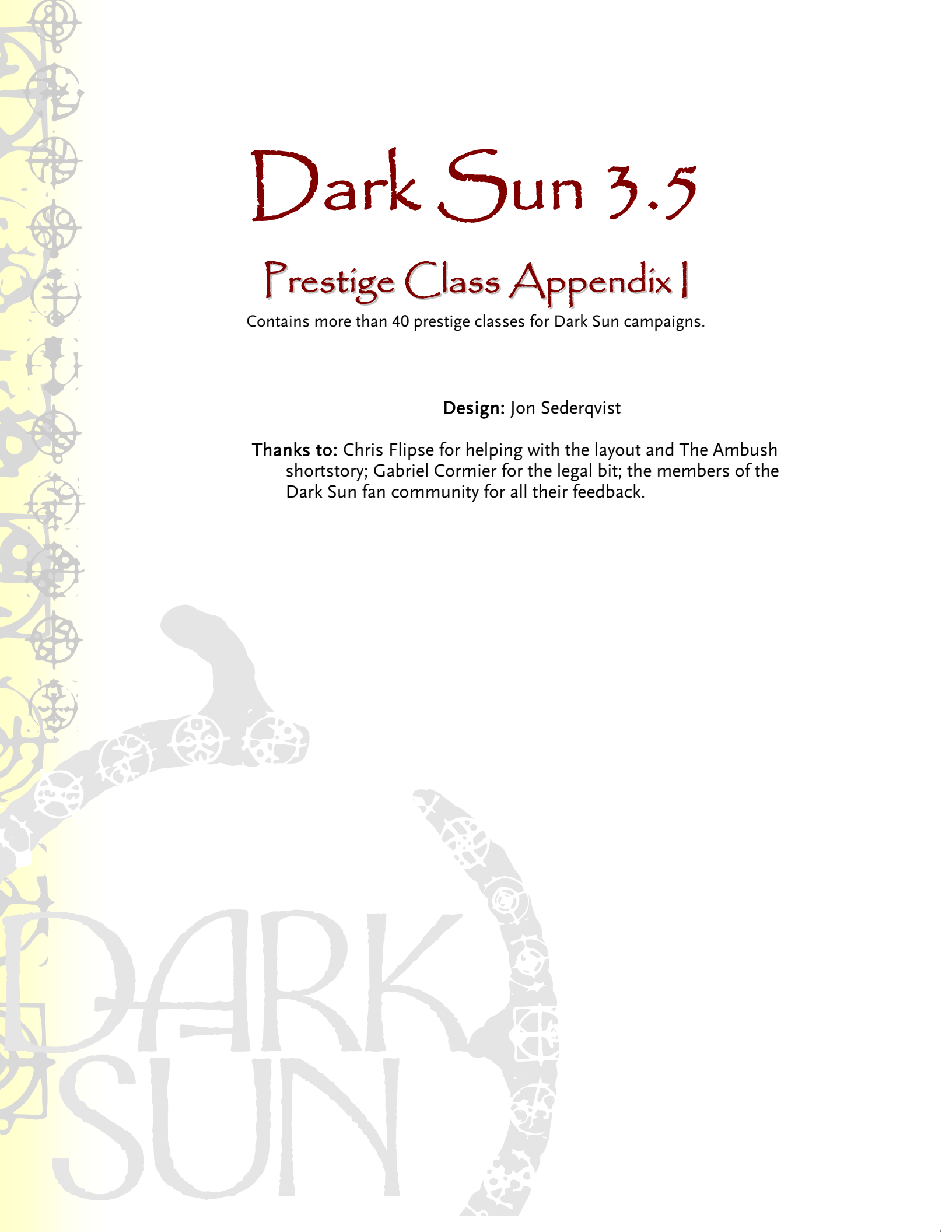




Dark Sun 3.5

Prestige Class Appendix I

Contains more than 40 prestige classes for Dark Sun campaigns.

Design: Jon Sederqvist

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Tainted

Marakesh shivered as he felt the familiar surge of energy flowing through his body. Around him the soil turned black and lifeless as usual, but this rush was more intense. As the circle of ash expanded, the small reptilian z'tal watching him from a distance screeched and writhed in pain. Marakesh, now trembling from the strength of the plant energy absorbed, felt sweat running down his forehead. His voice was shaking, but finally he was able to utter the last incantation for his spell. The fiery blast unleashed almost knocked Marakesh off his feet, and he had to avert his eyes from the blinding explosion. Marakesh blinked in astonishment. The power of his spell had left behind a crater in the ground, where normally there would be but scorched earth. The z'tal was nowhere to be seen. Marakesh turned to mount his *crodlu*, but the creature reared and sneered violently towards him.

From that day, no animal would willingly go near the wizard. He was to them like the repulsive scent of burning *ranike* smoke to a *kreen*.

Ecstasy of the Crowd

The crimson sun scorches the Flowery War battlefields. Sweating crowds gathered outside the city's only entrance, the Golden Moon Gate, shout aggressive taunts at the warriors locked in ritual combat. Cries of war echo across the battlefield as the champions of two rival clans clash, their obsidian-ridged wooden swords – infamous *Draji macahuils* – meeting with deadly force. The bare-chested warriors' bulging, bronze-tanned muscles glint in the afternoon sun and their knee-length hemp skirts whirl about them as they duel. Their feathered headdresses mark them both as great warriors. One will be celebrated in victory and the other will be exiled for such is the outcome they have agreed upon – assuming the losing champion survives.

The crowd's cheers increase in ferocity for every blow that is dealt, and they explode in excitement at the first sight of blood. One of the two men reels from the blow, but regains his balance, just in time to have his enemy's macahuitl come crashing down upon his skull. The noise of crunching bones becomes lost in the deafening roar of the crowds. A shower of blood stains the closest onlookers and sprays the triumphant champion's legs in red. The slain rival sinks to his knees, slowly tilts and falls over on his side. The victor performs his ritual of success, shouting and stomping on his fallen opponent's body. Then he kneels over the dead warrior and picks a feather from his headpiece, adding it to his own – the symbol of his warrior's prowess and today's victory. The crowd applauds his victory in a state of ecstasy.

The Hunter and the Hunted

Dukkoti held his breath and did not move an inch. He could feel the presence of the pair of kreen he had been chasing for days, but he could not see them. The jagged red cliffs were a maze of natural alleyways and dead-ends, and the footing was treacherous. He closed his eyes to concentrate his attention on focusing his psychic energies into his bow. Pulling back the bowstring, and knocking a pair of arrows, the elf prepared to gaze past the natural column of red rock he was kneeling behind. His mind tingled – the two kreen were now but one. Realizing one of the kreen was moving beyond the range of his perception, Dukkoti rose slowly. There it was, the remaining kreen – devouring the bloody remains of its prey – an erdlu. The abomination would not live for much longer, thought Dukkoti, as he readied his aim.

He was about to let his arrows fly, when a strong presence suddenly intruded his mindscape in the shape of a bee that stung his thoughts. Dukkoti shook his head from side to side, his gaze darting across the landscape to locate his psionic assailant, but no one was to be seen. By now, the kreen eating the erdlu was aware of his presence. The kreenslayer felt another sting in his mind, but took aim. The kreen jumped towards him in a giant leap, and Dukkoti released his arrows from his psionically imbued bow. Both arrows pierced the kreen in mid-air. The mantis warrior twitched and let out a rasping click, before crashing to the ground. It rolled along the ground until it came to a halt, lifeless. Dukkoti reeled from another psychic sting, this time so powerful his head ached and his sight blurred. He dove behind the rock outcropping he had hidden behind earlier, with hopes of escaping his psychic enemy's line of sight. Dukkoti gasped in relief as the mental attacks ceased as soon as he had taken cover.

Then he suddenly sensed a number of presences. First there were two. Then two became four, and four become seven – and seven became a dozen. With horror he realized he had walked into an ambush; the lone kreen had been a decoy – volunteered to sacrifice itself for the survival of its mate and pack. Dukkoti turned to retreat the way he had come from, following the cliff wall, but the path was blocked by a trio of kreen. The elven kreenslayer drew two arrows from the quiver on his back and was about to nock them, when a small pebble came falling from above and bounced off his boot. Dukkoti threw his gaze upward, and tried to raise his bow to shoot the kreen still in midair above him, but the mantis warrior landed upon him too quickly. Dukkoti screamed, cursing himself for walking into their trap, as he realized his end had come too swiftly. As shadows of more kreen fell upon the grappling kreen and elf from the cliffs above, the kreen trio blocking the path came leaping forward to finish the elf – and get their share of the meal.

The Ambush

Morrow sat at a booth in the corner of The Lion's Tooth. The bottom of his mug was just visible through the haze of kank honey; it would soon be time for another. He took a deep drink of the sweetly fermented liquid and wished, not for the first time, that life was not quite so tedious.

Morrow shuddered slightly, and pulled his long hair over his ears; a habit picked up long ago. He had found he could nearly pass for a full-blood human, but for the sharp points of his ears he now kept hidden. The half-elf waved at one of the serving wenches, who nodded in reply. He was a regular at The Lion's Tooth, and rarely varied his drink. Another mug would come to him soon.

A deep fit of coughing brought Morrow's attention to the front doorway as the heavy hide swung back into place. A dwarf at the door coughed heavily, guarding his mouth with his left hand spread open. "The dust is heavy in the air tonight," announced the newcomer, as if to explain the coughing fit. Morrow caught the newcomer's eye and nodded. The dwarf approached, and Morrow had the sinking feeling that he would soon be wishing for tedium to return.

"Mind if I sit for a minute?" The dwarf spoke in a rough, gravelly voice and sat down before Morrow could open his mouth. The dwarf signaled to the wench, who soon returned with two mugs.

"I hear the faro crops aren't doing well this season," Morrow spoke conversationally as the barmaid was leaving.

The dwarf nodded. "Redworms threaten to devour whole fields." The dwarf growled, and lowered his voice. "I hate that nonsense. We meet tonight. There is business to attend to."

Morrow sighed. The dwarf was named Tylan, someone Morrow was not particularly fond of. "Yes, so you said. Where?"

"South of the Stel compound. You should know ... the target is a boy. Barely fourteen."

Morrow's eyes widened a moment. Fourteen! "Well, then perhaps it is not too late to educate him."

Tylan locked his gaze with Morrow "I wouldn't bet on it," the dwarf growled. "He's been practicing for some time now, and may be too set in his ways. You are too soft. Remember your Oath." The dwarf downed the last of his drink and rose to his feet. "Time to face the dust again." He dropped a half-ceramic on the table, and left the Lion's Tooth the same way he had come in.

Morrow stared at his drink, untouched. Tonight was going to be a long night. His personal opinions of the dwarf did not matter. As Tylan had said: "Remember the Oath."

Morrow would have to gather his cell. There would be an ambush, but not the one Tylan had described. Likely, there was no fourteen year old defiler hiding in the empty fields beyond Stel's compound. Tylan's countersign warned of danger -- the dwarf feared he was being followed. Tonight, Morrow and his cell would face death to save a man they did not like.

Morrow could not help but wonder if this was another test.

Arch Defiler

*"Power comes at a price. I am willing to pay it."
- Marakesh, human arch defiler*

Arch defilers are defilers who seek to increase the power of their magic at the cost of a greater taint of defilement. So foul is the magic commanded by these defilers, that their very souls are scarred. Animals become nervous, people feel uncomfortable, and yet the arch defiler demands obedience. To command their foul magics, the arch defilers need physical stamina to resist the vast energies they manipulate.

Human wizards corrupted by their desire for power often become arch defilers. So do nomadic elven mages without concern for the environment they leave behind them in the disappearing horizon, or those who want to increase their spellcasting powers to gain status in their tribes.

Arch defilers can be found anywhere. Some are loners, practicing their dark art in secrecy, while others seek employment and safety in organizations and groups without moral scruples. NPC arch defilers can typically be found in the ranks of merchant houses, raiding tribes, or operating on their own.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Tainted aura, defiler feat	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3		+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Casting time metamagic 1/day	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4		+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Painful radius, defiler feat	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Casting time metamagic 2/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Defiler feat	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Metamagic raze	+1 level of existing arcane spellcasting class

Requirements

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

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Agonizing Radius, Great Fortitude, any metamagic feat.

Spells: Able to cast 3rd level arcane spells.

Special: Must be a defiler.

Class Skills:

The arch defiler's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Arch defilers gain no proficiency with any weapon or armor.

Tainted Aura: The arch defiler is tainted by his arcane ways in such a manner that it is noticeable. People feel uncomfortable and wary when the arch defiler is present and animals whimper when he approaches. The arch defiler suffers a -1 **circumstance penalty** to Bluff, Diplomacy, Gather Information and Handle Animal checks for every odd level of arch defiler gained. He receives a similar **circumstance bonus** to Intimidate checks. The tainted aura has a range of 5 feet per arch defiler level.

Defiler Feat: At 1st, 5th and 9th levels, the arch defiler gains a bonus feat from the following list: Destructive Raze, Efficient Raze, Exterminating Raze, Fast Raze, Path Sinister. He must qualify for any feat requirements.

Casting Time Metamagic: Once per day the arch defiler can apply a **metamagic feat** he knows to a spell at casting time. This does not increase the spell's level or require a higher level spell slot. Casting time metamagic doubles the casting time of the spell (a casting time of 1 **action** becomes 1 **full round**). At 7th level the arch defiler can use casting time metamagic twice per day, but only once per spell. Only metamagic feats that would increase a spell slot by 3 or less may be applied with casting time metamagic.

Painful Radius: The penalties suffered to attacks, saves and skill checks for being caught in the arch defiler's radius increase by one. This effect stacks with Agonizing Radius, bringing the modifier to a total of -3.

Metamagic Raze: The arch defiler can gather energy during spell preparation to improve his **metamagic** capacity. Spell slot level adjustments from **metamagic** feats are reduced by one (to a minimum of one), but only once per spell. For each use of Metamagic Raze, the arch defiler defiles a 5 ft. radius where the spell is prepared. Preparation of multiple spells increase the radius by 5 ft. for each spell prepared with this ability.

Arena Champion

*"You fought like the Dragon."
- Jarek, half-elf arena champion*

Arena champions are gladiators who aspire to greatness in their blood sports. They dream of performing in arenas filled with thousands of frenzied spectators. Risking their lives for fame, wealth and adoration, arena champions are the heroes to commoners of all ages. Many hail from local neighborhoods or nearby communities. Arena champions come from diverse backgrounds. Some are craftsmen or belong to other professions, training on their spare time; others are slaves who see the arena as their only chance for freedom and prosperity in life. Some arena champions are even nobles, who crave excitement and fame beyond that of their rank in society alone.

Arena champions can belong to any class or race. The majority have levels in combat-oriented classes. Humans, dwarves, muls and half-giants are the most common arena champions. Half-elves take to the arena champion class fueled by the desire to prove their worth in human society. Halfling arena champions are rare, and pterran arena champions are almost unheard of.

Arena champions often find sponsorship from the rich. Nobles and templars will pay well to get an aspiring arena champion into their gladiator stables. Those cities that allow free gladiators to enter the games often have arena champions without such ties. **NPC** arena champions are most often found in the arena, or the taverns of their neighborhoods.

Hit Die: d12

Requirements

To become an arena champion, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Perform 6 ranks.

Feats: Weapon Focus (any weapon).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Crowd support +1
2nd	+2	+3	+0	+0	Reputation
3rd	+3	+3	+1	+1	Weapon mastery
4th	+4	+4	+1	+1	Signature move
5th	+5	+4	+1	+1	Crowd support +2
6th	+6	+5	+2	+2	Fame
7th	+7	+5	+2	+2	Improved signature move
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	Crowd support +3
10th	+10	+7	+3	+3	Legend, finishing move

Class Skills:

The arena champion's **class skills** (and key ability for each skill) are **Balance** (Dex), **Bluff** (Cha), **Climb** (Str), **Craft** (Int), **Intimidate** (Cha), **Jump** (Str), **Perform** (Cha), **Profession** (Wis), **Sense Motive** (Wis), and **Tumble** (Dex).

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

Class features

Weapon and Armor Proficiencies: Arena champions gain no additional weapon or armor proficiencies.

Crowd Support (Ex): The crowd may love or loathe the arena champion, but regardless their presence motivates the arena champion, who enjoys a +1 **morale bonus** to attack and damage rolls whenever there are ten or more non-combatant spectators present. At 5th and 9th level this bonus increases, but the minimum amount of spectators must be fifty and one hundred respectively for the bonuses to take effect.

Reputation: An arena champion enjoys respect and admiration. He receives a +1 **circumstance bonus** to non-combat uses of the **Bluff**, **Diplomacy**, **Gather Information** and **Intimidate** skills. These benefits do not apply when dealing with rival gladiators or their devoted fans. If the arena champion has or selects the **Leadership** feat, he gains a +1 bonus to his **leadership score**.

Weapon Mastery: The arena champion gains a +2 bonus to weapon damage rolls with a chosen weapon. The weapon must be one for which the arena champion already has selected the **Weapon Focus** feat.

Signature Move (Ex): The arena champion has developed a signature move. The exact technical nature of the move is up to the individual arena champion to develop, and it grants one of the following benefits:

- A +2 **competence bonus** to opposed rolls concerning disarm attempts.
- A +2 **competence bonus** to opposed rolls concerning trip attempts.

- A +2 **competence bonus** to damage rolls concerning sunder attempts.
 - A +2 **competence bonus** to opposed **Bluff** and **Sense Motive** checks in combat.
 - A +1 **dodge bonus** to **AC** when fighting defensively or using total defense.
- Fame:** As the arena champion's reputation grows, so does his ability to influence others. The arena champion's bonuses to non-combat uses of the **Bluff**, **Diplomacy**, **Gather Information** and **Intimidate** skills increase to +2, and the bonus to his **leadership score** increases to +2.
- Improved Signature Move (Ex):** Through specialization the benefit associated with the arena champions' chosen signature move is doubled, e.g. a +2 **competence bonus** to opposed rolls concerning disarm attempts increases to +4. Alternatively, the arena champion may select a second signature move instead to expand his repertoire.
- Legend:** The arena champion is a legend known to all. Treat general **NPC** initial attitudes as one category better. This benefit does not extend to rival gladiators or their devoted fans. The arena champion's bonus to his **leadership score** increases to +3.
- Finishing Move (Ex):** If an attack reduces an opponent below 0 **hit points**, the arena champion can attempt a **coup de grace** as a **free action**.

Arrow Knight

"The thing with stealing from the draji, my father used to say, is that if they spot you they will come charging at you with bloodlust in their eyes. Keeping a crodlu nearby can save your life, son, for you can always outride them... Then he met an arrow knight and now he can't say anything at all."
- Gorgathor, human rogue

The arrow knights form Draji's corps of elite archers. Ranked third among the special warrior forces of Draji, these archers' might with the bow is perhaps unrivaled in the Tablelands. Although they form an elite group, the arrow knights are the least respected of Draji's three elite warrior forces. As ranged attackers, they do not gain the honor that Draji culture places on hand to hand combat. However, their place in the Draji military earns them some measure of respect, and their military role's importance is unquestioned. To other tablelanders, Draji arrow knights are feared for their determination, precision and bloodlust.

Arrow knights come exclusively from the ranks of single or multi-classed fighters. They are unequaled with the bow, spending countless hours on the archery fields every day. Draji muls, dwarves, half-elves and humans make up the arrow knight corps, though members of other races might be accepted into their ranks if they can prove their skill and battle spirit. In very rare instances, non-draji have been accepted as an arrow knight, but these are exceptions rather than the norm.

Arrow knights get along well with other warriors, but they are fiercely determined to prove their worth when it comes to eagle and jaguar knights. **NPC** arrow knights are usually encountered in Draji, its client villages and military installations, or traveling with the army. Arrow knights rarely leave Draji on their own, but those few who do usually make a name for themselves as mercenaries.

Hit Die: d10

Requirements

To become an arrow knight, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Point Blank Shot, Weapon Focus (bow), Weapon Specialization (bow)

Special: Must be trained in the army of Draji.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Marksman
2nd	+2	+0	+3	+0	Longshot
3rd	+3	+1	+3	+1	Deadly aim
4th	+4	+1	+4	+1	Spot weakness
5th	+5	+1	+4	+1	Lethal shot

Class Skills:

The arrow knight's class skills (and key ability for each skill) are **Climb** (Str), **Craft** (Int), **Handle Animal** (Cha), **Intimidate** (Cha), **Jump** (Str), **Knowledge** (Warcraft) (Int).

Skill points at each level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: The Arrow Knight is proficient with all **simple** and **martial weapons**, **light armor**, and **shields** (but not tower shields).

Marksman: Arrow knights go through rigorous training. Before moving on to long range archery, they must first master short range shooting. At 1st level they receive a +1 bonus to attack and damage rolls within 30 feet when using a bow, in addition to the benefits granted by the **Pointblank Shot** feat.

Longshot: Mastering long range archery makes an army archer even more deadly. While a company of archers is almost bound to hit something when they all fire at once, a company of experienced arrow knights will hit much more. From 2nd level archer knights ignore the first two points of penalty for range increment when using a bow.

Deadly Aim: An arrow knight's precision increases at all ranges. The **critical threat** range for bows doubles (i.e. from 20x3 to 19-20x3) when the arrow knight reaches 3rd level.

Spot Weakness: The arrow knight can use a **move-equivalent action** to study a target and identify a weak spot. The arrow knight's single next attack with a bow against that target ignores half of her armor and natural armor bonuses (both rounded down).

Lethal Shot: Executing a lethal shot is a **standard action**. A successful attack roll inflicts a nasty wound that in addition to normal damage will continue to bleed for ten **rounds** if left unattended, inflicting one point of damage per round of bleeding. A **Heal check DC 15** or application of a **cure** spell will stop the bleeding immediately. Creatures immune to bleeding effects, **critical hits** or **sneak attacks** are also immune to lethal shot.

