



The COMPLETE PRESTIGE - CLASSES COMPENDIUM

V 1.4



BY SAPHJROT



FR -
CAMPAIGN SETTING

Height and Weight, page 93 of the *Player's Handbook*. However, elves in Faerûn are tall and thin, so all elves except drow use the human height and the half-elven weight, subtracting 10 pounds from the actual weight. Half-elves use the human height and half-elven weight entries. Drow use the elven height and weight entries. The emaciated gray dwarves use the dwarf entries but subtract 30 pounds from their weight result. Aasimars and tieflings use standard human height and weight, and the genasi use that as a base, although air genasi tend to be lighter, earth genasi heavier, fire genasi taller, and water genasi shorter.

prestige classes

Faerûn is home to dozens of secret organizations and elite orders, hundreds of unique adventurers and anointed champions, and thousands of opportunities. A mage might begin her career as a straightforward wizard, but as she gains power and experience, choices confront her. Should she follow the path of the archmage, or plunge into the secret studies of the Red Wizards? Should she seek knowledge in the dark arts of the Shadow Weave, risking life and sanity in pursuit of power, or should she strengthen her ties to her patron deity and serve her chosen church as an arcane devotee?

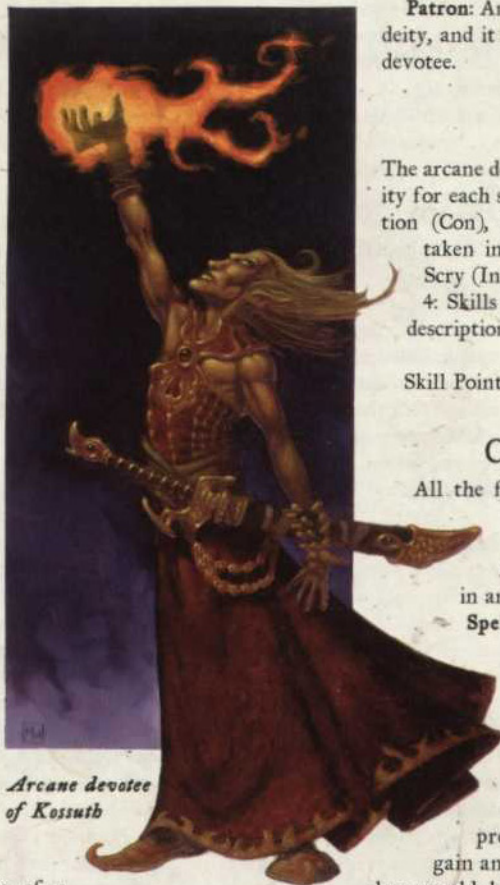
Characters of any class face similar choices. Many of the most powerful and successful adventurers of Faerûn eventually become embroiled in the struggle of light and dark, assuming the responsibility and the privileges of these unique character classes.

Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance).

Arcane Devotee

Every major faith numbers sorcerers and wizards among its fervent followers. While some wizards ally themselves with churches close to their own beliefs out of caution and convenience, others are devout representatives of their faith and willingly subordinate their own causes to those of their patron deity, becoming arcane devotees.

Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following. They provide much of the magical firepower of their faith and collaborate with the church's clerics in the creation of magic items requiring both arcane and divine spells. Arcane devotees provide support for the church's armies in time of war, divine the intentions of the enemies of the faith, and often take the front line to decimate enemy troops or destroy spellcasters of rival faiths.



Arcane devotee of Kossuth

Naturally, arcane devotees are always arcane spellcasters. Sorcerers and wizards are the most common type, but some music-oriented deities tend to have more bard devotees, and a rare few of the more evil deities have been known to have assassin devotees that focus on cruel and terrible forms of death magic.

Hit Die: d4.

REQUIREMENTS

To qualify to become an arcane devotee (Dev) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Ability to cast 4th-level arcane spells.

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

Feats: Enlarge Spell.

Patron: An arcane devotee must have a patron deity, and it must be the deity of which she is a devotee.

CLASS SKILLS

The arcane devotee's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency:

Arcane devotees gain no proficiency in any weapon or armor.

Spells per Day: An arcane devotee's training focuses on arcane spells.

Thus, when a new arcane devotee level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however,

gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

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

TABLE I-7: THE ARCANE DEVOTEE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enlarge Spell	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sacred defense +1, alignment focus	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sacred defense +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Divine shroud	+1 level of existing arcane spellcasting class

Enlarge Spell: The arcane devotee may cast a spell as if it were under the effects of the Enlarge Spell feat. He does not need to prepare this spell in advance, and it does not increase the casting time or use a higher spell slot. This ability can be used a number of times per day equal to 1 + the arcane devotee's Charisma bonus (minimum of once per day).

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the arcane devotee's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Alignment Focus: A 2nd-level arcane devotee chooses one component of his deity's alignment. He now casts spells of that alignment at +1 caster level. If his deity is neutral, he chooses one component of his alignment for this focus. If the arcane devotee and his deity are neutral, the character chooses chaos, evil, good, or law for his focus.

Bonus Feat: At 3rd level, an arcane devotee can choose any one item creation feat or any feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, Magical Artisan, or Shadow Weave Magic (devotees of Shar only).

Divine Shroud (Su): Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against enemy spells. The shroud is of a color appropriate to the arcane devotee's patron's alignment: constant blue for law, shimmering white for good, wavering black for evil, or flickering yellow for chaos. The shroud grants spell resistance of 12 + the character's caster level as if he were under the effects of a *spell resistance* spell. This ability can be invoked as a free action and lasts a number of rounds equal to the arcane devotee's Charisma bonus + 5.

Archmage

The highest art is magic—often referred to as *the Art*. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.

Hit Die: d4.

REQUIREMENTS

Archmage Perendra Raslemtar of Tethyr

To qualify to become an archmage (Acm), a character must fulfill all the following criteria.

Spellcasting: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

TABLE I-8: THE ARCHMAGE

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

CLASS SKILLS

The archmage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (all skills taken individually) (Int), Profession (Wis), Scribe (Int), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Archmages gain no proficiency in any weapon or armor.

Spells per Day: When a new archmage level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of archmage to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

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

High Arcana: The archmage learns secret lore unknown to lesser wizards and sorcerers. She gains the ability to select a special ability from among the following by permanently eliminating one spell slot. For example, a 15th-level wizard normally can cast two 7th-level spells per day (not counting bonus spells for specialization or high Intelligence). A Wiz13/Acm2 who chooses the arcane reach ability forfeits one 7th-level spell, and so can only cast one 7th-level spell per day, not counting bonus spells.

The archmage may choose to eliminate a spell slot of a higher level than that required to acquire the high arcana in question, if she so desires.

Arcane Fire (Su): The archmage gains the ability to channel arcane spell energy into arcane fire, manifesting as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) and deals 1d6 points of damage per level

of archmage plus 1d6 points of damage per level of the spell channeled to create the effect. Therefore, a 5th-level archmage that channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits. This ability costs one 9th-level spell slot.

Arcane Reach: The archmage can use touch spells on targets up to 30 feet away. If the spell requires a touch attack (melee or ranged), the archmage must make a ranged touch attack. If selected



Illustration by Sam Wood

a second time as a special ability, the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning* (for example, if it is an area or effect spell), then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally does. For example, an archmage could cast a *fireball* that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic descriptors. The spell's casting time is unaffected. The caster decides whether or not to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, the archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable (S) spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power +1: This ability increases the DC for saving throws against the archmage's arcane spells and caster level checks for her arcane spells to overcome spell resistance by +1. This ability can only be selected once, and stacks with spell power +2 and spell power +3, as well as spell power effects from other sources, such as from the

Red Wizard prestige class. This ability costs one 5th-level spell slot.

Spell Power +2: As spell power +1, except the increase is +2 instead of +1. This ability can only be selected once, and stacks with spell power +1 and spell power +3, as well as spell power effects from other sources. This ability costs one 7th-level spell slot.

Spell Power +3: As spell power +1, except the increase is +3 instead of +1. This ability can only be selected once, and stacks with spell power +1, spell power +2, as well as spell power effects from other sources. This ability costs one 9th-level spell slot.

Spell-Like Ability: The archmage can use one of her arcane spell slots (other than the slot expended to learn this high arcana) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, the archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or a maximized *lightning bolt* into a 6th-level spell-like ability.

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to cast it four times per day, and a slot six levels higher lets her cast it six times per day. For example, Hezark (Wiz15/Acm2) is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day. She forfeits a 5th-level spell slot to master the ability.

If selected more than one time as a special ability, this can apply to the same spell or to a different spell.

Divine champion

Divine champions are mighty warriors who dedicate themselves to their deity's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts and clerics of opposed faiths. For deities that do not count paladins among their followers, divine champions fill the role of the church-sponsored warrior.

Most divine champions come from a combat or military background. Barbarians, fighters, monks, paladins, and rangers are the most common divine champions, but some of the more militant clerics and druids decide to become divine champions. Bards, rogues, sorcerers, and wizards rarely become divine champions unless they are particularly devout and skilled in warfare.

Hit Die: d10.



Lady Jeryth Phaulkon of Waterdeep, divine champion of Mielikki

REQUIREMENTS

To qualify to become a divine champion (Chm) of a particular deity, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

TABLE I-9: THE DIVINE CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Lay on hands
2nd	+2	+3	+3	+0	Fighter feat, sacred defense +1
3rd	+3	+3	+3	+1	Smite infidel
4th	+4	+4	+4	+1	Fighter feat, sacred defense +2
5th	+5	+4	+4	+1	Divine wrath

Skills: Knowledge (religion), 3 ranks.

Feats: Weapon Focus in the deity's favored weapon.

Patron: A divine champion must have a patron deity, and it must be the deity of which she is a champion.

CLASS SKILLS

The divine champion's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the divine champion prestige class.

Weapon and Armor Proficiency: A divine champion is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Lay on Hands (Sp): As a defender of the faith, a divine champion may lay on hands to heal herself or another creature following the same patron deity as himself. The ability works like a paladin's ability to lay on hands, except the divine champion may heal 1 point of damage per divine champion level plus her Charisma bonus. If the divine champion is a paladin, she can combine this healing with her paladin class's lay on hands ability.

Fighter Feat: At 2nd level and again at 4th level, a divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list on page 37 of the *Player's Handbook* or any feat with the [Fighter] designator in this chapter.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Smite Infidel (Su): Once per day, a divine champion may attempt to smite a creature with a different patron deity (or no patron deity at all) with one normal melee attack. She adds her Charisma bonus to the attack and roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day. If the divine champion is also a paladin, she may use smite evil and this ability separately or combine them into a single strike if the target is evil and of a different faith.

Divine Wrath (Su): The divine champion channels a portion of her patron's power into wrath, giving her a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma bonus. During this time, the divine champion also has damage reduction 5/—. This ability can be used once per day and is invoked as a free action.

divine disciple

The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants. They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron. Eventually they transcend their mortal nature and embody the divine on the face of Toril.

Divine disciples are always divine spellcasters. Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Bane have been known to elevate blackguards as divine disciples in the ranks of their dark faiths.

Hit Die: d8.

REQUIREMENTS

To qualify to become a divine disciple (Dis) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Ability to cast 4th-level divine spells.

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

Patron: A divine disciple must have a patron deity, and it must be the deity of which she is a divine disciple.

CLASS SKILLS

The divine disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the

Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the divine disciple prestige class.



LOCKWOOD

Divine disciple of Velsbaroo

TABLE I-10: THE DIVINE DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	New domain, divine emissary	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Sacred defense +1	+1 level of existing divine spellcasting class
3rd	+1	+3	+1	+3	Imbue with spell ability	+1 level of existing divine spellcasting class
4th	+2	+4	+1	+4	Sacred defense +2	+1 level of existing divine spellcasting class
5th	+2	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

Weapon and Armor Proficiency: Divine disciples gain no proficiency in any weapon or armor.

Spells per Day: A divine disciple's training focuses on divine spells. Thus, when a new disciple level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

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

New Domain: The divine disciple may choose a new domain from her deity's available domains. The divine disciple receives the domain's granted power and may choose the domain's spells as domain spells. (The disciple now has three choices each level for domain spells instead of two.)

Divine Emissary: Divine disciples can telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's deity or has the same alignment as the disciple.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Imbue With Spell Ability (Sp): As the spell, except a divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability. (She transfers currently prepared spells to her targets on a one-for-one basis without having to use a spell slot for the *imbue with spell ability* spell.)

The only limit to the number of spells the divine disciple can transfer is the disciple's available 1st- and 2nd-level spells.

Transcendence: The divine disciple, through long association with her deity's outsider servants and direct intervention by her deity, transcends her mortal form and becomes a divine creature. Her type changes to outsider, which means that she acquires some immunities and vulnerabilities based on her type (see Native Outsider, under the planetouched race description). As a free action she can ward herself with a *protection from chaos/evil/good/law* spell. (She chooses which form to have when she gains the transcendence power and cannot change it thereafter.)

Upon achieving transcendence, the divine disciple's appearance usually undergoes a minor physical change appropriate to her alignment and deity. For example, the eyes of a disciple of Lathander, the Morninglord, might change to glowing gold. Anyone who shares the disciple's patron, including outsider servants of her patron, immediately recognize her transcendent nature, and she gains a +2 bonus on all Charisma-based skill and ability checks in regard to these creatures.

divine seeker

Sometimes a church cannot act openly, either because of political constraints, bureaucracy, or because it doesn't want its presence known in an area. During these times, the abilities of discretion, stealth, and speed are more valuable than the direct manifestation of power. The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of her deity, a divine seeker can often accomplish what a direct assault could not.

Divine seekers may be of any class, though they favor monks, rangers, and rogues. Barbarians and bards, often have the skills to become divine seekers, but they tend to be too undisciplined or have abilities that rely on noise. Sorcerers and wizards with subtle and stealthy magic sometimes become divine seekers, but they are rare.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine seeker (SKr) of a particular deity, a character must fulfill all the following criteria.

Skills: Hide 10 ranks, Knowledge (religion) 3 ranks, Move Silently 8 ranks, Spot 5 ranks.

Patron: A divine seeker must have a patron deity, and it must be the deity of which she is a divine seeker.

CLASS SKILLS

The divine seeker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently

(Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

TABLE I-II: THE DIVINE SEEKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sanctuary, thwart glyph
2nd	+1	+0	+3	+0	Sacred defense +1, sneak attack +1d6
3rd	+2	+1	+3	+1	Locate object, obscure object
4th	+3	+1	+4	+1	Sacred defense +2, sneak attack +2d6
5th	+3	+1	+4	+1	Locate creature, divine perseverance



Divine seeker of Mask

CLASS FEATURES

All the following are class features of the divine seeker prestige class. All of the divine seeker's spell-like abilities function as if cast by a cleric with a caster level of the divine seeker's class level plus her Charisma bonus.

Weapon and Armor Proficiency: Divine seekers gain proficiency in all simple weapons and light armor.

Sanctuary (Sp): Once per day a divine seeker can ward herself with a *sanctuary* spell.

Thwart Glyph: A divine seeker gains a +4 bonus on all Search and Disable Device checks to locate, disable, or bypass magic glyphs, runes, and symbols.

Sacred Defense: Add this bonus (+1 at 2nd level, +2 at 4th level) to the divine seeker's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Sneak Attack: As the rogue's ability. This stacks with any sneak attack ability from another class.

Locate Object (Sp): Once per day, a divine seeker can use the *locate object* spell.

Obscure Object (Sp): Once per day, a divine seeker can use *obscure object*, which prevents her from being tracked by locating a stolen item she carries.

Locate Creature (Sp): Once per day, a divine seeker can use the *locate creature* spell.

Divine Perseverance: Once per day, if the divine seeker is brought to -1 or lower hit points, she automatically is cured of 1d8+5 points of damage.



Guild thief

guild thief

Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild. They control and manipulate almost all the crime in their home cities. Guild thieves are usually organized into divisions (assassins, beggars, bounty hunters, burglars, con artists and tricksters, cutpurses and pickpockets, enforcers and thugs, racketeers, scouts and spies, and fences, pirates, and smugglers), each of which is led by a guildmaster responsible for crimes of that type. The guildmasters report to a head guildmaster. Guild thieves generally only know their own minions, their coworkers, and their superior. This web of secrecy preserves the organization, because any that are captured can only sell out a few others.

Most guild thieves are rogues, although specialists in some divisions are more likely to be fighters or rangers. Clerics of evil deities (particularly Mask and Shar) take roles in many divisions, and sorcerers and wizards also have important roles, but their prominence is dependent on the land in which they operate. (Some lands have few sorcerers and wizards or discourage them from staying or developing by placing many restrictions on them.) Guild thieves excel at working with others, intimidating common folk, administering punitive beatings, and acquiring important contacts.

Hit Die: d6.

REQUIREMENTS

To qualify to become a guild thief (Gld), a character must fulfill all the following criteria.

Skills: Gather Information 3 ranks, Hide 8 ranks, Intimidate 3 ranks, Move Silently 3 ranks.

Special: Membership in a thieves' guild.

CLASS SKILLS

The guild thief's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the guild thief prestige class.

Weapon and Armor Proficiency: Guild thieves gain proficiency in all simple weapons and light armor.

Sneak Attack: As the rogue's ability. This stacks with any sneak attack ability from another class.

Doublespeak: A guild thief gains a +2 bonus on all Bluff, Diplomacy, and Innuendo checks.

Bonus Feat: A guild thief gains a feat from the following list: Alertness, Blind-Fight, Cosmopolitan, Education, Exotic Weapon Proficiency (hand crossbow), Leadership, Lightning Reflexes, Track, Skill Focus (any guild thief class skill), Still Spell, Street Smart, Weapon Finesse, Weapon Focus.

Uncanny Dodge: As the rogue ability. If a guild thief has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Reputation: Add this value to the character's Leadership score (see the Leadership feat, page 45 of the *DUNGEON MASTER'S Guide*). Most guild thieves with an interest in collecting followers have a permanent base of operations within a city, which gives an additional +2 bonus on their Leadership score according to Table 2-26: Leadership Modifiers, page 45 of the *DUNGEON MASTER'S Guide*.

TABLE 1-12: THE GUILD THIEF

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, doublespeak
2nd	+1	+0	+3	+0	Bonus feat, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6, reputation +1
4th	+3	+1	+4	+1	Bonus feat, reputation +2
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked), reputation +3

Harper scout

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn arcane spells and many skills to help them in their duties of espionage, stealth, and reporting information.

Many Harper scouts are bards, but by no means all. Ranger, rogue, sorcerer, and wizard are common vocations for Harper scouts, since these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Harpers are members of the Harper scout prestige class, and rank within the organization does not depend on a character's level in this or any other class. However, most of the higher-ranked Harpers have at least one level in the Harper scout prestige class.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Harper scout (Hrp), a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Bluff 4 ranks, Diplomacy 8 ranks, Knowledge (local) 4 ranks, Perform 5 ranks, Sense Motive 2 ranks, Wilderness Lore 2 ranks.

Feats: Alertness, Iron Will.

Special: Sponsorship by a member of the Harpers, approval of the High Harpers.

CLASS SKILLS

The Harper scout's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper scout prestige class.

Weapon and Armor Proficiency: A Harper scout is proficient with all simple weapons and light armor.

Spells per Day: Beginning at 1st level, a Harper scout gains the ability to cast a small number of arcane spells. The Harper scout's ability to cast these spells works exactly like a bard's ability to cast spells. (They are Charisma-based and do not need to be prepared.)

A 1st-level Harper scout learns two spells from the Harper scout 1st-level spell list. She learns two new Harper scout spells of any spell level she can cast at each Harper scout level thereafter. There is no limit to the number of these spells the Harper scout can know from this list. She may learn more by studying arcane scrolls or spellbooks.

HARPER SCOUT SPELL LIST

1st level—*change self, charm person, comprehend languages, erase, feather fall, jump, light, message, mount, read magic, scatterspray, sleep, spider climb.*

2nd level—*cat's grace, darkvision, detect thoughts, eagle's splendor, invisibility, knock, locate object, magic mouth, misdirection, see invisibility, shadow mask.*

3rd level—*clairaudience/clairvoyance, nondetection, suggestion, tongues, undetectable alignment.*

Harper Knowledge: Like a bard, a Harper scout has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper scout has bard levels, her Harper scout levels and bard levels stack for the purpose of using bardic knowledge.

Favored Enemy: A Harper scout selects a favored enemy from the following list of evil organizations that oppose the Harpers' goals: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugryms, the Red Wizards, or the Zhentarim. This ability works exactly like the favored enemy ability of the ranger class. If a Harper scout with ranger levels chooses a favored enemy that she already has chosen as a ranger, the bonuses stack.

When the Harper scout reaches 4th level, the bonus against her first favored enemy increases to +2, and she gains a new favored enemy at +1.

Deneir's Eye (Su): A Harper scout gains a +2 holy bonus on saving throws against glyphs, runes, and symbols.

Skill Focus: A Harper scout gains the Skill Focus feat for her Perform skill and any one other Harper scout class skill.

Tymora's Smile (Su): Once per day, a Harper scout can add a +2 luck bonus on a single saving throw. This bonus can be added after the die is rolled and after success or failure of the unmodified roll is determined.

Lliira's Heart (Su): A Harper scout gains a +2 holy bonus on saving throws against compulsion and fear effects.



Harper scout Arilyn Moonblade

TABLE I-13: THE HARPER SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1st	2nd	3rd
1st	+0	+0	+2	+2	Harper knowledge, 1st favored enemy	0	—	—
2nd	+1	+0	+3	+3	Deneir's eye, Skill Focus	1	—	—
3rd	+2	+1	+3	+3	Tymora's smile	1	0	—
4th	+3	+1	+4	+4	Lliira's heart, 2nd favored enemy	1	1	—
5th	+3	+1	+4	+4	Craft Harper Item	1	1	0

Craft Harper Item: A specialized form of the Craft Wondrous Item feat, this allows a Harper scout to create magic musical instruments, Harper pins, and certain potions (*Charisma, detect thoughts, glibness, tongues, and truth*). This ability replaces the need for any other item creation feat for the item. The Harper scout's casting level for these items is her Harper scout level plus all other caster levels from her other spellcasting classes. All the normal requirements for an item (such as race or spells) remain the same. All other rules for creating wondrous items or potions apply.

EX-HARPER SCOUTS

It is possible for a character to violate the code of conduct of the Harpers, endanger other Harpers through negligence or deliberate action, or intentionally turn away from the Harpers. Such an individual quickly gains a reputation among the other Harpers and can no longer progress in the Harper scout prestige class. Furthermore, the former Harper scout can no longer use the Deneir's eye, Lliira's heart, or Tymora's smile abilities. A petition to the High Harpers, a suitable quest decided upon by that group, and an *atonement* spell from a deity chosen by the High Harpers brings the former Harper scout back into good standing, and she can thereafter gain levels in the prestige class.

Hathran

Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen. They are also known as the Witches of Rashemen. Within the borders of Rashemen, their powers are greater than other spellcasters of their level. In Rashemi society, hathrans occupy the place reserved for powerful clerics in most Faerûnian cultures. They heal the sick and wounded, care for the souls of their followers, recruit champions from other planes, and raise the dead. Within the hathran class (which means "learned sisterhood" in the language of Rashemen), 1st-level characters are called blethran ("sisterkin"). The 9th- and 10th-level hathrans are called othlor ("true ones") and have complete authority over all other Witches. Hathrans have the power of life and death over all citizens of Rashemen, although to misuse this authority is a serious offense against the sisterhood. When traveling in Rashemen, hathrans always wear masks. Many are sent outside their homeland to study other cultures and keep watch on important figures.

TABLE 1-14: THE HATHRAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Cohort, place magic	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3		+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Fear (1/day)	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Circle leader	+1 level of existing spellcasting class
5th	+2	+4	+1	+4		+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Fear (2/day)	+1 level of existing spellcasting class
7th	+3	+5	+2	+5		+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Fear (3/day)	+1 level of existing spellcasting class
9th	+4	+6	+3	+6		+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Greater command	+1 level of existing spellcasting class

To be a hathran requires a certain depth of knowledge in arcane and divine magic. Usually hathrans are cleric/wizards, but some of the sisters have developed their powers as bards, druids, rangers, or sorcerers. The concept of rivalry between spellcasters is considered insane by hathrans, and they share spells with any hathran they deem able to handle the responsibility.

In Rashemi society, the creation of magic items is left to the male spellcasters, and hathrans are not allowed to learn item creation feats. (To do so causes expulsion from the sisterhood and banishment from Rashemen, so great is the social stigma.) The only exceptions are scrolls, which are used to train lesser members in arcane and divine magic. Rashemi wizards who hope to become hathran use their bonus feats for meta-magic feats or Spell Mastery.
Hit Die: d4.

REQUIREMENTS

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

Alignment: Lawful good, lawful neutral, or neutral good.

Race: Human female of Rashemen or Rashemi descent.

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

Feats: Ethran.

Patron: Chauntea, Mielikki, or Mystra.

Special: Member in good standing of the Witches of Rashemen.

CLASS SKILLS

The hathran's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Swim (Str), Speak Language, Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Hathrans gain Exotic Weapon Proficiency (whip). They gain proficiency in no new armor.

Spells per Day: A hathran's training focuses on arcane or divine



Hathran Lady Thelbruna of Rashemen

spells. Thus, when a new hathran level is gained, the character gains new spells per day as if she had also gained one level in a spellcasting class (her choice) she belonged to before becoming a hathran. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of hathran to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly. Since all hathrans are multiclass spellcasters, some choose to expand their skill in the arcane, others the divine, and the remainder strike a balance between the two.

The hathrans also have a short custom spell list. These spells are arcane spells and must be acquired like any other arcane spell. They use spell slots of the appropriate level in the hathran's arcane spellcasting class.

HATHRAN SPELL LIST

- 1st level—*scatterspray*.
- 2nd level—*moonbeam*.
- 3rd level—*flashburst*, *moon blade*.
- 5th level—*moon path*.

Cohort: The hathran gains a cohort as if she had the Leadership feat (see page 45 of the *DUNGEON MASTER'S Guide*). This cohort is either a Rashemi female with the Ethran feat or a Rashemi male with at least one level of barbarian. This cohort does not count against any cohorts (or followers) the hathran may acquire by taking the Leadership feat.

Place Magic: The hathran's ties to the land of Rashemen are so strong that when in her homeland, she can draw upon the power of the land and its spirits to allow her to cast spells without preparing them. When using place magic, she may cast any arcane spell she knows or any divine spell on her spell list. The spell uses spell slots as normal. Casting with place magic is a full-round action. If the spell has a casting time of 1 action or longer, 1 full round is added to the casting time of the spell. If the hathran wishes to use a metamagic feat she knows on a place magic spell, 1 additional full round is added to the casting time of the spell.

Note that when on her home soil, a hathran may use divine spell slots of the appropriate level to cast any of the spells on the hathran spell list, even if she doesn't know the spell as an arcane spell.

Fear (Su): A hathran can cast *fear* as a sorcerer of her highest spellcasting level. The ability is usable once per day at 3rd level, twice per day at 6th level, and three times per day at 8th level.

Circle Leader: The hathran gains the ability to become a circle leader, who is the focus person for hathran circle magic. See Chapter 2: Magic for a description of circle magic.

Greater Command (Su): The hathran can cast a quickened *greater command* once per day as a sorcerer of her highest spellcasting level.

hierophant

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream. The hierophant prestige class is open to powerful divine spellcasters

who are approaching access to the strongest and most difficult divine spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hierophant (Hie) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Able to cast 7th-level divine spells.

Skills: Knowledge (religion) 15 ranks.

Feat: Any metamagic feat.

CLASS SKILLS

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

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

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

Blast Infidel: The hierophant can use negative energy spells to their maximum effect on creatures with a different patron from the hierophant. Any spell with a description that involves inflicting or channeling negative energy (*inflict* spells, *circle of doom*, *harm*) cast on such creatures works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

Divine Reach: The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. If selected a second time as a special ability, the range increases to 60 feet.

Faith Healing: The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the hierophant himself). Any spell with the heal-



Hierophant of Lathander

TABLE I-15: THE HIEROPHANT

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

ing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Any creature that falsely claims to be a follower of the hierophant's patron in hopes of gaining extra benefit instead receives none of the effects of the spell and must make a Will save (against the spell's DC) or be stunned for 1 round.

Gift of the Divine: The hierophant may transfer one or more uses of his turning ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma bonus.

