMENT | NEUTRAL GOOD |
| PATRON DEITY | PELOR |
| BASE WILL SAVE | +5 |
| SKILLS | KNOWLEDGE (RELIGION): 9 RANKS<br>HEAL: 5 RANKS<br>KNOWLEDGE (UNDEAD): 3 RANKS |
| FEATS | EXTRA TURNING |
| SPELLCASTING | ABILITY TO CAST DIVINE SPELLS |

## CLASS SKILLS

**Skill Points at Each Level: 2 + Int modifier**

*The radiant servant's class skills are:*

| | |
|---|---|
| STRENGTH | |
| DEXTERITY | |
| CONSTITUTION | CONCENTRATION |
| INTELLIGENCE | CRAFT, KNOWLEDGE (ARCANA), KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT |
| WISDOM | HEAL, PROFESSION, SENSE MOTIVE |
| CHARISMA | DIPLOMACY |

level progression such as base attack bonus and base saving throw bonuses. If she next gains a level of cleric, making her a 7th-level cleric/1st-level radiant servant, she gains spells as if she had risen to 8th-level cleric.

**Empower Healing:** When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. The spell does not use up a higher-level slot.

**Divine Health:** A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

**Aura of Warding:** At 3rd level, a radiant servant and all allies within 10 feet of her gain a +2 morale bonus to all Will saving throws.

**Additional Domain:** A radiant servant who reaches 5th level is granted another of Pelor's domains as a third clerical domain. She can use the granted power of the domain, and can choose from the spell lists of three domains when selecting her domain spells for the day. She can only cast one domain spell of each level (1st through 9th) per day. Radiant servants without a level of cleric gain no benefit from this granted ability.

**Maximize Healing:** When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain, that spell is affected as though by the Maximize Spell feat. The spell does not use up a higher-level slot. This power supercedes the Empower Healing ability until the character reaches 10th level.

**Positive Energy Burst:** As a standard action a radiant servant who is at least 8th level can create a positive energy burst that inflicts 1d6 points of damage per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant can not use this ability if she has fewer than two turning attempts left for the day.

**Supreme Healing:** When a radiant servant of Pelor who is at least 10th level casts a domain spell from the Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

## The Fleet Runner of Ehlonna

In the wild, speed is sometimes essential. Often, an animal's only hope of survival is to outrun another creature. Certain followers of Ehlonna, goddess of the woodlands, emulate this aspect of the natural world above all others, cultivating their natural speed until they become like the deer leaping between the trees—or, eventually, the wind that blows through them.

Most fleet runners of Ehlonna are clerics or druids who serve that deity, though a number of rangers also follow this path. Multiclass cleric/rangers or druid/rangers quite often become fleet runners, but members of other classes are rarely interested.

NPC fleet runners are almost feral creatures of the woodland. They have been known to run with the centaurs and dance with the satyrs, though many prefer the company of animals to that of more sophisticated creatures. They use their speed and travel-related abilities in defense of the woodlands—to carry messages, send for aid, or bring aid themselves.

### Class Features

All of the following are class features of the fleet runner of Ehlonna prestige class.

**Weapon and Armor Proficiency:** Fleet runners are proficient with all simple and martial weapons, with all armor, and with shields.

**Fast Movement:** The fleet runner has a speed faster than what is normal for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human fleet runner in studded leather armor has a standard speed of 40 feet. This increase stacks with similar speed increases, such as from the barbarian or monk classes. This is an extraordinary ability.

**Greater Mobility:** A fleet runner of Ehlonna gets a +8 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. This supercedes the bonus granted by the Mobility feat. This is an extraordinary ability.

**Additional Domain:** A fleet runner gains access to another of Ehlonna's domains as a third clerical domain. She can use the granted power of the domain (using her fleet runner level instead of her cleric level), and can choose from the spell lists of three domains when selecting her domain spells for the day. She can cast only one domain spell of each level (1st through 9th) per day. Fleet runners without a level of cleric gain no benefit from this granted ability.

**Bonus Spells:** Similar to bonus spells for high ability scores, for each level of fleet runner that a spellcasting character attains, she gains bonus spells to the number of divine spells per day she