Battle Dancer

*"Death to our enemies. Death to the ones who have wronged us."
- Santhaal Wind Dancer, elven chieftain*

Battle dancers are elven clerics devoted to perfecting the union of body and clerical magic. They are warriors following the call of one element, and use their powers to defend their tribe. Battle dancers are looked upon with awe from fellow tribe members, and they often become champions for their tribes. Battle dancers are proud of their warrior prowess and dedication to elven traditions as well as their devotion to their element of worship.

Battle dancers are always of elven blood. The vast majority are full-blooded elves, but occasionally a tribal half-elf aspires to the status of battle dancer. Battle dancers are single- or multi-classed clerics. Multi-classed clerics often take rogue or fighter levels to diversify their abilities or further augment their combat abilities.

Battle dancers are usually encountered as part of elven tribes. **NPC** battle dancers tend to be champions that represent their tribes in war challenges. Some battle dancers leave their tribes on pilgrimages or due to wanderlust.

Hit Die: d10

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Battle dance +1	
2nd	+2	+3	+0	+0	Sidestep +1	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+1	Imbue arms	
4th	+4	+4	+1	+1	Bonus feat	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+1	Battle dance +2	
6th	+6	+5	+2	+2	Sidestep +2	+1 level of existing divine spellcasting class
7th	+7	+5	+2	+2	Imbue armor	
8th	+8	+6	+2	+2	Bonus feat	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+3	Battle dance +3	
10th	+10	+7	+3	+3	Sidestep +3	+1 level of existing divine spellcasting class

Requirements

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

Race: Elf or half-elf.

Skills: Knowledge (religion) 8 ranks, Perform (dance) 2 ranks, Spellcraft 5 ranks.

Feats: Dodge, Weapon Focus (elven longblade).

Spells: Able to cast 2nd level divine spells.

Other: Must worship a patron element.

Class Skills:

The battle dancer's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Battle dancers gain no proficiency with any weapon or armor.

Battle Dance (Ex): As a **move-equivalent action**, the battle dancer can initiate the ritual of combat, an energetic dance with rhythmical chants. The battle dancer's patron element grants her a +1 **sacred or profane bonus** (concurrent with what kind of energy they channel) to attack rolls and damage rolls for 1 round per level of battle dancer. This bonus increases by +1 at 5th and 9th level.

Sidestep (Ex): At the beginning of each combat round, the battle dancer designates an enemy against whom she receives a +1 **dodge bonus**. This bonus stacks with the **Dodge** feat, and increases by +1 at 6th and 10th level. Alternatively, the battle dancer can

spread the **dodge bonus** among multiple enemies. Example: Eselkar has the **Dodge** feat and is a 7th level battle dancer. He has a +3 **dodge bonus** total. He is fighting two gith, and chooses to assign a +1 **dodge bonus** against one gith, and +2 against the other.

Imbue Arms (Sp): Once per day the battle dancer can imbue an elven longblade or any bow with elemental power. This has the effect of an *elemental weapon* spell (from DS3 Core Rules) on the weapon. The effect depends upon the patron element of the battle dancer.

Bonus Feat: The battle dancer receives a bonus feat at 4th and 8th level. This feat can be chosen from the fighter bonus feat list, **Craft Magic Arms and Armor** feat, or any **metamagic** feat.

Imbue Armor (Sp): Once per day the battle dancer can imbue a suit of armor or a shield with elemental power. This has the effect of an *elemental armor* spell (from DS3 Core Rules) on the armor or shield. The effect depends upon the patron element of the battle dancer.

Black Cassock

"Craftsmen! By decree of the king, you are ordered to follow us to the Ziggurat. Take with you tools of your crafts and come along quietly. Disobedience will be punished."
- Dote Atravian, black cassock

The templars of Tyr experienced their reign of terror coming to an end marked by the death of King Kalak, the Tyrant of Tyr. Without their spells, many templars fell prey to the mobs of angry and newly released slaves. Some fled the city, whereas others sought shelter under the new King Tithian's hand. Tithian, himself a former high templar, made sure his enemies were removed, then invested the remaining templars into important positions. The templars remain a thorn in the eye of Sadira and Rikus, but Tyr's heroes realize the city cannot be administrated without the bureaucratic ex-templars of Kalak. As for the templars, they are desperately clinging to what power they can get hold of, seeking individual alliances with other factions in the city. Fear and hatred remain against the now spellless templars. Wherever they go, the black cassocks must keep one hand on their swords.

Black cassocks can be of any race and gender. Rumors speculate that templars from other city-states might have infiltrated the ranks of the Tyrian templarate, but no templar agents of other sorcerer-kings have been unmasked that the public knows of.

Black cassocks are usually encountered in Tyr or the nearby mountain ranges. Templars administer the city of Tyr and its iron mines. They rarely venture alone and avoid the Warrens and Shadow Square unless ordered to go there. Some ex-templars have sought refuge in the ruins below the surface, eking a living among the undead and other dread denizens in Undertyr.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Secular authority, rebuke undead	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Bureau specialization	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	King's gift	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4		+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4		+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Bureau mastery	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	King's pet	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6		+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6		+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	King's favorite	+1 level of existing divine spellcasting class

Requirements

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

Skills: **Diplomacy** 8 ranks.

Special: Must be accepted into the templarate of Tyr. Must have Secular Authority class feature.

Class Skills:

The black cassock's class skills (and key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Literacy (none), Profession (Wis), Sense Motive (Wis), Speak Language (none) and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor Proficiencies: Black cassocks gain no proficiency with any weapon or armor.

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

King's Gift: The black cassock receives a steel weapon from his king, signifying his rank.

Bureau Specialization (Ex): The templarate has many bureaus, each charged with an area of responsibility. The black cassock gets a +3 bonus to a class skill of his choice.

Bureau Mastery (Ex): The black cassock has survived long enough to have learnt the inner workings of a bureau. The bonus granted from bureau specialization increases to +6.

King's Pet: The black cassock receives a permanent magical or psionic item from the king as recognition of her rank and service. The maximum value of this item is 8,000 Cp.

King's Favorite: The black cassock is a personal favorite of the king and is rewarded with a gift – a potent permanent magical or psionic item. The maximum value of this item is 40,000 Cp.

Ex-templars: A black cassock who abandons his sorcerer-momarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If the black cassock later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Cerulean

"I am the eye of the storm."
- Krekara, aarakocra cerulean

Ceruleans are mages who have discovered how to draw energy for their spells from the Cerulean storm. They are explorers and researchers who have discovered a new power source and seek to exploit it. For whatever reason, cerulean wizards are not content to practice magic as the generations before them have done. Whether they sought more power, an end to the destruction of the world's plant life, an outlet for their creativity or simply craved new knowledge; the cerulean wizards have found a new way to use magic. A minority of others have been lured to power by Tithian, the one-time king of Tyr who is trapped within the storm and seeks a means to escape.

Most races that take to wizardry can become cerulean wizards. Aarakocra have an affinity for high, cold places, and thus find the class to be of particular interest, although they are somewhat reluctant to use the storm's destructive power. Ceruleans tend to avoid the Veiled Alliance and the agents of the sorcerer-kings. Both parties fear the ceruleans can cause disaster by their tampering with the forces of the Cerulean Storm.

NPC ceruleans usually have various agendas. Some seek to release Tithian from his captivity in the Cerulean Storm. Ceruleans can often be found where Tyr Storms frequently wreak havoc, especially in and around Draj.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cerulean casting, blue lens focus	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3		+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Empower 1/day	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4		+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Cerulean blast	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Empower 2/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Control weather	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7		+1 level of existing arcane spellcasting class

Requirements

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

Skills: Concentration 8 ranks, Craft (optics) 2 ranks, Spellcraft 5 ranks.

Feats: Empower Spell.

Spells: Able to cast 3rd level arcane spells.

Special: The character must craft a blue lens focus (see below).

Class Skills:

The cerulean's class skills (and key ability for each skill) are **Bluff** (Cha), **Concentration** (Con), **Craft** (Int), **Decipher Script** (Int), **Disguise** (Cha), **Knowledge** (all skills, taken individually) (Int), **Profession** (Wis), **Spellcraft** (Int) and **Survival** (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Ceruleans gain no proficiency with any weapon or armor.

Cerulean Casting: Ceruleans have discovered how to draw energy from the Cerulean storm to fuel their spells. They can choose whether to utilize plant energy or cerulean energy when casting spells. Cerulean energy has no impact on the environment.

Blue Lens Focus: The cerulean can channel the energy of the Cerulean Storm through a Blue Lens to substitute material components for arcane spells. However, drawing upon the power of the Cerulean Storm is not without its perils. Depending upon the value of the material component to be substituted, the cerulean suffers an amount of damage that cannot be redirected, absorbed or otherwise avoided. This damage is applied immediately after a spell is cast.

Component cost	Damage
1 Cp or less	0
1-50 Cp	5
51-300 Cp	11
301-750 Cp	17
750+ Cp	23

Crafting a blue lens requires raw materials worth 50 ceramics. The **Craft** (optics) DC is 20. The lens has 5 hit points and hardness 1. It uses the cerulean's save values.

Empower (Su): At 3rd level the cerulean can channel energy through the blue lens at the listed amount of times per day to apply the metamagic feat **Empower Spell** to a spell without using a higher level spell slot. This can only be applied to spells with the cold, electricity, fire, sonic or acid descriptors.

Cerulean Blast (Su): At 5th level the cerulean can use the blue lens to unleash blasts of energy from the Cerulean storm as a **standard action**. This energy blast can target living creatures or objects. The blast is a ranged touch attack with close range (25 feet + 5 feet/2 levels of cerulean) that deals 1d4 points of electricity damage per level of cerulean. A successful **Reflex save** (DC of 10 + the cerulean's class level) halves the damage. However, the energy blast has its price. The cerulean suffers 2 points of temporary **Wisdom** damage each time he uses it.

Control Weather (Sp): At 9th level the cerulean can use the blue lens to summon or eradicate small Tyr Storms. The cerulean can cast **control weather** as per the spell once per day.

Chasseur

*"All wizards must sleep sooner or later."
- Kael Stormseeker, elven bounty hunter*

Chasseurs, or huntsmen, are wizards who specialize in hunting down others of their kind. Some chasseurs are found working for the Veiled Alliance hunting down defilers, while others are employed by the templars and the sorcerer-kings to hunt down preservers. Some do not answer to any authority at all, but have their own agendas. Whether a defiler or a preserver, a chasseur uses skill and magic to hunt down and kill or capture other wizards.

Chasseurs are usually elf, half-elf or human, though the rare aarakocra chasseur makes a dangerous airborne hunter. Many are multi-classed characters. Ranger/wizards excel at hunting down wizards traversing the wastes, while druid/wizards make vengeful and versatile enemies of all defilers. Urban rogue/wizards who become chasseurs sometimes take levels in the assassin class to focus on striking swiftly with deadly effect.

Chasseurs work well both individually and in groups. It is not unusual for an **NPC** chasseur to team up with a band of adventurers to hunt down a particularly dangerous target. **NPC** chasseurs can be found working for both the Veiled Alliance and as agents of the sorcerer-kings.

Hit Die: d6

Requirements

To qualify to become a chasseur (Cha), a character must fulfill all the following criteria.

Skills: **Gather Information** 4 ranks, **Hide** 4 ranks, **Spellcraft** 8 ranks.

Spells: Able to cast 2nd level arcane spells.

Class Skills:

The chasseur's class skills (and key ability for each skill) are **Bluff** (Cha), **Concentration** (Con), **Craft** (Int), **Decipher Script** (Int), **Diplomacy** (Cha), **Disguise** (Cha), **Gather Information** (Int), **Hide** (Dex), **Intimidate** (Cha), **Knowledge** (arcana) (Int), **Move Silently** (Dex), **Profession** (Wis), **Sense Motive** (Wis), and **Spellcraft** (Int).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor Proficiencies: Chasseurs gain no proficiency with any weapon or armor.

Nullify defense: Spellcasters within the chasseur's threatened space suffer a -10 penalty to **Concentration** checks made to cast spells defensively. At 3rd level this penalty increases to -15, and at 5th level to -20.

Identify Spellcasting: Chasseurs gain a +4 bonus to **Spellcraft** and **Sense Motive** checks to see through attempts by other spellcasters at concealing their spellcasting with the **Bluff** skill.

Silence (Sp): At 2nd level the chasseur can use **silence** as per the spell once per day. This is a spell-like ability. At 4th level the chasseur can use this ability twice per day.

Improved Counterspell: When **counterspelling**, instead of using the exact spell the chasseur is trying to counter, he may use a spell of the same school that is one or more levels higher than the target spell.

Spell Shield (Su): Once per day the chasseur can manifest a protective aura that grants a **spell resistance** of 10 + caster level. Spell shield has a duration of one **round** per chasseur level.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Nullify defense 10, identify spellcasting	
2nd	+1	+3	+0	+3	Silence 1/day	+1 level of existing arcane spellcasting class
3rd	+2	+3	+1	+3	Improved counterspell, nullify defense 15	+1 level of existing arcane spellcasting class
4th	+3	+4	+1	+4	Silence 2/day	+1 level of existing arcane spellcasting class
5th	+3	+4	+1	+4	Spell shield, nullify defense 20	+1 level of existing arcane spellcasting class

Draqoman

"The Draqoman is not your slave or your servant. Just as a ranger scout is your ally in the wastes, the Draqoman is your ally in the urban terrain. Treat him fairly and he will aid you well, harshly and he will leave you to be feasted upon by the city's predators be they templars, elves or merchants."
- Marek, human trader

Draqomen serve as guides and translators for newcomers to the cities. Local laws and customs vary by location, and a local resident who knows the city like the back of his hand and can call in a favor if necessary is definitely worth his pay. A draqoman will usually be loyal as long as he is paid and fed well. Mistreat your draqoman and you will soon find yourself on the wrong end of someone's blade or in the prisons run by the templars. Draqomen tend to specialize in certain areas to deliver unique services to their patrons.

Draqomen are members of urban races. The majority are humans, elves and half-elves with levels in the rogue or bard class.

NPC Draqomen can usually be found near the gates of the city-states. Some city-states even have a draqoman enterprise office where visitors can hire certified draqomen at a premium price. Draqomen can also be found in the company of visitors who have hired them, or in local taverns.

Hit Die: d6

Requirements

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

Skills: **Diplomacy** 5 ranks, **Gather Information** 7 ranks, **Knowledge (local)** 5 ranks.

Special: Must speak at least three languages.

Class Skills:

The draqoman's class skills (and key ability for each skill) are **Bluff** (Cha), **Climb** (Str), **Craft** (Int), **Diplomacy** (Cha), **Disguise** (Cha), **Gather Information** (Cha), **Handle Animal** (Cha), **Hide** (Dex), **Jump** (Str), **Knowledge (Local)** (Int), **Listen** (Wis), **Move Silently** (Dex), **Profession** (Wis), **Sense Motive** (Wis), **Speak Language** (none) and **Spot** (Wis).

Skill Points at Each Level: 6 + **Int** modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Contact 1/week, rasclinn
2nd	+1	+0	+3	+3	Field of expertise, bonus language
3rd	+2	+1	+3	+3	Contact 2/week
4th	+3	+1	+4	+4	Bonus language
5th	+3	+1	+4	+4	Contact 3/week, special ability

Class Features

Weapon and Armor Proficiencies: Draqomen gain no additional armor and weapon proficiencies.

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

The following list provides sample uses of contact.

- 5% discount on purchased goods.
- Access to purchase and sell black market goods.
- Access to hire mercenary of desired race and class.
- Access to purchasing spellcasting services.
- Access to information (equal to [Gather Information DC 20](#))
- Access to forged materials (equal to [Forgery DC 20](#))
- Access to decipher (equal to [Decipher Script DC 20](#))
- Access to other expert (skill check [DC 20](#). [DM's](#) discretion)
- Appointment or meeting with an [NPC](#) (templar, noble, gladiatorial slave, chieftain etc. [DM's](#) discretion).
- Access to a place to stay hidden for three days.
- Avoid templar inspection.

Rasclinn: The draqoman specializes in one of the draqoman class skills. She is a "rasclinn" in her chosen skill, which means she is a competent and valuable asset. The draqoman adds her draqoman level as a [competence bonus](#) to skill checks with her chosen skill.

Bonus Language: The draqoman is an expert linguist who deals with people from many places. At 2nd and 4th level he learns to speak a new language.

Field of Expertise: The draqoman receives a +4 bonus to non-combat use of [Bluff](#), [Diplomacy](#), [Gather Information](#) and [Sense Motive](#) checks concerning an area of expertise, including dealing with people affiliated with his field, chosen from the following list: Arcana (magic, wizards), Barter (trade-related, merchants), Bureaucracy (law-related, templars), Crime (illegal activities, elves and rogues), Entertainment (services, patrons), Mercenaries (legends, warriors and bards), Psionics (psionics, manifester classes), Security (protection, guards).

Special Ability: Choose one of the following rogue special abilities described in the 3.5 Player's Handbook: [Defensive roll](#), [Opportunist](#), [Skill mastery](#), [Slippery mind](#), [Feat](#).

Dune Trader

"Don't trust anything with pointy ears. It will either cheat you or try to eat you."
- Marek, human trader

Wagons pulled by mekillots and kanks travel along dusty roads, carrying slaves, weapons, food and other goods between the city-states and the villages of the wastes. Caravans of all sizes trek across the Tablelands and beyond, owned by powerful Merchant Houses. Trade ensures the survival of many small villages and is vital to the economy of the city-states of the sorcerer-kings. Dune traders are agents for the merchant houses. Some even aspire to become invited family members of the ancient merchant dynasties.

Dune traders are found among all races, ranging from belgoi to half-giant. The majority are humans, elves and half-elves. Elven traders have a notorious reputation, and almost anything can be found in Elven markets by those who know the right people and the right questions. Following the great earthquake, pterrann traders have appeared in Tyr. Most dune traders hail from the rogue class. Multi-class combinations are not unusual. Unscrutable telepaths are sometimes tempted by the lure of trading as a path to riches.

[NPC](#) dune traders can be found anywhere there are profits to be made. Those seeking caravan work are advised to visit the offices of the Merchant Houses found in all major cities and villages.

Hit Die: d6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Fast talk, contact 1/week
2nd	+1	+0	+0	+3	Distributive bargaining
3rd	+2	+1	+1	+3	Agent, contact 2/week
4th	+3	+1	+1	+4	Integrative bargaining
5th	+3	+1	+1	+4	Allies, contact 3/week

Requirements

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

Feats: Trader.

Skills: [Diplomacy](#) 7 ranks, [Bluff](#) 5 ranks, [Appraise](#) 5 ranks, [Sense Motive](#) 5 ranks, [Profession \(merchant\)](#) 2 ranks.

Special: Must be accepted into a merchant house.

Class Skills:

The dune trader's class skills (and key ability for each skill) are [Appraise](#) (Int), [Bluff](#) (Cha), [Craft](#) (Int), [Decipher Script](#) (Int), [Diplomacy](#) (Cha), [Disguise](#) (Cha), [Forgery](#) (Int), [Gather Information](#) (Cha), [Hide](#) (Dex), [Intimidate](#) (Cha), [Listen](#) (Wis), [Move Silently](#) (Dex), [Open Lock](#) (Int), [Profession](#) (Wis), [Ride](#) (Dex), [Search](#) (Int), [Sense Motive](#) (Wis), [Sleight of Hand](#) (Dex), [Speak Language](#) (None), [Spot](#) (Wis).

Skill Points at Each Level: 8 + [Int](#) modifier.

Class features

Weapon and Armor Proficiencies: Dune traders gain no additional armor and weapon proficiencies.

Fast Talk: Dune traders can retry **Bluff** and **Diplomacy** checks at a -5 penalty, but only once per check.

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

The following list provides sample uses of contact.

- Additional 5% discount on purchased goods.
- Access to purchase and sell black market goods.
- Access to hire mercenary of trader's desired race and class.
- Access to purchasing spellcasting services.
- Access to information (equal to **Gather Information DC 20**)
- Access to forged materials (equal to **Forgery DC 20**)
- Access to decipher (equal to **Decipher Script DC 20**)
- Access to other expert (skill check **DC 20**. **DM's** discretion)
- Appointment or meeting with an **NPC** (templar, noble, gladiatorial slave, chieftain etc. **DM's** discretion).
- Access to a place to stay hidden for three days.
- Avoid templar inspection.

Distributive Bargaining: The dune trader can purchase goods with a 10% rebate off the listed price. Agents of the major merchant houses listed below gain a +2 **circumstance bonus** to a skill embedded in the merchant house's culture and organization. Agents of other, smaller houses gain a +1 **circumstance bonus** to a skill of their choice.

Inika: **Gather Information**

M'ke: **Diplomacy**

Shom: **Bluff**

Stel: **Intimidate**

Tsalaxa: **Intimidate**

Vordon: **Appraise**

Wavir: **Diplomacy**

Other: Skill of choice

Agent: The dune trader gains a cohort as per the **Leadership** feat. If he possesses the **Leadership** feat, he is entitled to two cohorts. In the case of multiple cohorts, their combined level may not exceed the dune trader's character level + dune trader level.

Integrative Bargaining: The dune trader can purchase goods with a 20% rebate off the listed price. Agents of the major merchant houses listed below gain a +4 **circumstance bonus** to a skill embedded in the merchant house's culture and organization. Agents of other, smaller houses gain a +2 **circumstance bonus** to a skill of their choice. These bonuses overlap with those granted by distributive bargaining, they do not stack.

Allies: The dune trader gains the favor of an organization, tribe, planar creature or a powerful individual (in the most extreme case a sorcerer-king). The frequency and extent of favors a trader may call upon will vary (for example, spending the night under the protected tents of an elven tribe is a small favor, while asking for a caravan raid in which several tribe members will perish is a large favor). The **DM** determines how often the trader can call upon his allies for aid without losing their favor.