Mastery of Energy: The hierophant channels positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage.

Metamagic Feat: The hierophant can choose a metamagic feat.

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

The *wild shape* ability can be partially or completely transferred. For example, he may transfer the ability to *wild shape* once per day to the recipient and retain the rest of his uses for himself. If the hierophant can assume the form of Tiny, Huge, or dire animals, the recipient can as well.

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

Spell Power +2: This ability increases by +2 the DC for saving throws against the hierophant's divine spells and for caster level checks for his divine spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

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

The spell normally uses a spell slot of the spell's level (or higher if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. For example, Lonafin the hierophant is a follower of Velsharoon and

wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot to get *animate dead* as a spell-like ability usable six times per day.

If selected more than one time as a special ability, this ability can apply to the same spell or to a different spell.

purple dragon knight

The famous Purple Dragons of Cormyr are regarded across Faerûn as exemplars of disciplined, skilled, loyal soldiers. Their reputation is deserved partly because of the heroic actions of their leaders, the Purple Dragon knights.

Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers. Most are fighters, rangers, or paladins, but a few bards, clerics, and rogues have been known to become Purple Dragon knights. Sorcerers and wizards tend to join the War Wizards, Cormyr's elite brigade of fighting spellcasters, while barbarians are too undisciplined, and druids and monks too "uncivilized" in Cormyr to enter this career.

In general, NPC knight commanders are responsible for leading the troops of the nation of Cormyr. Player character knights either are retirees, special liaisons to the army, or recipients of honorary titles. A character's level in this prestige class is irrelevant to his rank in the military, although higher-ranked knights tend to be of higher level. It is not necessary to have this prestige class to serve in the Purple Dragons at large.

This prestige class can be used as a model for officers in other countries, members of knightly orders, and so on. It is not necessary to have this prestige class to be an officer of the Purple Dragons, but most high-ranking officers do.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Purple Dragon knight (Prp), a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Base Attack Bonus: +4.

Skills: Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

Feats: Leadership, Mounted Combat.

Special: Membership in the Purple Dragons.

TABLE 1-16: THE PURPLE DRAGON KNIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rallying cry, heroic shield
2nd	+2	+3	+0	+0	Inspire courage (1/day)
3rd	+3	+3	+1	+1	Fear
4th	+4	+4	+1	+1	Oath of wrath, inspire courage (2/day)
5th	+5	+4	+1	+1	Final stand



Purple Dragon knight

CLASS SKILLS

The Purple Dragon knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Purple Dragon knight prestige class.

Weapon and Armor Proficiency: A Purple Dragon knight is proficient with all simple weapons, light armor, medium armor, and shields.

Rallying Cry (Su): The knight can utter a powerful shout (typically "For Cormyr!") that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their speed by 5 feet until the knight's next turn. Traditionally, the rallying cry is used when a formation of soldiers is about to charge. This mind-affecting ability may be used up to three times per day.

Heroic Shield: A knight can use the aid another action (see page 135 of the *Player's Handbook*) to give an ally a +4 circumstance bonus to AC instead of the normal +2.

Inspire Courage (Su): This ability has the same effect as the bard ability of the same name. The knight makes an inspirational speech, bolstering his allies against fear and improving their combat abilities. To be affected, an ally must hear the knight speak for a full round. The effect lasts as long as the knight speaks and for 5 rounds after the knight stops speaking (or 5 rounds after the ally can no longer hear the knight). While speaking, the knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Fear (Su): Once per day, a knight can evoke a fear effect (DC 13 + the officer's Charisma modifier). His allies are immune to the effect.

Oath of Wrath (Su): Once per day, a knight can select a single opponent within 60 feet and swear an oath to defeat him. For the duration of the encounter, the knight has a +2 morale bonus on melee attack rolls, weapon damage rolls, saves, and skill checks made against the challenged target.

The effect is negated immediately if the knight makes an attack or casts a spell targeted at any creature except the challenged opponent (attacks of opportunity do not count) or if the knight uses a full-round action to move away from the challenged opponent.

Final Stand (Su): Once per day, a knight can inspire his troops to a heroic effort, temporarily increasing their vitality. All allies within 10 feet of the knight gain 2d10 temporary hit points. This ability affects a number of creatures equal to the knight's class level + his Charisma modifier and lasts an equal number of rounds.

Red wizard

The Red Wizards are the masters of Thay, the conquerors of that land's native Rashemi, and the would-be magical overlords of Faerûn. They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus. Seen as cruel and evil tyrants by people across Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.

Early in their careers, would-be Red Wizards specialize in a school of magic and acquire the Tattoo Focus feat that prepares them for entry into the full Red Wizard prestige class. All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few

dabble in other sorts of learning (such as combat or divine magic). While it is possible for a sorcerer or bard to become a Red Wizard, such misfits are ridiculed in their homeland and are incredibly rare.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Any nongood.

Race: Human from Thay.

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

Skills: Spellcraft 8 ranks.

Feats: Tattoo Focus and a total of three metamagic feats or item creation feats.

CLASS SKILLS

The Red Wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Red Wizard prestige class.

Weapon and Armor Proficiency: Red Wizards gain no proficiency in any weapon or armor.

Spells per Day: A Red Wizard's training focuses on arcane spells. Thus, when a new Red Wizard level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of Red Wizard to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

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



Zulkir Aznar Tbrul, Red Wizard

Enhanced Specialization: Upon becoming a Red Wizard, the character increases his devotion to his wizard school of specialization. In exchange for this, the Red Wizard must sacrifice study in one or more schools. The Red Wizard must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook*. He can never again learn spells from those prohibited schools. He cannot choose the same prohibited schools he chose as a 1st-level wizard. He can still use the prohibited spells he knew prior to becoming a Red Wizard, including using items that are activated by spell completion or spell trigger.

For example, Ghorus Toth is specialized in the school of Transmutation. His prohibited schools are Abjuration and Enchantment (option 3). When he becomes a Red Wizard, he must choose one of the other categories of prohibited schools for Transmutation listed in the School Specialization sidebar the *Player's Handbook*. His options are (1) Conjunction, (2) Evocation, or (4) any three schools. He cannot choose option (3) because there is no way to select that option without selecting schools from which he is already prohibited. If he chooses option (4), he cannot choose Abjuration or Enchantment because those are already prohibited schools for him. He decides to select Conjunction as his additional prohibited school.

Specialist Defense: Add this value to the Red Wizard's saving throws against spells from his specialist school.

Spell Power: For spells involving the Red Wizard's specialist school, add this value to the DC for saving throws and to caster level checks to overcome spell resistance. The value starts at +1 at 1st level and goes up to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level. This ability stacks with other spell power effects that affect spells from the Red Wizard's specialist school.

Bonus Feat: The Red Wizard can choose an item creation feat,

metamagic feat, or Spell Mastery (see page 54 of the *Player's Handbook*).

Circle Leader: The Red Wizard gains the ability to become a circle leader, who is the focus person for Red Wizard circle magic. See Chapter 2: Magic for information on circle magic.

Scribe Tattoo: The Red Wizard gains the ability to place the Thayan wizards' magic tattoos upon willing and qualified novices, giving them the Tattoo Focus feat and inducting them into his circle.

Great Circle Leader: The Red Wizard can be the center of a great circle, which can have up to nine assistants instead of just five. See Chapter 2: Magic for information on circle magic.

RUNECASTER



Runecaster

A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains. Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched. An established runecaster's goods are usually adorned with many runes, making his equipment very impressive-looking and a true threat to thieves.

Most runecasters are clerics or adepts because a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wilderness. A few rare druids have chosen the path of the runecaster as well, although generally only in areas where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

Hit Die: d8.

REQUIREMENTS

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

Spellcasting: Ability to cast 3rd-level divine spells.

Skills: Spellcraft 8 ranks, Craft 8 ranks (see the Rune Magic section of Chapter 2: Magic for appropriate Craft skills).

Feats: Inscribe Rune.

TABLE 1-17: THE RED WIZARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced specialization, specialist defense +1	+1 level of wizard
2nd	+1	+0	+0	+3	Spell power +1	+1 level of wizard
3rd	+1	+1	+1	+3	Specialist defense +2	+1 level of wizard
4th	+2	+1	+1	+4	Spell power +2	+1 level of wizard
5th	+2	+1	+1	+4	Bonus feat, circle leader	+1 level of wizard
6th	+3	+2	+2	+5	Spell power +3	+1 level of wizard
7th	+3	+2	+2	+5	Specialist defense +3, scribe tattoo	+1 level of wizard
8th	+4	+2	+2	+6	Spell power +4	+1 level of wizard
9th	+4	+3	+3	+6	Specialist defense +4	+1 level of wizard
10th	+5	+3	+3	+7	Great circle leader, spell power +5	+1 level of wizard

TABLE I-18: THE RUNECASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Rune craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune craft +3	+1 level of existing divine spellcasting class
8th	+6/+1	+6	+2	+6	Improved runecasting	+1 level of existing divine spellcasting class
9th	+6/+1	+6	+3	+6	Rune power +3	+1 level of existing divine spellcasting class
10th	+7/+2	+7	+3	+7	Rune chant	+1 level of existing divine spellcasting class

CLASS SKILLS

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Runecasters gain no proficiency in any weapon or armor.

Spells per Day: A runecaster's training focuses on divine spells. Thus, when a new runecaster level is gained, the character gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a runecaster, he must decide to which class he adds each level of runecaster for purposes of determining spells per day and caster level.

Rune Craft: Add this bonus to the runecaster's Craft checks made to inscribe runes.

Improved Runecasting: As a runecaster rises in level, he can create runes that function more than once and have different means of being triggered. The extra features increase the cost of the rune, however, as shown on the table below.

Works When Read or Passed: Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune. Passing through a portal that bears a rune counts as "passing" the rune. A rune must have an unbroken line of effect to a target to affect that target, and the target must be within 30 feet.

Number of Uses/Trigger	Runecaster Base Price	Level**
One	Spell level* × caster level × 50 gp	—
Chargest	Spell level* × caster level × charges × 50 gp	3
Charges per day†	Spell level* × caster level × charges × 400 gp	8
Permanent (until dispelled)††	Spell level* × caster level × 2,000 gp	8
Works when touched	Base cost	—
Works when read or passed	Base cost × 2	3

*A 0-level spell counts as 1/2 level.

**The minimum runecaster level to inscribe a rune of this type. "—" indicates the default ability granted by the Inscribe Rune feat.

†If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

††If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

A rune that is triggered when passed can be set to almost any special conditions the runecaster specifies. Runes can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Runes can also be set with respect to good, evil, law, or chaos, or patron deity. They cannot be set according to class, Hit Dice, or level. Runes respond to invisible creatures normally but are not triggered by those who travel past them ethereally. When placing a rune with a "pass" trigger, a runecaster can specify a password or phrase that protects a creature using it from triggering the rune.

Rune Power: For runes created by the runecaster, add this value to the DC of all saves and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target.

Maximize Rune: The runecaster can create runes that are maximized, as if under the effects of a Maximize Spell feat, without altering the level of the spell being used to create the rune. Maximizing a rune adds +5 to the DC of the Craft check required to inscribe it.

Rune Chant: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell. This allows the runecaster to gain the benefit of his rune power ability for the spell. For spells with a casting time of 1 action, this increases the casting time to 1 full round. All other spells have their casting time increased by 1 round. This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

shadow adept

Some spellcasters who discover the existence of the Shadow Weave are cautious, altering their magic slowly. Others are more reckless, and hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to the casual student and discovering secrets unavailable to all but the most dedicated. These spellcasters are the shadow adepts, who make great sacrifices in some aspects of the Art in order to reap greater benefits elsewhere.

Most shadow adepts are sorcerers or wizards, and they gain the greatest power from this path. However, any spellcaster can tap the Shadow Weave, and a few bards, druids, and rangers have been known to make this choice. Among clerics, only the followers of Shar are common in the ranks of the shadow adepts.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shadow adept (Sha), a character must fulfill all the following criteria.

Alignment: Any nongood.

Spellcasting: Ability to cast 3rd-level arcane or divine spells.

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

Feats: Shadow Weave Magic and any metamagic feat.

CLASS SKILLS

The shadow adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Profession (Wis), Scribe (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow adept prestige class.

Weapon and Armor Proficiency: Shadow adepts gain no proficiency in any weapon or armor.

Spells per Day: A shadow adept's training focuses on magic. Thus, when a new shadow adept level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of shadow adept to the level of whatever other spellcasting class the character has, then determines spells per and caster level accordingly.

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

Shadow Feats: A shadow adept gains the Insidious Magic, Pernicious Magic, and Tenacious Magic feats.

Low-Light Vision (Su): A shadow adept gains low-light vision if he doesn't already have it.

Shadow Defense: Add this value to a shadow adept's saving throws against spells from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor.

Darkvision (Su): A shadow adept can see in the dark as though he were permanently affected by a *darkvision* spell.

Metamagic Feat: The shadow adept can choose any one metamagic feat.

Spell Power: Add this value to the DC for saving throws and to caster level checks to overcome spell resistance for spells the shadow adept casts from the schools of Enchantment, Illusion, or Necromancy, and spells with the darkness descriptor. This stacks with other spell power effects that affect the specified spells.

Shield of Shadows (Su): A shadow adept can create a mobile disk of purple-black force as a standard action. The shield of shadows has the effects of a *shield* spell and also provides three-quarters concealment (30% miss chance) against attacks from the other side of the shield. As with the *shield* spell, the shadow adept can change the defensive direction of the shield of shadows as a free action once per round on his turn. The shadow adept can see and reach through the shield, so it does not provide cover or concealment to opponents.

The shield of shadows lasts 1 round per caster level per day and need not be used all at once. Creating or dismissing the shield of shadows is a standard action.

At 8th level, the shield also grants spell resistance of 12 + the character's shadow adept level on attacks against the shadow adept that originate from the other side of the shield, as if the shadow adept were under the effect of a *spell resistance* spell.

Shadow Walk (Sp): A shadow adept can cast the *shadow walk* spell once per day.

Shadow Double: Once per day, a shadow adept can use a standard action to create a double of himself woven from shadowstuff. The double has the ability scores, base AC, hit points, saves, and attack bonuses as its creator, but no equipment. (Any apparent clothing or equipment is nonfunctional.) The double can attack the creator's enemies if given a weapon or items (since it can use anything its creator can) or function as the target of a *project image* spell, duplicating the creator's actions and acting as the origin of the creator's spells when it is within a direct line of sight. Mentally commanding the double is a free action. Using it as the originator of a spell counts as an action for the creator and the double. Causing the creator or the double to leave the plane they share dismisses the double.

The double lasts 1 round per caster level. The death of the double does not affect the shadow adept or vice versa. The double still lasts to the end of its duration if its creator dies.



Shadow adept Aeron Morieth

TABLE 1-19: THE SHADOW ADEPT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Shadow feats	+1 level of existing class
2nd	+1	+0	+0	+3	Shadow defense +1, low-light vision	+1 level of existing class
3rd	+1	+1	+1	+3	Spell power +1	+1 level of existing class
4th	+2	+1	+1	+4	Shield of shadows	+1 level of existing class
5th	+2	+1	+1	+4	Metamagic feat, shadow defense +2	+1 level of existing class
6th	+3	+2	+2	+5	Spell power +2	+1 level of existing class
7th	+3	+2	+2	+5	Shadow walk, darkvision	+1 level of existing class
8th	+4	+2	+2	+6	Shadow defense +3, greater shield of shadows	+1 level of existing class
9th	+4	+3	+3	+6	Spell power +3	+1 level of existing class
10th	+5	+3	+3	+7	Shadow double	+1 level of existing class



Faith and
Pantheons



CHAMPIONS OF FAITH

deity or a type of religion. At the end of the chapter is a new template, setting forth the abilities and characteristics of a Chosen of Bane.

prestige classes

Arachne

The Demon Queen of Spiders is a cruel, capricious deity who delights in pitting her worshipers against one another. Arachnes are priestesses of Lolth who have risen to the pinnacle of drow society, worshipping Lolth only for the power she grants.

Clerics or cleric/fighters are the mostly likely characters to adopt the arachne prestige class, although other class combinations, par-

Naturally, the followers of the various deities in the FORGOTTEN REALMS setting are as varied as the deities themselves. This chapter presents twenty new prestige classes, each one centered on a particular

The Test of Lolth

Lolth is a fickle and cruel goddess, believing that the drow race is best served by constantly struggling against each other. To this end, she tests some of her more exceptional followers to determine if they are worthy of her patronage—and worthy of their lives. This test, known as the Test of Lolth, is given to any Lolth-worshipping drow upon reaching 6th level, although sometimes she waits until the subject is 7th or even 8th level.

Part of the test is about loyalty. Usually Lolth plants thoughts in the mind of a friend, family member, or ally of the subject, leading him to believe he has been chosen for a special favor from the Spider Queen. (If the subject of the Test has no suitable friend, family member, or ally, Lolth chooses a cleric that has showed insufficient zeal.) In return, he must destroy one of "Lolth's enemies" (the drow actually being tested). Lolth instructs the dupe to ambush the target, slaying the enemy of the Spider Queen. When the target is attacked, she hears whispers from the Lolth that she is being tested and that the outcome of the battle determines whether she succeeds or fails. It is a test of loyalty whether or not the subject is willing to kill an ally if the Spider Queen tells her to do so.

The rest of the test is about power and resourcefulness—whether or not the subject is strong and clever enough to defeat a

powerful foe. For NPCs, the dupe in the test is always a creature with the same CR as the subject of the test. For PCs (because they are stronger than an NPC of the same level), the dupe is always a creature with a CR three higher than the test subject's character level (so a drow PC of 6th level would face an 8th-level drow NPC, since drow have an CR of "class level +1"). The fight is usually difficult and the test subject often has to expend all her resources to survive and vanquish her foe (who must be slain in order to satisfy Lolth).

If the subject passes the test, she gains a +2 morale bonus on attacks, saves, and checks for one month. She may claim any items she wants from her fallen enemy. If she is killed, Lolth sucks her soul dry. If she fails to defeat her opponent, refuses to fight, or is defeated but left alive, she is turned into a drider and usually departs her home in shame. Other drow are used to these disappearances and those that fail are rarely spoken of again. If the dupe of the test wins, Lolth may reward him (with the morale bonus for passing the test), wipe his mind of the events, or even expose him for his attack on another drow (while drow society is used to these interpersonal conflicts, the rule is to not get caught, so someone discovered in this manner is usually executed for incompetence).

ticularly those including sorcerer, ranger, and wizard, are not unknown. Arachnes are only very rarely nondrow.

Arachnes are commonly found in drow cities of the Underdark in which priestesses of Lolth reign supreme, such as Menzoberranzan or Ched Nasad. Many arachnes are matriarchs of drow noble houses or the daughters of such matron mothers. Arachnes encountered outside drow cities are often young and less powerful, seeking to make a name for themselves in hopes of establishing or seizing control of their own noble houses some day.

Hit Die: d8.

REQUIREMENTS

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

Race: Aranea, choldrith, deep dragon, drow, half-drow, or half-fiend draegloth.

Gender: Female.

Alignment: Chaotic evil.

Skills: Handle Animal 3 ranks, Knowledge (arcana) 4 ranks, Speak Language (Abyssal), Spellcraft 4 ranks.

Feats: Great Fortitude, Still Spell, Survivor, plus either Exotic Weapon Proficiency (hand crossbow) or Weapon Finesse (dagger).

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

Domain: Spider.

Patron: Lolth.

Special: Must have passed the Test of Lolth (given to above-average followers of Lolth upon reaching 6th level).

Knowledge (religion) (Int), Scry (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the arachne prestige class.

Weapon and Armor Proficiency: An arachne gains no weapon or armor proficiencies.

Spells per Day: At each arachne level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming an arachne, the player must decide to which class to add each arachne level for the purpose of determining spells per day.

The caster level of spell-like abilities is equal to the arachne's divine spellcaster level.

Arachne



Familiar (Su): All arachnes can obtain a hairy spider familiar. For purposes of this ability, an arachne's caster level is considered to be her highest divine caster level.

Spider Affinity (Ex): All arachnes are immune to the venom of spiders and spiderlike creatures. Moreover, arachnes can communicate with arachnids and spiderlike creatures of all kinds as long as the creature has an Intelligence score of at least one. Normal spiders never attack or harm arachnes unless magically controlled.

Spidereyes (Su): At 2nd level, an arachne can see through the eyes of her familiar as long as it is within 400 feet + 40 feet per divine caster level. As long as the arachne and her familiar remain on the same plane, she can see and hear as if she were standing where it is, and during her turn she can switch her perception from its location to her own or back again as a free action.

Webspinner (Sp): At 3rd level, an arachne can ignore web spells and spider webbing as if affected by a *freedom of movement* spell. She can walk along webs as if on solid ground (no Balance check required). The web spell becomes part of her spell list as a 2nd level cleric spell.

Spider Mount (Sp): At 5th level, an arachne can call an unusually intelligent, strong, and loyal spider to serve her as a steed. Such mounts are always monstrous spiders, with medium-size (for a Small arachne) or large (for a Medium-size arachne) being most common. In all other respects, such spider mounts are identical to a paladin's mount, as discussed in Chapter 3 in the *Player's Handbook*.

Should the arachne's spider mount die, she may call for another one after a year and a day. The new mount has all the accumulated abilities due a mount of the prestige class level of the arachne.

Dominate Male Drow (Sp): At 7th level, an arachne can cast *dominate person* once per day, affecting only male drow.

CLASS SKILLS

The class skills of an arachne (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int),

Hairy spider

Hairy Spider Familiar: CR —; Fine vermin; HD 1; hp 1/2 master's; Init +2; Speed 20 ft., climb 10 ft.; AC 20 (touch 20, flat-footed 18); Atk +3 melee (1d2–5 plus poison, bite); Face/Reach 1/2 ft. by 1/2 ft./0 ft.; SA Poison; SQ Poison immunity, improved evasion, share spells, empathic link; AL any; SV Fort +2, Ref +2, Will +0.

Skills: Climb +6, Hide +25, Jump +4, Spot +15 (or master's skills).

Poison (Ex): Those hit by a hairy spider's bite attack must succeed at a Fort save (DC 11) or be injected with poison. The initial and secondary damage is 1 point of temporary Dexterity damage.

TABLE 4-1: THE ARACHNE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Familiar, spider affinity	+1 level of divine spellcasting class
2nd	+1	+0	+0	+3	Spidereyes	+1 level of divine spellcasting class
3rd	+2	+1	+1	+3	Webspinner	+1 level of divine spellcasting class
4th	+3	+1	+1	+4		+1 level of divine spellcasting class
5th	+3	+1	+1	+4	Spider mount	+1 level of divine spellcasting class
6th	+4	+2	+2	+5		+1 level of divine spellcasting class
7th	+5	+2	+2	+5	Dominate male drow	+1 level of divine spellcasting class
8th	+6	+2	+2	+6		+1 level of divine spellcasting class
9th	+6	+3	+3	+6	Zin-carla	+1 level of divine spellcasting class
10th	+7	+3	+3	+7	Transcendence, yochlol form	+1 level of divine spellcasting class

Zin-Carla (Su): At 9th level, an arachne can create a special form of undead called a zin-carla; see the sidebar on this page. A spirit-wraith cannot be made to cast spells without the arachne losing control over its mind entirely, but can fully use its combat abilities and any skills possessed in life.

The arachne maintains a telepathic link to the spirit-wraith over any distance (as long as both remain on the same plane) that allows her to communicate with it and control it. The arachne must make a successful Concentration check opposed by the spirit-wraith's Will saving throw once per day and whenever the spirit-wraith enters combat in order to continue to maintain control. Control is also severed if the arachne and the zin-carla are on different planes or if the arachne dies.

If control is ever lost for any reason, the telepathic link between arachne and spirit-wraith ends immediately and cannot be restored. The zin-carla then becomes a free-willed undead, seeking only vengeance against its creator, and gains the supernatural ability to know the direction and distance to the arachne that animated it. If it manages to slay the arachne, the zin-carla crumbles to dust. In the rare circumstance when the arachne dies without the zin-carla killing her, the zin-carla becomes a free-willed undead.

The zin-carla ritual requires 8 hours and the intact corpse of the creature to be animated. The arachne must expend 50 XP per Hit Die of the creature to be animated.

Transcendence: At 10th level, an arachne becomes a creature blessed of Lolth, transcending her mortal body and becoming a divine creature (a native outsider). Her type changes to "outsider (chaotic, evil)," which means she is forevermore treated as an outsider rather than a humanoid. For instance, *charm person* does not affect her, but she can be affected by spells such as *banishment*.

Yochlol Form (Su): Once per day the arachne may take the form of a yochlol, a Large black monstrous spider, or a cloud of noxious gas (as a yochlol does), as if using a *shapechange* spell. She may change form among these shapes or her own shape for a period of 1 minute per caster level.

Auspician

Some believe that the gods determine the success or failure of events in Faerûn. More capricious philosophers tout the elusive

zin-carla template

Translated from Undercommon, zin-carla means "spirit-wraith." Lolth only grants the zin-carla ritual for the completion of specific tasks, and these may never be purely to work revenge or bring harm on other drow. Failure in the task brings on the disfavor of Lolth.

The soul of a spirit-wraith is forcibly returned to its body by the will of the arachne who summons it, and it resents this act.

If the zin-carla's creator loses control of it for any reason, it becomes a free-willed undead, seeking only vengeance against its creator. It gains the supernatural ability to know the direction and distance to the being that animated it. If it manages to slay its creator, the zin-carla crumbles to dust.

CREATING A ZIN-CARLA

The zin-carla template can be applied to the body of any formerly living creature with Intelligence 3 or higher. The base creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A zin-carla retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su): A zin-carla's undead body is tough, giving the creature damage reduction 10/+1.

Turn Resistance (Ex): A zin-carla has +2 turn resistance.

Abilities: As an undead creature, a zin-carla has no Constitution score.

Skills: Same as base creature.

Climate/Terrain: Any land and underground.

Organization: Solitary

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Always neutral.

Advancement: —

Although it acts as an extension of the arachne's will, a zin-carla is an independent monster. Unlike summoned monsters, which are considered part of an enemy's CR (see Experience Awards in Chapter 7: Rewards in the *DUNGEON MASTER'S Guide*), a zin-carla counts as a separate creature and player characters that defeat one earn experience points for that encounter. A zin-carla has a CR equal to that of the original creature +1.

force known as luck as the deciding factor of the multiverse. The clerics of Tymora and Beshaba, however, prefer a synthesis of these beliefs, claiming that their divine patrons guide the ministrations of luck. Further, they profess that mortals can learn to bend luck to their own benefit or to the detriment of their enemies. Auspicians, who manipulate luck as if it were the strings of a worn mandolin, give credence to their claims. Though the holy scriptures of Beshaba and Tymora discuss them extensively, few outside those religions know auspicians exist.

Most auspicians are followers of a deity that recognizes the role of luck, having at least some training in one of those faiths. Many have talents as rogues, bards, or sorcerers as well. A few rare fighters are willing to admit that luck often plays a greater role than skill in combat, and most barbarians pride strength over luck.

Auspicians occasionally sign on with adventuring bands if a member of the party is said to be particularly lucky. For the most part, however, auspicians keep a low profile. Auspicians recognize that they have a special kinship, even if they serve different deities, and they rarely choose to confront each other directly. It's said that more than a few of Faerûn's villains view being able to kill an auspician as a sign of divine favor, and even the most fortunate auspician knows the value of making one's own luck by avoiding danger altogether.

Hit Die: d8.



Auspician

Special: Must take a rare ingested poison called Tyche's blood (reputed to be laced with blood taken from the husk of the goddess Tyche after she split into Tymora and Beshaba). This poison (Fort save DC 22, 2d6 Con, 1d6 Con + 1d6 Str) is administered by another auspician, and the character cannot attempt to thwart its effects with magic (such as spells or items that give saving throw bonuses, increase Constitution, or delay or neutralize poison), although she may use the granted power of the Luck domain to reroll one of her saving throws. If she survives, she may advance in the prestige class. Even if she dies and is returned to life, she may become an auspician, for bad luck is a kind of luck.

CLASS SKILLS

The auspician's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Listen (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the auspician prestige class.

Weapon and Armor Proficiency: An auspician gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each auspician level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one

REQUIREMENTS

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

Alignment: Any chaotic.

Base Save Bonuses: Fort +5, Ref +2.

Feats: Dodge, Great Fortitude, Iron Will, Lightning Reflexes.