**THE FLEET RUNNER OF EHLONNA** — HIT DIE D8

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Fast movement, greater mobility, additional domain | 1 |
| 2nd | +1 | +3 | +0 | +3 | Evasion | 2 |
| 3rd | +2 | +3 | +1 | +3 | *Leap of the hart* | 1 |
| 4th | +3 | +4 | +1 | +4 | Shot on the Run feat | 2 |
| 5th | +3 | +4 | +1 | +4 | *Run like the huntress* | 1 |
| 6th | +4 | +5 | +2 | +5 | Improved evasion | 2 |
| 7th | +5 | +5 | +2 | +5 | *Run like the wind* | 1 |
| 8th | +6 | +6 | +2 | +6 | Leopard's pounce | 2 |
| 9th | +6 | +6 | +3 | +6 | Swiftness of the tigress | 1 |
| 10th | +7 | +7 | +3 | +7 | Cheetah's sprint | 2 |

normally casts. These bonus spells can be added to any level of spells the fleet runner can currently cast, but no more than one can be added to the character's highest current spell level. For example, Farella is a 9th-level cleric of Ehlonna who takes one level in fleet runner. She can give herself one bonus 5th-level spell (her highest as a 9th-level cleric), and one bonus spell in one other level (0 through 4th).

If a fleet runner has two divine spellcasting classes already, she must choose which previous class of spells gains the bonus. For example, Jecara is a 3rd-level druid/8th-level ranger, with one level of fleet runner. Conceivably, Jecara could have a bonus 2nd-level druid spell and a bonus 2nd-level ranger spell, or she could put both bonus spells in either druid or ranger, but then only one of them could be 2nd level. Bonus spells cannot be added to an arcane spellcasting class.

Once a fleet runner has chosen how to apply her bonus spells, they cannot be shifted again.

**Evasion:** At 2nd level and above, a fleet runner can avoid even magical and unusual attacks with great agility. If the fleet runner akes a successful Reflex saving throw against an attack that normally deals half damage on a

| CLASS REQUIREMENTS | |
|---|---|
| *To qualify to become a fleet runner of Ehlonna, a character must fulfill all the following criteria:* | |
| ALIGNMENT | NEUTRAL GOOD |
| PATRON DEITY | EHLONNA |
| BASE WILL SAVE | +3 |
| SKILLS | KNOWLEDGE (NATURE): 11 RANKS<br>KNOWLEDGE (RELIGION): 3 RANKS<br>WILDERNESS LORE: 5 RANKS |
| FEATS | DODGE, MOBILITY, RUN |
| SPELLCASTING | ABILITY TO CAST DIVINE SPELLS |

| CLASS SKILLS | |
|---|---|
| **Skill Points at Each Level: 2 + Int modifier** | |
| *The fleet runner's class skills (organized by key ability) are:* | |
| STRENGTH | |
| DEXTERITY | HIDE, MOVE SILENTLY |
| CONSTITUTION | CONCENTRATION |
| INTELLIGENCE | KNOWLEDGE (NATURE),<br>KNOWLEDGE (RELIGION) |
| WISDOM | HEAL, INTUIT DIRECTION,<br>WILDERNESS LORE |
| CHARISMA | |



successful save, she instead takes no damage. The fleet runner can use evasion only if she is wearing light armor or no armor. This is an extraordinary ability.

**Leap of the Hart:** At 3rd level or higher, a fleet runner's jumping distance (vertical or horizontal) is not limited according to her height. This is an extraordinary ability.

**Shot on the Run:** At 4th level, the fleet runner gains the Shot on the Run feat, even if she does not have the prerequisite Point Blank Shot feat.

**Run Like the Huntress:** At 5th level, a fleet runner gains supernatural stamina while running. She can run for a number of rounds equal to twice her Constitution score without making any checks, and she gains a +8 bonus to Constitution checks made to continue running after that point. This is a supernatural ability.

**Improved Evasion:** At 6th level, a fleet runner's evasion ability improves. She still takes no damage on a successful Reflex save against spells such as fireball or a breath weapon, but henceforth she only takes half damage on a failed save. The fleet runner can only use improved evasion if she is wearing light armor or no armor. This is an extraordinary ability.

***Run Like the Wind:*** At 7th level, a fleet runner can slip magically between spaces, as per the spell *dimension door*, once per day as a spell-like ability. The fleet runner's effective caster level equals her class level.

**Leopard's Pounce:** At 8th level, a fleet runner can make a full attack at the end of a charge. This is an extraordinary ability.

**Swiftness of the Tigress:** When she reaches 9th level, a fleet runner can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive. This is an extraordinary ability.

**Cheetah's Sprint:** Once an hour, a 10th-level fleet runner can take a charge action to move ten times her normal speed. This is a supernatural ability.

## The Mighty Contender of Kord

The church of Kord insists that the liberation of the spirit comes through the perfection of the body—in fact, clerics of the Brawler insist that the distinction between body and spirit is a false one, as each is totally dependent on the other. Some devotees of Kord practice breaking chains (a DC 26 Strength check), demonstrating their bodily perfection while symbolizing their spiritual freedom. Those that seek the highest perfection of body and spirit become mighty contenders of Kord.