Eagle Knight

"Tonight we will feast on the quivering hearts of our vanquished foes!"

- Namhacotec, eagle knight commander

The eagle knights are among the most brutal and fanatical Draji warriors. They are more than willing to charge headfirst into battle for the glory of Draji and their god-king. The eagle knights are ranked second among the elite warrior forces of Draji, surpassed only by the most supreme battlefield warriors – the jaguar knights.

Most eagle knights are fighters or brutes with a fanatical devotion to the God-king and their city, though eagle knights can come from any class. The majority comes from the ranks of warriors, but an occasional fanatical bard or member of some other class is not unheard of. These uncommon eagle knights often have to test their strength and defend their honor from challengers who find them unworthy of their rank.

Eagle knights can be encountered in Draji, its client villages and military installations. During the Flowery Wars the eagle knights can be found anywhere in the city, or on the Flowery War battlefields to gain feathers in their headpieces.

Hit Die: d10

Requirements

To become an eagle knight, a character must fulfill all the following criteria.

Base Attack: +5

Feats: **Power Attack**, **Cleave**, **Mekillothead**

Class Skills:

The eagle knight's class skills (and the key ability for each skill) are **Climb (Str)**, **Craft (Int)**, **Handle Animal (Cha)**, **Intimidate (Cha)**, **Jump (Str)**, **Knowledge (Warcraft) (Int)**.

Skill points at each level: 2 + **Int** modifier

Class features

Weapon and Armor Proficiencies: The eagle knight is proficient with all simple and martial weapons, all types of armor (light, medium, heavy), and shields (including tower shields).

Strength of Ral: The eagle knight adds the listed bonus to either attack or damage rolls, or distributes the bonus as he sees fit. How the bonus is distributed is declared at the beginning of the eagle knight's turn and cannot be changed until it becomes his turn again.

Power of Guthay: Affecting the fanatic eagle knight with mind-affecting powers becomes increasingly difficult. The eagle knight receives a +2 bonus against mind-affecting supernatural abilities, spells and psionic powers. This bonus increases to +4 at 4th level.

Reckless: At 5th level, eagle knights can fly into a reckless battle frenzy. When using the attack or full attack option, the eagle knight can subtract a number from his **Armor Class** and add this number to damage inflicted on successful attacks. This number may not exceed the eagle knight's base attack bonus. The **Armor Class** penalty and damage bonus last until the eagle knight's next **standard action**.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Strength of Ral +1
2nd	+2	+3	+0	+0	Power of Guthay +2
3rd	+3	+3	+1	+1	Strength of Ral +2
4th	+4	+4	+1	+1	Power of Guthay +4
5th	+5	+4	+1	+1	Reckless

Earth Defender

"Arrogant aristocrats, witless farmers and vile defilers – they are all the same. They are my enemies, for they bring death to the fading life I have sworn to protect. Woe to these parasites if they cross my path!"
- Nuan, human earth defender

Earth defenders are preservers concerned with protecting the environment at all costs. Some earth defenders choose to protect an area of land, while others devote their efforts to protect a species. The earth defender's charge is called a ward, and she is prepared to go to almost any length to protect it. Many earth defenders are fanatics. Their hatred against defilers or anything else that could harm their ward can be extreme. Death is the most usual punishment for threatening the earth defender's ward. Earth defenders can draw power from Spirits of the Land to smite their foes and get help from nature's creatures.

Earth defenders are single or multi-classed preserver wizards. Ranger/earth defenders often range across long distances, protecting members of endangered species wherever they journey. Druid/earth defenders, especially those who are grove masters, tend to guard a specific area.

Earth defenders are sworn enemies of defilers. **NPC** earth defenders are usually encountered protecting their chosen wards.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Ward, nature's ally	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Smite threat 1/day	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Swift tracker	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Smite threat 2/day	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Nature's wrath	+1 level of existing arcane spellcasting class

Requirements

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

Skills: **Survival** 2 ranks.

Feats: **Track**, **Wastelander**.

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

Special: Must be a preserver.

Class Skills:

The earth defender's class skills (and key ability for each skill) are **Concentration** (Con), **Craft** (Int), **Handle animal** (Cha), **Hide** (Dex), **Knowledge (arcana)** (Int), **Knowledge (nature)** (Int), **Move Silently** (Dex), **Profession** (Wis), **Sense Motive** (Wis), **Spellcraft** (Int) and **Survival** (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Earth defenders gain no proficiency with any weapon or armor.

Ward: Earth defenders select a species or contiguous area (maximum of 20 square miles) to protect. While defending their chosen ward, earth defenders receive a +1 **morale bonus** to all **saving throws**, attack rolls and skill checks. If an earth defender selects his own species, the bonuses from ward only apply when defending other members of his species.

Nature's Ally: Spirits of the Land recognize the earth defender's dedication to nature and awards her. The earth defender can use her spell slots to prepare *summon nature's ally* spells. She does not need a spellbook to prepare these spells.

Smite Threat (Su): Once per day the earth defender can add her Int modifier to her melee attack roll, and her class level to damage. This ability can be used with a normal melee attack or a melee touch attack, but not a ranged touch attack. At 5th level she can use this ability 2/day.

Swift Tracker (Ex): The earth defender can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Nature's Wrath (Su): Once per day the earth defender can call upon nature to have an enemy swallowed by the land. A rift is torn beneath the enemy, who is swallowed by the earth, then the rift closes. The victim must make a **DC 20 Reflex save** to avoid being swallowed by the earth maw. Success means he escapes unharmed. Failure means he is trapped 10 feet beneath the ground and suffers **8d6** damage every round from the crushing strength of the earth. Also, the victim is considered to be drowning if he fails a **DC 10 Constitution** check, which must be rolled every round. The DC increases by 1 every round the character is trapped beneath the earth.

Elementalist

"Water gives life to the soil. Water quenches the flame, and water will deprive you of the air you breathe."
- Nouri, human elementalist of water

Elementalists are clerics who are extremely devoted to their patron element. Through forming greater pacts with their elemental masters, they become stronger and are awarded additional powers tied to their patron element.

Elementalists can be of any race. Their motives and agendas are diverse. Human clerics often become elementalists seeking more power and understanding. Dwarves usually became elementalists out of commitment to their foci, while elven elementalists tend to view the extended benefits granted by the class as another weapon or means they can use to make their lives more satisfactory.

Elementalists can be solitary beings or encountered as part of groups. Some find belonging and extended knowledge in the company of other clerics and elemental cults, while others prefer the company of adventurers. NPC elementalists can be encountered anywhere, as tribal advisors or shamans, in the employment of merchant houses or the armies of the sorcerer-kings, preaching in temples and shrines, or on journeys to promote the causes of their elemental patrons.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Elemental affiliation, energy resistance 5	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Elemental focus	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Third domain	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Elemental shield, energy resistance 10	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Ignore element	+1 level of existing divine spellcasting class

Requirements

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

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

Spells: Able to cast 3rd level **divine spells**.

Other: Must worship a patron element.

Class Skills:

The elementalist's class skills (and key ability for each skill) are **Concentration** (Con), **Craft** (Int), **Heal** (Wis), **Knowledge (planes)** (Int), **Knowledge (religion)** (Int), **Profession** (Wis), and **Spellcraft** (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Elementalists gain no proficiency in any additional weapons or armor.

Elemental Affiliation: All elements and paraelements have an associated energy type. The elementalists' class features are affected by this relation. The following table details the affiliation between element and energy type (Element: Energy type).

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

Energy Resistance: Elementalists become more resistant to the type of energy associated with their patron element. At 1st level they gain [resistance 5](#) against this energy type. At 4th level the resistance increases to 10. This resistance stacks with that granted by certain cleric domains.

Elemental Focus: Spells cast by the elementalists that have the energy descriptor affiliated with the elementalists' patron element have their spell save [DCs](#) increased by 1.

Third Domain: Elementalists gain access to one additional spell domain and its benefits. Choose from those normally available to the elementalists' patron element.

Elemental Shield (Sp): Once per day the elementalists can wreath herself in her element. Any creature that attacks the elementalists using handheld weapons or natural weaponry suffers damage from the elemental shield (1d6 +1 point per elementalists level). The damage inflicted is of the energy type associated with the elementalists' patron element. Note that handheld weapons with reach can be used safely against the elementalists. The elemental shield lasts 1 [round](#)/level of elementalists.

Ignore Element (Sp): Once per day the elementalists can ignore the presence of her element. This power lasts 1 minute/class level and bestows Energy Resistance 30 against the energy type affiliated with the elementalists' patron element. Also the elementalists can become *ethereal* and switch back to physical form any amount of times while this power is active, both requiring a [standard action](#).

Element Singer

"I worship that which is forbidden. The faith of sun is shunned in my tribe, thus I traverse the wastes in solitude."
- Daaku, sun singer

Element singers are elven clerics. They serve as advisors, healers, leaders, organizers of rituals of passage, and perform other duties for their tribe. Element singers are viewed with awe and respect due to their ability to commune with the elemental force they revere, and the positions they hold within their elven tribes. An elven tribe seldom has more than one or two element singers, and each tribe has its own distinct element traditions. Element singers who worship other elements usually find themselves ostracized and forced to leave their tribe.

Element singers are always of elven blood. Most are full-blooded elves, but on rare occasions a half-elf cleric may aspire to the rank of element singer.

Element singers are usually encountered as part of elven tribes. Young element singers can sometimes be encountered on journeys brought about by wanderlust or running errands for their tribal chiefs or senior element singers.

Hit Die: d8

Requirements

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

Race: Elf or half-elf.

Skills: [Diplomacy](#) 5 ranks, [Heal](#) 5 ranks, [Knowledge \(religion\)](#) 10 ranks, [Perform \(singing\)](#) 5 ranks.

Feats: Skill Focus: [Knowledge \(religion\)](#)

Spells: Able to cast 4th level [divine spells](#).

Other: Must worship a patron element.

Class Skills:

The element singer's class skills (and key ability for each skill) are [Concentration](#) (Con), [Craft](#) (Int), [Diplomacy](#) (Cha), [Handle Animal](#) (Cha), [Heal](#) (Wis), [Knowledge \(religion\)](#) (Int), [Profession](#) (Wis), [Sense Motive](#) (Wis), [Spellcraft](#) (Int) and [Survival](#) (Wis).

Skill Points at Each Level: 2 + [Int](#) modifier.

Class features

Weapon and Armor Proficiencies: Element singers gain no proficiency with any weapon or armor.

Spell Song (Su): The element singer learns a spell song, which affects a set of spells in a beneficial way. Singing a spell song is a [free action](#). *Silence* prevents the element singer from using a spell song at the moment of casting a spell, but has no effect on a spell already in effect. Spell songs are chosen from the following list.

Destroyer's Song: When the element singer casts *inflict* spells the [hp](#) damage increases by 1 per die, e.g. a *inflict serious wounds* spell would deal an additional 3 [hp](#) damage.

Element Song: All elements and paraelements have an associated energy type. When casting a spell with her element's associated energy descriptor, add +1 to the element singer's caster level for purposes of determining level-dependent spell variables (damage dice, range etc.) and for caster level checks. The following table details the affiliation between element and energy type (Element: Energy type).

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

Healer's Song: When the element singer casts *cure* spells the hp restored increase by 1 per die, e.g. a *cure moderate wounds* spell would heal an additional 2 hp.

Heroes' Song: When the element singer casts *bless*, *aid* or *prayer* all benefits to allies granted by these spells are increased by +1. Duration, range and other aspects of the spells remain unaffected.

Summoner's Song: Creatures summoned by *summon monster* spells cast by the element singer gain a +4 **enhancement bonus** to *Dexterity* for the duration of the spell that summoned them.

Bonus Spell: The element singer receives a bonus spell slot at 1st, 4th, 7th and 10th level. This slot can be at any level up to one level lower than the highest-level spell she can cast.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Spell song, bonus spell	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3		+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Spell song	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Bonus spell	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4		+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Spell song	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Bonus spell	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6		+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Spell song	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Bonus spell	+1 level of existing divine spellcasting class

Elemental Master

"You will learn to fear water as you do fire, earth and air."
- Nouri, human elemental master of water

Elemental masters are among the most powerful servants of the elements on Athas, only surpassed by those few that go on to become advanced beings. Through forming greater pacts with the elements, master elementalists become stronger and are awarded additional powers tied to their patron element.

Elemental masters can be of any race. Like elementalists, their motives and agendas are diverse. Waging war on enemy elements, greater understanding, extreme spiritual devotion, lust for power, and mastery of life and death are but some of the motives that drive elemental masters.

Elemental masters can be solitary beings or encountered as part of groups. Some become tribal spiritual leaders and founders of elemental cults. Others search for ancient relics of the elements, and a few journey to the elemental planes to take active part in the elemental wars. Elemental masters can be encountered almost anywhere, but they are rare individuals of great power.

Hit Die: d8

Requirements

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

Skills: Knowledge (religion) 15 ranks.

Feats: Skill Focus (Knowledge [religion]), Empower Spell.

Spells: Able to cast 6th level divine spells.

Other: Must worship a patron element.

Class Skills:

The elemental master's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Elemental masters gain no proficiency in any additional weapons or armor.

Elemental Affiliation: All elements and paraelements have an associated energy type. The elemental master's class features are affected by this relation. The following table details the affiliation between element and energy type (Element: Energy type).

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

Energy Resistance: The elemental master becomes more resistant to the type of energy associated with their patron element. At 1st level they gain resistance 15 against this energy type. At 3rd level the resistance increases to 30. This resistance stacks with that granted by certain cleric domains.

Spontaneous Domain Spells (Su): The elemental master can substitute any prepared spell for a domain spell at the time of casting, just as she can substitute *cure* or *inflict* spells for prepared spells.

Elemental Focus: Spells cast by the elemental master that have the energy descriptor affiliated with the elemental master's patron element have their spell save DCs increased by 1 at 2nd level. At 4th level the spell save DC increases by an additional 1.

Summon Elemental (Sp): Once per day, the cleric can summon one or more elemental as if casting the highest *summon monster* spell she has access to. At 4th level this power can be used twice per day.

Power Element (Ex): The damage of spells with numeric variables and the energy type associated with the elemental master's patron element increase by 1 per die. For example, an *elemental strike* spell cast by a 12th level cleric does 12d6+12 points of damage.

Element Immunity: The elemental master becomes immune to damage caused by the energy type affiliated with her patron element. For example, a water cleric becomes immune to cold damage.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Elemental affiliation, energy resistance 15, spontaneous domain spells	+1 level of existing divine spellcasting class
2nd	+1	+0	+0	+3	Elemental focus +1, summon elemental 1/day	+1 level of existing divine spellcasting class
3rd	+1	+1	+1	+3	Power element, energy resistance 30	+1 level of existing divine spellcasting class
4th	+2	+1	+1	+4	Elemental focus +2, summon elemental 2/day	+1 level of existing divine spellcasting class
5th	+2	+1	+1	+4	Element immunity	+1 level of existing divine spellcasting class

Elite Sniper

"The path is clear..."
- Last words of Badu, caravan scout

In the jungles of the Forest Ridge, unseen halfling snipers with blowguns are the worst predators one can encounter. Out in the open desert landscape, elven snipers wielding the longbow quickly dispatch the commanders of their enemies, turning the tides of raider attacks to the elves' advantage. In the cities, urban snipers attacking from rooftops and through windows are deadly opponents. Elite snipers come from mixed races and backgrounds, but all are dangerous adversaries.

Tales of halfling snipers are among the common Athasian legends. Any traveler to the Forest Ridge should rightfully fear the cannibals that move without a sound and strike without being seen. Halfling elite snipers are usually ranger/fighters who choose the ranged combat style. Elven elite snipers are usually fighter/rogues who benefit from additional sneak attack damage.

NPC wilderness elite snipers are usually part of a tribe, while urban elite snipers often hail from the ranks of mercenaries, some of whom operate alone.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Sniper, poison use
2nd	+2	+0	+3	+0	Ranged sneak attack +1d6
3rd	+3	+1	+3	+1	Ignore concealment 10%
4th	+4	+1	+4	+1	Sniper, increased critical multiplier
5th	+5	+1	+4	+1	Ranged sneak attack +2d6
6th	+6	+2	+5	+2	Ignore concealment 20%
7th	+7	+2	+5	+2	Sniper, increased threat range
8th	+8	+2	+6	+2	Ranged sneak attack +3d6
9th	+9	+3	+6	+3	Ignore concealment 30%
10th	+10	+3	+7	+3	Vanish

Requirements

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

Base Attack Bonus: +5.

Feats: Point Blank Shot, Precise Shot, Sniper, Weapon Focus (any ranged weapon).

Class Skills:

The elite sniper's class skills (and key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis) and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Elite snipers are proficient in light armor. They gain no additional weapon proficiencies.

Sniper: At 1st, 4th and 7th level the elite sniper's penalty to Hide after a shot is reduced by 5. This benefit stacks with the Sniper feat.

Poison Use: Elite snipers are trained in the use of poisons, and do not risk accidentally poisoning themselves when applying poison to their weapons.

Ranged Sneak Attack: Any time a target would be denied its Dexterity bonus, the elite sniper's ranged attacks inflict the listed additional damage dice. This stacks with Sneak Attack from other classes.

Ignore Concealment: When attacking a foe that has concealment benefits, the miss chance is reduced by the listed percentage when the elite sniper is using a ranged weapon.

Increased Critical Multiplier: When using ranged weapons, the elite sniper's critical multiplier increases by one.

Increased Threat Range: When using ranged weapons, the elite sniper's threat range increases by one. This benefit stacks with other effects such as keen or the Improved Critical feat, and the new threat range is calculated after any such effects have been accounted for. For example, Hadramat the elite sniper throws a keen dagger at an enemy with a threat range of 16-20.

Vanish: At 10th level the elite sniper can take a Full Attack action while staying hidden. The elite sniper can make a free Hide skill check after executing a Full Attack.

Grove Master

"Like the silk wyrm, I strike at night under the guise of the moons. Like the tembo, I wear down my enemy, and like the dune reaper I hold no remorse."

- Jak, dwarven grove master

Grove masters are experienced druids devoted to protecting a certain area from the destruction of defilers and other intruders that would harm the land. In return for their devotion, the spirit of the land bestows additional powers on the grove masters. Grove masters are formidable enemies while on their guarded lands. Most grove masters allow travelers free passage as long as they do not harm the ecosystem, but some view all as intruders and enemies. The latter are typically grove masters who have sworn to protect an endangered plant or species from eradication, and will go to any lengths to do so.

Dwarves, who usually carve their lives out in a single location, and with their focused approach to life, are natural Grove Master candidates. Thri-kreen, who do not sleep, are naturally tireless and vigilant guardians who excel as grove masters. Halflings often become grove masters, seeking to protect nature which holds a high place in their culture. Protecting the earth mother and developing their relationship with her spirit appeals to terran druids. Aarakocra grove masters thrive soaring the skies and keeping watch over their lands. Elves, however, make poor grove masters due to their nomadic nature.

Grove masters spend most of their time on their guarded lands. **NPC** grovemasters sometimes reveal themselves to travelers, but more often than not, a traveler will pass through a guarded area never knowing he is being watched.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Guarded lands, sacrifice	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Smite intruder 1/day	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Sustenance, <i>invisibility</i> 1/day	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	<i>Teleport</i> 1/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Concealment	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	<i>Invisibility</i> 2/day	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Smite intruder 2/day	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	<i>Teleport</i> 2/day	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	<i>Improved invisibility</i> 1/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Timeless body	+1 level of existing divine spellcasting class

Requirements

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

Skills: Knowledge (nature) 10 ranks, Survival 5 ranks, Hide 4 ranks.

Feats: Wastelander.

Special: Must gain the trust of a Spirit of the Land.

Class Skills:

The grove master's class skills (and key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor proficiencies: Grove masters gain no proficiency in any additional weapons, shields or armor.

Guarded Lands (Su): Grove masters choose a contiguous area of up to 20 square miles to become their guarded lands. If someone defiles when casting arcane spells on her guarded lands, the grove master instinctively knows of the act and where on her lands it takes place.

Sacrifice (Su): If someone defiles on her guarded lands, the grove master can react to protect her lands through sacrificing part of her own life force. This nullifies a wizard's defiling radius and any effects it entails, including those of Raze feats. The druid loses 1 hit point per 5 feet of defiling radius nullified.

Smite Intruder (Su): The spirit of the land infuses the grove master with the power to smite intruders. Smite intruder can be used the listed amount of times per day. The grove master adds her Charisma modifier (if positive) to her attack roll and her grove master level to her damage roll on a single melee attack. The smite attempt must be declared prior to the attack roll.

Sustenance (Su): While on her guarded lands, the spirit of the land provides the grove master with nutrition. She needs not eat or drink after spending 24 hours in her guarded lands as long as she remains on her guarded lands.

Invisibility (Sp): The grove master can become invisible as per *invisibility* while on her guarded lands, the listed amount of times per day. If she moves outside the boundaries of her guarded lands while invisible, the effect is dispelled.

Teleport (Sp): The grove master can teleport as per *greater teleport* to any location within her guarded lands, the listed amount of times per day. She cannot teleport to a location beyond the boundaries of her guarded lands, nor can she teleport back to her lands if she moves outside her guarded lands.

Concealment (Sp): While on her guarded lands, the grove master becomes difficult to locate through magical means. She is treated as if under the effects of *nondetection*.

Improved Invisibility (Sp): The grove master can become invisible and strike without revealing herself as per *improved invisibility*, once per day, but only on her guarded lands. If she moves outside the boundaries of her guarded lands while invisible, the effect is dispelled.

Timeless Body (Ex): The grove master no longer suffers ability score penalties from aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the grove master dies of old age when her time is up.