Domain: Luck.

TABLE 4-2: THE AUSPICIAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Fate domain, Lucky blow (+20)	+1 level of existing class
2nd	+1	+3	+0	+3	Tyche's curse 1/day	+1 level of existing class
3rd	+2	+3	+1	+3	Fickle finger of fate	+1 level of existing class
4th	+3	+4	+1	+4	Luck infusion	+1 level of existing class
5th	+3	+4	+1	+4	Lucky blow (+25)	+1 level of existing class
6th	+4	+5	+2	+5	Tyche's curse 2/day	+1 level of existing class
7th	+5	+5	+2	+5	Mark of fortune	+1 level of existing class
8th	+6	+6	+2	+6	Permanent infusion	+1 level of existing class
9th	+6	+6	+3	+6	Lucky blow (+30)	+1 level of existing class
10th	+7	+7	+3	+7	Luck of the gods	+1 level of existing class

spellcasting class before becoming an auspician, the player must decide to which class to add each auspician level for the purpose of determining spells per day.

Every morning, an auspician prays to the force of luck, aimed at no particular deity (although they still pray to their patron as well).

Fate Domain (Su): Auspicians gain access to the Fate domain, including the granted power. If the character already has the domain, the effects do not stack.

Lucky Blow (Ex): Once per day as a free action, an auspician may call upon her connection to the forces of luck to grant herself one extraordinarily lucky attack roll. The decision must be made before the die is rolled. The attack gains a +20 luck bonus. At 5th level, the bonus increases to +25. At 9th level, the auspician receives a +30 bonus on her daily lucky blow.

Tyche's Curse (Sp): Once per day, an auspician of 2nd level or higher may bestow *Tyche's curse* upon a single target within close range (25 ft. + 5 ft./2 levels). The target receives a Will save (DC 10 + 1/2 class level + Wisdom bonus) to negate the effects. Should he fail, he finds that the strands of good luck flee from him—he becomes clumsy, forgetful, and less effective than usual. This has the effect of a *bestow curse* spell, except that the duration is 1 minute/class level. At 6th level, she may use this ability twice per day.

Fickle Finger of Fate (Ex): On reaching 3rd level, the auspician gains the extraordinary ability to affect the luck of others. Once per day, she may reroll one roll that another creature—friend or enemy—has just made. That creature must take the reroll, even if it is worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order, but the auspician cannot use it if she is caught flat-footed. She must be able to see the recipient to use this ability.

Note: The auspician must decide whether to reroll before the results of the roll in question are applied; otherwise she must wait for another opportunity. She is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The auspician player should notify the DM prior to a foe's roll, stating her intention to use this ability immediately if the outcome appears undesirable.

Luck Infusion (Ex): By the time she reaches 4th level, an auspician's understanding of the intricacies of fate becomes so strong that she can twist luck and fate to give her certain abilities. Each morning while preparing spells, the auspician chooses one of the following abilities, which lasts 24 hours, or until the auspician next prepares spells.

- +1 luck bonus on melee attack rolls
- +1 luck bonus on ranged attack rolls
- +4 luck bonus on initiative
- +2 luck bonus on Fortitude saves
- +2 luck bonus on Reflex saves
- +2 luck bonus on Will saves
- +2 luck bonus on save DCs of auspician's spells
- +2 luck bonus to AC
- +2 luck bonus on skill checks

Mark of Fortune (Su): Once per day, an auspician of 7th level or higher can "lend" some of her luck to an ally by tracing a sigil upon the back of the companion's right hand or appendage. By doing so, she gives her ally one of the abilities of her luck infusion power. She may not give her ally the same ability that she has chosen for the day, nor may she give her ally the same ability as her permanent infusion power (see below).

Immediately after tracing the mark, a mirror image of the sigil appears on the auspician's left hand or appendage, granting her a

penalty that exactly mirrors the ally's bonus. For instance, if Meleyn lent her companion a +4 luck bonus on initiative, she would take a -4 penalty on initiative. If one of the two marks of fortune is dispelled or suppressed (such as by an *antimagic field*), the other is disrupted in the same way. No creature may benefit from more than one mark of fortune at any one time.

Permanent Infusion (Ex): Upon attaining 8th level, an auspician may select one of the luck infusion effects as a permanent extraordinary aspect of her character.

Luck of the Gods (Ex): At 10th level, the auspician gains the high-godly power to automatically succeed at one saving throw per day, regardless of the associated difficulty class. The automatic success must be declared before the given save is rolled, obviating the need to roll any save at all.

doomguide

In a world filled with wise outsiders and magical divination, there's little question about what happens to a being's soul after death. Perhaps surprisingly, this knowledge has done little to assuage the fears of the people of Faerûn, who remain frightened that some demon might carry off their spirits while in transit to the Fugue Plane. Worse, many fear that their bodies will be unearthed and animated by the kind of debased death-obsessed spellcasters who seem common since the fall of Myrkul during the Time of Troubles.

Those who worry about life after death turn to the doomguides of Kelemvor, an elite order of spellcasting warriors in service to the Judge of the Damned, to answer their fears with promises of a painless transition and a fair judgment in the afterlife. When not administering to the needs of those about to die, doomguides halt the spread of necromancy by cleansing Faerûn of the taint of unlifelike through careful application of faith, spells, and blade-craft. As both compassionate undertakers and vigorous foes of undead, doomguides represent the inherent dualism that defines death in the Realms. Doomguides come exclusively from the ranks of Kelemvor's clergy.

The church teems with clerics who adhere to one side of the death equation over the other. On one side are those who prefer to usher the sick and dying into the next world through peaceful application of kind words and soothing spells. The contrasting philosophy is practiced by those who zealously thrust their maces into the ribcages of animate skeletons and view bedside ministry as a necessary but occasionally boring interlude between great battles against undead adversaries. A doomguide must balance between these two extremes. Further, doomguides serve the church in a less obvious way, often acting as couriers from one temple to another. Seldom attached to a particular temple, doomguides are expected to travel the world, spreading the word of Kelemvor and the lessons of a peaceful, beautiful afterlife across all Faerûn.

While all doomguides are clerics of Kelemvor to some extent, some train as fighters to better destroy undead, some are wizards or sorcerers trying to undermine necromancy from the arcane side of the problem. Few rogues or monks become doomguides, and religion and alignment prevent barbarians, bards, druids, paladins, or rangers from becoming doomguides.

Doomguides often lead bands of adventurers to clear out enclaves of undead or punish a particularly powerful or vile necromancer. Occasionally, they officiate at important funerals or provide life-restoring magic to those who have served the church in the past and still have important work to conduct in this world. Their requirement for travel makes encountering a doomguide in the wilderness nearly as likely as encountering one in more urban surroundings.

Hit Die: d6.

TABLE 4-3: THE DOOMGUIDE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Kelemvor's boon, rite of the passing	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Converse with dead	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Bonus feat	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Save bonus	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Bond of <i>Fatal Touch</i> (ghost touch)	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Bonus feat	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Bond of <i>Fatal Touch</i> (undead bane)	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Save bonus, ethereal purge	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Bond of <i>Fatal Touch</i> (disruption)	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Bonus feat, Kelemvor's grace	+1 level of divine spellcasting class

REQUIREMENTS

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

Alignment: Lawful neutral.

Base Save Bonus: Will +4.

Skills: Diplomacy 5 ranks, Knowledge (the planes) 5 ranks.

Feats: Extra Turning, Great Fortitude.

Spells: Ability to cast *speak with dead* as a divine spell.

Patron: Kelemvor.

Special: The character must have destroyed an undead of at least 5 HD, whether by using weapons, spells, or positive energy. He does not need to have done this alone.

The character must be proficient with the bastard sword.

CLASS SKILLS

The doomguide's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Profession (Wis), Scribe (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the doomguide prestige class.

Weapon and Armor Proficiency: A doomguide gains no weapon or armor proficiencies.

Spells per Day: At each doomguide level, the character

gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead—however, see the Kelemvor's Boon ability below). If the character had more than one divine spellcasting class before becoming a doomguide, the player must decide to which class to add each doomguide level for the purpose of determining spells per day and spells known.

Kelemvor's Boon: By grace of the Lord of the Dead, doomguides add their doomguide class levels to their cleric levels for purposes turning or destroying undead, both for the initial turning check and the turning damage roll.

Rite of the Passing (Su): As a standard action, a doomguide may touch a corpse to protect it from those who would seek to animate it. A dead creature for whom the ritual has been performed may not be animated in any way except the direct intervention of a deity. A doomguide may perform the rite of the passing upon one creature per doomguide level per day. Corpses of creatures with four or more Hit Dice more than the doomguide are immune to the ritual.

Converse with Dead (Ex): Beginning at 2nd level, the doomguide's study of the process of death has granted him the guide and understanding to coax additional information from corpses when using the *speak with dead* spell. Instead of the usual one question per two caster levels, doomguides may ask one question per caster level.

Bonus Feat: At 3rd, 6th, and 10th level, a doomguide may select a bonus feat from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, and Quicken Turning.



Doomguide

Save Bonus (Ex): At 4th level, doomguides get a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level. Upon reaching 8th level, a doomguide always makes his saving throw to overcome a negative level.

Bond of Fatal Touch (Su): The doomguide's devotion to Kelemvor and dedication to the teachings of the Lord of the Crystal Spire has helped him to establish certain supernatural links to *Fatal Touch*, Kelemvor's powerful bastard sword. These links manifest in the form of a pale green nimbus around the weapon, representing the ability of the doomguide to increase the power of weapons he wields.

The ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the doomguide's Charisma bonus (minimum one). A doomguide must decide to use the ability before attacking, and if the attack misses that use is wasted.

At 5th level, the bond grants wielded weapons the *ghost touch* property. At 7th level, weapons wielded by the doomguide gain both *ghost touch* and the *undead bane* properties. At 9th level, wielded weapons gain the *ghost touch*, *undead bane*, and *disruption* properties even if they are not bludgeoning weapons. The weapon's normal abilities still apply.

Ethereal Purge (Sp): At 8th level, once per day the doomguide may surround himself with a sphere of power with a radius of 5 feet per class level that forces all ethereal creatures in the area to manifest on or shift themselves to the Material Plane, as appropriate. For example, it forces ghosts to manifest, and ethereal filchers or creatures using an *ethereal jaunt* spell are forced into the Material Plane. Such creatures may attempt a Will save (DC 10 + 1/2 doomguide's class level + doomguide's Wisdom bonus) to resist this effect. Those who fail suffer the above effects and are prevented from returning to the Ethereal Plane for 1 minute per class level.

Kelemvor's Grace (Su): At 10th level, a doomguide gains complete immunity to energy drain and death effects. Furthermore, allies within 10 feet of him gain a +4 bonus on saving throws against death effects and to saving throws to overcome a negative level.

Dreadmaster

Dreadmasters are the ultimate tyrants. They seek to rule absolutely (next to, of course, Bane himself), preferably through terror and domination. They instill the fear of Bane in all, but especially in those who do not give at least lip service to his supremacy as a deity.

Dreadmasters tend to accumulate followers and build organizations—like churches or societies, or political bodies such as kingdoms, nations, or city-states—over which they can rule with an iron fist. They want to know everything that is going on, overseeing every detail with what they see as ruthless precision and others see as an obsessive need to control. They love to accumulate items that enhance their personal presence to better cow others, their physical strength to better beat the weak into submission, or their wisdom or mental faculties to better plot the doom of their enemies. Dreadmasters always have many enemies (whether real or imagined).

Clerics most often become dreadmasters, although wizards, sorcerers, monks with a passionate devotion to Bane or to dictatorship sometimes choose this path as well. Rogues, fighters, and rangers become dreadmasters less frequently, though they are often part of a dreadmaster's retinue.

Hit Die: d8



Dreadmaster

REQUIREMENTS

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

Alignment: Lawful evil.

Base Attack Bonus: +4.

Skills: Intimidate 5 ranks, Sense Motive 4 ranks.

Feats: Leadership, Skill Focus (Intimidate), Spell Focus (Enchantment).

Spells: Ability to cast 3rd-level divine spells. Clerics who are dreadmasters must have access to either the Hatred or Tyranny domain.

Patron: Bane.

Special: A cohort of at least 6th level.

CLASS SKILLS

The dreadmaster's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language, and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

CLASS FEATURES

The following are features of the dreadmaster prestige class.

Weapon and Armor Proficiency: A dreadmaster gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each dreadmaster level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dreadmaster, the player must decide to which class to add each dreadmaster level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A dreadmaster is immune to fear (magical or otherwise). Enemies within 20 feet of a dreadmaster suffer a -4 morale penalty on saving throws against fear effects. The radius of this aura increases at 3rd, 5th, 7th, and 9th level.

Insidious Insight (Ex): A dreadmaster has a knack for ferreting out what others are up to so that he can more effectively keep control. Beginning at 2nd level, dreadmasters receive a +2 circumstance bonus on Sense Motive and Gather Information checks.

Rodcraft (Ex): Dreadmasters have an affinity for magic rods, seeing them as an extension of the symbolism of the divine scepter of rulership that is also seen in Bane's favored weapon, the morningstar. Beginning at 4th level, when a dreadmaster makes a rod, the DCs for saving throws against the powers of rods they craft are two

TABLE 4-5: THE DREADMASTER

Levels	Base		Fort Save	Ref Save	Will Special
	Attack Bonus	Save			
1st	+0		+2	+0	+2
2nd	+1		+2	+0	+2
3rd	+2		+3	+1	+3
4th	+3		+4	+1	+4
5th	+3		+4	+1	+4
6th	+4		+5	+2	+5
7th	+5		+5	+2	+5
8th	+6		+6	+2	+6
9th	+6		+6	+3	+6
10th	+7		+7	+3	+7

Spells per Day	
Dominating aura 20 feet	+1 level of existing class
Insidious insight	+1 level of existing class
Dominating aura 30 feet	+1 level of existing class
Rodcraft	+1 level of existing class
Dominating aura 40 feet	+1 level of existing class
Enhanced leadership +2	+1 level of existing class
Dominating aura 50 feet	+1 level of existing class
Enhanced leadership +4, fanatical loyalty	+1 level of existing class
Dominating aura 60 feet, special cohort	+1 level of existing class
Enhanced leadership +6, second special cohort	+1 level of existing class

higher than would be those made by a nondreadmaster crafter of comparable level. They especially love to make rods of rulership, enemy detection, and lordly might.

Enhanced Leadership (Ex): Beginning at 6th level, the dreadmaster receives a +2 bonus to his Leadership score. This increases to +4 at 8th level and +6 at 10th level. (He still cannot attract a cohort of greater than his character level.) At 6th through 10th level, a dreadmaster does not suffer the -2 cumulative Leadership penalty for causing the death of a cohort for one cohort per each dreadmaster level above 5th (up to a total of five cohorts at 10th level). Dreadmasters of 10th level do not suffer the normal general -2 Leadership penalty for cruelty.

Fanatical Loyalty (Su): Followers and cohorts of the dreadmaster become fanatically loyal to the dreadmaster, with only Bane himself inspiring greater loyalty in them. They do not balk at life-threatening actions or actions that would normally lie outside their moral compunctions or normal behavior if the dreadmaster asks them to perform such actions. Spells that the dreadmaster has cast upon his cohorts that normally grant a saving throw or saving throw bonus if the subject is asked to take life-threatening actions or actions contrary to her nature do not do so when the subject is fanatically loyal to the dreadmaster. The dreadmaster gains this ability at 8th level.

Special Cohort: The dreadmaster attracts a special cohort (see Chapter 2 of the *Dungeon Master's Guide*) in addition to any cohort already gained. If a leader loses this special cohort, he can generally replace it, according to his current Leadership score. It takes time (1d4 months) to recruit a replacement. At 10th level, the dreadmaster attracts a second special cohort in addition to any cohort or special cohorts already gained. Because of the lawful nature of Bane, special cohorts who are mutually inimical by type, alignment, or nature are not drawn to the same dreadmaster. Use the "Example Dreadmaster Special Cohorts" table to select special cohorts gained through this ability.

TABLE 4-4: EXAMPLE DREADMASTER SPECIAL COHORTS

Creature	Alignment	Level Equivalent
Doppelganger	Neutral	6th
Helmed horror*	Neutral	13th
Gouger (beholderkin)*	Neutral evil	14th
Deathkiss (beholderkin)*	Neutral evil	16th
Baneguard*	Lawful evil	5th
Banedeath*	Lawful evil	6th
Hell hound	Lawful evil	6th
Imp	Lawful evil	7th
Displacer beast	Lawful evil	7th
Banelar*	Lawful evil	10th

*Found in *Monster Compendium: Monsters of Faerûn*.

dweomerkeeper

The Lady of Mysteries is the Weave, the conduit that allows mortal spellcasters to employ the raw force that is magic, and she encourages all creatures to explore its mysteries. Dweomerkeepers are Mystra's shepherds, safeguarding the Weave against threats to its integrity. They are also skilled practitioners of the Art, who seek to explore magical theory and create new spells and magic items.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations, particularly those including specialist wizard, bard, and ranger, are not unknown.

Dweomerkeepers are found throughout Faerûn. Some dwell in lonely, isolated towers, wholly consumed with their magical studies.



Dweomerkeeper

Illustration by Mike Sear

TABLE 4-6: THE DWEOMERKEEPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus feat, Weave focus	+1 level of existing class
2nd	+1	+0	+0	+3	Darkvision, <i>Nystul's magic aura</i>	+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4	Mantle of spells	+1 level of existing class
5th	+2	+1	+1	+4	Bonus feat	+1 level of existing class
6th	+3	+2	+2	+5	Mantle of spells	+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6	Mantle of spells	+1 level of existing class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing class
10th	+5	+3	+3	+7	Cloak of mysteries	+1 level of existing class

Others dwell in huge cities, where all manner of magic is brought together and shared (willingly or not).

Hit Die: d4.

REQUIREMENTS

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

Race: Human.

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

Feats: Any item creation feat, any metamagic feat, and Exotic Weapon Proficiency (shuriken), plus one of the following metamagic feats: Delay Spell, Persistent Spell, or Twin Spell.

Spells: Ability to cast 2nd level arcane and divine spells. Able to cast *dispel magic*.

Domain: Magic or Spell.

Patron: Mystra.

Special: The character must have created at least one magic item, whether or not of a permanent nature. The character cannot have the Shadow Weave Magic feat.

CLASS SKILLS

The class skills of a dweomerkeeper (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the dweomerkeeper prestige class.

Weapon and Armor Proficiency: A dweomerkeeper gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each dweomerkeeper level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a dweomerkeeper, the player must decide to which class to add each dweomerkeeper level for the purpose of determining spells per day and spells known.

Bonus Feats: At the indicated levels, dweomerkeepers can take a bonus feat, drawn from the following list: any item creation feat, any metamagic feat, Combat Casting, Innate Spell, Greater Spell

Focus, Greater Spell Penetration, Improved Familiar, Magical Artisan, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Spell Focus, Spell Mastery, Spell Penetration, or Weapon Focus (ray, energy missile, or touch spell). The dweomerkeeper must meet all prerequisites for the chosen feat.

Weave Focus: Upon adopting this prestige class, dweomerkeepers are forever barred from ever taking the Shadow Weave Magic feat. Even if the character chooses to renounce the Lady of Mysteries in favor of her dark rival, Shar, he is so attuned to the Weave that he can never fully renounce its ties.

In addition, dweomerkeepers gains a +5 bonus on caster level checks to cast their spells normally within a wild magic zone.

Darkvision (Ex): At 2nd level, a dweomerkeeper gains darkvision (60 ft. range) if he doesn't already have it, so as to better perceive the treacheries of Shar and the lies embodied by the Shadow Weave.

Nystul's Magic Aura (Sp): At 2nd level, a dweomerkeeper can cast *Nystul's magic aura* (often referred to as *Mystra's lingering touch*) once per day.

Mantle of Spells (Su): At 4th level, a dweomerkeeper begins creating a personal mantle of arcane and/or divine spells. He chooses one arcane or divine spell he can cast, and thereafter can convert prepared spells of that spell's type (arcane or divine) of that spell's level or higher into that spell just as a good cleric spontaneously casts prepared spells as *cure* spells. This ability is similar to the Signature Spell feat except that the dweomerkeeper is not required to have mastered the spell with Spell Mastery. Each time this ability is gained, the dweomerkeeper chooses another spell to become a part of his mantle.

Cloak of Mysteries (Su): At 10th level, a dweomerkeeper becomes wrapped in a mantle of ever-flowing magic. All metamagic feats he currently knows or learns in the future are easier to use, reducing the level increase defined in the feat by -1 level. A metamagic feat's spell slot modifier cannot be reduced below +1 spell level unless its level modifier is already +0. For example, quickened *fireball* only uses a 6th-level slot (+3 levels) instead of a 7th-level slot (+4 levels), but a silent *fireball* still uses a 4th-level slot (+1 level). Heighten Spell is unaffected.

Elemental Archon

Ask a follower of Kossuth which is the dominant of the four elements, and she'll tell you that fire burns away all in its path. Akadians scoff at such pretension, stating that fire requires wind to spread and air to burn at all. Devotees to Istishia dismiss both claims, pointing out that water extinguishes fire and when mixed with wind becomes a powerful force of destruction. With quaking, rough laughter, priests of Grumbar boast that the earth can open at any moment, swallowing all into an airless chasm from which none can escape. There is no solution to this age-old argument, nor has there been since the dawn of time. The conflict of element against ele-

TABLE 4-7: THE ELEMENTAL ARCHON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Mephit underlings	+1 level of existing class
2nd	+1	+3	+0	+3	Power of arrogance	+1 level of existing class
3rd	+2	+3	+1	+3	Elemental resilience 10	—
4th	+3	+4	+1	+4	Elemental affinity	+1 level of existing class
5th	+3	+4	+1	+4		+1 level of existing class
6th	+4	+5	+2	+5	Elemental resilience 20	—
7th	+5	+5	+2	+5	Elemental expertise	+1 level of existing class
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Elemental resilience 30	—
10th	+7	+7	+3	+7	Elemental transcendence	+1 level of existing class

ment has, however, engaged some individuals so deeply that they believe they are manifestations of their chosen element—the servants of powerful, seemingly uncaring elemental forces who want to once and for all tip the balance in favor of their chosen element.

Upon attaining this class, each elemental archon chooses one of the four elements (air, earth, fire, or water), and henceforth dedicates her life to proving that this element is the most important in the multiverse, and that all others are subservient to it (once an element is chosen, it cannot be changed). Such elemental champions often are considered insufferably arrogant, and there can be little argument that their single-mindedness brooks few challenges. The meeting of two elemental archons usually leads to bombastic displays of spellcasting, elemental summoning, and out-and-out destruction, with the “winner” of the combat seeing her victory as a moral win in an ageless philosophical contest. When not combating each other, elemental archons aid churches dedicated to their element, such as those of Akadi, Grumbar, Istishia, and Kossuth.

Elemental archons generally are not a part of the hierarchies of these churches, but nearly all such clerics view them as important prophets worthy of respect and admiration. Traveling archons preach to the people about the dominance of their chosen element, and are generally seen as somewhat insane by the general populace.

Most elemental archons come from the ranks of the cleric class, usually worshiping one of the elemental lords. Some druids with a skewed view of the balance of nature become elemental archons, for most druids believe that existence itself is based upon an equal balance of all four elements, making elemental archons outcasts within most druidic circles. Occasionally, rangers become elemental archons, but this more often is the result of an encounter with a powerful elemental or the survival of some near-death ordeal related to one of the elements. Genasi, whose blood thrums with the stuff of the elements, frequently become elemental archons, and are seen by their fellows as the most blessed among an already ideal congregation.

Elemental archons never associate with archons of a different element. They are willing to work with their own

kind and those that do not profess supremacy of another element, but often an elemental archon is a loner, never fully understood by others. Often they set up refuges in places thrumming with the power of their chosen element, such as an active volcano, an underwater grotto, a rocky desert, or a windswept cliff.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any neutral.

Skills: Knowledge (nature) 8 ranks, Speak Language (see Special).

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

Patron: Akadi, Grumbar, Istishi, or Kossuth.

Special: Must speak the language associated with her chosen element (air—Auran, earth—Terran, fire—Ignan, water—Aquan).

CLASS SKILLS

The elemental archon class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (the planes) (Int), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the elemental archon prestige class.

Weapon and Armor Proficiency: An elemental archon gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated elemental archon level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, how-

Illustration by Wayne Reynolds



Elemental Archon

ever, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming an elemental archon, the player must decide to which class to add each elemental archon level for the purpose of determining spells per day and spells known.

Power of Arrogance: So strong is the elemental archon's belief in the supremacy of her chosen element that her attacks do greater damage against the servants of her enemies. At 2nd level elemental archon gets a +2 competence bonus on any attack rolls against creatures with a subtype opposite her chosen element (air—earth; earth—air; fire—water; water—fire). On a successful attack, she deals +2d6 points of damage due to her expertise in combating these creatures.

Elemental Resilience (Su): At 3rd level, an elemental archon gains resistance 10 against a type of energy, based on her chosen element. Archons dedicated to air gain resistance to electricity attacks. Those dedicated to earth gain resistance to acid attacks. Fire archons gain resistance to fire attacks, and water archons gain resistance to cold. At 6th level, the resistance rises to 20. At 9th level, the archon gains resistance 30 against her associated energy type.

Elemental Affinity (Ex): An elemental archon gains a +1 caster level bonus to all spells with the designator of his chosen element. If she already has a caster level bonus from having the appropriate elemental domain, these abilities stack.

Elemental Expertise (Ex): Elemental archons of 7th level or higher have achieved a sort of equilibrium with their element that gives them the edge in certain combat situations. Consult the list below to determine the specific effect based upon the character's chosen element.

Air Expertise: Air archons gain a +1 circumstance bonus on attack and damage rolls against airborne creatures when the archon herself is airborne.

Earth Expertise: Earth archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe touch the ground.

Fire Expertise: Fire archons gain a +1 circumstance bonus on attack and damage rolls if both she and her foe are within 20 feet of an open flame (torch-sized or larger).

Water Expertise: Water archons gain a +1 circumstance bonus on attack and damage rolls if both she and her opponent touch water.

Elemental Transcendence: Through ultimate dedication to her chosen element and long association with elementals and the Elemental Planes, the elemental archon transcends her mortal form and becomes an elemental creature. Her type changes to elemental (with the subtype according to her chosen element) as her body endures a change to a form more closely associated with her chosen element. Though she retains a humanoid outline that might resemble her former form (albeit filled with crackling fire, swirling water, cloudy air, or rocky earth), she has no discernible anatomy.

The elemental archon gains the speed and movement modes, attacks, special attacks, and special qualities of a Medium-size elemental of the appropriate type, as noted in the *Monster Manual*, except that she uses her own ability scores and the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20 + her Constitution modifier. She may use equipment normally, although fire elemental archons can handle wooden or paper items without igniting them.

The archon is immune to poison, sleep, paralysis, and stunning. Despite her humanoid form, she has senses that span 360 degrees; she is not subject to critical hits or flanking. The archon gains darkvision with a range of 60 feet (unless she already had better darkvision, in which case her former ability is retained). She is not a called or summoned elemental, so the third function of a *protection from evil* spell does not affect her. If slain, the archon cannot be raised or resurrected, though a *wish* or *miracle* spell can restore her to life.

MEPHIT UNDERLINGS

Upon or after reaching 1st level, an elemental archon can call a triad of mephits to act as her servitors (see the *Monster Manual* for these creatures' basic statistics). These toadying creatures may be used as guardians, messengers, or even battle companions (though as the archon becomes more powerful, this becomes less of a good idea). The mephits gain HD and special abilities based on the elemental archon's class level. Mephit underlings who summon additional mephits bring forth normal examples of the species (as opposed to more mephit underlings).

The elemental archon may have up to three mephit underlings at a time. Should one of these servants die, she may call for another one after one day. The new mephit underling has all the accumulated abilities due a servant of the elemental archon's current level. What type of mephit an archon chooses for her underlings is limited by the following table. Archons may choose any mixture of available mephit types, as determined by her chosen element.

TABLE 4-8: MEPHIT UNDERLING CHOICES

Chosen Element	Available Mephit Types
Air	Air, Dust, Ice
Earth	Earth, Salt
Fire	Fire, Magma, Steam
Water	Ooze, Water

TABLE 4-9: MEPHIT UNDERLINGS

Elemental Archon Level	Bonus HD	Natural Armor	Str Adj.	Special
1-2	—	—	—	Empathic link, improved evasion, share saving throws
3-5	+2	+2	+1	Sycophantic fawning
6-8	+4	+4	+2	Improved empathic link
9-10	+6	+6	+3	Slavish sacrifice

Elemental Archon Level: The number of levels the character has in the elemental archon prestige class.