Most mighty contenders of Kord start as clerics, but fighters and barbarians can enter the class easily by multiclassing as clerics, and many do. Arcane spellcasters are unlikely to find the church of Kord's emphasis on physical strength appealing, but there are exceptions—particularly among the rare half-orc sorcerers.

NPC mighty contenders are an unusual mixture of athletic mysticism. They are very worldly, as a rule, frequenting public baths, gymnasiums, or taverns while expounding their philosophy of spiritual and physical liberation, and demonstrating their feats of incredible strength.

### Class Features

All of the following are class features of the mighty contender of Kord prestige class.

**Weapon and Armor Proficiency:** Mighty contenders are proficient with all simple and martial weapons, with all armor, and with shields.

**Mighty Endurance:** A mighty contender has a special form of damage reduction that allows him to ignore 5 points of subdual damage every time he is dealt subdual damage. This extraordinary ability applies to all effects that deal subdual damage.

**Feat of Strength:** When a mighty contender performs a feat of strength (the granted power of the Strength domain), he adds his mighty contender level to his cleric levels to determine his Strength enhancement for 1 round. He can now perform a feat of strength a number of times per day equal to his unmodified Strength modifier, but always at least once.

**Spells per Day:** A mighty contender continues the divine spellcasting training he began, but more slowly. For every two contender levels gained, the character gains new spells per day as if he had gained one level of the spellcasting class he belonged to before he added the prestige class. He does not gain any other benefit of the level (such as turning undead) that the character would have gained. This essentially means that he adds half his mighty contender level to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. For example, if Gilgas, an 8th-level cleric/1st-level mighty contender, gains another level in mighty contender, he gains new spells as if he

**THE MIGHTY CONTENDER OF KORD**

HIT DIE D10

| Level | Attack Bonus | Fort. Save | Ref. Save | Will Save | Special | Spells per Day |
|---|---|---|---|---|---|---|
| 1st | +0 | +2 | +0 | +2 | Mighty endurance, feat of strength | |
| 2nd | +1 | +3 | +0 | +3 | | +1 level of existing class |
| 3rd | +2 | +3 | +1 | +3 | Surge of strength | |
| 4th | +3 | +4 | +1 | +4 | | +1 level of existing class |
| 5th | +3 | +4 | +1 | +4 | Strength increase | |
| 6th | +4 | +5 | +2 | +5 | | +1 level of existing class |
| 7th | +5 | +5 | +2 | +5 | Feat of power | |
| 8th | +6 | +6 | +2 | +6 | | +1 level of existing class |
| 9th | +6 | +6 | +3 | +6 | Strength increase | |
| 10th | +7 | +7 | +3 | +7 | Surge of power | +1 level of existing class |

had risen to 9th level in cleric, but uses the other contender aspects of level progression such as base attack and saving throw bonus. If he next gains a level of cleric, making him a 10th-level cleric/2nd-level mighty contender, he gains spells as an 11th-level cleric.

**Surge of Strength:** When a mighty contender of at least 3rd level performs a feat of strength, the enhancement bonus lasts for 1d4+1 rounds.

**Strength Increase:** When a mighty contender reaches 5th level, and again at 9th level, his Strength score increases by 1. This is not an enhancement bonus; it is an ability score increase like any character normally gains every four levels.

**Feat of Power:** Once per day, as a supernatural ability, when performing a surge of strength, a mighty contender of 7th level or higher can add one and a half times his combined cleric and mighty contender levels to his Strength score for the first round of the surge. For the remaining 1d4 rounds, he adds only his level to his Strength score.

**Surge of Power (Su):** Once per day, as a supernatural ability, when performing a surge of strength, a 10th-level mighty contender can add one and a half times his level to his Strength score for the duration of the surge (1d4+1 rounds).

## CLASS REQUIREMENTS

*To qualify to become a mighty contender of Kord, a character must fulfill all the following criteria:*

| | |
|---|---|
| ALIGNMENT | CHAOTIC GOOD |
| PATRON DEITY | KORD |
| BASE FORTITUDE SAVE | +6 |
| SKILLS | KNOWLEDGE (RELIGION): 9 RANKS |
| FEATS | ENDURANCE, POWER ATTACK |
| SPELLCASTING | ABILITY TO CAST DIVINE SPELLS |

## CLASS SKILLS

**Skill Points at Each Level: 2 + Int modifier**

*The mighty contender's class skills are:*

| | |
|---|---|
| STRENGTH | |
| DEXTERITY | |
| CONSTITUTION | CONCENTRATION |
| INTELLIGENCE | CRAFT, KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT |
| WISDOM | HEAL, INTUIT DIRECTION, PROFESSION, SENSE MOTIVE |
| CHARISMA | DIPLOMACY, INTIMIDATE |