Halfling Protector

"Our people are proud and born free to breathe the air under the open sky. You cannot shackle and domesticate us like your beasts of burden. We would wither and die, or leap at your throats to break free or die to end our lives in captivity."
- Guaw, halfling protector

Halfling protectors are halfling preservers. They often lead the clans that make up their tribes, acting as advisors, elders and judges for all matters concerning the welfare of the tribe – some even become tribal chiefs. Halfling protectors are masters of illusions that can aid their tribes and bring doom to their enemies in many strange ways. They have the power to consult their ancestors, conceal entire villages, and summon phantasmal guardians.

Halfling protectors are often diverse characters, who have multi-classed to combine their knowledge of the arcane arts with some other field. Halfling preserver/psions and preserver/druids are not uncommon.

Halfling protectors seldom leave their tribes unless in dire times, most never venture beyond the Ringing Mountains.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Mysteries of the forest	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Ancestral guidance	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Hallucinatory terrain	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Ancestral insight	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Phantasmal guardian	+1 level of existing arcane spellcasting class

Requirements

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

Race: Halfling

Feats: Leadership, Spell Focus (Illusion)

Spells: Able to cast 2nd level arcane spells.

Other: Must be a preserver.

Class Skills:

The halfling protector's class skills (and key ability for each skill) are **Bluff** (Cha), **Concentration** (Con), **Craft** (Int), **Decipher Script** (Int), **Diplomacy** (Cha), **Disguise** (Cha), **Hide** (Dex), **Knowledge** (arcana) (Int), **Knowledge** (nature) (Int), **Profession** (Wis), **Sense Motive** (Wis), **Spellcraft** (Int) and **Survival** (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Halfling protectors gain no proficiency with any weapon or armor.

Mysteries of the Forest (Sp): Halfling protector can mimic the noises of animals and beasts, rattle leaves, make glowing eyes appear in the darkness, and employ a number of other tricks. Halfling protectors can use *dancing lights*, *ghost sound*, and *prestidigitation* at will.

Ancestral Guidance (Sp): At 2nd level a halfling protector can call upon the spirits of previous protector to aid him in decisions. Once per day he can use *augury* as per the spell.

Hallucinatory Terrain (Sp): Halfling protector can camouflage an entire village to prevent unwelcome visitors from finding it. A 3rd level halfling protector can use *hallucinatory terrain* as the spell once per day.

Ancestral Insight (Sp): At 4th level a halfling protector can consult the spirits of previous protector on specific questions. Once per day he can use *divination* as the spell.

Phantasmal Guardian (Su): At 5th level a halfling protector can summon a non-corporeal shadow figure that wards an area with a radius of 100 ft. + 10 ft. per level. Any other creature entering the warded area, except the halfling protector and those he designates, will be attacked by the phantasmal guardian, as per the *phantasmal killer* spell. The guardian can only attack once, where upon it dissipates. Summoning the guardian takes 1 minute, and it remains in the area until the halfling protector dispels it (move equivalent action, unlimited range), or until it attacks someone. The halfling protector can only have one guardian summoned at a time, and can summon a guardian maximum 3/day.

Jaguar Knight

"The draji might be mekillots in their skulls, but in their hearts they are jaguars."
- Chao Chin, nibenese entrepreneur

The jaguar knights are Draj's finest elite warriors. They undergo intense training, learning to put fear into their opponents before they strike. Their skills as battlefield warriors are unrivaled in Draj, as they are immune to fear and can wade through vast amounts of foes, cleaving their way. Jaguar knights are flawless in their own and every other Draj's eyes - resistant against cowardly mental attacks and powerful enough to strike down any foe foolish enough to stand in their way. The ferocity of the jaguar stirs in the heart of the jaguar knight, and his scream leaves enemies trembling before they die.

Jaguar knights usually come from the ranks of fighters, gladiators, rangers or the psychic warrior class. Occasionally a particularly determined member of another class becomes a jaguar knight, but these characters are rare.

Jaguar knights are proud warriors. They frown upon cowardice and believe mercy is for the weak. Combatants who do not stare their enemy in the eye are shown no respect. Jaguar knights seldom get along with rogues and bards who rely upon stealth and tricks such as poison to overcome their enemies. Nor do jaguar knights trust wizards or wielders of the Way, but they do recognize divine spellcasting for its healing properties that allow them to recover quickly to be engaged in battle again sooner.

Hit Die: d10

Requirements

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

Base Attack: +7

Feats: Iron Will, Power Attack, Cleave, Great Cleave

Class Skills:

The jaguar knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (Warcraft) (Int).

Skill points at each level: 2 + Int modifier

Class features

Weapon and Armor Proficiencies: The jaguar knight is proficient with all simple and martial weapons, all types of armor (light, medium, heavy), and shields (including tower shields).

Know No Fear: Jaguar knights are immune to fear-effects.

Supreme Cleave: The jaguar knight may take his 5 foot step before executing his Cleave or Great Cleave attack.

Smoking Mirror: The jaguar knight gains the benefits of the Slippery Mind ability (see PHB). Part of their intense training involves sharpening their mental defense capabilities against the attacks of telepaths, and the result of this repeatedly painful exercise is an ability to shrug off mental attacks.

Jaguar Roar: A jaguar knight can demoralize enemies with a fierce roar, as per the Jaguar Roar feat. The jaguar knight may use the jaguar roar even if he does not meet the prerequisites normally required for taking the feat. If the jaguar knight already possesses the Jaguar Roar feat, the save DC increases by 2.

Jaguar Strike: The testament of the master warrior in Draj, the jaguar strike is legendary. When using the Power Attack feat, the jaguar knight multiplies the number subtracted from his base attack by 1.5, and adds this number (rounded down) to his damage roll. For instance, if he subtracts 4 points from his base attack, he adds 6 points to damage.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Know no fear
2nd	+2	+3	+0	+3	Supreme cleave
3rd	+3	+3	+1	+3	Smoking mirror
4th	+4	+4	+1	+4	Jaguar roar
5th	+5	+4	+1	+4	Jaguar strike

Kreen Slayer

"Let the kreen come. Their chitin makes excellent armor."
- Dukkoti Fire Sword, kreen slayer

Thri-kreen and their kin races are the racial enemies of all elves. Among the predators of the wastes, kreen are those whose speed matches that of the elven runners, and their lack of need to sleep makes them persistent hunters. The kreen taste for elven flesh has lead to an even greater enmity between these two races. From the ranks of the most dangerous elven warriors, those that

combine psionic power with combat ability, come the kreen slayers. Kreen slayers, in their arrogance, wear the exoskeletons of kreen as their armor, and specialize in fighting their insectoid enemies.

Kreen slayers are usually elven psychic warriors or fighter/psions. However, anyone with elf blood in their veins with the necessary weapon skills and an impressive repertoire of psionic powers can become a kreen slayer. Most kreen slayers wield elven racial weapons, but some choose to use the mantis warriors' own weapons against them – the ko• and the zerka are among their favorites.

NPC kreen slayers can be found in the company of their nomadic tribesmen, often leading elven kreen hunting parties. Some kreen slayers, however, prefer to hunt alone for the greater challenge it entails.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Effective Manifester Level
1st	+1	+2	+0	+0	Favored enemy (kreen) +2	
2nd	+2	+3	+0	+0	Improved critical	+1 level of existing manifesting class
3rd	+3	+3	+1	+1	Kreen armor +1	+1 level of existing manifesting class
4th	+4	+4	+1	+1	Kreen sense	+1 level of existing manifesting class
5th	+5	+4	+1	+1	Favored enemy (kreen) +4	+1 level of existing manifesting class
6th	+6	+5	+2	+2	Kreen armor +2	+1 level of existing manifesting class
7th	+7	+5	+2	+2	Kreenbane	+1 level of existing manifesting class
8th	+8	+6	+2	+2	Poison resistance	+1 level of existing manifesting class
9th	+9	+6	+3	+3	Kreen armor +3	+1 level of existing manifesting class
10th	+10	+7	+3	+3	Death strike, favored enemy (kreen) +6	+1 level of existing manifesting class

Requirements

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

Race: Elf or half-elf.

Feats: Run, Track

Weapon Proficiency: Must be proficient in all martial weapons.

Psionics: Ability to manifest 3rd level psionic powers.

Special: Must have single-handedly slain a thri-kreen.

Class Skills:

The kreen slayer's class skills (and key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Stabilize Self (Con), Survival (Wis), Tumble (Dex), and Use Psionic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor proficiencies: Kreen slayers are proficient with all simple and martial weapons, and all armors (except tower shields).

Favored Enemy (kreen): Kreen slayers gain a +2 bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against kreen. Likewise, she gets a +2 bonus on weapon damage rolls against kreen. These bonuses increase to +4 at 5th level and +6 at 10th level.

Improved Critical: Kreen slayers know their insectoid enemies extremely well. When fighting kreen, the kreen slayer treats weapons as if she had the Improved Critical feat.

Smite Kreen (Su): Once per day the kreen slayer can make a smite attack against a kreen enemy. The kreen slayer adds her Charisma modifier to attack (if positive), and an additional +1 to damage per kreen slayer level. At 7th level the kreen slayer can smite 2/day.

Kreen Armor: Kreen slayers wear the carapaces of kreen on the outside of their armors, or directly on their skin. As they grow in experience, they become more accustomed to the exoskeleton armor. Add the listed bonus as a natural armor bonus to the kreen slayer's AC.

Kreen Sense (Su): The kreen slayer senses the presence and amount of kreen up to 60 feet away, regardless of obstacles, but does not learn their exact location. This supernatural ability is active as long as the kreen slayer has a Power Point Reserve of 3 or more.

Kreenbane (Su): Weapons used by the kreen slayer are psionically imbued to become kreenbane weapons for as long as they are held. They add 2d6 damage to attacks inflicted upon kreen.

Poison Resistance (Ex): Kreen slayers gain a +4 bonus to Fortitude saves versus poison.

Death Strike: This ability is the equivalent of the assassin's Death Attack ability (see the Dungeon Master Guide), except it can only be used against kreen, and it does not require a successful sneak attack (though the maximum distance for a ranged death blow is 30 ft.). The kreen must still be denied its Dexterity bonus.

Kuotagha

"The question of guilt is irrelevant. There was reason for suspicion."
- Shazadar, Raamite templar.

Of the two police forces in Raam, the faction known as the kuotagha are the deadliest and most feared. The kuotagha brutally enforce the city's laws and move freely among the populace, disguised as ordinary merchants and artisans. Chosen for their bloodthirsty nature and deputized to administer justice as they see fit, the kuotagha induce terror in law-abiding citizens and criminals alike. They presume all suspects are guilty and treat them accordingly; the kuotagha aren't interested in hearing excuses or weighting facts. They may arrest any suspect they feel will interest the sorcerer-queen, but more often they execute the prisoner immediately. The kuotagha carry a special weapon called *ghi*, braided strands of leather with thick knots in the center, used for strangling opponents.

The ranks of the kuotagha are as diverse as the plurality of creatures inhabiting Raam. While humans and half-elves are the most common races to join the kuotagha, the kuotagha recruit all kinds of creatures, including belgoi and other evil humanoids. Templars, rogues and bards are the most common candidates for the kuotagha, but the secret police force has use for members of all classes.

Kuotagha can be found anywhere in and around Raam. Some work alone, others in groups. It is not uncommon for a kuotagha to travel incognito. Few will ever know the kuotagha for what they are, even if they travel with them for extended periods of time. NPC kuotagha normally take great steps to conceal their actions and their secret missions from travel companions.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Secular authority
2nd	+2	+0	+3	+0	Ghi attack +1d6
3rd	+3	+1	+3	+1	No marks, torture
4th	+4	+1	+4	+1	Muting ghi strike
5th	+5	+1	+4	+1	Ghi attack +2d6
6th	+6	+2	+5	+2	Forced compliance
7th	+7	+2	+5	+2	Paralyzing ghi strike
8th	+8	+2	+6	+2	Ghi attack +3d6
9th	+9	+3	+6	+3	<i>Confessor's flame</i>
10th	+10	+3	+7	+3	Ghi execution

Requirements

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

Skills: Disguise 8 ranks, Diplomacy 5 ranks, Gather Information 5 ranks.

Feats: Exotic Weapon Proficiency (ghi).

Special: Must be accepted into the ranks of the kuotagha.

Class Skills:

The kuotagha's class skills (and key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local) (Int), Move Silently (Dex), Listen (Wis), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int) and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor Proficiencies: Kuotagha gain no proficiency with any weapon or armor.

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Ghi attack (Ex): This ability, gained at 2nd level, is like the rogue ability *sneak attack*, except it only applies to melee attacks using a ghi. The extra damage increases by +1d6 every third level beyond 2nd (5th and 8th).

No Marks (Ex): The kuotagha are trained for situations when it is useful to administer a beating without leaving any marks on their victims. Kuotogha suffer no penalties to attack when they want to inflict non-lethal damage with weapons.

Torture (Ex): The kuotagha are skilled at administering pain and slow suffering. As a *standard action* a kuotagha can inflict 1 point of lethal or non-lethal damage to a target denied of her *Dexterity bonus* and unable to move from her location, e.g. pinned by a grappler other than the kuotogha, or chained to a wall. No rolls are required. Note that torture does not bypass damage reduction.

Muting Ghi Strike (Ex): The kuotagha are trained to cripple spellcasters and to take out victims silently if necessary. As a *standard action* a kuotagha can attempt to damage his victim's larynx with a ghi attack, disabling her ability to speak and use spells with verbal components. The victim must be flatfooted or denied her *Dexterity bonus* (if any) to AC. The extra damage from the ghi attack ability applies to muting ghi strike. In addition, the victim must make a *Fortitude save* (DC 10 + kuotogha's class level) or permanently lose the ability to speak. The spells *heal*, *limited wish* and *wish* can cure this condition.

Forced Compliance (Sp): The kuotagha are experienced at breaking the will of others to get their compliance. When using the torture class ability, a kuotagha can force obedience from his victim. The victim must succeed a **Will save** (DC 10 + kuotagha's **Cha** modifier + amount of rounds subjected to torture) or act as if under a **suggestion** spell. This ability can be used a number of times per day equal to the kuotagha's **Cha** modifier, minimum once per day.

Paralyzing Ghi Strike (Ex): The kuotagha can paralyze their victims and render most opponents momentarily helpless. As a **standard action** a kuotagha can paralyze an opponent with a successful ghi attack. The victim must be flatfooted or denied her **Dexterity** bonus (if any) to **AC**. The extra damage from the ghi attack ability applies to paralyzing ghi strike. In addition, the victim must make a **Fortitude save** (DC 10 + kuotagha's class level) or be paralyzed for **1d4** rounds.

Confessor's Flame (Sp): Once per day a kuotagha can attempt to force a confession from a chosen victim. The victim must answer as the kuotagha wishes or be subject to fire damage, as per the **confessor's flame** spell (described in the DS3 Core Rules).

Ghi Execution (Ex): The kuotagha can execute their victims swiftly. As a **full-round action** a kuotagha can kill an opponent with a successful ghi attack. The kuotagha quickly loops the ghi around his victim's neck. Before the victim can respond, the kuotagha yanks the ghi tight while kneeling the suspect in the back. The knot in the ghi crushes the victim's trachea, while the kuotagha's knee snaps her spine. The victim must be flatfooted or denied her **Dexterity** bonus (if any) to **AC**. A failed **Fortitude save** (DC 10 + kuotagha's class level) means the victim is instantly reduced to **0 hit points** before calculating weapon damage. The extra damage from the ghi attack ability applies to ghi execution, regardless of the outcome of the **Fortitude save**.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
<i>Light melee weapons</i>							
Ghi	20 Cp	1d4	1d6	x2	—	1lb.	Bludgeoning

Ghi: The ghi is made from braided strands of leather and giant hair with thick knots in the center. It uses the same rules as the bard's garrote (described in the Equipment chapter in the DS3 Core Rules), except it deals less damage and is cheaper to manufacture.

Leech

*"Pain, both your own and that of others, is a threshold you must overcome."
- Gorgatohr, human leech*

Leeches are defilers who have discovered how to utilize the life force of animals, intelligent beings, and even themselves, to power their sinister magic. This is not without consequences. Leeches suffer from a greater taint of defilement. Animals become nervous and people feel uncomfortable in their presence. To command their foul magics and cannibalize their own bodies, a leech needs physical stamina. Some sages claim the methods used by leeches are similar to that of the Dragon magic wielded by the sorcerer-kings, however the only similarity is the use of life force from living beings to power spells. Leeches are but dabblers in their field compared to the might of true Dragon magic.

Wizards corrupted by their desire for power become leeches. Some enjoy the rush induced by sapping the last ounce of energy from a dying creature, while others have a more pragmatic approach to their art. Humans and half-elves are the most common races that become leeches. Halflings and pterrans have too much respect for life to become leeches. Evil races such as gith and belgoi are likely to take levels in the leech class, if they can meet the requirements.

Leeches can be found anywhere. Some are loners, practicing their dark art in secrecy, while others seek employment and safety in organizations and groups without moral scruples. **NPC** leeches can typically be found in the ranks of merchant houses, raiding tribes or tribes composed of evil races, or operating on their own.

Hit Die: d4

Requirements

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

Skills: **Concentration** 8 ranks, **Knowledge (arcana)** 8 ranks, **Spellcraft** 5 ranks.

Feats: **Great Fortitude**.

Spells: Able to cast 2nd level arcane spells.

Special: Must be a defiler. Must have an obsidian orb.

Class Skills:

The leech's class skills (and key ability for each skill) are **Bluff (Cha)**, **Concentration (Con)**, **Craft (Int)**, **Decipher Script (Int)**, **Disguise (Cha)**, **Intimidate (Cha)**, **Knowledge (all skills, taken individually) (Int)**, **Profession (Wis)**, and **Spellcraft (Int)**.

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

Class features

Weapon and Armor Proficiencies: Leeches gain no proficiency with any weapon or armor.

Tainted Aura: The leech is tainted by her arcane ways in such a manner that it is noticeable. People feel uncomfortable and wary when she is present and animals whimper when she approaches. The leech suffers a -1 circumstance penalty to **Bluff**, **Diplomacy**, **Gather Information** and **Handle Animal** checks for every odd level of leech gained. She receives a similar circumstance bonus to **Intimidate** checks. The tainted aura has a range of 5 feet per leech level.

Cannibalizing Raze: The leech can cannibalize her own life force to power her spells. While casting a spell, she can increase her effective caster level by one, but in so doing she takes 1d8 points of damage. At 6th level, she can choose to increase her effective caster level by two, but she takes 3d8 points of damage. At 10th level, she can increase her effective caster level by three, but she takes 5d8 points of damage. The damage caused by Cannibalizing Raze requires a **Concentration** skill check DC 10 + damage inflicted. A failed skill check means the spell fails, but it is not expended.

Life-draining Radius: Living beings caught in the leech's defiling radius suffer 1 point of damage per level of the spell being cast, e.g. a 5th level spell would inflict 5 points of damage to all creatures caught in the radius.

Death Knell: The leech can sap the last ounce of life energy from her victims to temporarily gain physical strength and increased spellcasting power. She may use *death knell* as the spell, the listed amount of times per day.

Leech's Touch: The leech can open bleeding wounds on creatures merely by touch. She gains a touch attack that inflicts 1d6 points of damage. This attack can be used once per leech level per day, e.g. a 7th level leech can use Leech's Touch seven times per day. Leech's Touch can be used when delivering spells that require a touch attack. Creatures that cannot bleed, i.e. golems, elementals and undead, are immune to Leech's Touch.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Tainted aura, life-draining radius	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Cannibalizing raze +1	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Death knell 1/day	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4		+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Leech's touch	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Cannibalizing raze +2	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Death knell 2/day	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6		+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Cannibalizing raze +3	+1 level of existing arcane spellcasting class

Master Scout

"Stay away from the cacti... STAY AWAY from the cacti."
- Badu, caravan scout

Caravan masters, army commanders, raiding parties, adventuring groups, and anyone else traversing the hostile wilderness of Athas, all need the services of the master scout. Experienced wanderers and trackers who know every path and rock provide a safety and advantage valued by those who have come to know their services.

Rangers are natural candidates for the master scout class, with their extensive knowledge of the wastes and its creatures. Brutes also make good scouts due to their fast movement. Thri-kreen, elves and other races with inborn speed and endurance make excellent master scouts, though few can compare with the flight capabilities of aarakocra scouts. Halfling master scouts use their natural aptitude for stealth to compensate for their lack of overland speed.

Master scouts are usually mercenaries for hire, many of whom cater to adventurers, or they are members of slave, elf or halfling tribes.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Blaze trail, hard march
2nd	+2	+3	+3	+0	Stealth walk
3rd	+3	+3	+3	+1	Swift tracker, favored terrain
4th	+4	+4	+4	+1	Stealth run
5th	+5	+4	+4	+1	Master tracker, resilient

Requirements

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

Skills: Survival 8 ranks.

Feats: Track, Wastelander.

Special: Must have the Favored Terrain feature.

Class Skills:

The master scout's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis) and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class features

Weapon and Armor proficiencies: Master scouts are proficient in light armor and simple weapons.

Blaze Trail: The master scout is skilled at finding the best route through unfamiliar or obstructed areas and can guide others as well. Add 5 feet to the master scout's base speed. Up to one additional creature per master scout level can benefit from Blaze Trail. In Favored Terrains, the master scout may add an additional 5 feet to his own and his party's speed, due to familiarity with these terrains and areas.

Hard March: Due to his knowledge and experience of travel, add the master scout's Wisdom modifier (if positive) to Fortitude saves for enduring a forced march. Up to one additional creature per master scout level can benefit from Hard March.

Stealth Walk: The master scout no longer suffers a -5 penalty to Move Silently checks for moving at normal speed. When moving at twice his normal speed, the penalty to Move Silently is only -10 (instead of the normal -20).

Swift Tracker: The master scout can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Favored Terrain: As per the ranger class feature described in the Dark Sun 3 Core Rules. This benefit scales with previously chosen favored terrains.

Stealth Run: The master scout may Move Silently with no penalty while moving at twice his normal speed.