Bonus HD: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the underling's base attack bonus and base saving throw bonuses, as normal.

Natural Armor: This is a bonus to the underling's natural armor rating.

Str Adj.: Add this figure to the underling's Strength score.

Empathic Link (Su): The elemental archon has an empathic link with her underlings out to a distance of one mile. The elemental archon cannot see through the underlings' eyes, but each underling can communicate with the archon telepathically. Though mephits undoubtedly view the material world through disturbed lenses, the archon's studies and experiences with her chosen element are so complete that misunderstandings are very rare.

Because of the empathic link between the underlings and the elemental archon, the archon has the same connection to a place or an item that her underlings do.

Improved Evasion (Ex): If the underling is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Saving Throws: The underling uses its own base save or the elemental archon's, whichever is higher.

Sycophantic Fawning (Sp): Underlings of experienced archons are pleased to serve such paragons of perfection, and they're more than happy to tell their master about how much they appreciate the privilege. Once per day as a standard action, a mephit underling may extol the virtues of its master, granting the archon a +1 morale bonus on attack

rolls, weapon damage rolls, saves, and skill checks. If more than one mephit underling engages in sycophantic fawning in the same round, these bonuses stack. The effect lasts for 1 round per Hit Die of the highest Hit Die mephit engaging in the fawning. If but a single mephit underling fawns, the effect lasts 1 round for each of that mephit's Hit Dice.

Improved Empathic Link (Su): As the empathic link ability, above, except that range is extended to 20 miles.

Slavish Sacrifice (Su): The mephit underling's bond with its master is so great that it is willing to sacrifice itself for the archon's welfare. Each morning, in a ceremony that takes 15 minutes, the archon and her mephits strengthen their indelible link. For the entire day, the damage from a single attack that does hit point damage that would bring the archon below 0 hit points instead is transferred instantly to the person of the archon's nearest mephit underling. Regardless of how much damage is transferred, the underling always dies from the transfer, exploding in a sickening pop of elemental goo. A mephit underling must be within 100 feet of the archon for the transfer to work. Mephit underlings understand the danger inherent to serving powerful elemental archons, but view dying in this manner as among the most honorable ways of ending one's life. Should the archon wish, she may forego the morning ceremony, in which case her mephits may not be sacrificed in this manner.

forest master

Guardians of the pristine wilderness and defenders of the ancient trees, forest masters are the living embodiments of sentient nature. They walk the shadows under the woods and destroy those who would lay waste to the wild lands. Where druids hold all aspects of nature dear—wind and weather, animal and plant, meadows and mountains—the forest masters consider the forests more ancient than the coming of animals or humans the most sacred spots of the world.

Druids most often become forest masters, but it is not unheard of for rangers or clerics of nature deities to leave their kinships behind and follow this path. A few multiclassed barbarians become forest masters, although they rarely have the dedication to the plant aspect of nature to embrace this worldview.

Forest masters often work alone, but are more than capable of working as part of a group. Many times adventurers have spoken with what they thought was a young, small treant, when they were actually speaking with a very powerful forest master. There are no rivalries between groups of forest masters, although individuals may disagree on methods of enacting the will of the Treefather.

Hit Die: d8.

REQUIREMENTS

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

Skills: Intuit Direction 4 ranks, Knowledge (nature) 8 ranks, Wilderness Lore 13 ranks.

Feats: Alertness, Endurance, Power Attack, Skill Focus (Wilderness Lore).

Spells: Ability to cast *entangle*, *plant growth*, and *control plants*.

Patron: Silvanus.

Special: The character must have made peaceful contact with a treant. The character must also be proficient with the maul.

CLASS SKILLS

The forest master's class skills (and the key ability scores for each) are Concentration (Con), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the forest master prestige class.

Weapon and Armor Proficiency: A forest master gains no weapon or armor proficiencies.

Spells per Day: At each indicated forest master level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a forest master, the player must decide to which class to add each forest master level for the purpose of determining spells per day.

Tree Brother (Sp): The forest master may assume *tree shape* once per day.

Nature Sense (Ex): The forest master can identify plants and animals with perfect accuracy. He can determine whether water is safe to drink or dangerous.

Forest Dominion (Su): At 2nd level, the forest master gains the ability to rebuke or command plants as an evil cleric can rebuke or command undead. His effective level for this ability is his class level, and he may use it a number of times per day equal to 3 + his Charisma modifier. If he already has this ability because he is a cleric with the Plant domain, these levels stack with his cleric levels and vice versa.

Great Mallet (Su): Beginning at 2nd level, a forest master begins to awaken magical abilities within the wood and metal that make up his maul. Any maul used by a forest master is treated as if it were a +2 maul with either the *frost* or *shock* property (the

forest master decides each round whether the weapon's extra damage is cold or electricity). If the weapon has additional abilities (such as *defending*), these abilities still apply, and if the weapon has an enhancement bonus better than +2 the higher of the two bonuses is used. The maul does not gain these abilities if it is not wielded by the forest master.

At 6th level, the forest master's maul acts as a +2 *icy burst* or +2 *shocking burst* weapon, with the forest master deciding each round what effect the weapon has.



Forest Master

TABLE 4—10: THE FOREST MASTER

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+2	+0	+2	Tree brother, nature sense	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Forest dominion, Great mallet	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Natural armor +3	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Oak strength	—
5th	+3	+4	+1	+4	Spruce growth, natural armor +5	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Great mallet (+2 burst)	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Oakheart, natural armor +7	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Deep roots, forest longevity	—
9th	+6	+6	+3	+6	Great mallet (+3 mighty cleaving)	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Forest might	+1 level of divine spellcasting class

At 9th level, the forest master's maul acts as a +3 *mighty cleaving* weapon in addition to its other properties (including its *icy burst* or *shocking burst* ability).

Natural Armor (Ex): At 3rd level, the forest master's skin changes into a tough, barklike hide, granting him natural armor +3. This bonus increases to +5 at 5th level and +7 at 7th level.

Oak Strength (Ex): Beginning at 4th level, the forest master gains a +2 bonus to Strength and the ability to make slam attacks. A Small creature's slam attack deals 1d4 points of damage, one from a Medium-size creature deals 1d6 points of damage, and a Large forest master's slam attack deals 1d8 points of damage. Slam attacks are natural weapon attacks and do not provoke an attack of opportunity from the defender. A forest master can select Improved Critical (slam), Weapon Focus (slam), and (if a fighter of 4th level or higher) Weapon Specialization (slam).

Upon gaining this ability, the forest master's hair takes on a green, leafy appearance.

Spruce Growth (Su): At 5th level, once per day the forest master can temporarily increase his size and strength as if using a *righteous might* spell. If the forest master's new size is Large, his reach increases to 10 feet.

Oakheart (Ex): Upon reaching 7th level, a forest master's body becomes a thing of wood and leaf rather than meat and bone. His type changes to plant. As such, he is immune to mind-affecting effects, poison, sleep, paralysis, stunning, and polymorphing. He is not subject to critical hits or sneak attacks. However, the forest master becomes vulnerable to fire, and suffers double damage from fire attacks if he fails a Reflex saving throw, or half damage if he succeeds.

Deep Roots (Su): Beginning at 8th level, once per day the forest master may sink roots into the ground in any natural surface place that can support at least some vegetation. While rooted, the forest master gains fast healing 5, but has an effective Dexterity score of 1 and may not move from the spot in which he stands. The forest master can withdraw his roots and end the healing as a free action.

Forest Longevity (Ex): At 8th level, the forest master is magically sustained by his continuing transformation and gains incredible longevity. He no longer suffers ability score penalties for aging and cannot be magically aged. Any penalties he may have already suffered remain in place. Bonuses still accrue. When the character reaches venerable age, his maximum age is determined in the normal manner but the final result is then multiplied by two.

Forest Might (Ex): At 10th level, the primordial forest infuses the forest master with power. He gains a +2 bonus to Strength, a +2 bonus to Constitution, and he takes only half damage from piercing weapons. He gains fast healing 1 (which does not add to the fast healing 5 he gains when using his deep roots ability) whenever standing on fertile soil, but cannot heal fire damage with this ability.

goldeye

The Merchant's Friend is the patron of trade, money, and wealth. Goldeyes are agents and promulgators of commercial intercourse, seeking to increase the wealth of their communities and realms by promoting the exchange of coins in trade. Some spend their younger years as adventurers, seeking to acquire sizable stakes on which to build a fortune. Others view themselves as "liberators" of unused coins, lying forgotten in dusty crypts or unused in miserly hoards where they do nothing to build ever-increasing wealth. Conversely, others act as defenders of hoards, making sure that wealth (particularly their own and the church's) stays in the proper hands.

Most goldeyes have backgrounds as clerics or cleric/rogues, although other class combinations, particularly those including bard, fighter, sorcerer, or wizard, are not unknown.

Goldeyes are typically found in large cities, heading up merchant consortiums, running trading costers, or working to remove political, religious, and cultural impediments to trade. Many are extremely wealthy members of the merchant nobility, wielding power from behind the scenes through careful application of their coins.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Neutral.

Skills: Appraise 4 ranks, Diplomacy 4 ranks, Innuendo 2 ranks, Profession (bookkeeper, innkeeper, scribe, or similar mercantile-related profession) 4 ranks, Speak Language (Must know two human languages, each spoken in a region different from your home region [see the *FORGOTTEN REALMS Campaign Setting*]).

Feats: Alertness, Exotic Weapon Proficiency (nunchaku), Skill Focus (Diplomacy).

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

Patron: Waukeen.

Special: The character must have acquired at least 5,000 gp worth of coins, gems, jewelry, and/or business investments (borrowing does not count toward this total).

CLASS SKILLS

The class skills of a goldeye (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion), Listen (Wis), Open Lock (Dex), Profession (Wis), Read Lips (Int), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: ++ Int modifier.

CLASS FEATURES

The following are class features of the goldeye prestige class.

Weapon and Armor Proficiency:

A goldeye gains no weapon or armor proficiencies.

Spells per Day/Spells Known:

At each goldeye level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a goldeye, the player must decide to which class to add each goldeye level for the purpose of determining spells per day.

Bonus Language (Su): All goldeyes can speak Abyssal, a divine legacy of Waukeen's decade-long imprisonment by the demon prince Graz'zt.

Trade Pidgin (Su): Goldeyes don't let language barriers get in their way of doing business. By listening to an unfamiliar language for at least 1 minute and making a successful Wisdom check (DC 15), a goldeye can gain a basic (and temporary) understanding of that language. This familiarity with the language is enough to communicate simple concepts such as "attack," "danger," "friendship," "safe," "stop," "trade," and numbers up to 20, which usually suffices to allow the goldeye to bargain with the creature (if appropriate). Familiarity with the language lasts one day. The goldeye gets a +2 bonus to re-familiarize himself with a language he's learned in this manner in the past month.

Sense Thoughts (Su): By engaging a creature in conversation, a goldeye can become aware of its thoughts as if using a *detect thoughts* spell. The goldeye can use this ability for 1 minute per class level per day. A use of this ability that lasts less than 1 minute counts as 1 minute.



Goldeye

Hoard Defender (Ex): At 3rd level, a goldeye gains a +2 morale bonus on attacks, saves, and checks when he is defending a cache of his valuables (or a building or business he owns) worth at least 5,000 gp. This bonus also applies if the property is owned by the church of Waukeen. Items held or carried by the goldeye or another character do not count, the cache must be an unattended object or objects.

Jack of All Trades (Ex): At 4th level, goldeyes get Jack of All Trades as a bonus feat.

Secret Cache (Su): At 5th level, goldeyes can create a single extradimensional storage space that only they can access. The cache moves with the goldeye as if it were a belt pouch. Adding to or removing from the secret cache is a move-equivalent action. Like all extradimensional spaces, it cannot be accessed within an antimagic field, and a successful targeted *dispel magic* against the goldeye's clerical caster level causes it to be unreachable for 1d4 rounds. If the goldeye is killed, the items within the cache appear on his person.

Dragon's Eye (Ex): The goldeye gains a +4 bonus on all Appraise checks at 6th level. Furthermore, by studying a magic item for a full 8 hours and making a Spellcraft check (DC 20) he is able to determine its single most basic function as if using an *identify* spell, although there is no cost to using this ability.

Coinscry (Ex): At 7th level, a goldeye using the *scrying* spell doesn't need a divine focus for the spell, and can instead use any polished item made of precious metal, including plates, amulets, or even coins. Because it is more difficult to see when using a very small scrying device, using an amulet-sized item gives a -5 penalty on the Scry check and using a coin-sized item gives a -10 penalty on the Scry check.

Splendorous Attire (Su): At 8th level, goldeyes can magically robe themselves in fancy attire once per day. Attire created in this fashion is equivalent to that created by a *rod of splendor*. Goldeyes can also create a palatial tent once per tenday. Such pavilions are also

TABLE 4-II: THE GOLDEYE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+2	+0	Bonus language, Trade pidgin	+1 level of existing class
2nd	+1	+3	+3	+0	Sense thoughts	+1 level of existing class
3rd	+2	+3	+3	+1	Hoard defender	+1 level of existing class
4th	+3	+4	+4	+1	Jack of all trades	+1 level of existing class
5th	+3	+4	+4	+1	Secret cache	+1 level of existing class
6th	+4	+5	+5	+2	Dragon's eye	+1 level of existing class
7th	+5	+5	+5	+2	Coinscry	+1 level of existing class
8th	+6	+6	+6	+2	Splendorous attire	+1 level of existing class
9th	+6	+6	+6	+3	Coinsbock	+1 level of existing class
10th	+7	+7	+7	+3	Hoardfind	+1 level of existing class

Illustration by Dennis Calero

identical to those created by a *rod of splendor*. Neither power conveys the Charisma bonus of a *rod of splendor*, however.

Coinsbok (Sp): At 9th level, a goldeye may cast a maximized *beat metal* spell once per day. However, instead of dealing fire damage, the spell deals electricity damage. The goldeye can use this ability once per day and does not need to have the Maximize Spell feat to use it.

Hoardsfind (Sp): By concentrating, a goldeye can locate metals or minerals within 30 feet as if using a *rod of metal and mineral detection*. She may activate this ability at will as a full-round action.

Heartwarder

Sune Firehair encourages beauty, passion, and love wherever they may be found. Heartwarders are aesthetes and hedonists who actively seek out pleasure and beauty in all things and who nurture the creation of beautiful objects.

Most heartwarders are clerics, cleric/bards, cleric/rogues, or cleric/sorcerers, although other class combinations, particularly those including enchanter, are not unknown.

Heartwarders are typically found in large cities in the company of the cultural elite. Most are active patrons of the arts, and all play the role of matchmaker for persons in all levels of society. Many are employed as artists, crafters, performers, or instructors. Those who teach instruct in such varied subjects as art, choral music, cosmetics, dance, deportment, etiquette, fashion, handiwork, instrumental music, and manners. A few travel the world to promote beauty and love, and adventure in the manner of Sunite clerics.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Chaotic good.

TABLE 4-12: THE HEARTWARDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Charisma increase	+1 level of existing class
2nd	+1	+3	+0	+3	Heart of passion	+1 level of existing class
3rd	+2	+3	+1	+3	Charisma increase	+1 level of existing class
4th	+3	+4	+1	+4	Lips of rapture	+1 level of existing class
5th	+3	+4	+1	+4	Charisma increase	+1 level of existing class
6th	+4	+5	+2	+5	Voice of a siren	+1 level of existing class
7th	+5	+5	+2	+5	Charisma increase	+1 level of existing class
8th	+6	+6	+2	+6	Tears of Evergold	+1 level of existing class
9th	+6	+6	+3	+6	Charisma increase	+1 level of existing class
10th	+7	+7	+3	+7	Fey Metamorphosis	+1 level of existing class

Base Save Bonus: Ref +2.

Skills: Bluff 3 ranks, Diplomacy 6 ranks, Speak Language (Sylvan).

Feats: Dodge, Mobility, Spell Focus (Enchantment), Exotic Weapon Proficiency (whip).

Spells: Ability to cast 3rd-level spells.

Patron: Sune.

CLASS SKILLS

The class skills of a heartwarder (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the heartwarder prestige class.

Weapon and Armor Proficiency: A heartwarder gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each heartwarder level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the

prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a heartwarder, the player must decide to which class to add each heartwarder level for the purpose of determining spells per day and spells known.

Charisma Increase (Ex): As the heartwarder gains levels in this prestige class, she becomes increasingly more persuasive and attractive. At level 1 she gains a +1 inherent bonus to her Charisma score,



Heartwarder

Illustration by Mike Searr

and every other heartwarder level after that this bonus increases by +1 to a maximum of +5 inherent bonus at level 9.

Heart of Passion (Ex): At 2nd level, a heartwarder evinces such passionate belief in whatever she does or says that she can sway the thoughts of the most rigid critic. This ability translates into a +2 bonus on all Charisma-based skill checks.

Lips of Rapture (Su): At 4th level, a heartwarder's kiss confers a state of bliss upon its recipient, conferring a +2 morale bonus on attacks, weapon damage, checks, and saves. Moreover, it temporarily suspends the effects of exhaustion, fatigue, and nausea. An enraptured recipient receives a +2 saving throw bonus against enchantment spells and effects. This ability lasts 5 rounds, and can be used a number of times per day equal to her Charisma bonus. The one downside to a heartwarder's kiss is that it also has the effect of a *daze* spell upon the recipient (the normal saving throw applies) as if cast by a sorcerer of heartwarder's caster level.

Voice of a Siren (Su): At 6th level, a heartwarder's voice is so enticing that she weakens the ability of opponents to resist her spells. She gains the Spell Focus (Enchantment) and Spell Penetration feats, but they only apply to spells with a verbal component (and are not altered with the Silent Spell feat).

Tears of Evergold (Su): At 8th level, as a full-round action, a heartwarder can cry tears drawn from Evergold, a sacred pool that enhances beauty that Sune shares with the elven goddess Hanali Celanil. If these tears are collected, they are equivalent to the effects of a *potion of love* and serve the Sunite faith as holy water. A heartwarder can use this ability once per tenday, and while it does not cost her any gold to do so, calling upon the power of the pool requires her to spend 6 XP, just as if she had made the potion with the Brew Potion feat.

Fey Metamorphosis: At 10th level, a heartwarder is so attuned to the forces of natural beauty that she transcends mortal definitions of beauty. Her type changes to "fey," which means, among other things, that she is no longer affected by spells that specifically target humanoids, such as *charm person*.

Horned Harbinger

At the end of the Time of Troubles, Myrkul, the Lord of Bones, former god of the dead, was destroyed off the coast of Waterdeep by Midnight, the mortal wizard who became the new Mystra. What little remained of Myrkul's sentience was trapped inside the shattered remnants of an ancient Netherese artifact stored in nearby Blackstaff Tower. Over the course of the next decade, the last vestiges of Myrkul's energy slowly restored the unholy artifact, imbuing it with the fallen deity's personality and memories. Once the *Crown of Horns* was completely reconstituted, Myrkul teleported to many places across Faerûn, briefly settling on the brows of many living and undead former servants just long enough to create hordes of a undead in each location. The most recent known bearer of the *Crown of Horns*, who bore it for at least a year, is believed to have been Nhyris D'Hotheke, a male pureblood yuan-ti who dis-

appeared from his haunts in the subterranean port of Skullport in 1370 DR after being transformed into a lich by the *Crown of Horns*. More detail on the *Crown of Horns* can be found in *Magic of Faerûn*.

The horned harbingers are agents of the fallen Lord of Bones. Some claim their creation heralds the restoration of Myrkul's mantle of godhood, while others view their continued existence as the last remnants of Myrkul's dwindling power. Each horned harbinger has touched the *Crown of Horns* at some point since the Time of Troubles, although not all creatures who have done so have become members of this class.

Most horned harbingers are clerics, wizards, or necromancers, and many are undead. Almost all once venerated the Lord of Bones but later turned to deities such as Cyric, Jergal, Kelemvor, or Velsharoon after the Time of Troubles and the death of their deity. Upon adopting this prestige class, the faith of a horned harbinger must revert to that of the Lord of Bones, although it is unclear which god grants his divine spells. Clerics turning to the worship of Myrkul maintain the domain spells of their previous deity. Failure to venerate Myrkul results in the loss of all abilities stemming from this class, with the exception of Hit Die, base attack bonus, and save bonuses.

Horned harbingers often live in large crypts or necropolises and haunt old battlefields. They rarely, if ever, interact with living creatures except to acquire more corpses. Such beings are often found in the company of large numbers of servitor undead. If not already undead, most are actively pursuing lichdom.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any evil.

Skills: Knowledge (the planes) 8 ranks.

Patron: Myrkul.

Special: The character must have touched the *Crown of Horns*, a Netherese artifact that now contains the remnants of Myrkul's sentience, at least once since the Time of Troubles.

CLASS SKILLS

The class skills of a horned harbinger (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the horned harbinger prestige class.

Weapon and Armor Proficiency: A horned harbinger gains no weapon or armor proficiencies.

Bone Horns (Ex): Horned harbingers grow six short curved horns of bone from their skull, as if wearing a crown of bone. These horns



Horned Harbinger

TABLE 4-13: THE HORNED HARBINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Bone horns, rebuke undead, Death domain
2nd	+1	+3	+0	+3	Deathwatch, <i>animate dead</i>
3rd	+2	+3	+1	+3	Bonus feat
4th	+3	+4	+1	+4	Bonus feat
5th	+3	+4	+1	+4	Captain of undeath
6th	+4	+5	+2	+5	<i>Create undead</i>
7th	+5	+5	+2	+5	Bonus feat, ranged animation
8th	+6	+6	+2	+6	<i>Create greater undead</i>
9th	+6	+6	+3	+6	Bonus feat
10th	+7	+7	+3	+7	General of undeath

are considered natural weapons for the creature, collectively dealing 1d6 points of piercing damage. They do double damage when used as part of a charge.

Rebuke Undead (Su): The character can rebuke or command undead as a cleric of a level equal to his horned harbinger class level. If the character could already rebuke undead, these levels stack with that ability.

Death Domain: Upon adopting the horned harbinger class, the character gains access to the Death domain, described in the *Player's Handbook*, as well as the granted power of that domain. Levels in this prestige class stack with cleric levels for determining the effect of the granted power. If the horned harbinger has no cleric levels, only horned harbinger levels are used for the granted power.

Deathwatch (Ex): At will, a horned harbinger can view the world as if he were using a *deathwatch* spell.

Bonus Feat: At the indicated levels, a horned harbinger may take a bonus feat. These feats are drawn from the following list: Divine Vengeance, Empower Turning, Extra Turning, Heighten Turning, Quicken Turning, Leadership (undead cohorts only), Weapon Focus (bone horns).

Animate Dead (Sp): Beginning at 2nd level, the character can cast *animate dead* once per day as a spell-like ability. His caster level for this ability or casting *animate dead* as a spell is his horned harbinger level plus his Charisma bonus (if any), which stacks with any other class the character has which can cast *animate dead*. For example, a cl7/horned harbinger 2 with Charisma 13 casts *animate dead* as a 10th-level cleric, whether using this spell-like ability or casting the spell as a cleric. This caster level is also determines the maximum number of undead animated with *animate dead* that the horned harbinger can control (so a character with caster level 10 for this power could maintain control over 20 HD worth of undead). Beginning at 4th level he may use this ability twice per day.

Captain of Undeath (Ex): At 5th level, a horned harbinger's limit for controlling undead animated with spells increases to 5 times his caster level instead of the normal 2 times his caster level. His limit for undead controlled through the use of his command undead ability increases from his effective cleric level to 2 times his effective cleric level.

Create Undead (Sp): Beginning at 6th level, the character can cast *create undead* once per day. His caster level for this ability is the same as the caster level for his *animate dead* ability. The horned harbinger may cast *animate dead* instead of using his *create undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

Ranged Animation (Su): At 7th level, any use of *animate dead*, whether as a normal spell or a spell-like ability, has a range of medium (100 ft. + 10 ft./level) instead of touch. In other words, the horned harbinger can use *animate dead* at a distance, without having to touch the corpses. If cast as a spell, the material components are still consumed but do not need to be placed on the corpses.

Create Greater Undead (Sp): Beginning at 8th level, the character can cast *create greater undead* once per day, with his caster level the same as the caster level for his *animate dead* ability. The horned harbinger may cast *animate dead* or *create undead* instead of using his *create greater undead* spell-like ability, similar to an evil cleric spontaneously converting a prepared spell to an *inflict wounds* spell.

General of Undeath (Su): At 10th level, a horned harbinger's limit for controlling undead animated with spells increases to 10 times his caster level. His limit for undead controlled through the use of his command undead ability increases 5 times his effective cleric level.

Nightcloak

The Mistress of the Night is the twisted and perverse goddess of hatred, jealousy, and evil and the creator of the Shadow Weave. Nightcloaks are the apple of Shar's eye—devoted to her vision, preserving her secrets, practicing her magic, as twisted and bitter as she is. They are beings of iron will and determination, although that determination is perverse. They weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment. Yet they are not afraid to smash their toys if it suits Shar's purposes. They are cruel and intelligent, and do not fear slipping away to return and grind their foes to dust at later time. Honor is of no consequence to them. They do as they please, as long as it furthers their—and Shar's—power.

Clerics most often become nightcloaks. Rangers are rare. Nightcloaks often have levels of wizard, sorcerer, bard, or rogue in addition to the class that grants them divine spellcasting ability.

Nightcloaks dwell in communities large and small, often worshipping in secret. Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Neutral evil.

Base Attack Bonus: +3.

Skills: Bluff 2 ranks, Hide 2 ranks, Move Silently 2 ranks, Perform 4 ranks.

Feats: Iron Will, Shadow Weave Magic, Spell Focus (Enchantment, Illusion, or Necromancy), and Pernicious Magic or Tenacious Magic.

Spells: Ability to cast 2nd-level divine spells. Clerics must have access to the Darkness domain.

Patron: Shar.

CLASS SKILLS

The nightcloak's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the nightcloak prestige class.

Weapon and Armor Proficiency: A nightcloak gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each nightcloak level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a nightcloak, the player must decide to which class to add each nightcloak level for the purpose of determining spells per day and spells known.

Darkness Spells: A nightcloak can prepare any Darkness domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Darkness domain list. For instance, a cleric/nightcloak could prepare *darkbolt* as a 5th-level cleric spell, and a ranger/nightcloak could prepare *blacklight* as a 3rd-level ranger spell.

Eyes of Shar (Ex): Nightcloaks have eyes that are totally black. They have 60-foot darkvision. They can also see through magical darkness to a range of 10 feet (in the same black-and-white sight that darkvision provides). They cannot be blinded by magical effects.

Insidious Magic: At 3rd level, nightcloaks get the Insidious Magic



Nightcloak

feat as a bonus feat, reflecting their ability to use the Shadow Weave under Shar's close guidance.

Shadow Talk (Su): Nightcloaks are able to communicate mystically through the shadows of the mind. Nightcloaks can whisper short messages to other worshipers of Shar within 500 feet. All Shar worshipers within range hear the message as a whisper in their mind. Observers can hear the words if they are close enough to physically hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 DC per 5 feet beyond that). This is a language-dependent free action, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of worshipers of Shar.

Disk of Night (Su): Beginning at 5th level, any chakram used by a nightcloak is treated as if it were a +2 returning chakram. If it remains out of the hand of the nightcloak for more than 1 round, a chakram reverts to its original abilities. If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +2, the higher of the two bonuses is used.

True Lies (Sp): At 6th level, a nightcloak can reach into a creature's mind and modify a subject's memories as the 4th-level bard spell *modify memory*. A nightcloak can use this ability a number of times per tenday equal to her Charisma modifier (minimum one). The *modify memory* works as if cast by a bard of the nightcloak's character level.

Mind of Shar (Ex): Beginning at 7th level, Shar grants nightcloaks the ability to use the power of their minds to protect themselves. They add their Intelligence bonus (if any) to all saving throws.

Shar's Caress (Su): Once she reaches 8th level, a nightcloak can surround a held chakram, whip, or dagger with Shadow Weave magic, temporarily giving the weapon the *unboly* property. This ability lasts for 1 round each time it is used, and can be invoked as a free action a number of times per day equal to the nightcloak's Charisma bonus (minimum one). A nightcloak must decide to use this ability before the attack is made, and if the attack misses that use of Shar's Caress is wasted.