Master Tracker: The master scout may Track with no penalty while moving at twice his normal speed.

Resilient: The master scout has survived the Athasian wilderness and has become resilient from experience. He gains a bonus feat chosen from the following list: Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Toughness.

Moon Priest

"You will know fear!"

- Talixomac, moon priest

The moon priests are the high templars and administrators of Draj. They represent the upper hierarchy of the templarate, those who have attained great influence and political power in Draj. Dressed in blue robes, with a yellow moon in front and in the back of their robes, the Moon Priests are responsible for the administration of the Temples of Ral and Guthay, as well as being the lead organizers of the sacrifices on the Great Pyramid. The moon priests wield considerable power in Draj. Their ability to judge and sentence slaves and sometimes even nobles makes them a force to be reckoned with. For more than a thousand years, the moon priests have served Tectuktitlay, the king of Draj. With a new king in Draj, the moon priests have lost their spellcasting capabilities, but their mastery of rituals tied to their worship of the moons still grant them substantial powers. Also, their knowledge of the inner workings of Draj make the moon priests invaluable in administering the city.

Moon priests are mostly humans, dwarves, muls and half-elves. Pureblooded elves are rare due to their reputation for roguish ways and pterrans and aarakocra have yet to reach Draj in substantial numbers. Half-giant and halfling moon priests are exceedingly rare.

Moon priests are mysterious and powerful individuals. Despite having lost their spells, the arrogance and superiority of their rank is obvious. The Draji still turn to their moon priests for spiritual guidance and the moon priests know to take full advantage of the obedience of their people. Outside of Draj, the moon priests' influence is much less, and it is very rare indeed to find a moon priest outside of Draj, unless it is in one of Draj's client villages.

Hit Die: d8

Requirements

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

Feats: Astrologer, Mekillothead

Skills: Diplomacy 8 ranks, Intimidate 5 ranks, Knowledge (Astronomy) 5 ranks.

Special: Acceptance into the templarate of Draj. Must have Secular Authority class feature.

Class Skills:

The moon priest's class skills (and key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Literacy (none), Profession (Wis), Sense Motive (Wis), Speak Language (none) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier

Class features

Weapon and Armor Proficiencies: Moon priests gain no proficiency in any additional weapons. They are proficient in light and medium armors and shields (except tower shields).

Moon Priest's Authority (Ex): The moon priests are feared and respected and they are accompanied by an air of authority wherever they walk. Moon priests receive a +2 bonus to [Intimidate](#) checks. Moon priest levels stack with levels in other classes that grant Secular Authority for purposes of determining the amount of times per day a character can use Secular Authority.

Guthay's Revelation (Sp): Through mysterious rituals conducted by the moon priests, the elite templars of Draj gain the supernatural ability to see what the eyes of ordinary men may not. The moon priest can use [see invisibility](#) once per day as the spell.

Ral's Convergence (Su): The moon priests know better than anyone else how the moons influence life on Athas. Their study of the moons and the rituals they conduct eventually grant them the power to alter their own fate for better or for worse. Once per day, the moon priest may reroll one [d20](#) roll that he has just made. He must keep the result of the second roll, even if it's worse than the original roll.

Jaguar Presence (Sp): A 6th level moon priest has mastered horrifying rituals, and he may inspire fear in others merely by looking in their direction. Jaguar Presence functions exactly like the [fear](#) spell. The DC is 14 + the moon priest's [Charisma](#) modifier. A moon priest may use this spell-like ability 3/day.

Feathered Serpent (Su): The quatl, or feathered serpent, holds a key role in Draj mythology. Some scholars claim there exists a link between the silk worm and the quatl of legend, and elven tales would have it that the silk wyrms are born on the face of the moon of Guthay. Regardless of fact or fiction, at 8th level, the moon priest has mastered rituals that allow him to sprout massive feathered wings from his back once per day. With these wings, the moon priest may fly at his normal land speed with average maneuverability. If the moon priest would suffer from reduced land speed from wearing medium and heavy armor, or due to carrying capacity, his flying speed is also reduced. The wings disappear after 1 hour.

Eclipse (Su): Only a select few of the most powerful moon priests of all times have mastered the ritual of the Eclipse. Wrapped in secrets and elusive nature, the ritual is in itself is practically impossible to extract from the minds of those who have mastered it. Their minds and very existence are cloaked by the shroud of the moons. 10th level moon priests are treated as if they had [mindblank](#) permanently cast on them. If Eclipse is dispelled, the moon priest can reactivate it as a [free action](#).

Ex-templars: A moon priest who abandons his sorcerer-momarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If the moon priest later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Moon priest's authority	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Guthay's revelation	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3		+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Ral's convergence	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4		+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Jaguar presence	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5		+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Feathered serpent	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6		+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Eclipse	+1 level of existing divine spellcasting class

Myrmeleon

"Trust no one, least of all those you consider friends. Like an obsidian knife, your instincts soon become dull and useless."
- Kordanian, Veiled Alliance infiltrator

Myrmeleons, like the carnivorous insects they are named after, are cunning creatures. They are defilers working for the Sorcerer-Kings, who have been trained to infiltrate the Veiled Alliance and to lure its members to their doom. They represent a growing threat to the Veiled Alliance's existence.

Myrmeleons are single or multi-classed defiler wizards. Some clever myrmeleons take levels in the Veiled One prestige class to appear more legitimate to their Veiled Alliance peers. The majority of myrmeleons are humans, elves and half-elves.

Myrmeleons operate secretly within the ranks of the Veiled Alliance, occasionally reporting to their templar superiors or the Sorcerer-Kings themselves.

Hit Die: d4

Requirements

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

Skills: Bluff 8 ranks, Disguise 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Feats: Craft Wondrous Item

Spells: Able to cast 2nd level arcane spells.

Other: Must be a defiler.

Class Skills:

The myrmeleon's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (all skills, taken individually) (Int), Literacy (none), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Myrmeleons gain no proficiency with any weapon or armor.

Disguise Taint (Su): The myrmeleon can disguise the intangible taint of defiling. The *defiler scent* spell reveals nothing when used to determine if a myrmeleon is a defiler.

Orb of Energy: The myrmeleon can create a tiny obsidian orb used to contain plant energy for fueling spells without defiling at casting time. Creating the orb is taxing, costing the myrmeleon 100 XP and 50 Cp of raw materials. The myrmeleon can at any time use the orb as a conduit for defiling magic, tapping into the land at his current location, and leaving behind a circle of ash equal to 5 ft. per spell level of energy gathered into the orb. The orb can store spell levels equal to the myrmeleon's caster level. Stored energy can be used to substitute energy gathering at casting time, as a *free action*. For example, a wizard 5/myrmeleon 2 could cast any combination of spells that total seven spell levels before the orb is depleted of energy (for this purpose, cantrips are treated as 0.5 spell levels). A myrmeleon can only have one Orb of Energy in use at a time. If he loses it, or it is destroyed, he can create another orb at the standard cost.

Forked Tongue: Myrmeleons can be very persuasive. They need to be in order to survive as infiltrators. At 3rd level, myrmeleons receive a +2 bonus to Bluff and Diplomacy checks.

Suppress Truth (Su): Sense Motive checks made against the myrmeleon suffer a -4 penalty. Furthermore the myrmeleon receives a +2 bonus to Will saves against spells that reveal his thoughts or lies (*detect thoughts*, *discern lies*, *zone of truth* etc.).

Bonus Feat: The myrmeleon gains a bonus feat. This feat can be any feat on the list of wizard bonus feats for which he meets the requirements.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Disguise taint	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Orb of energy	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Forked tongue	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Suppress truth	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Bonus feat	+1 level of existing arcane spellcasting class

Necromant

"Through death I shall grow stronger."
- So Kah Nu, human necromant

Necromants are wizards who have somehow become tied to the plane known as the Gray, which they tap into to power their spells. Necromants are either undead wizards who have developed the ability to cast spells where there is no life, such as in the Obsidian Plains, or they can be living creatures seeking to unravel the mysteries of death and find answers to questions that only the ancient dead know. Some necromants seek out powerful intelligent undead to learn the secrets to becoming undead, or to increase their already impressive powers. Others might yet have other sinister reasons for their preoccupation with death.

Of all the races, human and half-elves take to the study of necromancy with most vigor. Elven mentality dictates living in the now, thus concepts such as death and eternal life do not appeal to them. Pterrans find undead to be abominations and violations against the Earth Mother's will, while halflings experience necromancy as something unnatural and opposed to their cultural ties to nature. Many necromancers prefer the company of undead over the living.

NPC necromants can be found exploring old ruins, cemeteries and areas inhabited by undead. A number of undead necromants can be found on the Obsidian Plains.

Hit Die: d4

Requirements

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

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 2 ranks, Knowledge (undead) 4 ranks.

Feats: Iron Will.

Spells: Ability to cast 3rd level arcane spells.

Class Skills:

The necromant's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Knowledge (all skills, taken individually) (Int), Literacy (none), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor proficiencies: Necromants are proficient in simple weapons and the whip.

Gray Casting: Necromants have discovered how to draw energy from the Gray to fuel their spells. They can choose whether to utilize plant energy or energy from the Gray when casting spells. Gray energy has no impact on the environment.

Undead presence: The necromant can conceal his scent of the living. Mindless undead view the necromant as a fellow undead; while intelligent undead cannot smell the necromant's living flesh, they can probably see that the necromant is very much alive (assuming he is alive).

Fear Immunity: Spending time in burial mounds and exploring areas populated by undead beings is not for the light of heart. Necromants develop immunity to fear.

Gravespeaker (Su): At 3rd level, the necromant gains the ability to *speak with dead* at will, and receives a +2 bonus to Bluff, Diplomacy and Sense Motive checks when conversing with intelligent undead.

Animate Dead (Sp): At 5th level the necromant can use *animate dead* as per the spell once per day.

Dead Lord: At 7th level, the necromant can have twice as many HD of animated undead than normally allowed.

Control Undead (Sp): At 8th level, the necromant can exert control of undead created and controlled by others, including intelligent undead. The necromant can use *command undead* as per the spell once per day.

Negative Energy Immunity (Su): At 10th level, the necromant becomes immune to the adverse effects of negative energy. He is not affected by energy drain and ability damage, and *inflict* spells have no effect on him (nor do they heal him as they do real undead, assuming the necromant is indeed living).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Gray casting, undead presence	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Fear immunity	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3		+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Gravespeaker	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Animate dead	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Dead lord	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Control undead	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6		+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Negative energy immunity	+1 level of existing arcane spellcasting class

Oba's Servant

*"The Oba is the Forest Queen, our goddess... Her beauty is infinite as is her enmity towards those who would harm her forest."
- Bala-Nog, templar of Gulg*

Recognizable instantly from their tight necklaces of rank, the templars of the Oba inspire fear and obedience throughout. The disciples of the Oba follow their own rites and traditions that are as ancient as those of the people of Gulg. Many of the Oba's servants live in huts of the Sunlight Home. They are attended by initiates and conduct business from there. Others live in well-appointed huts within the templar dagadas. Still others actually take huts in the residential dagadas.

The queen allows for templars to be dispatched to a residential dagada at the request of the dagada's leader. This request usually comes when an ambo is fearful for the security of his dagada or suspicious of an illegal activity, such as smuggling or magic use. The templars of Gulg display their ranks of office in the form of tightly-bound necklaces. These necklaces are threaded with small tubular beads and bits of human bone, hair and teeth, and are worn snugly against the neck. As they accumulate, the necklaces look like very high, tight collars - they form a four-inch band on the necks of the highest ranking templars.

The majority of the Oba's servants are templars. However, Lalali-Puy has managed to convince a fair number of druids that she is committed to the defense of the forest and its inhabitants. These poor idealists sometimes become Oba's servants, but to the Oba they are just another tool to be exploited.

Oba's servants are usually encountered in Gulg, the Crescent Forest and other locations in the Ivory Triangle, except Nibenay. The hostility and enmity between Gulg and Nibenay is old and runs deep.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Secular authority, <i>entangle</i>	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rebuke plants	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Pass without trace	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Night's grace	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	<i>Treestride</i> 1/day	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Day's embrace	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Oba's visage	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Poison's truth	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	<i>Treestride</i> 2/day	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Nature's wrath	+1 level of existing divine spellcasting class

Requirements

To qualify to become an Oba's servant, a character must fulfill all the following criteria.

Skills: Diplomacy 8 ranks, Knowledge (nature) 5 ranks, Survival 2 ranks, Speak Language (High Gulg)

Feats: Nature's Child

Spells: Ability to cast 2nd level divine spells, one which must be *defiler scent*.

Special: Must be accepted into the templar of Gulg.

Class Skills:

The Oba's servant's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Literacy (none), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor Proficiencies: The Oba's servant gains no proficiency with any weapon or armor.

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Entangle (Sp): The Oba's servant can command plants to entangle victims. She can use *entangle* a number of times per day equal to her Charisma modifier (if positive), minimum one. Her caster level is equal to her Oba's servant class level.

Rebuke Plants (Su): The Oba's servant can rebuke plants as a templar one level lower rebukes undead. Her templar levels stack with her level in Oba's servant for purposes of rebuking plants.

Pass Without Trace (Ex): The Oba's servant can move through any type of terrain and leave neither footprints nor scent. Tracking the servant is impossible by nonmagical means.

Night's Grace (Su): The Oba's servant can spend one rebuke attempt to gain a +4 bonus to Hide and Listen checks for a number of rounds equal to 1 + her Charisma modifier, minimum one.

Treestride (Sp): The Oba's servant can transport herself between trees. She can use *treestride* as the spell the listed amount of times per day. Her caster level is equal to her Oba's servant class level.

Day's Embrace (Su): The Oba's servant can spend one rebuke attempt to gain a +4 bonus to Move Silently and Spot checks for a number of rounds equal to 1 + her Charisma modifier, minimum one.

Oba's Visage (Su): The Oba's servant can spend one rebuke attempt to create a life-size image of the Oba. The range she can place the image of the Oba from herself is 10 feet per Oba's servant level. Anyone viewing the image must make a Fortitude save DC 15 or become permanently blinded by the Oba's beauty. A blind creature suffers a 50% miss chance on all attacks and other disadvantages. See the 3.5 Dungeon Master Guide for more information.

Poison's Truth (Su): Once per day the Oba's servant can use poison's truth. A creature touched by the Oba's servant becomes infused with poison for 24 hours. If the creature tells a lie, it suffers the effect of the poison with no saving throw. The initial damage is 2d6 Con, and the secondary damage is 1d6 Con. *Neutralize poison* and *heal* will remove the poison from the victim's body.

Nature's Wrath (Su): Once per day the Oba's servant can call upon nature's wrath. A large size or smaller creature within 100 feet of the Oba's servant is swallowed by the earth unless it makes a *Reflex save* DC 20. The ground opens to form a great maw beneath the creature. If it fails the save, the maw swallows the creature and closes, trapping the creature 10 feet below the ground. The creature begins to suffocate on the next round, as if drowning. The creature cannot escape on its own, but spells such as *move earth*, *transmute rock to mud* and *passwall* can all clear a path to the creature. If exposed to air the creature seizes suffocating.

Ex-templars: An Oba's servant who abandons his sorcerer-momarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If the Oba's servant later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Poisonmaster

*"That wasn't tea... and that wasn't cinnamon. Oh, dear."
- Salima, elven poisonmaster*

All experienced bards know how to apply poisons to a blade and spike a drink, but some go on to study poisons in depth, seeking out ancient recipes and secrets of poison lore. Some pursue poisons with a passion, others for more sinister reasons. Whether it is the thrill of trying out a new poison on a new victim, or inhaling the fumes of the boiling brew, these bards more often than not develop some form of peculiarities as their experimenting with poisons over time deteriorate their nerves and minds. Regardless, the poisonmaster is the ultimate authority in her field – with ability to identify any poison and the required antidote, and to enhance her poisons with alchemical mixtures.

Poisonmasters usually hail from the bard class. Multiclassed assassins may expand their deadly repertoire by manipulating poisons to more potent effects. Elven poisonmasters sell their wares on the black markets in the city. Tales of halfling poisonmasters who have unlocked ancient alchemical secrets are whispered in seedy taverns and beyond closed curtains. Dwarven poisonmasters devoted to their art are rare, but very diligent in their pursuits.

Poisonmasters are usually found practicing their art in the cities, journeying in the wilderness in search of rare ingredients, or living lives in solitude or with chosen companions in reclusive locations. Some NPC poisonmasters seek the services of adventurers to help them retrieve rare plants or body parts from savage beasts to be used in their deadly profession.

Hit Die: d6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Identify poison, dosage, poison use
2nd	+1	+3	+3	+3	Poison secret
3rd	+2	+3	+3	+3	Extend poison
4th	+3	+4	+4	+4	Poison secret, mental resistance
5th	+3	+4	+4	+4	Empower poison, damage reduction 1/-
6th	+4	+5	+5	+5	Poison secret
7th	+5	+5	+5	+5	Poisoner's fortitude, maximize poison
8th	+6	+6	+6	+6	Poison secret, mindblank
9th	+6	+6	+6	+6	Quicken poison
10th	+7	+7	+7	+7	Damage reduction 2/-, poison immunity

Requirements

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

Skills: Craft (poisonmaker) 8 ranks, Craft (alchemy) 4 ranks.

Feats: Skill Focus (Craft [poisonmaking]).

Class Skills:

The poisonmaster's class skills (and key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (Nature), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor proficiencies: Poisonmasters gain no proficiency in any additional weapons or armor.

Identify Poison (Ex): Poisonmasters can safely identify any poison through an appropriate method (smell, taste, chemical test) without risking harm.

Dosage (Ex): Poisonmasters know the exact amount of poison needed for an application, making sure no excessive poison is used. Each dose of poison created can be applied twice.

Poison Secret (Ex): At 2nd, 4th, 6th and 8th level the poisonmaster can select one of the following bardic secrets: poisondealer, scorpion's touch, smokestick application, poisonbane, poison resistance. Some of these secrets may be selected more than once. See the DS3 Core Rules for details.

Poison Use (Ex): Poisonmasters can apply poisons without a 5% chance of accidentally poisoning themselves.

Extend Poison (Ex): The poisonmaster can alter the onset time of any poison she manufactures by up to one hour. This can be applied to either or both primary and secondary damage. This increases the poison's base price by 25%.

Mental Resistance (Su): At 4th level poisonmasters receive a +2 *circumstance bonus* to saves made against telepathic powers and enchantment/charm spells.

Damage Reduction (Ex): The poisonmaster's nerve system suffers from his experimenting with poisons, making her slightly resistant to physical attacks. Subtract the listed number from damage sustained from weapons and natural attacks. This can reduce damage to 0, but not below 0.

Empower Poison (Ex): The poisonmaster can alter the strength of any poison with numeric variables she manufactures. Multiply its numeric effects by 1.5, results rounded down. Example: A poison that inflicts 1d6 Str damage/1d4 Str damage would inflict 1d6x1.5 and 1d4x1.5 Str damage. This can be applied to either or both primary and secondary damage. Empower poison increases a poison's base price by 50%.

Poisoner's Fortitude (Ex): The poisonmaster gains a +4 bonus to *Fortitude saves* due to physiological changes due to poison, but suffers mental side effects, reducing her *Wisdom* by 2.

Maximize Poison (Ex): The poisonmaster can maximize the strength of any poison with numeric variables she manufactures. For example, a poison that inflicts 2d6 Str damage inflicts 12 points of Str damage. Maximize poison increases a poison's base price by 75%.

Mindblank (Sp): At 8th level the poisonmaker's mind becomes completely sealed against involuntary intrusion as per the spell *mindblank*. This ability is always considered active and supersedes Mental Resistance.

Quicken Poison (Ex): The poisonmaster can reduce the time between a poison's initial and secondary damage from 1 minute to 1 round. Quicken poison increases a poison's base price by 100%.

Poison Immunity (Ex): The poisonmaster becomes immune to all poisons.

Psionic Monk

"True strength comes from within."
- Nong, human psionic monk

Psionic monks are students of martial arts, combining physical training with psionic power to impressive results. In a psionic world in which metal is scarce, psionically enhanced unarmed combat has evolved naturally. Psionic martial art training is rigorous and painful, requiring discipline and high tolerance of pain. Some psionic monks practice their art on their own, while others seek small cults and monasteries for tutoring. While not in great numbers, psionic monks can be found in a wide range of Athasian cultures, ranging from the city of Ur Draxa to the convents of the Villich. Their backgrounds may be diverse, but all psionic monks base their skills on a fundamental talent with the Way.

Psionic monks can be of any race or class, though many have levels in melee oriented classes such as fighter, gladiator and psychic warrior. Psionic monks are living weapons and highly sought bodyguards and mercenaries, and gladiator matches involving psionic monks are always attractive.

Psionic monks can be found in most city states, practicing their arts, seeking employment or serving as mercenaries. Some psionic monks seek solitude from the rest of the world and find it in secluded locations, perfecting their art in convents, shrines or caves to name a few places.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed damage	Unarmored speed bonus
1st	+0	+2	+2	+2	Flurry of blows, skill boost +10	1d6	+0 ft.
2nd	+1	+3	+3	+3	Evasion, unlock feat	1d6	+0 ft.
3rd	+2	+3	+3	+3	Sundering blow	1d8	+10 ft.
4th	+3	+4	+4	+4	Wholeness of body	1d8	+10 ft.
5th	+3	+4	+4	+4	Leap attack, skill boost +20	1d8	+10 ft.
6th	+4	+5	+5	+5	Unlock feat	1d10	+20 ft.
7th	+5	+5	+5	+5	Improved evasion	1d10	+20 ft.
8th	+6	+6	+6	+6	Sundering flurry of blows	1d10	+20 ft.
9th	+6	+6	+6	+6	Retaliation, skill boost +30	2d6	+30 ft.
10th	+7	+7	+7	+7	Unlock feat	2d6	+30 ft.