Minion of Shar (Sp): Upon reaching 9th level, once per tenday as a standard action a nightcloak can summon one shadow per class level to do her bidding for a number of rounds equal to her class

TABLE 4-14: THE NIGHTCLOAK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Darkness spells	+1 level of existing class
2nd	+1	+3	+0	+3	Eyes of Shar	+1 level of existing class
3rd	+2	+3	+1	+3	Insidious magic	+1 level of existing class
4th	+3	+4	+1	+4	Shadow talk	+1 level of existing class
5th	+3	+4	+1	+4	Disk of night	+1 level of existing class
6th	+4	+5	+2	+5	True lies	+1 level of existing class
7th	+5	+5	+2	+5	Mind of Shar	+1 level of existing class
8th	+6	+6	+2	+6	Shar's caress	+1 level of existing class
9th	+6	+6	+3	+6	Minion of Shar	+1 level of existing class
10th	+7	+7	+3	+7	Voice of ineffable evil	+1 level of existing class

level. Any shadows this summoned shadow creates by draining Strength are under the control of the nightcloak, but vanish along with the original when the duration expires. The nightcloak is able to verbally communicate with the shadows as if she knew their language. She can also use her shadow talk ability to communicate with them.

Voice of Ineffable Evil (Sp): At 10th level, nightcloaks can command a creature as per the *dominate monster* spell 1/day as though cast by a sorcerer of a level equal to the nightcloak's character level. The effect lasts one day. Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

ocular adept

Each beholder believes that it represents a state of true perfection. Among the desperate wasters of decadent cities and debased explorers of the subterranean Underdark can be found humanoids who agree, and who have entered into a surgical pact with the beholder race in an attempt to achieve even a sliver of that perfection. These so-called ocular adepts, outcasts of their own society, have pledged their services to one or more eye tyrants and pledged their religious devotions to the alien entity known as the Great Mother, the deity matron of all beholders. Though ocular adepts often lead cells of degenerate cultists and fancy themselves important in the schemes of their masters, most beholders view them as self-important pawns at best, and mindless chattel at worst. During the ceremony in which the character becomes an ocular adept, a beholder surgeon cuts the central eye from an eyeball beholderkin (a tiny beholderlike monster described in *Monsters of Faerûn*) and places it into a partially disintegrated niche in the supplicant's forehead. A blasphemous incantation grants the eye functionality, opening new vistas of sight to the supplicant. Thereafter the character takes on a more detached, alien demeanor, as the vestiges of the dying beholderkin's personality taints his troubled mind. Surviving the ritual requires a hardy body and spirit.

Clerics who have fallen out of favor with their deity are the most common ocular adepts (disgraced clerics of Bane, whose worshipers often use beholders as allies, are particularly common), though some fighters and barbarians have been known to fall victim to the allure of the spheres of many eyes. Adapting to the psychic imprints of the eyeball graft takes the type of focused concentration common among the spellcasting classes; most wizards, bards, and sorcerers, however, usually are either too weak, too chaotic, or too image conscious to live amid hostile monsters with an alien eye grafted to their skulls.

Ocular adepts often are calculating, mad cult leaders who plot against surface nations according to the whims of their eye tyrant masters. They negotiate the purchase of slaves, defend access points to beholder hives and lairs, and accompany correspondence and trade from one beholder outpost to another. Using their *charm person* and *charm monster* abilities, ocular adepts amass a group of followers to aid them in their duties. Ocular adepts occasionally are used as intermediaries between powerful beholders and heads of state at such times when the personal appearance of a beholder would be dangerous or undiplomatic. Rarely does a beholder create more than

one ocular adept at a time, so these beings rarely see another of their kind. They share their masters' hatred of "imperfect" beholders and their "tainted" servants, so ocular adepts of rival beholders never work together.

Hit Die: d6.

REQUIREMENTS

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

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil or neutral evil.

Base Save Bonus: Fort +4.

Skills: Concentration 8 ranks.

Feats: Endurance.

Special: The character must supplicate himself before one or more beholders, pleading to be accepted into their community as an ocular adept. The character must forswear all allegiances to his previous deity and swear devotion to the Great Mother.

CLASS SKILLS

The ocular adept's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (religion) (Int), Scry (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the ocular adept prestige class.

Weapon and Armor Proficiency: An ocular adept gains no weapon or armor proficiencies.

Spells per Day: An ocular adept gains spells as a cleric of level 1–10, including one domain spell at each spell level available to the ocular adept. The ocular adept chooses two of the following domains: Evil, Hatred, Law, Strength, and Tyranny.

If the ocular adept was already a cleric of another deity, swearing allegiance to the Great Mother is considered "gross violation" of the code of conduct expected by the ocular adept's former deity, causing the loss of all previous spellcasting abilities. However, the implanting of eye of an eyeball beholderkin into the skull of the ocular adept fulfills the necessary conditions for changing deities as described in Chapter 5: Deities of the *FORGOTTEN REALMS Campaign Setting*, and the ocular adept is thereafter a cleric of the Great Mother. He keeps his old cleric spellcasting abilities and gains additional cleric spells as shown on Table 4–15: The Ocular Adept. This means that a cleric/ocular adept has a greater number of low-level spells, but never achieves the higher-level spells that a normal cleric would reach. This reflects both the ocular adept's need to minister to a large number of (generally weaker) followers and the Great Mother's disdain of any creature that is not a true beholder.

Because of his unique situation, a cleric/ocular adept has domain spell slots for his original cleric levels and domain spell slots for his prestige class levels. He is not required to use the same domain spell of a particular level in each slot. For example, if Terok the



Ocular Adept

TABLE 4-15: THE OCULAR ADEPT

Class Level	Base Attack Bonus	Fort	Ref Save	Will Save	Will Save	Cleric Spells Per Day	Cleric Spells Per Day					
							Special	0	1	2	3	4
1st	+0	+2	+0	+2	Implanted eyeball, charm person ray	3	1+1	—	—	—	—	—
2nd	+1	+3	+0	+3	Sleep ray	4	2+1	—	—	—	—	—
3rd	+2	+3	+1	+3	Inflict moderate wounds ray	4	2+1	1+1	—	—	—	—
4th	+3	+4	+1	+4	Slow ray	5	3+1	2+1	—	—	—	—
5th	+3	+4	+1	+4	Fear ray	5	3+1	2+1	1+1	—	—	—
6th	+4	+5	+2	+5	Charm monster ray	5	3+1	3+1	2+1	—	—	—
7th	+5	+5	+2	+5	Telekinesis ray	6	4+1	3+1	2+1	1+1	—	—
8th	+6	+6	+2	+6	Flesh to stone ray	6	4+1	3+1	3+1	2+1	—	—
9th	+6	+6	+3	+6	Disintegrate ray	6	4+1	4+1	3+1	2+1	1+1	—
10th	+7	+7	+3	+7	Finger of death ray	6	4+1	4+1	3+1	3+1	2+1	—

cleric/ocular adept has the Evil and Strength domains, he can prepare a *protection from good* (the 1st-level Evil domain spell) in his 1st-level cleric domain slot and *endure elements*, (the 1st-level Strength domain spell) in his 1st-level ocular adept domain slot. He could just as easily prepare two of either of those spells in those domain slots.

After the implanting ceremony, if the ocular adept willfully turns against the Great Mother, she may use the implanted eye in the adept's forehead as a conduit for her power, disintegrating him instantly.

Implanted Eyeball (Su): The central eye of an eyeball beholderkin fills part of the ocular adept's forehead. Though the eyeball beholderkin perishes as a result of the surgery, its dying eye momentarily infects the host's brain with alien torment in its death throes. Thereafter, the oversized eye magically becomes a part of the ocular adept's physiology. The beholderkin's moribund taint arises occasionally in unintelligible psychic whispers (which most ocular adepts believe to be the encouragement of the Great Mother). As a result of the surgery, the ocular adept gains understanding of the beholder language and a +4 bonus on Spot checks. The eye also has a number of ray powers, which develop as the ocular adept advances in level. Once they have been attained, each ray may be used up to two times a day. Firing a ray from the implanted eyeball is a standard action that does not provoke attacks of opportunity. The implanted eyeball closes and must rest for the full round immediately following a round in which a ray attack is used.

Each eye effect resembles a spell cast by a sorcerer of the adept's class level but follows the rules for a ray. All rays have a range of 100 feet and a save DC of 10 + 1/2 the adept's class level + the adept's Charisma modifier. Unless otherwise noted, each ray works like the spell for which it is named (including what type of saving throw resists it), except that it only affects the target of the ray.

Charm Person: A 1st-level ocular adept can emit a *charm person* ray. Ocular adepts use this ability to confuse their enemies, ordering victims to restrain their friends or simply do nothing while the battle rages on.

Sleep: At 2nd level, an ocular adept can emit a ray of *sleep*.

Inflict Moderate Wounds: To punish powerful allies or wound their enemies, ocular adepts of 3rd level or higher often employ this ray.

Slow: This ray is usable by ocular adepts of 4th level or higher.

Fear: A 5th-level or higher ocular adept may employ this ray.

Charm Monster: At 6th level and higher, the ocular adept can use this ray. Outside of combat, an ocular adept uses this ability to entice the dregs of society to join his or her cult, or to influence a merchant or politician when on a mission for his or her master.

Telekinesis: At 7th level and higher, the ocular adept can move objects or creatures with this ray.

Flesh to Stone: An ocular adept of 8th level or higher can emit this deadly ray.

Disintegrate: A 9th-level or higher ocular adept can use this ray to horrifying effect.

Finger of Death: At 10th level, the Great Mother grants the ocular adept the most deadly of those favors naturally possessed by her true children.

silverstar

Silverstars are dedicated advocates of freedom and tolerance, wanderers on the path of truth, and absolute foes of Shar. They seek to build harmony among lycanthropes and nonshapechangers, and they protect the weak and the oppressed everywhere. They cannot abide slavery, and they hate most undead. They rarely settle in one place for long, instead moving along when seized by wanderlust or enticed by a new cause or mission. Sometimes they receive visions and are seen as somewhat "touched" with prophecy by their closeness to the Moonmaiden. They deal with lunar energies and phenomena and are, to a limited degree, able to wield the power of the moon, bringing its fierce, pure white light to Toril to advance the goddess's wishes.

Clerics most often become silverstars; rangers are a less common choice. Selûne demands an individualistic outlook on life that is incompatible with the lawful nature of paladins and monks, and her passionately good and chaotic nature leaves little room for the balance a druid requires.

Silverstars are often found in large coastal cities dependent on the sea for trade and sustenance. Others prefer the outlying reaches of civilized realms, where lycanthropes are most common. Wherever they are found, silverstars actively oppose the activities and misdeeds of Shar's followers, whether singly or in groups.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Chaotic good.

Base Attack Bonus: +4.

Skills: Intuit Direction 2 ranks, Sense Motive 2 ranks.

Feats: Blind-Fight, Dodge, Mobility, Spring Attack.

Spells: Ability to cast 2nd-level divine spells. Clerics who wish to become silverstars must have access to the Moon domain.

Patron: Selûne.

CLASS SKILLS

The silverstar's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are features of the silverstar prestige class.

Weapon and Armor Proficiency: Silverstars gain no weapon or armor proficiencies. Selûne's favored weapon is the heavy mace, which silverstars refer to as the moon's hand.

Spells per Day: At each silverstar level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a silverstar, the player must decide to which class to add each silverstar level for the purpose of determining spells per day and spells known.

Moon Spells: A silverstar can prepare any Moon domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Moon domain list. For instance, a cleric/silverstar could prepare *moonblade* as a 3rd-level cleric spell, and a ranger/silverstar could prepare *moonbeam* as a 2nd-level ranger spell.

Lunar Sight (Ex): Silverstars of 2nd level and above have low-light vision.

Moon's Hand (Su): Any heavy mace wielded by a 3rd-level silverstar is treated as if it were a +1 *shock heavy mace*. If leaves the hand of the silverstar it reverts to its original abilities. If the weapon has additional abilities (such as *frost*), these abilities still apply, and if the weapon has an enhancement bonus better than +1 the higher of the two bonuses is used. At 6th level, the weapon is treated as a +2 *shock heavy mace*.

Tears of Selûne (Sp): A 4th-level silverstar can project small balls of luminescent lunar energy from her eyes as a *dancing lights* spell (torches or will-o'-wisps only) at will, as if cast by a sorcerer of her caster level.

Prophet's Sight (Su): Starting at 5th level, once per day a silverstar is able to see as if under the effect of a *true seeing* spell cast by a cleric of her level. At 8th level, this ability can be used 2/day.

Selûnite Lycanthrope: Upon reaching 6th level, silverstars who contract any form of lycanthropy are treated as natural lycanthropes. Their type changes to shapechanger, and they may select the Improved Control Shape feat (see the *Monster Manual*) or the Scent ability as a feat (see the *Monster Manual*) at any point that they can select a new feat. Silverstars do not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

Moonshield (Su): At 7th level, a silverstar learns how to better resist the magic of the Shadow Weave. She gains a +2 bonus on saves against enchantment, illusion, and necromancy spells and effects, and spells and effects with the darkness descriptor. This bonus applies whether or not the source is from the Weave or the Shadow Weave.

Greater Moon's Hand (Su): Upon reaching 9th level, a silverstar using her moon's hand ability treats her weapon as if it were a +2 *shocking burst weapon*.

Moonfire (Sp): Upon reaching 10th level, a silverstar can cast *moonfire* 1/day as a spell-like ability.



Silverstar

TABLE 4-16: THE SILVERSTAR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Moon spells	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Lunar sight	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Moon's hand +1 shock	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Tears of Selûne	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Prophet's sight 1/day	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Selûnite lycanthrope, moon's hand +2 shock	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Moonshield	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Prophet's sight 2/day	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Greater moon's hand	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Moonfire	+1 level of divine spellcasting class

stormlord

Talos the Destroyer embodies the uncaring and destructive forces of nature that may strike at any time. Stormlords are the chief agents of the Destroyer's wrath, inflicting destructive rampages wherever they wander in order to spread word of his endless fury. Talos cares only that they call up a storm or engage in a spectacular act of violence every ten day or so.

Most stormlords are clerics, druids, or cleric/sorcerers, although other class combinations, particularly those including fighter or even barbarian, are not unknown. Wizards have their own means of destroying things, and bards rarely can generate enough force with their spells to be considered worthy by the Destroyer.

Stormlords often live as brigands, indulging their personal desires for wealth, food, luxury items, and wanton behavior as they crave random, spectacular acts of violence. They often pose as lunatics, in order to spread the word of Talos, and otherwise adopt disguises in order to scout out rich prizes to strike at.

Hit Die: d8.

REQUIREMENTS

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

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

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

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

CLASS SKILLS

The class skills of a stormlord (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Gather Information (Cha),

Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Stormlord

CLASS FEATURES

The following are class features of the stormlord prestige class.

Weapon and Armor Proficiency: A stormlord gains no weapon or armor proficiencies.

Spells per Day: At each stormlord level, the character gains new spells per day as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide to which class to add each stormlord level for the purpose of determining spells per day and spells known.

Electricity Resistance (Ex): As the stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table.

Shock Weapon (Su): At 2nd level, any spear or javelin used by a stormlord is treated as a shock weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): At 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or any other natural symptom of Talos's fury.

TABLE 4-17: THE STORMLORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Electricity resistance 10	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Shock weapon	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Storm walk	+1 level of divine spellcasting class
4th	+3	+3	+1	+3	Electricity resistance 15	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Thundering weapon	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Storm ride	+1 level of divine spellcasting class
7th	+5	+5	+2	+5	Electricity resistance 20	+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Shocking burst weapon	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Electricity resistance 30	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Elemental conflagration	+1 level of divine spellcasting class

Thundering Weapon (Su): At 5th level, any spear or javelin a stormlord uses is treated as a *thundering* weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's *shock* weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking Burst Weapon (Su): At 8th level, any spear or javelin used by a stormlord is treated as a *shocking burst* weapon. The weapon loses this ability 1 round after leaving the hand of the stormlord. Its effects stack with the stormlord's *thundering* weapon ability.

Elemental Conflagration (Sp): Upon reaching 10th level, a stormlord gains the ability to summon a quartet of Huge elementals once per tenday. These four elementals are summoned as if using the *summon monster IX* spell, except that each elemental is of a different type (air, earth, fire, water).

strifeleader

The Prince of Lies demands control by any means necessary. Strifeleaders are the chief instruments of the Dark Sun, charged with spreading the One True Way of Cyric (as least the Prince of Lies whispers it in their minds) through force and deception. They spread strife and work murder everywhere in order to make folk fear and believe in Cyric.

Most strifeleaders are clerics, rogues, or bards. Particularly crafty fighters and barbarians may become strifeleaders, but characters of other classes rarely pursue this path.

Strifeleaders are often found supporting rulers with a taste for cruelty and empire-building. They indulge in intrigue in every land so as to spread strife everywhere without plunging realms into widespread war and thus give worship to Tempus the war deity. Most also spend their time scheming against each other in an endless struggle of cabal against cabal, with each strifeleader seeking to increase his personal power.

Hit Die: d6.

REQUIREMENTS

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

Skills: Disguise 8 ranks, Bluff 4 ranks, Intimidate 4 ranks, Speak Language (Abyssal).

Feats: Iron Will, Spell Focus (Illusion), Weapon Focus (longsword).

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

Patron: Cyric.

Special: The character must have single-handedly slain an illusionist, a cleric of Cyric, or someone with the Spell Focus (Illusion) feat.

CLASS SKILLS

The class skills of a strifeleader (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), and Sense Motive (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the strifeleader prestige class.

Weapon and Armor Proficiency: A strifeleader gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each indicated strifeleader level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one spellcasting class before becoming a strifeleader, the player must decide to which class to add each strifeleader level for the purpose of determining spells per day and spells known.

Dominating Aura (Su): A strifeleader is immune to fear (magical or otherwise). Enemies within 20 feet of a strifeleader suffer a -2 morale penalty on saving throws against fear effects. The radius of this aura increases at 4th and 7th levels.

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

Skilled Prevarication (Ex): At 2nd level, strifeleaders become skilled in the art of telling lies. They get a +2 bonus

on Bluff and Intimidate checks. Moreover, strifeleaders gain a +2 bonus on saving throws against the spells *discern lies* and *zone of truth*.

Sneak Attack: Starting at 3rd level, if a strifeleader can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the strifeleader's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the strifeleader's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at 6th and 9th level. Should the strifeleader score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the strifeleader can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A strifeleader can only sneak attack living creatures with dis-



Strifeleader

TABLE 4-18: THE STRIFELEADER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Dominating aura 20 feet, poison use	+1 level of existing class
2nd	+1	+3	+0	+3	Skilled prevarication	+1 level of existing class
3rd	+2	+3	+1	+3	Sneak attack +1d6	—
4th	+3	+4	+1	+4	Dominating aura 30 feet	+1 level of existing class
5th	+3	+4	+1	+4	Illusions	+1 level of existing class
6th	+4	+5	+2	+5	Sneak attack +2d6	—
7th	+5	+5	+2	+5	Dominating aura 40 feet	+1 level of existing class
8th	+6	+6	+2	+6	Death attack	+1 level of existing class
9th	+6	+6	+3	+6	Sneak attack +3d6	—
10th	+7	+7	+3	+7	Greater death attack	+1 level of existing class

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

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

Illusions: Beginning at 5th level, the strifeleader adds the spells *ghost sound*, *invisibility*, *minor image*, *mirror image*, *major image*, *phantasmal killer*, and *silent image* to his spell list. The spells become clerical spells at the same levels they are on the Sor/Wiz list (so the strifeleader may prepare *invisibility* as a 2nd-level cleric spell).

Death Attack (Ex): Starting at 8th level, if the strifeleader studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (strifeleader's choice). While studying the victim, the strifeleader can undertake other actions as long as his attention stays focused on the target and the target does not detect the strifeleader or recognize him as an enemy. If the victim of such an attack fails her Fort saving throw (DC 10 + the strifeleader's class level + the strifeleader's Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per level of the strifeleader. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the strifeleader has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the strifeleader does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Greater Death Attack (Ex): At 10th level, the DC for the strifeleader's death attack (whether to kill or paralyze) increases by +4.

sword dancer

Eilistraee the Dark Maiden encourages drow to return to the surface world and reestablish themselves as rightful, nonevil inhabitants of the Night Above. Although they need not be drow themselves, sword dancers are expected to lead that migration and work to promote harmony between drow and surface-dwelling races. They nurture beauty, music,

the craft of making musical instruments, and song wherever they find it, assist hunters and hunting, and help others in acts of kindness whenever they see ways to do so.

Most sword dancers are clerics, cleric/fighters, or cleric/bards. Other class combinations, particularly those including ranger, rogue, and sorcerer, are somewhat less common. Barbarians and wizards rarely become sword dancers. Drow and half-drow are by far the most common races to adopt the sword dancer class, but other races, particularly half-elves, humans, and surface elves, venerate the Dark Maiden as well.

Sword dancers usually dwell together in small groups in places where other elven races might dwell. Most frequent woodland glades where they gather to dance, sing, and engage in swordplay under the light of the moon.
Hit Die: d8.

REQUIREMENTS

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

Race: Elf or half-elf.

Gender: Female.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Perform 5 ranks (includes dance and singing), Speak Language (Elven and Undercommon).

Feats: Dodge, Expertise, Skill Focus (Perform), Weapon Focus (any sword).

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

Patron: Eilistraee.

Special: The character must have seen the sun rise at least once and spent at least one continuous month living on the surface (without entering the Underdark), dancing each night under the light of the moon.

CLASS SKILLS

The class skills of a sword dancer (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points Per Level: 2 + Int modifier.



Sword dancer

TABLE 4-19: THE SWORD DANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+0	Low-light vision, sword song	+1 level of existing class
2nd	+1	+0	+3	+0	Moonlights	+1 level of existing class
3rd	+2	+1	+3	+1	Sword dance	+1 level of existing class
4th	+3	+1	+4	+1	Mobility	+1 level of existing class
5th	+3	+1	+4	+1	Maiden's sword	+1 level of existing class
6th	+4	+2	+5	+2	Lesser spellsong	+1 level of existing class
7th	+5	+2	+5	+2	Spring Attack	+1 level of existing class
8th	+6	+2	+6	+2	Spellsong	+1 level of existing class
9th	+6	+3	+6	+3		+1 level of existing class
10th	+7	+3	+7	+3	Sword shield	+1 level of existing class

CLASS FEATURES

The following are class features of the sword dancer prestige class.

Weapon and Armor Proficiency: A sword dancer gains no weapon or armor proficiencies. A sword dancer that wears medium or heavy armor or carries or wears a shield cannot use any of her special abilities, and a sword dancer wearing only light armor must succeed at an arcane spell failure roll in order to use any of her spell-like or supernatural abilities granted by this prestige class (not including spellcasting).

Spells per Day/Spells Known: At each sword dancer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one spellcasting class before becoming a sword dancer, the player must decide to which class to add each sword dancer level for the purpose of determining spells per day and spells known.

Low-Light Vision (Ex): All sword dancers have low-light vision.

Sword Song (Su): A sword dancer can attune herself to a particular sword (magical or not), a process that takes one tenday. During this time she must be wearing or holding the sword for at least 8 hours each day, and if interrupted she must start again. She may only be attuned in this fashion to one sword at a time. Beginning the process of attuning another sword negates the ability of the currently attuned sword. Once attuned to this sword, whenever she wields it the sword sings heroic songs, granting her a +2 morale bonus on attack and damage rolls with the sword and a +3 morale bonus on saving throws against mind-affecting spells and effects. This ability is a sonic, mind-affecting effect, and can be used for a maximum number of rounds per day equal to her class level plus her Charisma modifier. If this ability is applied to a *dancing* sword, the *dancing* sword gains the attack and damage bonus, but the saving throw bonus still applies to the sword dancer.

Moonlights (Su): Beginning at 2nd level, at will and as a free action a sword dancer can create small lights equal to those produced by the *dancing lights* spell. These lights are under the control of the sword dancer but cannot move more than 5 feet from her body. The sword dancer can have in existence a number of lights equal to her class level.

Sword Dance (Su): At 3rd level, a sword dancer can attune herself to a particular sword (which may be the same sword as her singing sword) in the process described above. Once attuned to the sword, she may use it as if it had the *dancing* property. She may use this ability a number of times per day equal to her class level.

Mobility: The sword dancer gains the Mobility feat at 4th level.

Maiden's Sword (Su): At 5th level, a sword dancer gains the ability to craft magic swords as if she had the Craft Magic Arms and Armor feat. This ability only works on her attuned swords, but the magic abilities given to the sword persist even if she loses her attune-

ment to the sword. She may add any properties (including enhancement bonuses) to a sword as long as she meets the property's other prerequisites.

Lesser Spellsong (Su): At 6th level, a sword dancer gains the ability to spontaneously cast prepared cleric spells of 3rd level or lower as any of her domain spells, just as a good cleric spontaneously casts prepared cleric spells as *cure wounds* spells. Any spells she casts in this manner always have a verbal component in addition to their normal components. For example, a sword dancer with access to the Moon domain who has prepared *divine favor* (a 1st-level spell) may lose *divine favor* in order to cast *faerie fire* (a 1st-level spell from the Moon domain).

Spring Attack: The sword dancer gains the Spring Attack feat at 7th level.

Spellsong (Su): At 8th level, the sword dancer's lesser spellsong ability expands to include spontaneous casting of cleric spells of up to 6th level as domain spells.

Sword Shield (Su): At 10th level, as a free action a sword dancer may command her *dancing* sword to fight in a defensive manner, taking a penalty of up to -5 on the sword's attacks in order to add the same number (up to +5) to her Armor Class as an armor bonus. The changes to the sword's attack rolls and her Armor Class last until her next action. She can only use this ability on one dancing sword at a time.

Techsmith

Faerûn resounds with the measured cadence of blacksmiths hammering out their newest creation, the clatter-clack of tinkers cobbling together the contents of a bin of junk to create something truly useful, and the fizzing pops of chemicals as alchemists labor to create some heretofore unseen form of artificial life. At the head of this orchestra of technological progress can be found the techsmiths of Gond, men and women devoted to the development of new inventions and the progression of achievement in the name of the Wonderbringer.

Though based in the Lantanese city of Illul, techsmiths can be found throughout the continent as advisors to rulers, as merchants selling fantastic wares, and as builders and operators of small golems tasked with taking care of unsightly municipal duties such as caring for large sewer systems or interring the dead. Theirs is a primarily cosmopolitan pursuit, making techsmiths far more common in cities than in pastoral regions. Most travel widely, however, both to share their own creations and to monitor the creations of folk from all corners of the known world. Because of their skill in building constructs, techsmiths are experts at demolishing them as well, and are sometimes called into service to destroy dangerous things of that type before they cause too much harm. Techsmiths tend toward extreme eccentricity, often concerning themselves with the solution of some mathematical formula far more than personal interaction with their companions. Slow to make friends with those who do not share their obsession with mechanics and explosives (in that order), it often has been said that a techsmith's only true

confidante is the golemlike construct known as a gondsman, who serves as the techsmith's servant, assistant, and friend.

The techsmiths draw their ranks almost exclusively from the clergy of Gond, since the High Holy Crafthouse of Inspiration, where the secrets of the techsmiths are imparted to would-be members of the order, does not accept applications from followers of other deities. Clerics of other gods who bestow the Craft domain upon their followers (such as certain members of the gnomish and dwarven pantheon) occasionally convert to Gond worship in order to gain the secrets of the techsmiths. It is said that this troubles the Wonderbringer but little, as the end result promises interesting creations from headstrong inventors.

Those techsmiths who do not adventure often attempt to profit from their proprietary knowledge by creating *smokepowder* weapons and bombs and selling them to the highest bidder. Unscrupulous techsmiths seek out conflict that they might profit from both sides. Such individuals are a good source of explosives, firearms, and new inventions, and do lucrative business selling their goods to members of the adventuring class. In larger cities with a strong Gondian presence, they may form a guild, but most work alone.

Hit Die: d6.

REQUIREMENTS

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

Skills: Craft (armorsmithing, blacksmithing, metalworking, or weaponsmithing) 9 ranks.

Feats: Craft Wondrous Item, Skill Focus (Craft [armorsmithing, blacksmithing, metalworking, or weaponsmithing]).

Spells: Ability to cast *minor creation*.

Patron: Gond.

Special: Must visit the High Holy Crafthouse of Inspiration in the city of Illul on the island of Lantan.

CLASS SKILLS

The techsmith class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (religion) (Int), Open Lock (Dex), Scry (Int), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the techsmith prestige class.

Weapon and Armor Proficiency: Techsmiths are proficient with all simple weapons, and gain the feat Exotic Weapon Proficiency (firearms) if they do not already have it.

Spells per Day/Spells Known: At each techsmith level, the character gains new spells per day (and spells known, if applicable) as if

he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a techsmith, the player must decide to which class to add each techsmith level for the purpose of determining spells per day and spells known.

Gondsman (Ex): Upon becoming a techsmith, the character may construct a gondsman—a loyal mechanical warrior, assistant, bodyguard, and friend. This gondsman costs the techsmith nothing, for it is assumed that in the time before becoming a techsmith he has been researching and working on parts of the gondsman in his spare time.

A gondsman is a construct, is made of metal and wood (and is therefore vulnerable to attacks such as *warp wood* and *rusting grasp*). The techsmith can create a gondsman in one of two sizes: Small (Str 13, Dex 14, Con —, Int 4, Wis 13, Cha 6) or Medium-size (Str 15, Dex 12, Con —, Int 4, Wis 13, Cha 6), or

A gondsman has a +5 natural armor, neutral alignment, d10s for Hit Dice, and Hit Dice equal to the techsmith's class level + 3. It has a slam attack that deals 1d8 points of base damage.

A new gondsman has no equipment but can use any equipment appropriate for its size.

As the techsmith gains a level, the gondsman also increases in ability by gaining a Hit Die. Following the rules for constructs in the *Monster Manual*, the gondsman gains the normal improvements for a construct that adds a Hit Die: 1d10 hit points, attack bonus as cleric, poor base save bonus improvement. In addition, each time the techsmith gains a level, he may add an upgrade to his gondsman, selecting from the following options:

- +1 Strength
- +1 Dexterity
- +1 to base attack bonus
- +1 to one save
- +1 to existing natural armor bonus

A gondsman shares a special bond with its creator, similar to the relationship between a sorcerer and his familiar. The construct and creator share an empathic link to a distance of one mile. The techsmith cannot see through the gondsman's eyes, but they can communicate telepathically. Even the most intelligent and personable gondsman tend to see the world through a somewhat detached, mechanical perspective, so misunderstandings are possible. This empathic link is a supernatural ability.

Because of the empathic link between the gondsman and the techsmith, the techsmith has the same connection to a place or item that the gondsman does.

Should a gondsman be damaged, the techsmith can repair it using artisan's tools at a rate of 1 hit point per hour. Alternatively, the *mending* spell can restore 1 hit point. Since constructs are creatures, cure spells affect it normally.

If a gondsman is reduced to 0 hit points, it is destroyed.



Techsmith

WAP, ∞

Illustration by Wayne Reynolds

TABLE 4-20: THE TECHSMITH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Gondsmen	+1 level of existing class
2nd	+1	+3	+0	+3	Technical knack +2	+1 level of existing class
3rd	+1	+3	+1	+3	New domain	+1 level of existing class
4th	+2	+4	+1	+4	Construct sense	+1 level of existing class
5th	+2	+4	+1	+4	Technical knack +4	+1 level of existing class
6th	+3	+5	+2	+5	Golembane	+1 level of existing class
7th	+3	+5	+2	+5	Improved critical	+1 level of existing class
8th	+4	+6	+2	+6	Technical knack +6	+1 level of existing class
9th	+4	+6	+3	+6	Explosive obsession	+1 level of existing class
10th	+5	+7	+3	+7	Golemsmite	+1 level of existing class

Should a gondsman be destroyed, the techsmith may construct another. Constructing a replacement gondsman costs 500 gp per Hit Die and takes 1 day for every 1,000 gp value of the gondsman (as if the techsmith were creating a magic item). For example, a 6th level techsmith wishing to replace a 9 HD gondsman would have to spend 4,500 gp and five days creating the gondsman.

Technical Knack (Ex): Techsmiths of a certain skill level pick up a technical knack, an innate familiarity with the workings of mechanical gadgetry and science that allows them a +2 competence bonus on all Alchemy, Appraise, Craft, Disable Device, Knowledge, and Open Lock checks involving some sort of mechanical, technological, or explosive circumstance. This bonus increases to +4 at 5th level and +6 at 8th level.

New Domain: The techsmith may choose a new domain from Gond's list of available domains (Craft, Earth, Fire, Knowledge, Metal, and Planning). The techsmith receives the domain's granted power and may choose the domain's spells as domain spells. (The techsmith now has three choices each level for domain spells instead of two.) A techsmith that has no cleric levels gains no spells or spell slots from this ability, but gains the granted power of the domain he chooses.

Construct Sense (Su): Techsmiths of 3rd level or higher can communicate telepathically with any construct within 60 feet. They may

make a Spot check (DC 15) to recognize a construct for what it is.

Golembane (Ex): Because of his superior knowledge of constructs, a techsmith can combat a golem (or any construct) with weapons or unarmed attacks as if it had no damage reduction. After watching a construct in action for 1 round, he knows what spells it is particularly vulnerable or immune to.

Improved Critical (Ex): Because of his study of metals and other crafting materials, a techsmith knows how to best utilize any weapon and find the weak spots of any armor. Any weapon he uses threatens critical hits as if he had the Improved Critical feat.

Explosive Obsession (Ex): Due to their familiarity with the intricacies of *smokepowder*, techsmiths of 9th level or higher may create enhanced bombs. These powerful explosives operate exactly as described under Renaissance Grenadelle Weapons in Chapter 6 in the *Dungeon Master's Guide*, except that they deal 2d8 points of damage and have a blast radius of 15 feet. Crafting such a bomb costs 50 gp in raw materials and requires 2 hours.

Golemsmite (Ex): Upon reaching 10th level, a techsmith is a lethal foe to any opposing constructs. If the techsmith makes a critical hit with a melee weapon against a construct of any type, it is immediately destroyed, as if the techsmith were using a *mace of smiting*.

sample gondsmen

Techsmiths develop gondsmen to suit their needs and wants.

The 5th level techsmith's gondsman, below, emphasizes offense with its +3 Strength and +1 attack increases.

The 11 HD gondsman, below, shows a defensive approach with natural armor increased by +4 and saving throws each increased by +1.

All gondsmen share construct traits.

Construct Traits: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects; cannot heal damage (though regeneration and fast healing still apply, if present); not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected; darkvision 60 ft.

A 1st level techsmith's 4 HD gondsman:

➤ **Clang:** Gondsmen; CR —; Medium-size construct; HD 4d10; hp 22; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3, slam); SQ Construct traits; AL N; SV Fort +1, Ref +2, Will +2; Str 15; Dex 12, Con —, Int 4; Wis 13, Cha 6.

A 5th level techsmith's 8 HD gondsman:

➤ **Wrath's Hammer:** Gondsmen; CR —; Medium-size construct; HD 8d10+4; hp 44; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15); Atk +11/+6 melee (1d8+4, slam); Face/Reach 5 ft. × 5 ft./5 ft.; SQ construct traits; AL N; SV Fort +2, Ref +3, Will +3; Str 18, Dex 12, Con —, Int 4, Wis 13, Cha 6.

An 8th level techsmith's 11 HD gondsman:

➤ **Fairshield:** Gondsmen; CR —; Small construct; HD 11d10; hp 60; Init +2; Spd 20 ft.; AC 22 (touch 13, flat-footed 20); Atk +10/+5 melee (1d8+1, slam); SQ Construct traits; AL N; SV Fort +4, Ref +6, Will +5; Str 13, Dex 14, Con —, Int 4, Wis 13, Cha 6.
Skills and Feats: Hide +6.

Waveservant

Umberlee is widely feared by all who make their living from the sea, and those who trespass her domain had best pay tribute to avoid her wrath. Waveservants serve the Bitch Queen as both tribute gatherers and enforcers.

Most waveservants are clerics, rangers, or cleric/rangers. Sometimes a wizard or sorcerer with a fondness for water magic becomes a waveservant, a few druid/waveservants are known, and some barbarian tribes venerate the Bitch Queen and have barbarian/waveservant members nearly as temperamental as the goddess herself.

Waveservants are usually loners. Some dwell on storm-swept islands and coasts, while others spend their whole lives aboard ships. Many make their living as pirates, attacking merchant ships that do not make sufficient offerings to their goddess. They rarely venture far from large bodies of water.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +5.

Skills: Intimidate 4 ranks, Intuit Direction 3 ranks, Knowledge (nature) 4 ranks, Speak Language (Aquan), Swim 4 ranks.

Feats: Endurance, Weapon Focus (trident).

Spells: Ability to cast 2nd-level divine spells. Clerics who wish to become waveservants must have access to the Ocean domain.

Patron: Umberlee.

Special: The character must have made peaceful contact with a water elemental, an evil creature of type outsider (water), or an evil aquatic creature; the creature must have had at least 6 Hit Dice and the character must have communicated with it using a language or magic.

CLASS SKILLS

The class skills of a waveservant (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Int), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the waveservant prestige class.

Weapon and Armor Proficiency: A waveservant gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each waveservant level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a waveservant, the player must decide to which class to add each waveservant level for the purpose of determining spells per day and spells known.

Ocean Spells: A waveservant can prepare any spell from the Ocean domain as if it were on his divine spell list. The spell uses a spell slot of a level equal to its level in the Ocean domain list. For instance, a ranger/waveservant could prepare *endure elements* as a 1st level ranger spell.

Water Breathing (Ex): A waveservant can breathe water as easily as air, and gains a swim speed of 30 feet. Like all creatures with a swim speed, waveservants do not need to make Swim checks to move through the water at their swim speed. They have a +8 bonus on all Swim checks to perform some special action or avoid a hazard. They can always choose to take 10 on Swim checks even if rushed or threatened. They can use the run action while swimming provided they swim in a straight line.

Drowned Legion: Waveservants with the ability to rebuke undead gain a +4 to their turning damage roll whenever they or the targeted undead are at least half immersed in water.

Freedom of Movement (Ex): At 2nd level, waveservants move and attack normally while underwater as if they were under the effects of a *freedom of movement* spell. They may also cast spells unhindered when underwater.

Restrictions not directly related to the water (such as a *web* spell cast into the water) are not thwarted by this ability.

Aquatic Servants (Su): At 3rd level, a waveservant gains the ability to rebuke or command aquatic creatures. This ability works just like an evil cleric rebuking or commanding undead, but uses the waveservant's class level to determine the effect of the rebuke attempt. The waveservant may use this ability a number of times per day equal to 3 + her Charisma modifier.

Sahuagin Rage (Ex): Beginning at 3rd level, a waveservant can call upon the inhuman bloodlust of the sahuagin, entering a rage exactly the same as that of a barbarian. She may do this once per day.

Deep Sight (Ex): At 4th level, a waveservant can see underwater as if she had darkvision and low-light vision.

Nose of the Shark (Ex): At 4th level, the waveservant gains the keen scent ability of a shark whenever she is within the water. She can detect creatures that are within the water within 180 ft. and can detect blood in the water at ranges of up to one mile.



Waveservant

TABLE 4-21: THE WAVESERVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Ocean spells, water breathing, drowned legion	+1 level of divine spellcasting class
2nd	+1	+3	+0	+3	Freedom of movement	+1 level of divine spellcasting class
3rd	+2	+3	+1	+3	Aquatic servants, sahuagin rage	+1 level of divine spellcasting class
4th	+3	+4	+1	+4	Deep sight, nose of the shark	+1 level of divine spellcasting class
5th	+3	+4	+1	+4	Jellyfish poison	+1 level of divine spellcasting class
6th	+4	+5	+2	+5	Tremorsense	+1 level of divine spellcasting class
7th	+5	+5	+2	+5		+1 level of divine spellcasting class
8th	+6	+6	+2	+6	Jellyfish tentacles	+1 level of divine spellcasting class
9th	+6	+6	+3	+6	Arms of the octopus	+1 level of divine spellcasting class
10th	+7	+7	+3	+7	Jellyfish body	+1 level of divine spellcasting class

Jellyfish Poison (Su): At 5th level, the waveservant causes thousands of tiny poisoned nearly invisible barbs to grow from her face and hands. With a touch attack, she may inject poison through these barbs into the body of a target creature. The poison (Fort DC 10 + 1/2 class level + Wisdom bonus) deals 1d6 points of initial and secondary Strength damage. The waveservant can use the barbs to make multiple poison attacks as long as they remain. The barbs may be invoked once per day, remain on the waveservant's skin for up to 1 minute per class level, and can be dismissed as a free action. The poison cannot be removed from the character's skin or the barbs and stored for later use.

Tremorsense (Ex): At 6th level, a waveservant becomes so attuned to the vibrations of water that she effectively has the tremorsense ability in regard to creatures within or touching the body of water she is in. For example, if she were in an underground lake, she would know the exact location of an invisible rogue swimming through the lake toward her, but would not have any unusual ability to locate the invisible sorcerer flying above her. The range of this ability is 60 feet.

Jellyfish Tentacles (Su): At 8th level, when in water, the waveservant gains the ability to transform her arms into dozens of spindly translucent tentacles, all bearing poisoned barbs. The tentacles have a reach of 10 feet. The waveservant may attempt a touch attack with the tentacles, with a successful touch attack meaning the target is subject to the effects of jellyfish poison (see above). If used outside of water, the tentacles hang to the ground, have a maximum reach of 5 feet, and can only affect creatures that step on them.

Attacks with melee weapons against tentacles are made against AC 10, deal only 1 point of damage to the waveservant, and sever a single tentacle with each hit, but there are so many strands and they regrow so quickly that these attacks are almost entirely ineffective. Attacks with ranged weapons deal no damage. Area attacks affect the tentacles (and the waveservant) normally.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, she cannot manipulate objects, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Arms of the Octopus (Su): At 9th level, the waveservant gains the ability to transform her arms into long suckered and barbed tentacles with 10 foot reach. She may attack with these arms as if they were natural weapons for her, and attacks in this manner do not draw attacks of opportunity. A tentacle deals 1d4 points of damage plus the waveservant's Strength bonus. A successful attack with a tentacle allows the waveservant to immediately attempt a grapple without having to make a touch attack or provoking an attack of opportunity. A waveservant that has grappled an opponent can choose to con-

strict her opponent with a successful grapple attack, automatically dealing 2d4 points plus Strength bonus of normal damage.

While her arms are transformed into tentacles, she may not cast spells with anything other than verbal components, her effective Dexterity for manipulating objects is 6, and any magic items worn on her hands or arms are temporarily absorbed and cease functioning while this ability is active. Transforming her arms back to normal is a free action. She may use this ability for a number of rounds per day equal to her class level plus her Charisma modifier.

Jellyfish Body (Su): At 10th level, a waveservant's body undergoes a radical transformation. Her bones and internal organs soften and diffuse, leaving only her skin to define her shape. While this does not greatly affect her appearance (her features soften somewhat) or any of her other abilities, it does leave her body with no parts that are more vulnerable than any other. In short, she has no discernable anatomy, and is therefore no longer subject to critical hits or sneak attacks. Her type changes to aberration (aquatic).

wearer of purple

Wearers of purple are members of the Cult of the Dragon who embrace the creation and veneration of the Sacred Ones, the great dracoliches of Faerûn. Members follow the teachings of Sammaster the Mad, who prophesied that dragon dragons shall rule the world entire. Organized into autonomous cells, Dragon Cultists collectively serve as an intelligence-gathering and communications network for the evil dragons of Faerûn and the Cult's dracoliches. Wearers of purple are typically leaders of such Dragon Cult cells. They are responsible for tracking evil dragons to their lair, offering tribute to evil dragons, convincing evil dragons to become dracoliches, preparing the necessary ritual components for the transformation, and serving dracoliches once created. Most wearers of purple serve one dracolich, although members of powerful cells may serve up to a half a dozen Sacred Ones.

Most wearers of purple are clerics, wizards, wizards specializing in the art of necromancy, or sorcerers. Those clerics who do join the ranks of the Dragon Cult are typically followers of Bane, Cyric, Gargauth, Shar, Talona, or Velsharoon. Although fighters and rogues make up the bulk of the Cult's lower ranks, few non-spellcasters ascend to leadership positions with the Cult of the Dragon.

Wearers of purple are usually high-ranking members of a Dragon Cult cell who work closely with fellow Cultists. Most are either involved in wooing one or more dragons to undergo the transformation to undeath or serving one of the Sacred Ones directly. Most remain in close proximity to the lair of the dragon that they serve except when coordinating with other cells or seeking out other wyrms.

Hit Die: d6.

REQUIREMENTS

To qualify to become a wearer of purple, a character must fulfill the following criteria.

Alignment: Any evil.

Base Save Bonus: Will +5.

Skills: Alchemy 5 ranks, Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (local) 3 ranks, Speak Language (Draconic).

Feats: Iron Will, Spell Focus (Necromancy).

Spells: Able to cast at least one necromantic spell.

Special: The character must have made peaceful contact with an evil true dragon or dracolich.

CLASS SKILLS

The class skills of a wearer of purple (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Ride (Dex), and Scry (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the wearer of purple prestige class.

Weapon and Armor Proficiency: A wearer of purple gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each wearer of purple level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a wearer of purple, the player must decide to which class to add each wearer of purple level for the purpose of determining spells per day and spells known.

Energy Resistance (Ex): Upon adopting the wearer of purple class, the character gains a resistance 5 to one type of energy (commonly acid, cold, electricity, or fire), as described in Chapter 3 of the *Dungeon Master's Guide*. Most characters choose a resistance to the

type of energy embodied in the breath weapon of the dragon or dracolich that they attend or expect to attend. At 3rd and 5th level, the energy resistance increases to 10 and 15, respectively.

New Domain: At 1st level, the wearer of purple gains a domain from the following list: Death, Evil, Scalykind. The character gains the granted power of the new domain. A wearer of purple's class level stacks with his cleric level for determining the effects of these three domain's granted powers. If the wearer of purple has no cleric levels, he doesn't gain the domain spells, but uses his levels in this prestige class to determine the granted power's effects.

Dracoride (Ex): Beginning at 2nd level, when riding any kind of dragon, a wearer of purple uses his normal Ride skill score, even if he chose a nondraconic sort of mount when he first selected the Ride skill. In other words, he suffers no penalties for riding a "different" or "very different" mount when riding dragons.

Item Creation Feat: At 4th and 6th level, the wearer of purple gains a bonus feat from the following list: Brew Potion, Craft Wondrous Item, Forge Ring. The wearer of purple must meet all prerequisites for the chosen feat.

Frightful Presence (Ex): Beginning at 7th level, a wearer of purple can unsettle foes with his mere presence, much like the Sacred Ones he serves. The ability takes effect automatically whenever the character attacks or charges. Creatures within a radius of 30 feet are subject to the effect if they have fewer HD than the character.

Creatures may resist with a successful Will save (DC 10 + 1/2 class level + Charisma modifier). Those that save are immune to the character's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons are immune to this effect.

Paralyzing Touch (Su): Beginning at 8th level, a creature touched by a wearer of purple must make a Fort save (DC 10 + 1/2 class level + Charisma modifier) or be paralyzed for 2d6 rounds. A



Wearer of Purple

TABLE 4-22: THE WEARER OF PURPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Energy resistance 5, new domain	+1 level of existing class
2nd	+1	+0	+0	+3	Dracoride	+1 level of existing class
3rd	+1	+1	+1	+3	Energy resistance 10	+1 level of existing class
4th	+2	+1	+1	+4	Item creation feat	+1 level of existing class
5th	+2	+1	+1	+4	Energy resistance 15	+1 level of existing class
6th	+3	+2	+2	+5	Item creation feat	+1 level of existing class
7th	+3	+2	+2	+5	Frightful presence	+1 level of existing class
8th	+4	+2	+2	+6	Paralyzing touch	+1 level of existing class
9th	+4	+3	+3	+6	Paralyzing gaze	+1 level of existing class
10th	+5	+3	+3	+7	Rebuke sacred ones	+1 level of existing class

successful saving throw against this effect does not confer any immunity against subsequent attacks. The wearer of purple may use this touch attack a number of times per day equal to 1 + his Charisma bonus (if any), and must make a melee touch attack against his opponent to use this ability. Once invoked, the ability is treated as a touch spell, with the character "holding the charge" for the ability until it is used or dispersed.

Paralyzing Gaze (Su): Beginning at 9th level, the wearer of purple may cause his eyes to glow, giving him the ability to paralyze victims within 40 feet who fail a Fort save (DC 10 + 1/2 class level + Charisma modifier). If the saving throw is successful, the target creature is forever immune to the gaze of that particular wearer of purple. If it fails, the victim is paralyzed for 2d6 rounds. The wearer of purple may use this gaze attack a number of times per day equal to 1 + his Charisma bonus (if any).

Rebuke Sacred Ones (Su): Beginning at 10th level, a wearer of purple may use his rebuke undead ability to rebuke a dragon or dracolich. The cleric makes a rebuke attempt as normal, except that his range is 120 feet and only affects the targeted dragon or dracolich. A dracolich's turn resistance does not apply against this ability.

windwalker

The Rider of Winds teaches his adherents to ride the wind and let it take them wherever it blows, so as to see the wonder of the world. Some followers of Shaundakul take this admonition literally, learning to shape the winds with their hands and ride them to lands as yet unseen. In their travels, windwalkers spread the teachings of Shaundakul far and wide, lending a helping hand to those in need and blazing trails for those who follow. Many come to Myth Drannor to drive the evil outsiders from the site of Shaundakul's greatest temple.

Most windwalkers are clerics or rangers. Some bards and sorcer-

ers become windwalkers, but other classes rarely follow this path.

Windwalkers are usually loners and rarely stay in any one location for any length of time. Many make their living exploring new caravan routes for merchant consortiums. Others simply live off the land, traveling far and wide across the globe in search of new vistas. A fair number of windwalkers are active adventurers, albeit with a penchant for exploring far-off ruins in mysterious locales.

Hit Die: d8.



Windwalker

Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

REQUIREMENTS

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

Race: Human, half-elf, or air genasi.

Base Attack Bonus: +5.

Skills: Hide 5 ranks, Intuit Direction 5 ranks, Move Silently 5 ranks, Wilderness Lore 3 ranks.

Feats: Lightning Reflexes, Track, Weapon Focus (greatsword).

Spells: Ability to cast divine spells. Clerics who wish to become windwalkers must have access to the Air or Travel domain.

Patron: Shaundakul.

Special: The character must have visited at least three different regions in her lifetime. The character must have flown at least once for an hour or more, whether by means of magic or an aerial mount.

CLASS SKILLS

The class skills of a windwalker (and the key ability for each skill) are Climb (Str), Concentration (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Knowledge (religion) (Int), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and

TABLE 4-23: THE WINDWALKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+0	+2	Air and Travel spells, soft fall	+1 level of divine spellcasting class
2nd	+2	+0	+0	+3	Cold resistance 5	+1 level of divine spellcasting class
3rd	+3	+1	+1	+3	Portalsense, air walk	+1 level of divine spellcasting class
4th	+4	+1	+1	+4	Cold resistance 10	+1 level of divine spellcasting class
5th	+5	+1	+1	+4	Smite fiend 1/day	+1 level of divine spellcasting class
6th	+6	+2	+2	+5	Cold resistance 15	+1 level of divine spellcasting class
7th	+7	+2	+2	+5	Windsong	+1 level of divine spellcasting class
8th	+8	+2	+2	+6	Cold resistance 20	+1 level of divine spellcasting class
9th	+9	+3	+3	+6	Smite fiend 2/day	+1 level of divine spellcasting class
10th	+10	+3	+3	+7	Ride the winds	+1 level of divine spellcasting class

CLASS FEATURES

The following are class features of the windwalker prestige class.

Weapon and Armor Proficiency: A windwalker gains no weapon or armor proficiencies.

Spells per Day: At each windwalker level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning or rebuking undead). If the character had more than one divine spellcasting class before becoming a windwalker, the player must decide to which class to add each windwalker level for the purpose of determining spells per day and spells known.

Air and Travel Spells: A windwalker can prepare any spell from the Air or Travel domains as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the Air or Travel domain list. For instance, a ranger/windwalker could prepare *obscuring mist* as a 1st level ranger spell.

Soft Fall (Su): A windwalker always receives some support from the winds, as if under the protection of a *feather fall* spell.

Cold Resistance (Ex): As the windwalker gains levels in this prestige class, she becomes increasingly resistant to cold, gaining cold resistance in the amount listed on the table.

Portalsense (Su): A 3rd-level windwalker can use the spell *analyze portal* at will.

Air Walk (Su): A windwalker may *air walk* at will.

Smite Fiend (Su): Once per day, beginning at 5th level, a windwalker may attempt to smite a fiend (evil outsider) with one normal melee attack. She adds her Charisma bonus to the attack roll and deals 1 extra point of damage per class level. If she accidentally smites a creature that isn't an evil outsider, the smite has no effect but is still used up for the day. If she has a smite ability from another class, she may use her smite abilities separately or combine them into a single attack, if appropriate. At 9th level, she can use this ability twice per day.

Windsong (Su): A 7th-level windwalker can churn the air in a 30 foot radius from herself, creating a droning, roaring noise that disrupts concentration and drowns out normal noise. Creatures within the area of churning air (except the windwalker herself) must make Concentration checks (DC 10 + 1/2 windwalker's class level + windwalker's Charisma bonus) to cast spells or perform any activity that requires concentration. Creatures within 60 feet of the windwalker are effectively deafened, although this deafness ends as soon as they leave the area or the windsong stops. The windsong also acts as a *wind wall* spell throughout its entire area, and functions as a countersong (as the bard ability) for all creatures within the zone of churning air (the windwalker makes a class level check instead of a Perform check). Maintaining the windsong requires concentration and the windwalker can only use the ability a total number of rounds per day equal to her class level.

Ride the Winds (Su): At 10th level, a windwalker gains a fly speed of 100 ft. (good).

Template: chosen of Bane

The Chosen of Bane are tyrants in every sense of the word, consumed with the quest for absolute power. Hand-picked by the deity of tyranny and fear, the Chosen of Bane are both charismatic and filled with hate, preferring to dominate and instill fear in weaker beings rather than convince them through kindness. They seek only to rule with absolute, unchallenged authority every living and

undead creature across the world. The Chosen of Bane appear no different from other creatures of their type.

The current Chosen of Bane is Fzoul Chembryl, the Tyrant of the Moonsea, High Lord of the Zhentarim, and Lord of Zhentil Keep. Most previous Chosen of Bane were turned into lichens by Bane, and at least 35 of these creatures were created in previous centuries. Before the Time of Troubles, the deaths of only 10 baneliches had ever been documented; however, the Tyrantfog sent by Xvim is believed to have destroyed most of the rest. Whether these lichens desire Fzoul's status as the Chosen of Bane is unknown.

creating a chosen of Bane

"Chosen of Bane" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). A Chosen of Bane uses the character's statistics and special abilities except as noted here. A Chosen of Bane only has its power at the will of Bane; should the Black Lord decide to remove Chosen status from the character, he reverts to his original abilities. Normally there is only one Chosen of Bane at a time.

Special Qualities: A Chosen of Bane retains all special qualities of the character and also gains the following.

Bonus Spells (Sp): Constant—*endure elements* (acid, cold, electricity, fire, sonic), *mind blank*, *negative energy protection*. At will—*command*, *enthrall*. 5/day—*hypnotism*, *remove fear*, or *cause fear*. 3/day—*charm monster*, *suggestion*. 1/day—*dominate monster*, *geas*.

Damage Reduction (Ex): 10/+1.

Immunities (Ex): A Chosen of Bane is immune to aging effects and does not age. Bonuses still accrue, and the Chosen still dies of old age when his time is up.

Summon Death Tyrant (Sp): A Chosen of Bane can magically summon a death tyrant beholder as a full-round action as if using *summon monster IX*. He may use this ability a number of times per day equal to his Charisma modifier.

Undead Shadow (Su): A Chosen of Bane can let his shadow roam free as an undead shadow under his control. The Chosen remains in telepathic contact with the shadow as long as he and it are on the same plane. Shadows that it creates leave to become free-willed shadows. The shadow has the same hit points as the Chosen (minus any bonus hit points from Constitution) and is turned as a creature of the Chosen's Hit Dice (plus the shadow's turn resistance +2). If the shadow is destroyed, the Chosen may create another after one tenday.