Requirements

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

Skills: [Concentration](#) 2 ranks, [Jump](#) 7 ranks.

Feats: [Improved Unarmed Strike](#), [Psionic Fist](#).

Psionics: Must have a [power point](#) reserve.

Class Skills:

The psionic monk's class skills (and key ability for each skill) are [Autohypnosis](#) (Wis), [Balance](#) (Dex), [Climb](#) (Str), [Concentration](#) (Con), [Craft](#) (Int), [Escape Artist](#) (Dex), [Heal](#) (Wis), [Hide](#) (Dex), [Jump](#) (Str), [Knowledge](#) (Psionics), [Listen](#) (Wis), [Move Silently](#) (Dex), [Profession](#) (Wis), [Spot](#) (Wis) and [Tumble](#) (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor proficiencies: Psionic monks gain no proficiency in any additional weapons or armor.

Flurry of Blows (Ex): When unarmored, a psionic monk may strike with a flurry of blows at the expense of accuracy. When doing so, she may make one extra attack in a round at her highest base attack bonus, but all attacks made that round take a -2 penalty. At 5th level the penalty is -1, and at 9th level it disappears. This ability is exactly like the monk's ability of the same name in the 3.5 Player's Handbook.

Skill Boost (Su): The psionic monk can expend her psionic focus to gain a +10 bonus to a [Balance](#), [Climb](#), [Escape Artist](#), [Jump](#) or [Tumble](#) skill check. This bonus increases to +20 at 5th level and +30 at 9th level. You must decide whether or not to use skill boost prior to making a skill check. If the check fails, you still expend your psionic focus.

Unlock Feat: The psionic monk unlocks more of her potential. She gains a bonus feat from the following list: [Combat Reflexes](#), [Deflect Arrows](#), [Expertise](#), [Greater Psionic Fist](#), [Improved Grapple](#), [Power Attack](#), [Rapid Metabolism](#), [Stand Still](#), [Stunning Fist](#), [Up the Walls](#). A psionic monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): A psionic monk of 2nd level or higher can avoid even magical and unusual attacks with great agility. If she makes a saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a psionic monk is wearing light armor or no armor.

Fast Movement (Ex): At 3rd level, a psionic monk gains an enhancement bonus to her speed, as shown in the class progression table. A psionic monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed.

Sundering Blow (Su): When making an attack, the psionic monk can expend her psionic focus to overcome physical resistance. A single attack ignores damage reduction and hardness. You must decide whether or not to use sundering blow prior to making an attack. If the attack fails, you still expend your psionic focus.

Wholeness of Body (Su): The psionic monk can heal her own wounds. She can heal a number of [hit points](#) of damage equal to twice her psionic monk level each day, and she can spread this healing out among several uses.

Leap Attack (Ex): The psionic monk can leap at an opponent at the end of a charge to add additional momentum to the attack. She inflicts an additional 2d6 points of damage on a successful charge attack.

Improved Evasion (Ex): This ability works like evasion, except that while the psionic monk still takes no damage on a successful [Reflex save](#) against attacks such as a [fireball](#), she takes only half damage on a failed save.

Sundering Flurry of Blows (Su): When making a flurry of blows, the psionic monk can expend her psionic focus to overcome physical resistance. All attacks in one flurry of blows ignore damage reduction and hardness. You must decide whether or not to use sundering flurry of blows prior to making an attack roll. If the attack fails, you still expend your psionic focus.

Retaliation (Su): As a reaction, the psionic monk can expend her psionic focus to gain an attack of opportunity against an opponent who just hit her with a successful melee or melee touch attack. This attack of opportunity counts against the psionic monk's normally allowed amount of attacks of opportunity. Retaliation cannot be used if the psionic monk is flatfooted or denied her [Dexterity](#) bonus to AC. If the attack of opportunity fails, you still expend your psionic focus.

Reaver

*"Hak draj. Waiting to die, but already dead."
- T'chai, thri-kreen reaver*

Reavers are hunters. They specialize in tracking down and capturing creatures that can be sold to arena managers, collectors and others interested in powerful monsters. The reaver revels in the hunt, always in the pursuit of a more powerful beast to defeat. Whether the beast in question is a man or a monster, loose in the city or in the wilderness, it is not safe from the reaver. Some reavers become bounty hunters, working for the templars or even less scrupulous individuals and organizations. Occasionally, a reaver might take on the task of retrieving a rare spell component for a spellcaster, or other challenging quests that test their skill.

Most reavers come from the ranger and gladiator classes. Rangers are natural candidates, with their extensive knowledge of the wastes and its creatures, while gladiators know many combat techniques especially suitable for facing a single opponent in battle. Thri-kreen excel as reavers, as they are fast-moving relentless natural hunters, and their unarmed combat abilities become even more deadly when applied to subduing a quarry. Elves, with their speed and endurance, also make predisposed good reavers. Dwarven reavers who pursue their quarries as part of their foci are not to be underestimated, and aarakocra reavers are to be feared due to their flight capabilities and dive attacks. Although often underestimated for their size, halflings come from a hunter culture, and are very dangerous if they get within close proximity to their prey.

Reavers usually work alone, or team up with adventuring mercenaries if a particular mission requires skills the reaver does not possess. Reavers seldom team up with other reavers, but there exists an unofficial bond between them. A reaver usually aids

another reaver in trouble, unless it jeopardizes his own mission. NPC reavers are usually found seeking employment or partners in taverns or other meeting places for mercenaries, or while in the pursuit of prey.

Hit Die: d10

Requirements

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

Base Fortitude Save: +5.

Skills: Craft (trapmaking) 8 ranks, Handle Animal 4 ranks, Survival 4 ranks.

Feats: Track.

Class Skills:

The reaver's class skills (and key ability for each skill) are Climb (Str), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor proficiencies: Reavers are proficient in light armor, medium armor, all shields (except tower shields), simple weapons, bolas and nets.

Bring it Back Alive: Reavers need to take their quarry alive. The reaver can inflict non-lethal damage without taking a -4 penalty to attack.

Piercing Strike: Reavers often hunt powerful beasts, some who have damage reduction. Treat the reaver's weapons as a weapon of the listed type for purposes of overcoming damage reduction.

Subdual Strike: Reavers learn to strike effectively to wear down foes quickly. When inflicting non-lethal damage, the reaver adds the additional listed dice to his damage roll. This ability has no effect on creatures immune to non-lethal damage.

Fast Track: Reavers become efficient trackers. The reaver does not suffer a -5 penalty to Survival checks for tracking while moving at normal speed. If the reaver already has the Fast Track ability from another class, he can track while moving at double speed with no penalty.

Stealth Walk: The reaver does not suffer a -5 penalty to Move Silently checks while moving at normal speed. If the reaver already has the Stealth Walk ability from another class, he can move silently at double speed with no penalty.

Swift Takedown: As a standard action, a reaver can attempt to knock a flat-footed enemy unconscious. The reaver executes a non-lethal melee attack, and if it succeeds, the creature struck must roll a Fortitude save with a DC equal to the damage inflicted (including additional damage from Subdual Strike), or be knocked unconscious. This ability has no effect on creatures immune to non-lethal damage. If used against a creature more than 2 size categories greater than the reaver, the attack instead inflicts damage as if a critical hit had been scored. The reaver may only use Swift Takedown against a given opponent once per encounter.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Bring it back alive
2nd	+2	+0	+3	+0	Piercing strike (metal)
3rd	+3	+1	+3	+1	Subdual strike +1d6
4th	+4	+1	+4	+1	Fast track
5th	+5	+1	+4	+1	Piercing strike (magic)
6th	+6	+2	+5	+2	Subdual strike +2d6
7th	+7	+2	+5	+2	Stealth walk
8th	+8	+2	+6	+2	Piercing strike (adamantine)
9th	+9	+3	+6	+3	Subdual strike +3d6
10th	+10	+3	+7	+3	Swift takedown

Restorationist

"Athas is a blasted wasteland scarred by ancient wars and the defiling magic of the sorcerer-kings. But before the wars, before the sorcerer-kings, Athas was a verdant paradise. There has to be a way to restore Athas to her former splendor, and I intend to find it."

- Diadinatus, half-elf restorationist

Restorationists are preservers whose main goal is to return Athas to its former state of verdant vegetation and plentiful water. Wholly subsumed to their task, restorationists often tutor others in ecologically sound land management. A restorationist seldom takes lives unnecessarily, eats meat only when fruit and other plants that can return something to the land are unavailable, and searches for magic in her travels that can revitalize Athas.

Restorationists are preserver wizards of any race. Multi-classed druid/wizards who become restorationists are perhaps the most knowledgeable when it comes to nurturing the land. Multi-classed ranger/wizards are particularly adept at surviving in the wilderness during long travels.

Restorationists can be encountered teaching ecologically sound land management or on their travels in search of magic that can revitalize Athas. Defiler wizards are sworn enemies of restorationists, and restorationists are naturally wary of templars and other agents of the sorcerer-kings.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Brew potion fruit	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Plant whisperer	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3		+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Brew potion fruit (4th)	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Ecological insight	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Brew potion fruit (5th)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Timeless body	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Brew potion fruit (6th)	+1 level of existing arcane spellcasting class

Requirements

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

Skills: Knowledge (nature) 8 ranks, Profession (herbalist) 4 ranks.

Feats: Path Dexter.

Other: Must be a preserver.

Class Skills:

The restorationist's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Restorationists gain no proficiency with any weapon or armor.

Extended Spell List: Due to their intimate relation with nature, restorationists have their wizard class spell list expanded to include the following spells: 0 - *nurturing seeds*; 1st - *goodberry*; 2nd - *pass without trace*; 3rd - *plant growth*; 4th - *rejuvenate*; 5th - *wall of thorns*; 6th - *transport via plants*; 7th - *spellstaff*; 8th - *animate plants*; 9th - *control plants*

Brew Potion Fruit: The restorationist receives the *Brew Potion* feat for free at 1st level, but is restricted to use fruit as a storage medium. At 4th level the restorationist has gained so much insight that she can make potion fruits that contain 4th level spells, at 7th level 5th level spells, and at 10th level 6th level spells.

Plant Whisperer (Sp): The restorationist can *speak with plants* as per the spell at will.

Ecological Insight: The restorationist has accumulated wisdom from her travels and experiences. At 5th level the restorationist's *Wisdom* score is permanently increased by 2.

Timeless Body (Ex): At 9th level the restorationist no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered remain in place. Bonuses still accrue, and the restorationist eventually dies of old age.

Royal Defiler

"The day will come when the king will seek to end my life, either because I have angered him or he considers me a threat."
- Marakesh, royal defiler

The royal defilers are feared and powerful wizards traditionally in the service of the sorcerer-monarchs. They are often trained in the arcane arts by more powerful defilers in service of the king or queen, and sometimes even personally by the sorcerer-monarch. Royal defilers can exert the same authority as templars within the boundaries of their monarch's city state. In cities that have lost their dragon kings, some defilers still serve the new rulers of the cities, either openly or in secrecy. Contrary to the templars of

many city-states, the defilers have not lost their spellcasting abilities. These defilers can attain powerful positions in the templar hierarchy and can achieve great personal power.

Humans are ambitious, elves are scrupulous and half-elves have the natural aptitude of their parent races' aptitude for magic. These three races are the most common royal defilers. All royal defilers have levels in an arcane spellcasting class. The most feared agents of the sorcerer-kings are multi-classed royal defilers who have levels in assassin, bard or other classes that grant them a broader repertoire of skills and abilities. Multi-classed fighters and gladiators are rare but very strong opponents that can handle spell and sword equally well. Multi-classed templar/defilers sometimes become royal defilers and are the most devoted tools of their liege.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	King's library, secular authority	+1 spellcaster level
2nd	+1	+0	+0	+3		+1 spellcaster level
3rd	+1	+1	+1	+3	Inspire fear	+1 spellcaster level
4th	+2	+1	+1	+4		+1 spellcaster level
5th	+2	+1	+1	+4	Bonus feat	+1 spellcaster level

Requirements

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

Feats: Any metamagic feat

Skills: Diplomacy 2 ranks, Intimidate 2 ranks.

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

Special: Acceptance by Sorcerer-King/Queen. Must be a defiler.

Class Skills:

The royal defiler's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Literacy (none), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier

Class features

Weapon and Armor Proficiencies: Royal defilers gain no proficiency in any additional weapons, armors or shields.

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

Secular Authority (Ex): Once per day per class level, a royal defiler can use secular authority within his city state. Depending on the ranks he has in the Diplomacy skill, a royal defiler can intrude, accuse, pardon and requisition. Failure to comply with royal defiler's demands is usually sanctioned with fines, imprisonment, outlaw status, and possibly execution. This ability works exactly as described in the templar class entry in the DS3 Core Rules, including rules for contests of Secular Authority.

Inspire Fear (Sp): The royal defiler may use *fear* once per day as the spell cast at his highest caster level.

Bonus Feat: At 5th level the royal defiler gains a bonus feat that can be any raze, metamagic or item creation feat for which the royal defiler meets the prerequisites.

Savage

"They walk upright and talk, but in their minds and hearts they are beasts. They are hunters. We are prey."

- Badu, caravan scout

The Athasian wilderness is a dangerous landscape populated by deadly beasts and lethal vegetation. In order to survive, the intelligent races living in the wild have become tougher, more feral, and learnt the canniness of the beasts that are their rivals. There are savages who struggle daily to prevail the scorching sun and their beastly enemies. In the wilderness, one rule applies - survival of the fittest. Whether they live in the desert wastelands, among the trees of the Forest Ridge or Crescent Forest, or call the Ringing Mountains or any other area their home, the savages of Athas are to be feared and respected, for they are as cunning and dangerous as any other predator.

Members of any race eking a life in the Athasian wilderness can become savages. Escaped slaves, particularly muls, are more disposed to adapt the savage class in order to survive. Anyone can become a savage, but the majority are brutes, fighters and gladiators. Rangers and druids sometimes adopt the animal ways, hunting alongside their animal companions.

Savages are usually encountered in the Athasian wilderness, and most encounters are unwelcome ones. Captured savages are difficult to handle and have a reputation of either fighting to their death or go to extreme measures to escape, such as chewing off one's hand.

Hit Die: d12

Requirements

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

Base Attack Bonus: +4.

Feats: Improved Unarmed Strike.

Skills: Survival 4 ranks.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Honed instincts
2nd	+2	+3	+0	+0	Animal fighting
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Animal cunning +1
5th	+5	+4	+1	+1	Scent
6th	+6	+5	+2	+2	Animal frenzy
7th	+7	+5	+2	+2	
8th	+8	+6	+2	+2	Animal cunning +2
9th	+9	+6	+3	+3	Improved animal fighting
10th	+10	+7	+3	+3	Roar of the wild

Class Skills:

The savage's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Savages are proficient in light armor and simple weapons.

Honed Instincts: The savage needs good instincts and reactions to survive. Those who lack these traits seldom live long lives in the Athasian wilderness. To reflect their trained ear and eye, savages receive a +2 bonus to Spot and Listen checks.

Animal Fighting: The creatures inhabiting the Athasian wilderness should seldom be faced unarmed, but sometimes one has no choice than to fight on the beast's terms, and that involves wrestling and grappling with the creature. At 2nd level the savage receives the Improved Grapple feat. Damage caused by the savage's unarmed strikes increases, as if he was one size category larger than his actual size. For all other purposes treat the savage as his actual size.

Animal Cunning: The savage receives a +1 dodge bonus to AC, just as if he had the Dodge feat, but the bonus applies against all enemies. If the savage also has the Dodge feat, he designates a single enemy against which he receives a +2 dodge bonus. Against remaining enemies he receives a +1 dodge bonus. At 8th level the animal cunning bonus increases to +2 (and +3 versus one enemy if the savage has the Dodge feat).

Scent: The savage learns how to track as many animals do - by scent. He receives the Scent feat. See the Dungeon Master Guide for a description of the Scent feat.

Animal Frenzy: The savage can succumb briefly to ferocious adrenaline surges and wild instincts once per day. Entering the frenzy is a free action. During the frenzy the savage receives a +4 bonus to Strength and can fight until he reaches -10 hp, as per the Diehard feat. During the frenzy, the savage can take no other actions than moving and attacking until all enemies are dead. The frenzy ends when there are no enemies standing, or the savage's hit points drop below -10. Should the savage have between -1 and -10 hit points when the frenzy ends, he falls unconscious and he loses 1 hit point per round until he dies or is stabilized. Animal frenzy cannot be combined with the brute rage class feature.

Improved Animal Fighting: The savage has developed his unarmed combat skills to new levels, adopting the combat features of his rival beasts. He gains the Improved Grab ability. On a successful unarmed attack, the savage can attempt to start a grapple as a free action without provoking an attack of opportunity. See the Monster Manual for details. Damaged inflicted with unarmed strikes increases, as if the savage was two size categories larger than his actual size. For all other purposes treat the savage as his actual size.

Roar of the Wild: The savage can emit a loud roar or scream that inspires fear and awe in other living creatures capable of hearing, within a 20 foot cone. A successful Will save DC 10 + savage level + Charisma modifier negates the effects of the call of the wild. Those who fail are stunned for 1d4 rounds - they are not helpless, but are otherwise unable to act, and drop whatever they are holding. The victims snap out of their condition if attacked, but are still shaken for the remaining rounds they would otherwise have been stunned.

Servant of Badna

"Badna bathes us in glory. Badna commands the elements, blesses our crops and curses our enemies. All praise Badna!"
- Hemotap-Nir, servant of Badna

Templars of Raam have been told that their divine powers stem from an entity called Badna. Most templars know or at least suspect that Badna is a fictional being created by Abalach-Re to suppress the people of Raam. However, Raam remains a chaotic

and unlawful city-state, where even templars fear the streets after dark. Despite knowing that Badna is a fraud, the templars continue to enforce the teachings of Badna in an attempt to quell the fire that is burning in their city.

Only Abalach-Re's templars may become Servants of Badna. Some are multi-classed fighters, psions or defiler wizards, but all have levels in the templar class. Raam, with its ethnic diversity, has all kinds of races in its templarate.

Servants of Badna are usually encountered in or near the city of Raam, most often traveling in groups accompanied by fellow templars or the city guard. They are suspicious by nature and difficult to negotiate terms with.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Secular authority, Badna babble +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Riot control, subterfuge	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Badna babble +2	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Skitterish	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Badna babble +3	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Slippery mind	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Badna babble +4	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	Immune to surprise	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Badna babble +5	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Voice of Badna	+1 level of existing divine spellcasting class

Requirements

To qualify to become a servant of Badna, a character must fulfill all the following criteria.

Skills: Diplomacy 8 ranks, Disguise 4 ranks, Knowledge (religion) 5 ranks.

Special: Must be accepted into the templarate of Raam. Must have Secular Authority class feature.

Class Skills:

The servant of Badna's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Literacy (none), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor Proficiencies: Servants of Badna gain no proficiency with any weapon or armor.

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Badna Babble (Ex): Even if the legends of Badna are but constructions of Abalach-Re's, the servant of Badna uses the teachings to their full advantage. She gains a +1 bonus to Bluff and Intimidate checks at 1st level. At every odd level thereafter, the bonus increases by +1.

Riot Control (Sp): Servants of Badna are used to dealing with riots. When the servant of Badna casts spells with the (Compulsion) descriptor requiring a Will save, such as *calm emotions*, the save DC increases by 2.

Subterfuge (Sp): Raam is a chaotic city where not even templars feel safe in the streets, thus they have learnt the art of subterfuge. Servants of Badna can alter their appearances as per the *disguise self* spell once per day, granting a +10 bonus to Disguise checks. The duration of this ability is 10 minutes/class level.

Skitterish (Ex): Servants of Badna are paranoid, expecting ambushes and assaults in any situation. They gain a +2 bonus to initiative. This bonus stacks with the Improved Initiative feat.

Slippery Mind (Ex): This ability functions exactly like the rogue special ability of the same name in the Player's Handbook.

Immune to Surprise (Ex): The servants of Badna's paranoia eventually results in that they are never caught off-guard. From 8th level, a servant of Badna can always act in the surprise round. However, the servant of Badna loses sanity, reflected in a permanent 2 point Wisdom loss, which cannot be restored, not even by a *miracle* or *wish* spell.

Voice of Badna (Su): Once per day the servant of Badna can use *greater shout* as the spell. The save DC is 19 + the servant of Badna's Charisma modifier.

Ex-templars: A servant of Badna who abandons his sorcerer-momarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If the servant of Badna later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Shadow

*"You might as well try to hide treasure from the Shadows."
- Athasian proverb for a task deemed impossible*

The Shadows are a mysterious elf tribe of which legends and bard's tales are spun. This secretive network of elves specializes in covert and illegal operations – espionage, assassination, extortion, theft, smuggling and black market trading, to name a few. References of the shadows go back hundreds of years, and some claim they have always been around. Most shadows are born into this secretive society, but outsiders are sometimes accepted into the tribe.

Shadows are exclusively elves. Their network is divided into cells known as talons. Each talon is based in a different city. Talons are divided into claws, with each claw responsible for one area of activities. The Mercenary Claw has members from all classes. The Magical Claw consists of wizards, mostly defilers. The Thieving Claw draws the lot of its members from the rogue class, while the Espionage Claw is the bard's territory. The Raiding Claw is more diverse, with fighters, rangers, wizards and clerics. The Merchant Claw consists predominantly of rogues.

Shadow elves, as their name would imply, appear and disappear without warning. The Mercenary and Merchant Claws operate more openly than other claws. NPC members of these claws are thus more likely to be interacted with, even if no one knows about their secret ties to the Shadows. The only other Claw likely to be encountered openly is a Raiding Claw, but this contact tends to be unwanted.

Hit Die: d6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Cover identity, traceless +10
2nd	+1	+0	+3	+0	Sneak attack +1d6
3rd	+2	+1	+3	+1	Bonus feat
4th	+3	+1	+4	+1	Sneak attack +2d6
5th	+3	+1	+4	+1	No link, traceless +20
6th	+4	+2	+5	+2	Sneak attack +3d6
7th	+5	+2	+5	+2	Bonus feat, shroud of shadows
8th	+6	+2	+6	+2	Sneak attack +4d6
9th	+6	+3	+6	+3	Traceless +30, miraculous escape
10th	+7	+3	+7	+3	Sneak attack +5d6

Requirements

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

Race: Elf.

Skills: Bluff 4 ranks, Disguise 8 ranks, Gather Information 4 ranks.

Class Skills:

The shadow's class skills (and key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, trained only), 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), Sleight of Hand (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (none), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class features

Weapon and Armor Proficiencies: Shadows are proficient in light armor and simple weapons.

Cover Identity: Shadows lead dual lives, and the network goes to great lengths to establish plausible identities for their members. The individual shadow merges perfectly with his cover identity, receiving a +2 bonus to Disguise checks and checks related to a single Craft or Profession. Ex. Haaku's cover identity is that of a potter. He receives a +2 bonus to Craft (pottery) checks. Ekee's cover identity is that of a herbalist. She receives a +2 bonus to Profession (herbalist) checks. Both receive a +2 bonus to Disguise checks.

Traceless: As a full round action, the shadow can conceal signs of activity in a 5 ft. square. Search and Survival checks have their DCs increased by 10 at 1st level, 20 at 5th level, and 30 at 9th level. This action may be coupled with a 5 ft. step.

Sneak Attack: This ability is identical to and stacks with the rogue's sneak attack ability (see the Player's Handbook). If a shadow gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Bonus Feat: At 3rd and 7th level the shadow earns a bonus feat. The feat must be selected from the following list: Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Deceitful, Deft Hands, Diligent, Dodge, Great Fortitude, Improved Disarm, Improved Initiative, Improved Trip, Investigator, Iron Will, Legerdemain, Lightning Reflexes, Mobility, Negotiator, Nimble Fingers, Persuasive, Quick Draw, Skill Focus, Sniper, Spring Attack, Stealthy, Teamwork, Trader, Weapon Finesse, Whirlwind Attack.

No Link: Attempts to Gather Information about a shadow's dual life suffer a -30 penalty; only information about the shadow's cover identity usually surfaces. Nothing is learned of the shadow's dual life.

Shroud of Shadows (Su): Attempts at *scrying* on a shadow or learning information about a shadow through divination spells or similar psionic powers automatically result in inconclusive results. How this comes to be remains unknown, and is a closely guarded secret of the Shadows network.

Miraculous Escape (Sp): At 9th level the shadow can disappear into thin air by becoming ethereal. Once per day the shadow can use *ethereal jaunt* as the spell.

Shadow Templar

"The first sorcerer might have imprisoned our liege, but he will return."
- Asthira, high templar of Andropinis

Shadow templars are ex-templars of Andropinis who lost their spellcasting powers upon their master's imprisonment in the Black by Rajaat the First Sorcerer. Some of Andropinis' templars, who went underground in Balic after their master's disappearance, were later approached by a shadow wizard, who brought instructions from Andropinis. In order to regain their power and communicate with their king, the templars would have to submerge to the path of wizardry, using the essence of shadow to power their magic. Under the tutelage of the mysterious shadow wizard, the templars learned to wield arcane magic at an astonishing rate. This has not been without its price, however. The more the shadow templars use their new source of power, the darkness of the Black taints them, spreading across their bodies. The shadow templars are waiting for the day when Andropinis breaks free of Rajaat's spells that imprisoned him in the black. In the mean time they are occupied building an underground empire in Balic.

The majority of shadow templars are human, but any ex-templar of Andropinis can become a shadow templar.

NPC shadow templars can usually be encountered in Balic, operating in secrecy. When they surface they are usually on procurement or information gathering missions.

Hit Die: d6

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Shadow casting, shadow taint, <i>chill touch</i>	4	2								
2nd	+1	+0	+0	+3	Shadow illusion	5	3	0							
3rd	+1	+1	+1	+3		5	3	1	0						
4th	+2	+1	+1	+4	Shadespeaker	6	3	2	1	0					
5th	+2	+1	+1	+4		6	3	3	2	1	0				
6th	+3	+2	+2	+5		6	3	3	3	2	1	0			
7th	+3	+2	+2	+5		6	4	3	3	3	2	1	0		
8th	+4	+2	+2	+6		6	4	4	3	3	3	2	1	0	
9th	+4	+3	+3	+6		6	5	4	4	4	4	3	2	1	0
10th	+5	+3	+3	+7	Shadow form	6	5	5	4	4	4	4	3	2	1

Requirements

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

Skills: Knowledge (the planes) 2 ranks, Spellcraft 8 ranks.

Feats: Great Fortitude.

Special: Must be an ex-templar of Andropinis. Andropinis must have been imprisoned in the Black.

Class Skills:

The shadow templar's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Knowledge (warcraft) (Int), Literacy (none), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor proficiencies: Shadow templars gain no proficiency with any weapon or armor.

Shadow Casting: Shadow templars have discovered how to draw energy from the Black to fuel their spells. They can choose whether to utilize plant energy or energy from the Black when casting spells. Black energy has no impact on the environment. Shadow templars cast arcane spells that need to be prepared, just as a wizard. They use the wizard spell list and gain bonus spells from a high Int score. For every shadow templar level gained, the shadow templar adds two new spells to her spellbook.

Shadow Taint (Ex): The Black taints the shadow templar. For every level gained, 5% of her body becomes enveloped in shadow, starting with one of her hands. The hand functions as normal, but is cold to the touch and appears jet black. The shadow templar gains a bonus to Hide checks equal to her shadow templar level. Clothing can be worn to conceal the shadow taint, but for every odd level of shadow templar gained, the character suffers a -1 penalty to Disguise checks. Living creatures with an Int score of 3 or higher who see the shadow taint must make a Will save DC 10 + shadow templar class level, or become shaken (see the DMG page 85) for 1d4 rounds. Black-touched creatures and creatures from the Black are immune to this effect.

Chill Touch (Sp): The shadow templar can use *chill touch* as the spell once per day per class level.

Shadow Illusion (Sp): At 2nd level, the shadow templar can manipulate surrounding shadows to make visual illusions once per day as the spell *silent image*.

Shadespeaker (Su): At 4th level the shadow templar gains the ability to communicate telepathically with shadow creatures (shadows, shadow giants etc.) on Athas. This does not grant the shadow templar any form of control over the shadow creature in question. Once per day, the shadow templar can contact a specific creature known to her (if any) in the Black for one minute per shadow templar level.

Shadow form (Ex): At 10th level half of the shadow templar's body is covered by shadow. He can move along walls and across liquids just as easily as he can move along the ground. The shadow templar also receives damage reduction 10/magic.

Shadow Wizard

*"Why do you fear the darkness? You do not fear the light."
- Carrakachan, half-elf shadow wizard*

Shadow wizards are arcane spellcasters who have tapped into a different source of spell energy: The Black. Sometimes referred to as Black Wizards, these mages have been around for centuries, but never in great numbers. Shadow wizards often appear cold and distant, wrapped in cloaks that conceal their true appearances. The more the shadow wizard uses his source of power, the darkness of the Black taints him, spreading across his body. Their alien appearances often turn shadow wizards into mysterious loners.

The majority of shadow wizards are human, but a number of shadow wizards are half-elves. These outcasts often lead solitary lives, allowing them to practice their art unnoticed. The claustrophobic nature of the Black is unappealing to aarakocra. Shadow wizards usually avoid the Veiled Alliance and templar factions, fearing their reactions. Occasionally, two shadow wizards can be found together, one as mentor and the other as apprentice.

NPC shadow wizards can be encountered anywhere, but usually alone on their own.

Hit Die: d4

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Shadow casting, shadow taint, <i>chill touch</i>	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Shadow illusion	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Shadow jump (20 ft.)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Shadespeaker	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Shadow jump (40 ft.)	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Shadow jump (60 ft.)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Shadow jump (80 ft.)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Shadow form	+1 level of existing arcane spellcasting class

Requirements

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

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 4 ranks.

Feats: Great Fortitude.

Class Skills:

The shadow wizard's class skills (and key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Literacy (none), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor proficiencies: Shadow wizards gain no proficiency with any weapon or armor.

Shadow Casting: Shadow wizards have discovered how to draw energy from the Black to fuel their spells. They can choose whether to utilize plant energy or energy from the Black when casting spells. Black energy has no impact on the environment.

Shadow Taint (Ex): The Black taints the shadow wizard. For every level gained, 5% of his body becomes enveloped in shadow, starting with one of his hands. The hand functions as normal, but is cold to the touch and appears jet black. The shadow wizard gains a bonus to [Hide](#) checks equal to his shadow wizard level. Clothing can be worn to conceal the shadow taint, but for every odd level of shadow wizard gained, the character suffers a -1 penalty to [Disguise](#) checks. Living creatures with an [Int](#) score of 3 or higher who see the shadow taint must make a [Will save DC 10 + shadow wizard class level](#), or become shaken (see the DMG page 85) for 1d4 rounds. Black-touched creatures and creatures from the Black are immune to this effect.

Chill Touch (Sp): The shadow wizard can use *chill touch* as the spell once per day per class level.

Shadow Illusion (Sp): At 2nd level, the shadow wizard can manipulate surrounding shadows to make visual illusions once per day as the spell *silent image*.

Shadow Jump (Su): The shadow wizard can travel between shadows as if he was using *dimensional door*, in 10 ft. intervals. This ability is identical to the [Shadow Dancer](#) ability with the same name (see the DMG).

Shadespeaker (Su): At 4th level the shadow wizard gains the ability to communicate telepathically with shadow creatures (shadows, shadow giants etc.). This does not grant the shadow wizard any form of control over the shadow creature in question. Once per day, the shadow wizard can contact a specific creature known to him (if any) in the Black for one minute per shadow wizard level.

Shadow form (Ex): At 10th level half of the shadow wizard's body is covered by shadow. He can move along walls and across liquids just as easily as he can move along the ground. The shadow wizard also receives damage reduction 10/magic.

Soulknife

*"The mind is a beautiful weapon."
- Caraden Merak, soulknife*

Soulknives represent a specialized tradition of psionics on Athas. In a world without metal, manifesting weapons with the Way has evolved naturally. However, the soulknives of Athas are not in great numbers and must take care for their ability to manifest weapons from air with a thought is feared. Templars and nobles sometimes employ them as assassins, but they are equally quick to blame a soulknife for unsolved crimes. Small orders of soulknives exist all over Athas, and their motivations differ. Some are mercenaries and assassins for hire, a number serve the sorcerer-kings, whereas others practice their psionic skills simply to hone their minds and instincts to perfection.

Soulknives can be of any race or class, but all share a rudimentary psionic talent. Some are wild talents, others command the Way more extensively. Warrior-classes enjoy the benefit of always having a weapon nearby and fighters can use their feats to gain additional skill with their mindblade. Rogues and bards enjoy having a deadly, concealed weapon undetectable to those who would search them, and psychic warriors can expand their psionic skill to a new tradition that has the potential to turn them into even more deadly warriors.

Hit Die: d10

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Abilities
1st	+1	+0	+2	+2	Mindblade, throw mindblade
2nd	+2	+0	+3	+3	Shape mindblade, <i>+1 mindblade</i>
3rd	+3	+1	+3	+3	Mindblade enhancement +1, psychic strike +1d8
4th	+4	+1	+4	+4	Free draw, <i>+2 mindblade</i>
5th	+5	+1	+4	+4	Mindblade enhancement +2
6th	+6	+2	+5	+5	Bladewind, <i>+3 mindblade</i>
7th	+7	+2	+5	+5	Mindblade enhancement +3, psychic strike +2d8
8th	+8	+2	+6	+6	Multiple throw, <i>+4 mindblade</i>
9th	+9	+3	+6	+6	Mindblade enhancement +4
10th	+10	+3	+7	+7	Knife to the soul, <i>+5 mindblade</i>

Requirements

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

Base Attack Bonus: +3.

Skills: Knowledge (psionics) 4 ranks.

Psionics: Must have a [power point](#) reserve.

Class Skills:

The soulknife's class skills (and key ability for each skill) are [Autohypnosis](#) (Wis), [Climb](#) (Str), [Concentration](#) (Con), [Craft](#) (Int), [Hide](#) (Dex), [Jump](#) (Str), [Knowledge](#) (psionics), [Listen](#) (Wis), [Move Silently](#) (Dex), [Profession](#) (Wis), [Spot](#) (Wis) and [Tumble](#) (Dex).

Skill Points at Each Level: 2 + [Int](#) modifier.

Class features

Weapon and Armor proficiencies: Soulknives are proficient with all simple weapons, with their own mindblades, and with light armor and shields (except tower shields).

Mind Blade (Su): As a move action, a soulknife can create a semisolid blade composed of psychic energy distilled from his own mind. The blade is identical in all ways (except visually) to a short sword of a size appropriate for its wielder. For instance, a Medium soulknife materializes a **Medium** mind blade that he can wield as a light weapon, and the blade deals **1d6** points of damage (crit 19-20/x2). Soulknives who are smaller or larger than **Medium** create mind blades identical to short swords appropriate for their size, with a corresponding change to the blade's damage. The wielder of a mind blade gains the usual benefits to his attack roll and damage roll from a high Strength bonus.

The blade can be broken (it has **hardness 10** and **10 hit points**); however, a soulknife can simply create another on his next move action. The moment he relinquishes his grip on his blade, it dissipates (unless he intends to throw it; see below). A mind blade is considered a magic weapon for the purpose of overcoming damage reduction.

A soulknife can use feats such as **Power Attack** or **Combat Expertise** in conjunction with the mind blade just as if it were a normal weapon. He can also choose mind blade for feats requiring a specific weapon choice, such as **Weapon Specialization**. Powers or spells that upgrade weapons can be used on a mind blade.

A soulknife's mind blade improves as the character gains higher levels. At 2nd level and every even levels thereafter, the mind blade gains a cumulative +1 **enhancement bonus** on attack rolls and damage rolls (+2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level).

Even in places where psionic effects do not normally function (such as within a **null psionics field**), a soulknife can attempt to sustain his mind blade by making a **DC 20 Will save**. On a successful save, the soulknife maintains his mind blade for a number of rounds equal to his class level before he needs to check again. On an unsuccessful attempt, the mind blade vanishes. As a move action on his turn, the soulknife can attempt a new **Will save** to rematerialize his mind blade while he remains within the psionics negating effect.

Throw Mind Blade (Ex): A soul knife of 1st level or higher can throw his mind blade as a ranged weapon with a range increment of 30 feet. Whether or not the attack hits, a thrown mind blade then dissipates. A soulknife of 3rd level or higher can make a psychic strike (see below) with a thrown mind blade and can use the blade in conjunction with other special abilities (such as **Knife to the Soul**; see below).

Shape Mind Blade (Su): At 2nd level, a soulknife gains the ability to change the form of his mind blade. As a **full round action**, he can change his mind blade to replicate a **longsword** (damage **1d8** for a **Medium** weapon wielded as a one-handed weapon) or a bastard sword (damage **1d10** for a **Medium** weapon, but he must wield it as a two-handed weapon unless he knows the **Exotic Weapon Proficiency (bastard sword)** feat). If a soulknife shapes his mind blade into the form of a bastard sword and wields it two-handed, he adds 1-1/2 times his **Strength** bonus to his damage rolls, just like when using any other two-handed weapon.

Alternatively, a soulknife can split his mind blade into two identical short swords, suitable for fighting with a weapon in each hand. (The normal penalties for fighting with two weapons apply.) However, both mind blades have an enhancement bonus 1 lower than the soulknife would otherwise create with a single mind blade.

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra **1d8** points of damage to the next living, nonmindless target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are living, nonmindless creatures not immune to mind-affecting effects.)

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action. Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

At 7th level, the extra damage from a soulknife's psychic strike increases to **2d8**.

Free Draw (Su): At 4th level, a soulknife becomes able to materialize his mind blade as a **free action** instead of a move action. He can make only one attempt to materialize the mind blade per round, however.

Mind Blade Enhancement (Su): At 3rd level, a soulknife gains the ability to enhance his mind blade. He can add any one of the weapon special abilities on the table below that has an enhancement bonus value of +1.

At every two levels thereafter, the value of the enhancement a soulknife can add to his weapon improves to +2, +3, and +4, respectively. A soulknife can choose any combination of weapon special abilities that does not exceed the total allowed by the soulknife's level.

The weapon ability or abilities remain the same every time the soulknife materializes his mind blade (unless he decides to reassign its abilities; see below). The ability or abilities apply to any form the mind blade takes, including the use of the shape mind blade or bladewind class abilities.

Weapon Special Ability	Enhancement Bonus Value
Defending	+1
Keen	+1
Lucky*	+1
Mighty cleaving	+1
Psychokinetic*	+1
Sundering*	+1
Vicious	+1
Collision*	+2
Mindcrusher*	+2
Psychokinetic burst*	+2

Suppression*	+2
Wounding	+2
Bodyfeeder*	+3
Mindfeeder*	+3
Soulbreaker*	+3

*Expanded Psionics Handbook

A soulknife can reassign the ability or abilities he has added to his mind blade. To do so, he must first spend 8 hours in concentration. After that period, the mind blade materializes with the new ability or abilities selected by the soulknife.

Bladewind (Su): At 6th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent. As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade. When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the [Cleave](#) feat or the [haste](#) spell). The mind blade immediately reverts to its previous form after the bladewind attack.

Multiple Throw (Ex): At 8th level and higher, a soulknife can throw a number of mind blades per round equal to the number of melee attacks he could make.

Knife to the Soul (Su): At 10th level, when a soulknife executes a psychic strike, he can choose to substitute [Intelligence](#), [Wisdom](#), or [Charisma](#) damage (his choice) for extra dice of damage. For each die of extra damage he gives up, he deals 1 point of damage to the ability score he chooses. A soulknife can combine extra dice of damage and ability damage in any combination. The soulknife decides which ability score his psychic strike damages and the division of ability damage and extra dice of damage when he imbues his mind blade with the psychic strike energy.

Templar Knight

"Halt in the name of the Lion King"
- Talon, human templar knight

Templars knights are usually experienced warriors with strong personalities who serve a sorcerer-king. Their duties differ, but many lead patrols of templar guards, act as bodyguards for higher ranking templars, or are charged with missions requiring a single capable warrior and templar. In return for their services, the templar knights receive combat enhancing powers and spells from their sorcerer-king. However, due to their focus on combat prowess, the amount and selection of spells is limited.

Templar knights can belong to any race or class. The majority hail from combat-oriented classes, especially fighters, many of whom are recruited into the templarate after years of loyal servitude in the armies of the city-states.

Templar knights often accompany guard or templar patrols. Many have no qualms against working with defilers, bards, rogues and other shady characters. Templar knights are unlikely to cooperate with potential enemies of their sorcerer-king, such as preservers and druids. Whatever the company, templar knights command the respect of their peers.

Hit Die: d10

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st 2nd 3rd 4th
1st	+1	+2	+0	+0	Secular authority, detect magic , smite 1/day	0
2nd	+2	+3	+0	+0	Fearless presence, spellstoring 1/day	1
3rd	+3	+3	+1	+1		1 0
4th	+4	+4	+1	+1	Bonus feat	1 1
5th	+5	+4	+1	+1	Smite 2/day	1 1 0
6th	+6	+5	+2	+2		1 1 1
7th	+7	+5	+2	+2	Spellstoring 2/day	2 1 1 0
8th	+8	+6	+2	+2	Bonus feat	2 1 1 1
9th	+9	+6	+3	+3		2 2 1 1
10th	+10	+7	+3	+3	Smite 3/day	2 2 2 1

Requirements

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

Base Attack Bonus: +5

Diplomacy: 3 ranks

Special: Must be accepted into the templarate

Class Skills:

The templar knight's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Literacy (none), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor proficiencies: Templar knights are proficient with simple and martial weapons, and all armors and shields (including tower shields).

Spells per Day: To cast a spell the templar knight must have a **Charisma** score of at least 10 + spell's level, so a templar knight with a **Charisma** of 10 or lower is unable to cast spells. When the templar knight gets 0 spells of a given level, the knight gets only bonus spells. A templar knight casts spells spontaneously, and has access to two spells at every spell level, chosen from the Templar Knight Spell List. The templar knight uses the sorcerer-king's sigil as divine focus, but unlike templars, the templar knight's sigil cannot be used to cast certain orisons at will.

Secular Authority: This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Detect Magic (Sp): At will, a templar knight can use *detect magic* as a spell-like ability, duplicating the effect of the *detect magic* spell.

Smite (Su): Once per day the templar knight can add his **Cha** modifier (if positive) to his attack roll, and his templar knight level to damage if the attack succeeds. Smite must be declared prior to making the attack roll, and if the attack misses, the smite attempt is wasted. At 5th level the templar knight can use smite 2/day, and 3/day at 10th level.

Fearless Presence (Su): The templar knight becomes immune to fear (magical or otherwise). Allies within 10 feet of the templar knight gain a +4 morale bonus on saving throws against fear effects. This ability functions while the templar knight is conscious, but not if he is unconscious or dead.

Spellstoring (Su): The templar knight can store a spell of level 1 to 3 in a weapon the listed amount of times. Placing the spell in the weapon requires casting the spell. Once stored in the weapon, the spell can be released on a successful touch attack or normal attack as a **free action**. The spell must target only one creature. A weapon can only hold one spell at a time.

Bonus Feat (Sp): The templar knight gets a bonus combat-oriented feat. This feat must be noted as a Fighter bonus feat and the templar knight must meet all prerequisites for the feat.

Ex-templar knights: A templar knight who abandons his sorcerer-momarch, or whose sorcerer-monarch dies, loses all templar knight spellcasting abilities. If the templar knight later becomes the templar knight of another sorcerer-monarch, he immediately regains his full templar knight spellcasting abilities.