Saves: Same as the character.

Abilities: Increase from the character as follows: Wisdom +2, Charisma +10.

Skills: Same as the character.

Feats: Same as the character.

Climate/Terrain: Same as the character.

Organization: Same as the character.

Challenge Rating: Same as the character +4. The Chosen of Bane approaches the power of some demigods and are not to be trifled with by most mortals. Fzoul, for example, has survived the death of two gods (Bane and Xvim) and abandoning a third (Cyric). He also controls the Moonsea, a feat that has eluded every would-be ruler of that region, and seized control of the Black Network from both Semmenon and Manshoon.

Alignment: Always lawful evil.

Treasure: Same as the character.

Advancement: Same as the character.



MAGIC OF
FAERUN

Prerequisite: Must be able to cast at least one illusion spell.

Benefit: Choose a theme for your spellcasting, such as "ice" or "fire" or "screaming skulls." All spells you cast have this theme in the manifestation of their effects, although this does not actually change the spell in any way. You cannot use this feat to make your spell manifestations invisible, and it never causes your spells to deal more damage because of the visual change. (You may still cast spells without this thematic manifestation if you so choose.)

For example, if your theme is "fire," then your *magic missile* spell might appear to produce bolts of fire, although the bolts still are a force effect and cause normal damage, not fire damage. If your theme is "screaming skulls," your *fireball* might manifest as a small screaming skull that impacts the target and explodes into a fiery ball that momentarily resembles a 20-foot-radius burning skull, although it causes damage exactly like a standard *fireball* (and doesn't cause any sonic damage, despite the screaming of the skull).

Add +5 to the DC of any Spellcraft check made to identify a spell cast in this manner.

SPELLFIRE WIELDER [GENERAL]

You are one of the rare people who have the innate talent to control raw magic in the form of spellfire.

Benefit: You can use spellfire to absorb spell energy, fire destructive blasts, or heal others, as described in the Spellfire section of the previous chapter.

Special: You can only take this feat as a 1st-level character. Acquiring this feat requires the approval of the DM.

WIDEN SPELL [METAMAGIC]

You can increase the area of your spells.

Benefit: A widened burst, emanation, or spread spell has its radius increased by 50%. Spells that do not have an area of one of these three sorts are not affected by this feat. A widened spell uses up a spell slot three levels higher than the spell's actual level.

prestige classes

These prestige classes are available to characters in addition to those presented in the *DUNGEON MASTER's Guide* and the *FORGOTTEN REALMS Campaign Setting*.

gnome Artificer

Gnome artificers dabble in technology to create fantastic devices, delving into shadow magic when their mundane equipment is insufficient for the task. Their weapons, armor, and tools require frequent maintenance and repair but produce nonmagical effects that rival some arcane spells.

Most gnome artificers are skilled artisans and craftsmen,

usually rogues, bards, or wizards (illusionists in particular make good artificers because of their access to shadow magic). A few rangers and clerics explore this field, but it is very rare for other classes to become artificers because of the breadth and depth of skills needed.

Gnome artificer NPCs enjoy trading information and share a healthy competition for invention and attention. Sometimes they work together in teams, while others prefer isolation and private study. Some artificers who retire from active invention study magic or become advisors on large engineering projects such as bridges and castles.

While this prestige class is called the gnome artificer, a few humans are known for their artificer skills, all of them from the island nation of Lantan. They refer to themselves as "Lantanese artificers" but otherwise have the powers of this prestige class.

Hit Die: d6.

REQUIREMENTS

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

Race: Gnome (or human from the Lantan region).

Skills: Alchemy 3 ranks, Craft (armorsmithing, blacksmithing, gemcutting, locksmithing, metalworking, trap-making, or weaponmaking) 8 ranks, Craft (any other two from the previous list) 4 ranks, Disable Device 2 ranks, Knowledge (architecture) 4 ranks, Knowledge (engineering) 4 ranks, Profession (apothecary, engineer, or siege engineer) 3 ranks.

Feats: Lightning Reflexes, Skill Focus (any of the above Craft skills).

Spellcasting: Able to cast 1st-level arcane spells of the Illusion school.

CLASS SKILLS

The gnome artificer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Wis), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (architecture and engineering) (Int), Listen (Wis), Profession (Wis), Search (Int), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the gnome artificer prestige class.

Weapon and Armor Proficiency: Gnome artificers are proficient with all simple weapons, light armor, medium armor, and shields. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Artificer Item: A gnome artificer has the ability to craft nonmagical devices that duplicate the effects of certain

spells. Rather than using magic to accomplish this, he uses his knowledge of pistons, gears, lenses, and other simple mechanical inventions. As a result, an artificer item usually appears unwieldy and complex, with many attachments, lenses, protrusions, wires, and hoses. By default, all artificer devices use two item spaces: any one space plus either the "belt" or "cloak" space. It is possible to build devices that take up only one space, but they cost twice as much.

An artificer can only craft artificer devices that duplicate the effects of the artificer device powers he knows (see below). All artificer devices have charges, representing fuel and other substances needed to provide the effect. After a certain number of uses, the device ceases to function until the artificer expends more time and money to rebuild it. For example, an artificer creates a bracerlike device that gives its wearer the equivalent of a *bull's strength* spell; the device has 50 charges, and when those charges are used, the device's power no longer functions until an artificer rebuilds it. Rebuilding a device costs half as much as it would cost to make it from scratch.

Making artificer devices requires time and expenditure of resources as if the artificer were creating a magic item (1 day per 1,000 gp of the base price). However, unlike crafting a magic item, the artificer does not spend XP as a part of this process. He merely spends the appropriate time and gold to create the item, using the table below to determine the base price of the device:

Effect	Base Price
50 charges*, use-activated	Power level** × artificer level*** × 1,000 gp
Uses only one space	Multiply entire cost by 2

*An artificer can create a device with as few as 5 charges, with the cost reduced proportionally.

**A 0-level device power is half the value of a 1st-level device power for determining price.

***An artificer can create a device with an effective artificer level lower than his own, as long as it is the minimum artificer level necessary to learn that device power.

For example, a 3rd-level artificer wishes to make a *bull's strength* device (as described above). *Bull's strength* is a 2nd-level device power (see below), so creating this device with 50 charges at the minimum level costs $2 \times 3 \times 1,000$ gp, or 6,000 gp, and 6 days of work. Once these charges are used, the device becomes useless.

Artificer devices follow the rules on page 243 of the *DUNGEON MASTER's Guide* for determining costs of items with multiple abilities. Artificer devices use the same space limitations as magic items (bracer, helmet, cloak, and so on), so a character cannot wear a device that uses a bracer space at the same time she wears a pair of *gauntlets of ogre power*.

Artificer devices are large and bulky. Multiply the level of the device power (with 0-level device powers counting as 1/2 level) by 1 cubic foot and 5 pounds to get the total volume and weight of the device (add together the weights and volumes of devices with multiple powers). They are large enough to be considered a separate object for the purposes of the strike an object action. A device has 5 hit points per cubic foot of volume and hardness 10. A device can be made out of special materials (such as adamantite or mithral) to increase its hardness or hit points; treat each cubic foot of the device as a longsword for the purpose of determining the modifier to the initial base price (the special materials do not affect the rebuilding price of the item).

Gnome Artificer Device Powers: While mages wield arcane power and clerics manipulate divine energy, the artificer uses mundane tools and strange reagents to produce impressive results. Like a neophyte wizard with a small repertoire of spells, an artificer starts with a few technological tricks that he has mastered. As he gains levels, the artificer learns new device powers automatically as shown on Table 3-1: The Gnome Artificer. The artificer can also purchase information on other device powers from other artificers or find them in books of crafting, with the prices and value of such objects equal to a scroll of the equivalent spell level. For example, Hendark Steelwire is a 1st-level gnome artificer. During his travels he encounters Waywocket Gemcracker, another gnome artificer, and he pays her 25

TABLE 3-1: THE GNOME ARTIFICER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Device Powers Known				
						0	1	2	3	4
1st	+0	+0	+2	+0	Artificer item	4	2	—	—	—
2nd	+1	+0	+3	+0	Bonus item	5	2	—	—	—
3rd	+2	+1	+3	+1	Skill Focus	5	3	1	—	—
4th	+3	+1	+4	+1	Bonus item	6	3	2	—	—
5th	+3	+1	+4	+1	Salvage	6	4	2	1	—
6th	+4	+2	+5	+2	Bonus item	7	4	3	2	—
7th	+5	+2	+5	+2	Prototype	7	5	3	2	1
8th	+6	+2	+6	+2	Bonus item	8	5	4	3	2
9th	+6	+3	+6	+3	Shadow effect	8	5	4	3	2
10th	+7	+3	+7	+3	Bonus item	9	5	5	4	3

gp for the secret to one of the 1st-level device powers he doesn't know.

To learn a device power or create an item with it, an artificer must have an Intelligence score of at least 10 + the power's level. The Difficulty Class for saving throws is 10 + the level of the device power + the ability bonus of the minimum ability score needed to learn that device power.

Activating a device is a standard action that does not draw an attack of opportunity. Most device powers rely upon completely nonmagical methods. Devices that use these powers function normally in an *antimagic field* and cannot be counterspelled or disrupted.

A few device powers push the boundaries of mundane technology and actually dip into the powers of the school of Illusion (shadow). Such powers are marked in the list below with double asterisks and are treated as supernatural abilities—they do not function within an *antimagic field*, but cannot be counterspelled or disrupted. The gnome artificer must be at least 9th level to incorporate these powers in one of his devices.

Because the device powers duplicate the abilities of the appropriate spells exactly, their effects overlap (do not stack) with the effects of the spell they duplicate. Therefore, a device that grants *cat's grace* does not stack with the arcane spell *cat's grace*.



Gnome artificer

GNOME ARTIFICER DEVICE POWERS LIST

0-level—*acid splash**, *detect poison*, *electric jolt**, *flare*, *Horizikaul's cough**, *launch bolt**, *light*, *mage hand*, *ray of frost*.

1st-level—*burning hands*, *detect undead*, *corrosive grasp**, *endure elements*, *expeditious retreat*, *feather fall*, *grease*, *Horizikaul's boom**, *jump*, *Kaupær's skittish nerves**, *launch item**, *low-light vision**, *obscuring mist*, *shocking grasp*, *spider climb*.

2nd-level—*battering ram**, *bull's strength*, *cat's grace*, *darkvision*, *daylight*, *flame dagger**, *fog cloud*, *glitterdust*, *Melf's acid arrow*, *see invisibility*, *shatter*, *speed swim**.

3rd-level—*flame arrow*, *fly***, *gust of wind*, *haste***, *lightning bolt*, *shatterfloor**, *sleet storm***, *stinking cloud*, *water breathing*.

4th-level—*ice storm***, *quench*, *rusting grasp*, *shout*, *solid fog*, *wall of fire***, *wall of ice***.

*New spell from this book.

**Requires the shadow effect ability.

Bonus Item: At 2nd level, the gnome artificer gains a single-function 50-charge device of any device power he knows. The item functions at his artificer level. The artificer is assumed to have been working on this item in his spare time, and does not need to spend any money or time to acquire the item. The gnome artificer gains another

Artificer prototype mishaps

A device malfunctions when a mishap occurs, usually in a reversed or harmful manner. The DM determines what sort of mishap occurs, with the malfunction causing 1d6 points of damage per device power level as a default.

- If the device power is a ranged effect, it strikes the user or an ally instead of the intended target, or a random target nearby if the user was the intended target.
- If the device power is a ranged effect, it takes effect at some random location within range.
- Device causes 1d6 points of damage per device power level to the user.
- Device damages user as above and loses 1d10 additional charges.
- Device damages user as above and ceases to function until the artificer has rebuilt the device, costing 1/10 the normal base price.
- Device activates 1d4 rounds later than intended, selecting a random target if a ranged effect.
- Device activates 1d4 hours later than intended, selecting a random target if a ranged effect.

bonus item every even-numbered level thereafter.

Skill Focus: At 3rd level, the gnome artificer gains the Skill Focus (Disable Device) feat.

Salvage: An artificer of at least 5th level can dismantle a device (whether built by him or by another artificer) and use its pieces as parts for another device. This reduces the base price of the new device by 1/2 the market price of the device being dismantled. A device without full charges is worth only a percentage of its original market price equal to the percentage of charges remaining.

Prototype: Beginning at 7th level, an artificer can make a device that has a device power that he doesn't know. These prototype items cost double the normal amount and are unreliable. Every time an artificer uses a prototype ability, he must make an artificer level check (DC = device power's artificer level +1) to activate the device successfully. Any other creature trying to activate the prototype device power has a -5 penalty on this check. Failure indicates a mishap (see the Artificer Prototype Mishaps sidebar on the previous page). If a mishap occurs, the charge for that attempted use is expended, regardless of the mishap's outcome.

The device power used in a prototype must be on the device power list, and the artificer can't build a prototype that incorporates powers requiring the shadow effect ability until he reaches 9th level.

Shadow Effect (Su): Starting at 9th level, the artificer can make devices that draw upon the power of shadow to produce supernatural effects. He may now incorporate powers on the list marked with double asterisks.

guild wizard of waterdeep

The Watchful Order of Magists and Protectors is one of the most powerful guilds in Waterdeep, but most Waterdhavians are barely aware of its existence. The Lady Master of the Order, Mhair Szeltune, chooses to take a strictly neutral stance in the political and economic affairs of the city. She encourages the wizards of the order to pursue the art of magic and leave politics to others. The wizards of the order

study and exchange information, create magic items to help support the guild's financial independence, and offer their services to others in the city as watch-wizards or fire guards (wizards armed with spells and magic items to combat fires). The order's strict political neutrality and assistance to others in the city has paid dividends, for although the populace may not know much about the order's members, neither do they have cause to fear them.

The majority of the order's members are wizards, but other arcane spellcasters are welcome as well. Sorcerers are drawn to the order and bards are occasionally associate members, gaining access to much the same information as do the wizards, but deriving less immediate benefit from it, since they acquire their spells differently from wizards.

Guild wizards of Waterdeep are most likely permanent residents of or long-term visitors to the city of that name, though they can be found wandering across the lands. As many different personalities among the Order exist as there are wizards.

This prestige class can serve as a model for the DM to develop similar prestige classes for other possible guilds in the Forgotten Realms. A member of the Arcane Brotherhood in Luskan may share some of the abilities of a member of the Watchful Order of Magists and Protectors in Waterdeep (most likely, access to a spellpool), but in other ways will be very different.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Any nonevil.

Skills: Alchemy 4 ranks, Knowledge (arcana) 8 ranks, Scry 4 ranks, Spellcraft 8 ranks.

Feats: Scribe Scroll, any one metamagic feat, and either Spell Penetration or Spell Focus (choice of school).

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

Special: Prospective members must pay an initiation fee of 1,000 gp.

TABLE 3-2: THE GUILD WIZARD OF WATERDEEP

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Membership, improved spell acquisition	+1 level of existing class
2nd	+1	+0	+0	+3	<i>Spellpool I</i>	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus item creation feat	+1 level of existing class
4th	+2	+1	+1	+4	Bonus language	+1 level of existing class
5th	+2	+1	+1	+4	Improved Counterspell	+1 level of existing class
6th	+3	+2	+2	+5	<i>Spellpool II</i>	+1 level of existing class
7th	+3	+2	+2	+5	Focused dispel	+1 level of existing class
8th	+4	+2	+2	+6	Bonus language	+1 level of existing class
9th	+4	+3	+3	+6	<i>Break enchantment</i> spell	+1 level of existing class
10th	+5	+3	+3	+7	<i>Spellpool III</i>	+1 level of existing class

CLASS SKILLS

The guild wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the guild wizard prestige class.

Weapon and Armor Proficiency: Guild wizards gain no proficiency with any weapon or armor.

Spells per Day: A guild wizard's training focuses on magic. Thus, when a character gains a new level of guild wizard, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became a guild wizard, she must decide to which class she adds each level of guild wizard for purposes of determining spells per day when she adds the new level.

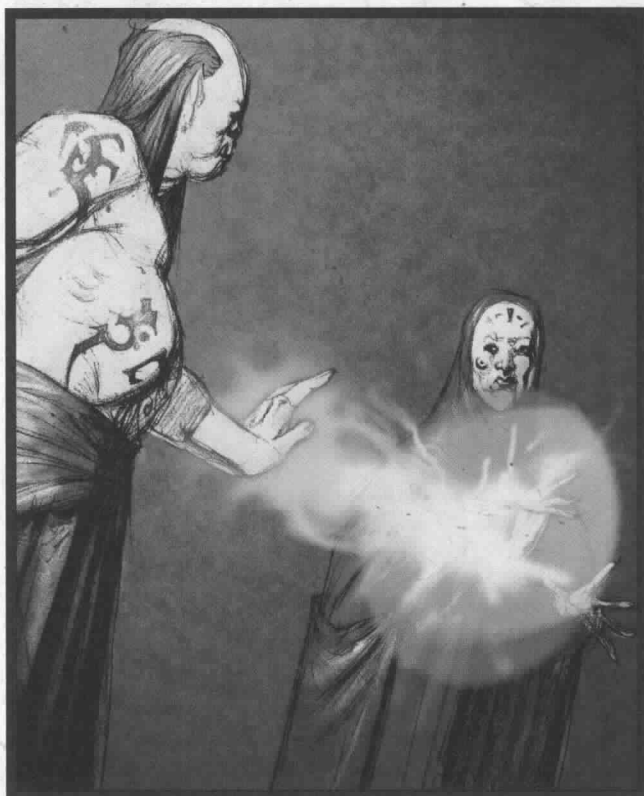
Membership: The character becomes a full member of the Watchful Order of Magists and Protectors. She is entitled to vote on issues before the entire membership, use the order's library and workrooms (though access to these facilities is based upon seniority), and replenish her store of material components (common components are usually free or carry a nominal fee, while components that carry a gold piece value are available "at cost").

Membership in the order incurs the following duties and responsibilities:

- Monthly membership dues of 25 gp (payable up to 1 year in advance);
- Obedience to the rulings of the masters;
- Aid to other members in time of need (this normally means aiding other order members who are in danger, but

- can mean aiding them in their other endeavors as well);
- Defense of the city of Waterdeep when called upon by the Masters or legitimate authorities of the Waterdhavian government; and
- Devotion of personal time and energy to the order (10% XP penalty).

This last is usually considered the most onerous requirement of membership in the order. Each season, a member must spend ten days directly aiding the order. This can mean anything the Masters deem it to mean: working with the city guard, serving as an arcane guardian for a private concern, taking a turn as city fire watch, creating magic items, performing administrative duties, and so on. The form this aid takes need not be detailed unless the DM and player wish to do so. Regardless of its form, it results in an XP penalty of 10%, cumulative with any other penalty the character has incurred (such as from multiclassing). This represents the cost of creating magic items solely for the order, XP costs for spellcasting, and other personal energies contributed to the order. (The character still pays full gp and XP costs for any magic items created solely for her own use.)



Guild wizard

Improved Spell Acquisition: At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

Spellpool (Sp): Beginning at 2nd level, members of the Watchful Order of Magists and Protectors can call 1st-through 3rd-level spells from a common source known as a spellpool. At 6th level, they may call up to 6th-level spells from the spellpool, and at 10th level they may call spells of up to 9th-level from the spellpool. See the Spellpool description in the previous chapter.

Bonus Item Creation Feat: At 3rd level, a member of the order may select a bonus Item Creation feat (she must still meet the prerequisites for gaining the feat).

Bonus Language: Members of the order study the Art across cultural boundaries. As such, they pick up other languages so that they may enhance their studies. The character may add one additional language to the list of those she

already knows. She may include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the *FORGOTTEN REALMS Campaign Setting*).

Improved Counterspell Feat: At 5th level, the character gains the Improved Counterspell feat. City officials call upon the order to assist in preventing widespread destruction when rogue spellcasters threaten the city. As a result, the order has perfected its ability to use counterspell techniques to eliminate the threat of such reckless magic use. The Masters feel that this is preferable to harming the irresponsible magic user, leaving the punishment of such a person to the city authorities.

Focused Dispel: Sometimes members of the order must deal with lingering magical effects. Over the years, its members have developed more effective dispelling skills. Beginning at 7th level, they may add +2 to any caster level checks made to dispel magic.

Break Enchantment Spell: At 9th level, the *break enchantment* spell is added to the 4th-level spell list of the guild wizard of Waterdeep. He or she must still learn the spell in order to cast it, just as with any other spell.

Harper Mage

Wizards and sorcerers have been part of the Harpers since the organization's inception. Many of its senior members today are powerful mages. Among the organization's principal allies are several influential wizards and sorcerers who have made some of their accumulated knowledge available to the Harpers. Mystra, the deity of magic, is one of the patron deities of the Harpers; her predecessor was one of the deities who met at the Dancing Place centuries ago to inspire the founding of

the organization. With such a rich magical tradition, it is inevitable that Harpers would develop some of their own magical lore and techniques to pass on to their agents.

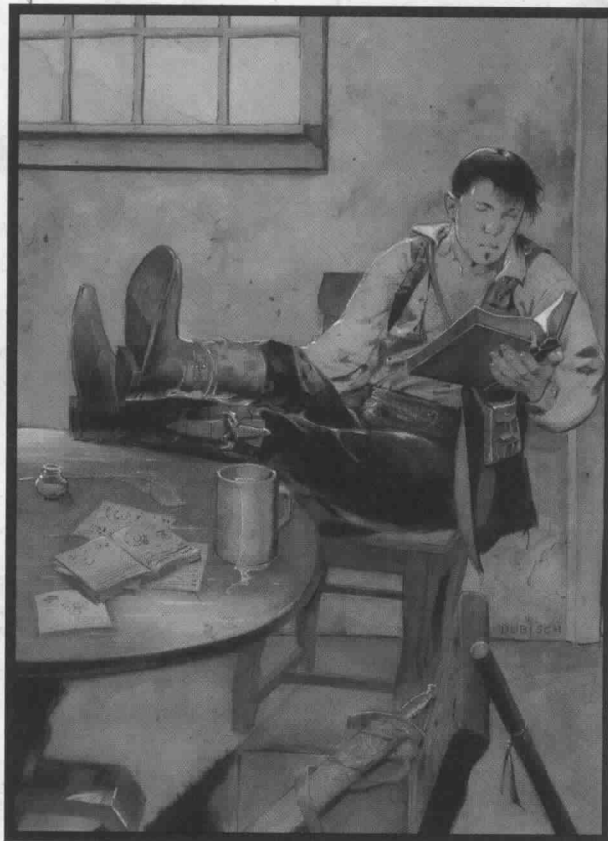
The Harper mage has two principal responsibilities. The first of these is aiding the Harpers with spells and arcane knowledge. This aid might include anything from casting spells in a battle in which Harper agents are involved to using divination magic to find a missing Harper to examining a vanquished Red Wizard's personal spellbooks. Of course, many Harper mages are agents themselves, using their magic to investigate the activities of any number of evil groups.

The other primary responsibility of the Harper mage is to study, record, and pass on ancient lore, particularly that dealing with arcane discoveries. Harper mages do not limit themselves to just the study of arcana, however. Many a mage becomes an expert in other fields as well. Some study nature, supplementing the knowledge and wisdom offered by druids. Others study history, synthesizing their understanding of ancient magical lore with an insight into what forces of history may have played a part in shaping a particular approach to magic. Although perhaps not the equal of some of the more distinguished sages of the Realms, these Harper scholars are nevertheless respected in their own right.

Wizards, sorcerers, and bards all make fine Harper mages. Multiclassed rogue/wizards and rogue/sorcerers are also common among their ranks.

Harper mages generally travel in the company of other Harpers or allies of similar outlooks. Even alone, the Harper mage can count on support from those friendly to the Harper cause.

Hit Die: d4.



Harper mage

Illustration by Michael Dubisch

TABLE 3-3: THE HARPER MAGE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Harper knowledge, Oghma's insight	+1 level of existing class
2nd	+1	+0	+0	+3	Arcane theory	+1 level of existing class
3rd	+1	+1	+1	+3	Extend Spell	+1 level of existing class
4th	+2	+1	+1	+4	Eschew Materials	+1 level of existing class
5th	+2	+1	+1	+4	Mystra's grace	+1 level of existing class

REQUIREMENTS

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

Alignment: Any nonevil.

Skills: Concentration 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (any other) 4 ranks, Scry 4 ranks, Sense Motive 2 ranks, Spellcraft 8 ranks.

Feats: Alertness, Education, Extend Spell.

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

Special: Sponsorship by a member of the Harpers, approval of the High Harpers.

CLASS SKILLS

The Harper mage's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper mage prestige class.

Weapon and Armor Proficiency: Harper mages are proficient with simple weapons. They gain no proficiency in the use of any armor.

Spells per Day: A Harper mage's training focuses on magic. Thus, when a character gains a new level of Harper mage, she gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, for example).

If a character had more than one arcane spellcasting class before she became a Harper mage, she must decide to which class she adds each level of Harper mage for purposes of determining spells per day when she adds the new level.

Harper Knowledge: Like a bard, a Harper mage has a knack for picking up odd bits of knowledge. This ability works exactly like the bardic knowledge ability of the bard

class. If a Harper mage has bard levels (or levels in another class with the same ability, such as loremaster or Harper scout), her Harper mage levels and bard levels (or levels in the other appropriate class) stack for the purpose of using Harper knowledge.

Oghma's Insight: As lorekeepers, Harper mages develop a keen interest in many fields. The Harper mage gains a free Skill Focus feat in any one Knowledge skill.

Arcane Theory: At 2nd level, the Harper mage gains a free Skill Focus feat in either Spellcraft or Knowledge (arcana). This represents an introduction to theories of magic from other civilizations through study and preservation of old lore.

Extend Spell: In their studies of history and lore, Harper mages have learned something of ancient magic, including rudimentary elements of the *mythal* magic of the elves. These discoveries allow them to power a few of their spells each day, allowing them to last longer than normal. The Harper mage may cast a spell as if it were under the effect of the Extend Spell feat without affecting the casting time or spell slot of the spell. The Harper mage can use this ability a number of times per day equal to 1 + his Charisma bonus.

Eschew Materials: Further studies into the secrets of magic give Harper mages the ability to cast their spells without resorting to material components. This ability grants the Harper mage the Eschew Materials feat.

Mystra's Grace: Harper mages gain a +2 insight bonus on all saves against magical effects.

Harper priest

Nearly every Harper recognizes the importance of the deities who inspired the creation of the Harpers: Deneir, Eldath, Lliira, Mielikki, Milil, Mystra, Oghma, Selûne, Silvanus, and Tymora; and the elven deities Aerdrie Faenya, Angharradh, Corellon Larethian, Erevan Ilesere, Fenmarel Mestarine, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, and Solonor Thelandira. Some, however, choose to pursue a closer relationship with these deities who came together at the Dancing Place.

Although most Harper priests are human, half-elven, or elven clerics who have selected one of the deities listed above as their patron, the Harpers recruit their members from many backgrounds, cultures, and religious affiliations, as long as those deities do not promote evil ends or wanton

TABLE 3-4: THE HARPER PRIEST

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+2	+0	+2	Blessing, Harper knowledge	+1 level of existing class
2nd	+1	+3	+0	+3	Blessing	+1 level of existing class
3rd	+2	+3	+1	+3	Blessing	+1 level of existing class
4th	+3	+4	+1	+4	Blessing	+1 level of existing class
5th	+3	+4	+1	+4	Blessing	+1 level of existing class

destruction. Human druids, dwarven paladins, gnome rangers, halfling rogue/clerics of Brandobaris, and many others are all welcome. Deities whose portfolios and interests particularly parallel those of the Harper patron deities include Akadi, Azuth, Chauntea, Gwaeron Windstrom, Lathander, Lurue, Red Knight, Savras, Shaundakul, Shiallia, Valkur, and many of the neutral- or good-aligned deities of the various racial pantheons.

Harper priests can be found on their own or in the company of other Harpers or allies of similar outlooks. Even alone, the Harper priest can count on support from those friendly to the Harper cause.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any nonevil.

Skills: Diplomacy 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feats: Alertness, Iron Will.

Spellcasting: Ability to cast 3rd-level divine spells.

Special: Sponsorship by a member of the Harpers, approval of the High Harpers. Also, the character's patron deity must be nonevil and not one devoted to wanton destruction.