Templar Knight Spell List

1st: *cause fear, command, cure light wounds, detect magic, divine favor, entropic shield, inflict light wounds, magic weapon, shield of faith.*

2nd: *bear's endurance, bull's strength, cure moderate wounds, death knell, hold person, inflict moderate wounds, resist energy.*

3rd: *cure serious wounds, dispel magic, inflict serious wounds, invisibility purge, magic vestment, protection from energy, searing light, speak with dead.*

4th: *cure critical wounds, divine power, freedom of movement, inflict critical wounds, magic weapon (greater), wrath of the sorcerer-king.*

Templar of the Scale

*"We are the superior race, blessed with our sacred form by the all-mighty Lord Dregoth, the true God."
- Zeherrat, templar of the 7th scale*

Templars of the scale are dray senior templars of Dregoth, the undead Dragon King. They are militant and consider themselves above all races. Dregoth's templars are full time soldiers in addition to all their other duties as templars. Dregoth's intensive and rigorous training has resulted in a physically powerful templar force that awaits the Dread king's orders to march on the surface world. A Templar of the scale's rank is determined by the number of protruding yellow scales on his spine, a mark given to them by High Templars Absalom or Mon Adderath when they become full-fledged templars. Every time the Templar of the Scale advances a level, a new scale grows forth.

Templars of the scale are second generation Dray exclusively. Some are multi-classed fighters, psions or defiler wizards, but all have levels in the templar class.

Templars of the scale often travel in war patrols consisting of four templars lead by a higher level templar. They are sometimes accompanied by fighters, defilers and psions, or templar knights who fill the ranks of Dregoth's kalin rider cavalry. Dray tend to not get along well with other races due to their belief in their own superiority.

Hit Die: d8

Requirements

To qualify to become a templar of the scale, a character must fulfill all the following criteria.

Race: Second generation dray.

Skills: Diplomacy 8 ranks, Knowledge (religion) 8 ranks.

Feats: Weapon Focus.

Spells: Able to spontaneously cast 2nd level divine spells, one of which must be *battlefield healing*.

Other: Must have received the mark of the Yellow Scale by Mon Adderath or Absalom.

Class Skills:

The templar of the scale's class skills (and key ability for each skill) are **Bluff** (Cha), **Climb** (Str), **Concentration** (Con), **Craft** (Int), **Diplomacy** (Cha), **Gather Information** (Cha), **Heal** (Wis), **Intimidate** (Cha), **Jump** (Str), **Knowledge (religion)** (Int), **Knowledge (warcraft)** (Int), **Literacy** (none), **Profession** (Wis), **Sense Motive** (Wis), **Spellcraft** (Int) and **Survival** (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

Weapon and Armor Proficiencies: Templars of the scale gain no proficiency with any weapon or armor.

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Mark of the Yellow Scale (Ex): Templars of the scale are feared and respected by both first and second generation dray.

When interacting with other dray, templars of the scale get a +2 bonus to **Bluff**, **Diplomacy**, **Gather Information** and **Intimidate** checks.

Incite Racial Superiority (Ex): Dray believe they are the superior race. A templar of the scale can magnify this belief in other dray by delivering a powerful speech. The number of dray affected are equal to the templar of the scale's class level + Cha modifier (if positive). Those affected gain a +4 **morale bonus** to saving throws versus fear-effects for the next hour. Inciting racial superiority is a full round action and can be used an amount of times per day equal to the templar of the scale's Cha modifier per day (minimum one).

Lower enemy morale (Ex): Templars of the scale carry themselves in a confident manner on the battlefield that can unnerve their enemies. Anyone successfully attacked by the templar of the scale must succeed a **Will save** (DC 10 + class level + Cha modifier) or suffer a -1 penalty to attack and damage rolls for the remainder of the encounter. This effect only applies on the first successful attack inflicted per opponent per encounter.

Inspire fear (Sp): Templars of the scale can strike fear into the hearts of their enemies and cause them to flee as the spell *fear* if they fail a **Will save** (DC 10 + class level + Cha modifier). This ability can be used the listed amount of times per day.

Fire Resistance (Su): Templars of the scale enjoy fire resistance beyond that of ordinary dray. All fire attacks subtract the listed number before applying damage. Damage can be reduced to 0, but not below 0. Fire resistance overlaps, it does not stack.

Tough Scales (Ex): Templars of the scale gain the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the templar of the scale takes each time he is dealt damage from a weapon or natural attack. At 8th level, this damage reduction increases by 1. Damage reduction can reduce damage to 0, but not below 0.

Dregoth's Blessing (Su): At 10th level, a templar of the scale can invoke Dregoth's blessing. He gains a +2 bonus to AC, saves, skills checks, attack rolls and damage rolls for 10 consecutive rounds. This ability can be invoked once per day.

Ex-templars: A templar of the scale who abandons his sorcerer-monarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If the templar of the scale later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Secular authority, mark of the yellow scale, incite racial superiority	
2nd	+2	+3	+0	+3	Lower enemy morale	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	Inspire <i>fear</i> 1/day, fire resistance 15	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Tough scales 1/-	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+4	Fire resistance 20	+1 level of existing divine spellcasting class
6th	+6	+5	+2	+5	Inspire <i>fear</i> 2/day	
7th	+7	+5	+2	+5	Fire resistance 25	+1 level of existing divine spellcasting class
8th	+8	+6	+2	+6	Tough scales 2/-	+1 level of existing divine spellcasting class
9th	+9	+6	+3	+6	Inspire <i>fear</i> 3/day, fire resistance 30	+1 level of existing divine spellcasting class
10th	+10	+7	+3	+7	Dregoth's blessing	+1 level of existing divine spellcasting class

Tik-Tik

"Tek tik-tik."
- Gak'lak, thri-kreen guardian

Tik-tik are thri-kreen guardians of their packs. Many are larger and less dextrous than other kreen. Tik-tik, the “hunter of hunters”, protect those less able to fend for themselves. They commonly provide close protection around the edges of the camp. When the tribe hunts raiders or intelligent prey, the tik-tik is ferocious in battle, and are often accounted the best toe-to-toe warriors in the pack. In combat, tik-tik might attack the strongest opponents or provide a steady defensive bulwark behind which the other pack warriors can regroup. They take joy in fierce battles. On their own in towns and other civilized areas, a wandering tik-tik’s instincts continue to function: they often become bodyguards, gladiators, or if fallen into bad company, thugs.

Tik-tik are usually brutes or rangers. Rangers are natural candidates, with their extensive knowledge of the wastes and its creatures, while brutes possess a ferocious battle fever that makes the tik-tik an even stronger and more enduring combatant.

Tik-tik are seldom encountered alone. They are usually found in the company of a pack, either a kreen pack or an adopted pack. If travelers can get close to a kreen tribe, they are likely to encounter perimeter tik-tik as the first line of defense.

Hit Die: d12

Requirements

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

Race: Thri-kreen

Base Attack Bonus: +5.

Skills: Survival 5 ranks.

Feats: Exotic Weapon Proficiency (chatkcha, gythka, ko*, kyorkcha, lajav, or zerka), Toughness

Class Skills:

The tik-tik’s class skills (and key ability for each skill) are **Craft** (Int), **Handle Animal** (Cha), **Heal** (Wis), **Intimidate** (Cha), **Jump** (Str), **Listen** (Wis), **Profession** (Wis), **Ride** (Dex), **Spot** (Wis), and **Survival** (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor proficiencies: Tik-tik gain no proficiency with any weapon or armor.

Guardian (Ex): Tik-tik are protectors of their packs, many willing to die for their clutchmates. Once per round a tik-tik can choose to place herself in harm’s way and become the target of an attack originally targeted at an ally within 5’ feet. This must be declared prior to any attack roll being made. Guardian can be used **2/round** at 5th level and **3/round** at 9th level.

Tough Chitin (Ex): Tik-tik are genetically physically better protected than other kreen. Their chitin continues to evolve, becoming thicker and harder. At 2nd, 6th and 10th level a tik-tik’s natural armor bonus increases by 1.

Endurance: Tik-tik need great stamina to perform their duties to their tribe. They receive a free **Endurance** feat at 3rd level.

Diehard: Tik-tik are fierce combatants who fight to the last drop of ichor. They receive a free **Diehard** feat at 7th level.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Guardian 1/round
2nd	+2	+3	+0	+0	Tough chitin +1
3rd	+3	+3	+1	+1	Endurance
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Guardian 2/round
6th	+6	+5	+2	+2	Tough chitin +2
7th	+7	+5	+2	+2	Diehard
8th	+8	+6	+2	+2	
9th	+9	+6	+3	+3	Guardian 3/round
10th	+10	+7	+3	+3	Tough chitin +3

Veiled One

“Trust no one, least of all those you consider friends. Like an obsidian knife, your instincts soon become dull and useless.”

- Kordanian, Veiled Alliance mentor

Veiled ones are wizards who have joined the secretive network of preservers known as the Veiled Alliance. In the Alliance they find a safe haven and gain access to magical resources otherwise unavailable. In return they devote themselves to the causes of the Alliance.

The Alliance is the enemy of the sorcerer-kings and all defilers, although the various Alliance chapters have different approaches and varying degree of success. Missions Veiled Ones undertake range from assaults on defilers and templars and rescuing imprisoned preservers to obtaining rare spell components and arcane items. Other missions revolve around breaking into templar offices to find compromising information, and hunting down renegade members who pose a threat to the organization. Alliance wizards benefit from archives of spells and arcane knowledge, but once they join the Alliance there is usually no way out except through death. This is due to well-founded paranoia that the wizard could betray the Alliance, or be captured by agents of the sorcerer-kings.

Veiled ones use innuendo to relay important messages, e.g. “There is a kank in the king’s garden”, which means “Something is wrong about this.” and “It’s getting hot in here” which means “There are templars about.”

Veiled Ones gather in secret meeting places known only to insiders. NPC Veiled Ones can be encountered in the Elven market purchasing spell components, or in storefronts serving as Alliance safehouses.

Hit Die: d4

Requirements

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

Skills: **Bluff** 8 ranks, **Disguise** 5 ranks, **Spellcraft** 5 ranks.

Spells: Able to cast 2nd level arcane spells.

Other: Must be accepted into the Veiled Alliance.

Class Skills:

The veiled one’s class skills (and key ability for each skill) are **Bluff (Cha)**, **Concentration (Con)**, **Craft (Int)**, **Decipher Script (Int)**, **Disguise (Cha)**, **Knowledge (all skills, taken individually) (Int)**, **Literacy (none)**, **Profession (Wis)**, and **Spellcraft (Int)**.

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

Class features

Weapon and Armor Proficiencies: Veiled ones gain no proficiency with any weapon or armor.

Spell Archive: Veiled ones gain access to shared spell resources. Each Level gained in the veiled one class grants the wizard three new spells rather than the ordinary two.

Alliance Secret: At 2nd, 6th and 10th level the veiled one learns an Alliance Secret, chosen from the following list. A Secret may only be chosen once, unless the description says otherwise.

- **Battle trained:** +3 **competence bonus** on **Concentration** skill checks.
- **Glyph resistant:** +3 **competence bonus** on saves against glyphs, runes, symbols.
- **Headstrong:** +3 **competence bonus** on saves against compulsion and fear effects.
- **Spell bane:** +3 bonus to caster level checks made to dispel magic.
- **Spell wise:** +3 bonus to **Spellcraft** checks made to identify spells as they are being cast.
- **Study:** +3 bonus to any one **Knowledge** skill. This secret may be selected more than once, each time applying to a different **Knowledge** skill.

Subdual Magic: Veiled ones often find themselves in operations where they need to take prisoners alive, or seek to avoid bloodshed. When the veiled one prepares spells that inflict damage (e.g. *magic missile* or *fireball*) she can choose to have a given spell deal non-lethal damage rather than normal damage.

Bonus Feat: Veiled Alliance wizards have access to a substantial amount of knowledge. At 4th and 8th level the veiled ones gain a bonus feat that can be any metamagic feat, item creation feat or a Skill Focus feat the wizard qualifies for.

Twin casting: Two arcane spellcasters can collaborate in casting spells to achieve greater spell effects. If both cast the same spell at the same initiative, both spells gain a +1 caster level bonus for purposes of determining spell effects and overcoming spell resistance. Example: Hazar (Wizard 5/Veiled One 7) has **initiative** 19 and Tara (Wizard 5/Veiled One 9) has **initiative** 14. Hazar calls out to Tara that he wants to collaborate on a *cone of cold* spell, and readies to cast *cone of cold* when Tara does so. Upon Tara’s turn, she casts *cone of cold* and Hazar casts *cone of cold* as his triggered action. Hazar’s spell inflicts 13d6 of damage and Tara’s spell inflicts 15d6 of damage.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Spell archive	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Alliance secret	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Subdual magic	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Bonus feat	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4		+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Alliance secret	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Twin casting	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Bonus feat	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6		+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Alliance secret	+1 level of existing arcane spellcasting class

Wife of Nibenay

"Males are such simple creatures. Entertaining, sometimes even enjoyable, and easily manipulated."
- Ahn-Kahra, nibeni templar wife

The Nibenese templarate consists of women, all wedded to the Shadow King. Disciplined, educated and trained in the arts of war, the templar-wives fit perfectly into Nibenay's highly autocratic structured system of government. The wives of Nibenay live in the Naggaramakam, the Forbidden Dominion, where no freemen may set foot. Upon death, all templar wives are carried by twelve of their peers into the catacombs beneath the walled sub-city, where the body is covered by ock'n residue, then sealed in a sarcophagus. A templar's rank is determined by her dress. Low templars wear full saramis, mid-level templars wear only skirts and sandals, while high templars wear nothing or nearly nothing at all. All military personnel and city-guards wear protective gear and tabards, though, so this means of recognizing a templar's rank applies only to civilian duties.

Wives of Nibenay are always templars. Some are multi-classed fighters, psions or defiler wizards, but all have levels in the templar class. Aarakocra, pterran and thri-kreen templar wives are unheard of. The shadow king prefers his wives to be soft-fleshed mammalian humanoids such as humans, half-elves and elves.

Wives of Nibenay are usually encountered in or near the city of Nibenay, in the Crescent Forest, or other areas in the Ivory Triangle. They avoid Gulg, due to a history of hostility between the two city states. The templar wives can be encountered alone or in groups, and in the company of guards, defilers, psions, mercenaries, concubines, and any others of use to them who can be either male or female.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Secular authority, scholar	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Shadow king's guidance	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3		+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rebuke undead	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Seductress	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Shadow king's knowledge	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5		+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	War caster	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6		+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Nibenay's favorite	+1 level of existing divine spellcasting class

Requirements

To qualify to become a wife of Nibenay, a character must fulfill all the following criteria.

Skills: Diplomacy 8 ranks, Knowledge (religion) 8 ranks, Knowledge (warcraft) 5 ranks.

Spells: Ability to spontaneously cast 2nd level divine spells.

Other: Must be female and survive the consummation of marriage with the Shadow King.

Class Skills:

The wife of Nibenay's class skills (and key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Literacy (none), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

Weapon and Armor Proficiencies: Wives of Nibenay gain no proficiency with any weapon or armor.

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Scholar (Ex): Wives of Nibenay are educated scholars. They gain 5 bonus skill points that must be divided among any number of Knowledge skills, Decipher Script and Spellcraft. These points cannot be spent to increase skills beyond the maximum allowed number of ranks. Furthermore, wives of Nibenay are not limited to common knowledge (DC 10) when making untrained Knowledge skill checks.

Shadow King's Guidance (Ex): The wife of Nibenay can call upon the Shadow King for guidance. She gains bonus spells known: 1st-*identify*, 2nd-*augury*, 3rd-*clairaudience/clairvoyance*, 4th-*divination*. Note that she cannot use these spells unless she has spell slots of the appropriate level and her Charisma score must be 10 + spell level to be able to cast a spell of a given level.

Rebuke Undead (Su): The wife of Nibenay rebukes undead as a templar three levels lower would. She can rebuke undead a number of times per day equal to 3 + her **Charisma** modifier.

Seductress (Sp): The wife of Nibenay can apply to the basic instincts of humanoid through her dress (or lack thereof) in order to bend them to her will. She can attempt to influence a humanoid, which must make a **Will save** (DC 10 + **Charisma** modifier + class level). If the target fails, the wife of Nibenay gains a +5 bonus to her next **Bluff**, **Diplomacy** or **Intimidate** check against it.

Shadow King's Knowledge (Ex): The wife of Nibenay can call upon the Shadow King's knowledge. She gains bonus spells known: 5th-*rary's telepathic bond*, 6th-*analyze dweomer*, 7th-*legend lore*, 8th-*stone tell*. Note that she cannot use these spells unless she has spell slots of the appropriate level and her **Charisma** score must be 10 + spell level to be able to cast a spell of a given level.

War Caster (Ex): The wife of Nibenay is disciplined and coolheaded in the heat of battle. She can take 10 on **Concentration** checks to cast spells defensively. She also gains a +2 bonus to **Will saves** against **Enchantment (Charm)** and **(Compulsion)** effects.

Nibenay's Favorite (Sp): The wife of Nibenay has become one of the Shadow King's favorites. She can receive instantaneous telepathic warnings of impending danger and instructions on how to react. Once per day she can request a *foresight* spell to be cast upon her, with unlimited range and 1 hour duration. Note: Since the wife of Nibenay isn't the caster of the spell, she does not gain the insight bonus to **AC** and **Reflex saves**, as noted in the spell description.

Ex-templars: A wife of Nibenay who abandons her sorcerer-momarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If wife of Nibenay later becomes the templar of another sorcerer-monarch, she immediately regains her full templar spellcasting abilities.

Yellow Robe

*"Hamanu is the Lion of Urik, king of the mountains and the plains, king of the world."
- Zelgado de'Draigee, templar of Urik*

The templars of Urik are disciplined and capable warriors, and Hamanu's armies have never lost when their king has led them into battle. Urikite templars wear yellow robes, and as they rise in status strands of metal are woven into their sleeves and they receive Hamanu's personal attention. Under the tutelage of Hamanu, his templars excel in the art of combat and they can call upon their liege to power their magic or blows. However, Hamanu frowns upon acts of cowardice and can be merciless against those who displease him. The personal attention of the sorcerer-king is a double-edged sword.

Yellow robes come primarily from the templar class, but occasionally a templar knight is promoted to the rank of yellow robe. Ex-templars from other city-states who have lost their spellcasting powers due to the demise of their sorcerer-monarch are sometimes granted mercy by Hamanu and accepted into the Lion King's templarate, but these are carefully watched for any signs of betrayal or unsuitable behavior, and they are always viewed with contempt by the other yellow robes.

Yellow robes are usually encountered in Urik or her client villages. They are sometimes accompanied by lower level templars, fighters, defilers, psions and templar knights.

Hit Die: d8

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Secular authority, Hamanu's intervention 1/day	
2nd	+2	+3	+0	+3	Bonus feat	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3		+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	Weapon specialization	+1 level of existing divine spellcasting class
5th	+5	+4	+1	+4	Hamanu's intervention 2/day	
6th	+6	+5	+2	+5		+1 level of existing divine spellcasting class
7th	+7	+5	+2	+5	Bonus feat	+1 level of existing divine spellcasting class
8th	+8	+6	+2	+6		+1 level of existing divine spellcasting class
9th	+9	+6	+3	+6	Hamanu's intervention 3/day	
10th	+10	+7	+3	+7		+1 level of existing divine spellcasting class

Requirements

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

Skills: **Concentration** 8 ranks, **Diplomacy** 5 ranks, **Knowledge (religion)** 5 ranks.

Feats: [Combat Casting](#), [Discipline](#), [Weapon Focus](#).

Spells: Able to spontaneously cast 2nd level divine spells.

Other: Must be accepted into the templarate of Urik.

Class Skills:

The yellow robe's class skills (and key ability for each skill) are [Bluff](#) (Cha), [Climb](#) (Str), [Concentration](#) (Con), [Craft](#) (Int), [Diplomacy](#) (Cha), [Gather Information](#) (Cha), [Heal](#) (Wis), [Intimidate](#) (Cha), [Jump](#) (Str), [Knowledge \(any\)](#) (Int), [Literacy](#) (none), [Profession](#) (Wis), [Sense Motive](#) (Wis), [Spellcraft](#) (Int).

Skill Points at Each Level: 4 + [Int](#) modifier.

Class features

Weapon and Armor Proficiencies: Yellow robes are proficient with all simple and martial weapons, heavy armor and all shields (including tower shields).

Secular Authority (Ex): This ability is explained in the DS3 Core Rules in the templar entry in the Classes chapter.

Hamanu's Intervention (Su): Hamanu involves himself more with his templars' fates than the other sorcerer-monarchs. A yellow robe can request Hamanu's intervention once per day as a move equivalent action. The yellow robe can choose between a +4 caster level bonus to the next spell he casts, or to make his next melee attack an automatic threat (roll to determine if the attack is a critical hit). At 5th and 9th level he can request Hamanu's intervention two and three times per day respectively.

Bonus Feat: Hamanu's templars endure rigorous training and Hamanu personally monitors their progress. With the Lion King as a mentor, the templars learn to excel. At 2nd and 7th level the yellow robe receives a bonus feat chosen from the Fighter feat list (except those with a fighter level requirement), a metamagic feat or item creation feat.

Weapon Specialization (Su): Hamanu's rigorous battle training makes his templars on par with experienced fighters. A yellow robe gains [Weapon Specialization](#) as a bonus feat at 4th level, with a weapon for which he already has the [Weapon Focus](#) feat.

Ex-templars: A yellow robe who abandons his sorcerer-monarch, or whose sorcerer-monarch dies, loses all templar spellcasting abilities. If the yellow robe later becomes the templar of another sorcerer-monarch, he immediately regains his full templar spellcasting abilities.

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