CLASS SKILLS

The Harper priest's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int),

Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

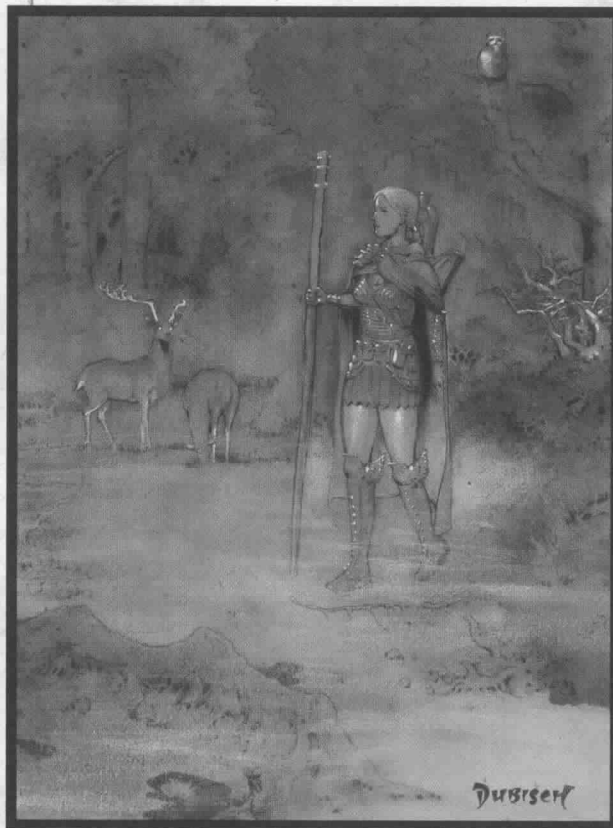
CLASS FEATURES

All the following are class features of the Harper priest prestige class.

Weapon and Armor Proficiency: Harper priests are proficient with all simple weapons. They are also proficient with all types of armor (light, medium, and heavy) and shields.

Spells per Day: A Harper priest's training focuses on magic. Thus, when a character gains a new level of Harper priest, she gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one divine spellcasting class before she became a Harper priest, she must decide to which class she adds each level of Harper priest for



Harper priest

Illustration by Michael Dubisek

TABLE 3—5: HARPER PRIEST BLESSINGS

Level + Wis	Modifier	Blessing	Effect
	1	Eldath's Pool	May create water 1/day as a cleric equal to her highest divine spellcasting level
	2	Silvanus's Staff	Weapon Focus (quarterstaff) feat
	3	Deneir's Eye	+2 holy bonus on saves against glyphs, runes, and symbols
	4	Milil's Voice	+1 holy bonus on all Charisma-based skill checks
	5	Mielikki's Step	Add +10 ft. to speed in light or medium armor
	6	Lliira's Heart	+2 holy bonus on saves against compulsion and fear effects
	7	Oghma's Insight	Skill Focus (any Knowledge) feat
	8	Selune's Radiance	Low-light vision (or double range of existing low-light vision)
	9	Mystra's Grace	+2 insight bonus on saves against magical effects
	10+	Tymora's Smile	Once per day may add +2 luck bonus to single saving throw (can be added after save result is known)

purposes of determining spells per day when she adds the new level.

Blessings: At each level, a Harper priest may choose one blessing from Table 3–5: Harper Priest Blessings. Her Harper priest level plus her Wisdom bonus determines which blessings she can select. (She may select a lesser blessing than the highest possible if she so chooses.) She can't choose the same blessing twice.

Harper Knowledge: Like a bard, a Harper priest has a knack for picking up odd bits of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper priest has bard levels (or levels in another class with the same ability, such as loremaster or Harper scout), her Harper priest levels and bard levels (or levels in the appropriate other class) stack for the purpose of using bardic knowledge.

Incantatrix

The incantatrixes are the practitioners of metamagic in Faerûn, studying spells that affect other spells and having a particular fondness for magic that thwarts extraplanar beings.

Most incantatrixes are skilled wizards or sorcerers, although a small number of bards study this type of magic. Few are multiclassed as clerics or druids because those classes often rely on extraplanar entities, which conflicts with the incantatrix's focus.

Incantatrix NPCs usually act independently, but sometimes join together to solve a common problem. Since they dislike extraplanar intrusions on the Material Plane, most incantatrixes see the destruction of active *gates* to other planes as their responsibility, and an incantatrix is usually a knowledgeable source of information on functional *gates* in the area. Because they have little offensive combat magic against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

Hit Die: d4.

REQUIREMENTS

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

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

Feats: Iron Will, any metamagic feat.

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

CLASS SKILLS

The incantatrix's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level:
2 + Int modifier.

CLASS FEATURES

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

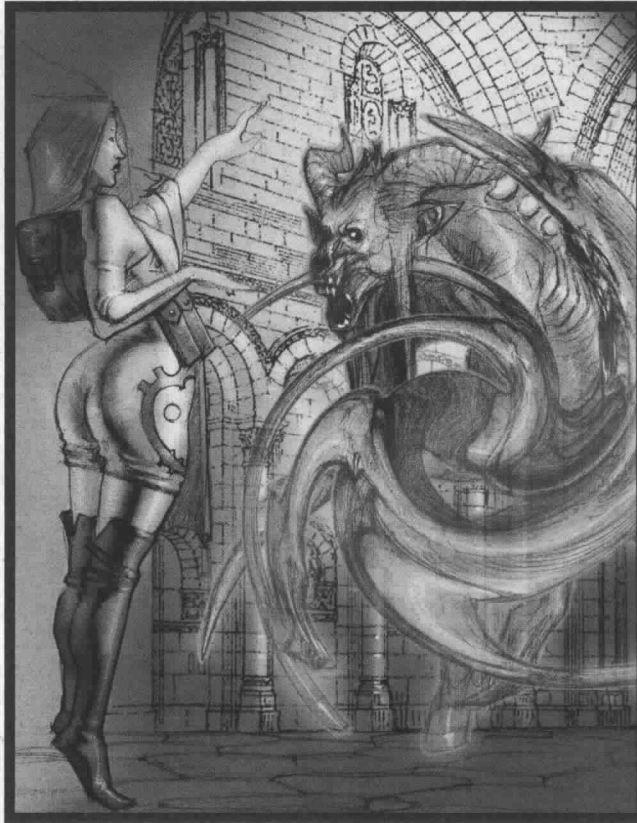
Weapon and Armor Proficiency: Incantatrixes gain no proficiency with any weapon or armor.

Spells per Day: An incantatrix continues to study standard magic as well as pursuing studies in metamagic. Thus, when a new incantatrix level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before becoming an

incantatrix. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became an incantatrix, she must decide to which class she adds each level of incantatrix for purposes of determining spells per day when she adds the new level.

School Specialization: Upon becoming an incantatrix, the character chooses to focus her studies on protective and metamagic, forsaking other types of spells. In effect, the incantatrix is a specialist in the school of Abjuration (gaining all the benefits of specializing in a school), and the incantatrix must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook* (although an incantatrix can never choose Transmutation as an opposed school). The incantatrix can never again learn spells from that prohibited school or schools. She can still use the prohibited spells



Incantatrix

she knew prior to becoming an incantatrix, including using items that are activated by spell completion or spell trigger. If the incantatrix already is a wizard specialized in Abjuration, she does not need to choose another prohibited school. A bard or sorcerer who becomes an incantatrix must still choose a prohibited school to gain the benefits of specialization.

Send Away (Ex): The incantatrix gains a +2 bonus to all dispel checks and caster level checks to harm, banish, or overcome the spell resistance of outsiders. This includes dispel checks to dispel a *summon monster* spell.

Bonus Metamagic Feat: At 1st, 5th, and 10th level, the incantatrix may select a bonus metamagic feat.

See Ethereal (Su): Once per day, an incantatrix of 3rd level or greater can see into the Ethereal Plane for a number of rounds equal to her class level. She can see ethereal creatures up to 60 feet away, although they appear gray and insubstantial (as objects on the Material Plane appear to ethereal creatures). This does not give her any additional ability to attack ethereal creatures, but she can utilize spells and effects that affect ethereal creatures (such as force effects and abjurations) normally, so she could cast a *magic missile* at an ethereal creature.

Strike Ethereal (Su): Beginning at 4th level, the incantatrix can alter her spells so they strike ethereal targets that she can see. Altering a spell in this way works similar to a sorcerer using a metamagic feat—spells with a casting time of one action become full-round spells, and spells with a longer casting time take an extra full-round action to cast. The altered spell takes effect on the Ethereal Plane instead of the Material Plane.

Hardy Spirit (Su): At 6th level, the incantatrix becomes immune to death effects and energy drain attacks.

Instant Metamagic (Su): Once per day, the 7th-level incantatrix can use a single metamagic effect of any metamagic feat she knows on a spell without preparing it beforehand (if a wizard) or increasing its casting time (if a sorcerer or bard). The wizard's prepared spell works as if prepared with the metamagic feat except it uses the same spell slot. A sorcerer or bard's spell is cast without the adjustment to the casting time but works as if cast with the

metamagic feat. A 9th-level incantatrix can use this power twice per day.

Improved Metamagic (Su): At 8th level, the incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the feat's level increase upon a spell is reduced by one (this can't reduce an increase to less than one level, or less than zero levels if the increase is already +0). For example, an incantatrix wizard could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

Drain Item (Sp): An incantatrix of 10th level can drain a charge from a charged magic item, using the magic to heal herself. If the item drained is a staff, the spell level is that of the lowest-level spell that uses a single charge. She gains 1d6 hit points per spell level of the charge drained. If the incantatrix has reached her maximum hit points, any additional hit points acquired are temporary hit points (maximum +20) that disappear after 10 minutes. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

Mage-killer

Mage-killers are a rare breed. They master magic designed for combat against other spellcasters. They learn not only combat skills such as might be taught to a warrior, but also spells that target the weaknesses of their foes. Some use traps, others use weapons, but all hone their magical skills to a fine point, for it is those skills that distinguish them from the usual run of hunters and killers. They develop friendships with the sorts of people who can lead them to their foes, but the dirty business of overcoming those foes they take upon their own shoulders.

Most mage-killers are essentially bounty hunters specializing in a particular sort of prey. Some, however, follow such a path out of religious conviction. Ironically, followers of both Azuth and Shar use mage-killers in the pursuit of their respective deity's aims. The church of Azuth believes in the responsible use of magic. This prevents others not gifted in the Art from treating all spellcasters as enemies,

TABLE 3—6: THE INCANTATRIX

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus metamagic feat	+1 level of existing class
2nd	+1	+0	+0	+3	Send away	+1 level of existing class
3rd	+1	+1	+1	+3	See ethereal	+1 level of existing class
4th	+2	+1	+1	+4	Strike ethereal	+1 level of existing class
5th	+2	+1	+1	+4	Bonus metamagic feat	+1 level of existing class
6th	+3	+2	+2	+5	Hardy spirit	+1 level of existing class
7th	+3	+2	+2	+5	Instant metamagic 1/day	+1 level of existing class
8th	+4	+2	+2	+6	Improved metamagic	+1 level of existing class
9th	+4	+3	+3	+6	Instant metamagic 2/day	+1 level of existing class
10th	+5	+3	+3	+7	Bonus metamagic feat, drain item	+1 level of existing class

but also preserves the very Weave itself. Azuth's followers usually first offer a warning to any spellcaster who abuses the powers he possesses. Failing that, however, they increase the response, until at last they are forced to send a mage-killer to defeat the reckless spellcaster.

Shar's followers, of course, concern themselves with the Weave only insofar as it affects the Shadow Weave. Their mage-killers instead seek out prominent Weave users and kill them publicly as a warning to those who oppose their deity and as a demonstration of the power of the Shadow Weave. Through such means, Shar's followers hope to weaken Mystra's power over magic. So far, her followers have had little success in weakening Mystra's might, since the sorts of spells they prefer are not all so well suited to overcoming other spellcasters. What mages they have killed were as often as not taken down by her deadly Dark Moon sorcerer-monks. But if they seem, on the surface, less well suited to the task of killing other spellcasters, their fanatical devotion to their deity's cause more than makes up for it.

Hit Die: d4.

REQUIREMENTS

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

Skills: Spellcraft 10 ranks.

Feats: Great Fortitude, Lightning Reflexes, Combat Casting, Martial Weapon Proficiency (any).

TABLE 3-7: THE MAGE-KILLER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Improved saves	+1 level of existing class
2nd	+1	+0	+0	+3	Augment summoning	+1 level of existing class
3rd	+1	+1	+1	+3	Improved saves	+1 level of existing class
4th	+2	+1	+1	+4	Spell Focus	+1 level of existing class
5th	+2	+1	+1	+4	Improved saves	+1 level of existing class
6th	+3	+2	+2	+5	Spell Focus	+1 level of existing class
7th	+3	+2	+2	+5	Improved saves	+1 level of existing class
8th	+4	+2	+2	+6	Spell Focus	+1 level of existing class
9th	+4	+3	+3	+6	Improved saves	+1 level of existing class
10th	+5	+3	+3	+7	Spell Focus feat	+1 level of existing class

Spellcasting: Ability to cast 4th-level arcane or divine spells. Ability to cast at least three spells that require Fortitude saves and at least three spells that require Reflex saves. (A spell that inflicts damage but allows no saving throw can substitute for any of these required spells.)

CLASS SKILLS

The mage-killer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

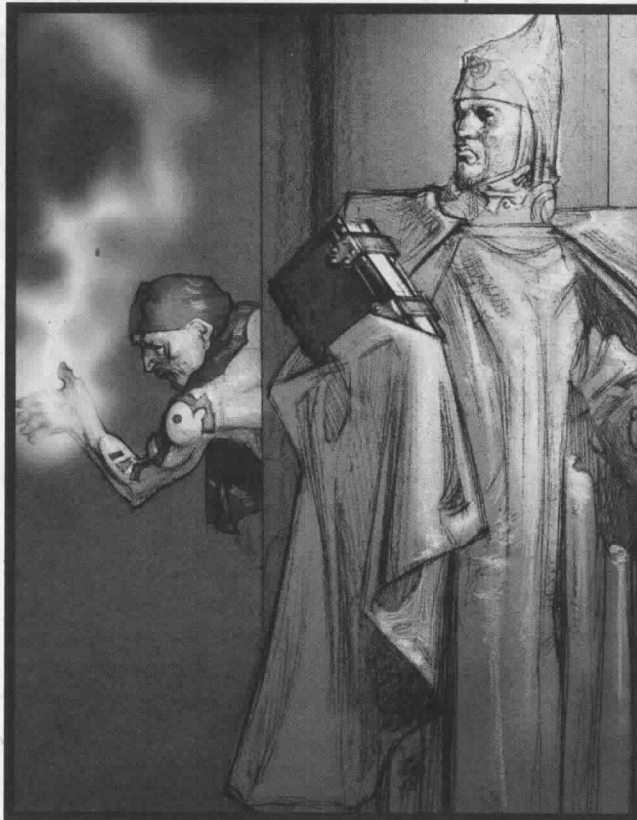
CLASS FEATURES

All the following are class features of the mage-killer prestige class.

Weapon and Armor Proficiency: Mage-killers gain no proficiency with any weapon or armor.

Spells per Day: A mage-killer's training focuses on magic. Thus, when a character gains a new level of mage-killer, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class.

She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).



Mage-killer

Illustration by Carlo Arellano

If a character had more than one spellcasting class before she became a mage-killer, she must decide to which class she adds each level of mage-killer for purposes of determining spells per day when she adds the new level.

Improved Saves: The mage-killer learns to improve his resistance to the very sorts of spells he uses against others. At 1st level, and every odd-numbered level thereafter, he gains a +1 bonus on either his Fortitude or Reflex save. These bonuses stack.

Augment Summoning: At 2nd level, the character gains the Augment Summoning feat.

Spell Focus feat: At 4th level, the character gains a bonus Spell Focus feat in one of the following schools: Conjunction, Evocation, Necromancy, or Transmutation. Every even-numbered level thereafter, the character gains another bonus Spell Focus feat in one of these schools, until at 10th level the mage-killer has Spell Focus for all four schools listed.

Master Alchemist

The master alchemist is a spellcaster who specializes in producing potions and elixirs that reproduce the effects of spells of 4th level or higher. Even spellcasters who dabble in alchemy gain the ability to improve the rate at which they can produce potions, which for adventuring spellcasters can reduce the amount of time they must spend preparing for their next quest. At its high-

est levels, the alchemist prestige class allows spellcasters to create potions that reproduce some of the most powerful magical effects available.

All master alchemists need sufficient space in which to work, as well as the right equipment and raw materials. A sizable work table is the minimum space necessary to create alchemical substances and brew potions. Your Dungeon Master may also require that the character have an alchemist's lab (see page 110 of the *Player's Handbook*).

Finally, the character must provide the raw materials. These cost half the market price of the finished potion.

Hit Die: d4.

REQUIREMENTS

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

Skills: Alchemy 10 ranks, Spellcraft 10 ranks.

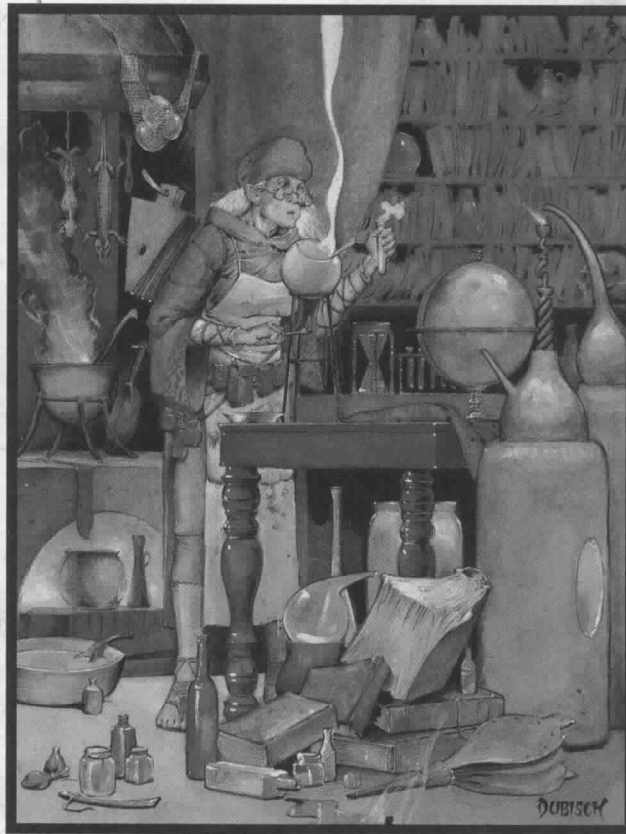
Feats: Brew Potion, Magical Artisan (potions), Skill Focus (Alchemy).

Spellcasting: Ability to cast 4th-level arcane or divine spells.

CLASS SKILLS

The master alchemist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Scribe (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Master Alchemist

TABLE 3-8: THE MASTER ALCHEMIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Brew 2/day	+1 level of existing class
2nd	+1	+0	+0	+3	Brew Potion (4th)	+1 level of existing class
3rd	+1	+1	+1	+3	Brew Potion (5th)	+1 level of existing class
4th	+2	+1	+1	+4	Brew Potion (6th)	+1 level of existing class
5th	+2	+1	+1	+4	Brew 3/day	+1 level of existing class
6th	+3	+2	+2	+5	Improved identification	+1 level of existing class
7th	+3	+2	+2	+5	Brew Potion (7th)	+1 level of existing class
8th	+4	+2	+2	+6	Brew Potion (8th)	+1 level of existing class
9th	+4	+3	+3	+6	Brew 4/day	+1 level of existing class
10th	+5	+3	+3	+7	Brew Potion (9th)	+1 level of existing class

CLASS FEATURES

All the following are class features of the master alchemist prestige class.

Weapon and Armor Proficiency: Master alchemists gain no proficiency in any weapon or armor.

Spells per Day: A master alchemist's training focuses on magic. Thus, when a character gains a new level of master alchemist, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a master alchemist, she must decide to which class she adds each level of master alchemist for purposes of determining spells per day when she adds the new level.

Brew 2/day: The master alchemist has perfected the art of brewing potions. As such, she can brew two potions (totaling no more than 1,000 gp market value) in one day (an 8-hour period) instead of one.

Brew Potion (4th): Beginning at 2nd level, the master alchemist's advanced study of alchemy and magic allows her to brew potions of 4th-level spells. The market price of such a potion is equal to 50 gp per spell level times the level of the caster.

Brew Potion (5th): As Brew Potion (4th), except that the master alchemist can brew potions of 5th-level spells.

Brew Potion (6th): As Brew Potion (4th), except that the master alchemist can brew potions of 6th-level spells.

Brew 3/day: As Brew 2/day, except that the master alchemist may brew three potions in one day.

Improved Identification: Beginning at 6th level, the master alchemist is so sure in her knowledge that she may use her Alchemy skill to identify potions and other such substances more quickly and simply than others. This master alchemist needs no alchemical equipment, spends no gp, and requires only 1 minute to identify such a substance. Add +10 to the normal DC required for identification. The master alchemist can't retry this improved identification (which means she can't take 20); if this identification fails, the master alchemist must use the normal identification rules as described under the Alchemy skill.

Brew Potion (7th): As Brew Potion (4th), except that the master alchemist can brew potions of 7th-level spells.

Brew Potion (8th): As Brew Potion (4th), except that the master alchemist can brew potions of 8th-level spells.

Brew 4/day: As Brew 2/day, except that the master alchemist may brew four potions in one day.

Brew Potion (9th): As Brew Potion (4th), except that the master alchemist can brew potions of 9th-level spells.

mystic wanderer

Mystic wanderers are divine spellcasters who eschew normal church hierarchies and instead embrace freedom, wanderlust, and independence. They believe that to serve their deities they need to experience the world, learn about its hidden beauties and truths, and learn how their own inner selves relate to the outer world. Mystic wanderers are known for their skill in creating potions and magic gems.

Most mystic wanderers begin as clerics, although some druids and rangers pursue the life of a mystic wanderer as well. Because of the mystic wanderer's independence and disdain for authority figures, monks and paladins only become mystic wanderers if they have lapsed from their vows. Most mystic wanderers follow deities of beauty, individualism, love, hedonism, charisma, self-perfection, darkness, the moon, joy, fertility, motherhood, dance, music, disease, poison, luck, misfortune, or the seasons.

Mystic wanderer NPCs usually act alone, preferring to interact with people (including other mystic wanderers) on a person-to-person basis rather than in groups. They sometimes acquire bodyguards or friends who can act as bodyguards to balance their weaknesses in combat.

Hit Die: d8.

REQUIREMENTS

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

Alignment: Any nonlawful.

Skills: Alchemy 3 ranks, Diplomacy 8 ranks, Knowledge (nature) 3 ranks, Perform 3 ranks, Profession (herbalist) 3 ranks.

Feats: Iron Will.

Spellcasting: Able to cast 2nd-level divine spells.

CLASS SKILLS

The mystic wanderer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Innuendo (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Perform (Cha), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the mystic wanderer prestige class.

Weapon and Armor Proficiency: Mystic wanderers gain no proficiency with any weapon or armor. Many of the mystic wanderer's abilities rely on her ability to fully utilize the movements of her body and her confidence in her appearance. When wearing any sort of armor or using a

shield, her glory of the divine ability does not function and she cannot use any of her spell-like abilities.

Spells per Day: A mystic wanderer continues to study standard magic as well as pursuing her other studies. Thus, when a new mystic wanderer level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before becoming a mystic wanderer. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, and so on).

If a character had more than one divine spellcasting class before she became a mystic wanderer, she must decide to which class she adds each level of mystic wanderer for purposes of determining spells per day when she adds the new level.

Glory of the Divine (Su): A mystic wanderer who wears no armor gains a sacred (or profane, if her patron deity is evil) bonus to AC equal to her Charisma bonus (if any).

Sleep (Sp): The mystic wanderer can use *sleep* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 11 + Cha modifier).

Familiar: Beginning at 2nd level, a mystic wanderer can obtain a familiar, just as a sorcerer or wizard can. A mystic wanderer with sorcerer or wizard levels can treat her mystic wanderer levels as sorcerer or wizard levels for determining her familiar's natural armor, Intelligence, and special abilities.

Lore of Nature: At 2nd level, the mystic wanderer gains a +2 competence bonus on all Profession (herbalist) and Knowledge (nature) checks.

Gem Magic (Su): A 3rd-level mystic wanderer learns the secret of gem magic, as described in the previous chapter. She gains the Attune Gem feat, and she can use the feat to store any spell she can cast, whether arcane or divine.

Resist Charm: Beginning at 3rd level, the mystic wanderer gains a +2 sacred (or profane, if her patron deity is evil) bonus on saving throws against enchantment (charm) effects.

Brew Potion: The mystic wanderer gains the Brew Potion feat at 4th level.

Suggestion (Sp): At 5th level, the mystic wanderer can use *suggestion* once per day as a sorcerer equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 13 + Cha modifier).

Greater Potion I: The 6th-level mystic wanderer can brew potions as if she had access to all 0- and 1st-level sorcerer/wizard spells (even those not on her spell list). He need not have prepared the spell to brew the potion; instead, she must leave one spell slot (of the appropriate level) open when brewing a potion of a spell not on her spell list. He must still provide any mate-

rial components or focuses needed.

Charm Monster (Sp): At 7th level, the mystic wanderer can use *charm monster* once per day as a sorcerer equal to



Mystic wanderer

Illustration by Carlo Arillano

TABLE 3-9: THE MYSTIC WANDERER

Class	Base	Fort	Ref	Will		
Level	Attack	Save	Save	Save	Special	Spells Per Day
1st	+0	+0	+2	+2	Glory of the divine, <i>sleep</i>	+1 level of existing class
2nd	+1	+0	+3	+3	Familiar, lore of nature	+1 level of existing class
3rd	+1	+1	+3	+3	Gem magic, resist charm	+1 level of existing class
4th	+2	+1	+4	+4	Brew potion	+1 level of existing class
5th	+2	+1	+4	+4	<i>Suggestion</i>	+1 level of existing class
6th	+3	+2	+5	+5	Greater potion I	+1 level of existing class
7th	+3	+2	+5	+5	<i>Charm monster</i>	+1 level of existing class
8th	+4	+2	+6	+6	Greater potion II	+1 level of existing class
9th	+4	+3	+6	+6	<i>Mass charm</i>	+1 level of existing class
10th	+5	+3	+7	+7	Greater potion III, timeless body	+1 level of existing class

Illustration by Michael Dubisch

her mystic wanderer level plus her highest divine spellcaster level (DC = 14 + Cha modifier).

Greater Potion II: As greater potion I, except that the 8th-level mystic wanderer can brew potions as if she had access to all 2nd-level sorcerer/wizard spells.

Mass Charm (Sp): The 9th-level mystic wanderer can use *mass charm* once per day as a sorcerer whose level is equal to her mystic wanderer level plus her highest divine spellcaster level (DC = 18 + Cha modifier).

Greater Potion III: As greater potion I, except that the 10th-level mystic wanderer can brew potions as if she had access to all 3rd-level sorcerer/wizard spells.

Timeless Body: After achieving 10th level, a mystic wanderer no longer suffers ability penalties for aging (see the *Player's Handbook*, Table 6-5: Aging Effects, page 93) and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the mystic wanderer still dies of old age when her time is up.

spell dancer

Spell dancers are an energetic sort of spellcaster who draw on the quasi-primal energy of song and dancing to power their magic. Functioning similar to a sorcerer or bard, they create magic when they need it, drawing from a wide repertoire of spells but in a taxing manner. Some call them spellsingers, but the primary component of their magic is the dance, and "spellsinger" is often confused with the slang term for a mage, "spellslinger."

Most spell dancers are primarily sorcerers or bards, but some wizards find the path alluring, and clerics of deities such as Milil, Sharess, and Oghma sometimes walk the path of the spell dancer. Characters of other classes almost never become spell dancers. Most spell dancers are female.

NPC spell dancers often join traveling shows of minstrels, bards, and dancers. Their mundane dancing abilities are remarkable and the mobility of the group prevents too much unwanted attention. Some conservative spellcasters

dislike spell dancers, and some common folk fear them and accuse them of consorting with fiends.

Hit Die: d6.

REQUIREMENTS

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

Skills: Concentration 4 ranks, Perform (dance) 6 ranks, Tumble 4 ranks.

Feats: Combat Casting, Dodge, Endurance, Mobility.

Spellcasting: Able to cast 3rd-level spells.

CLASS SKILLS

The spell dancer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

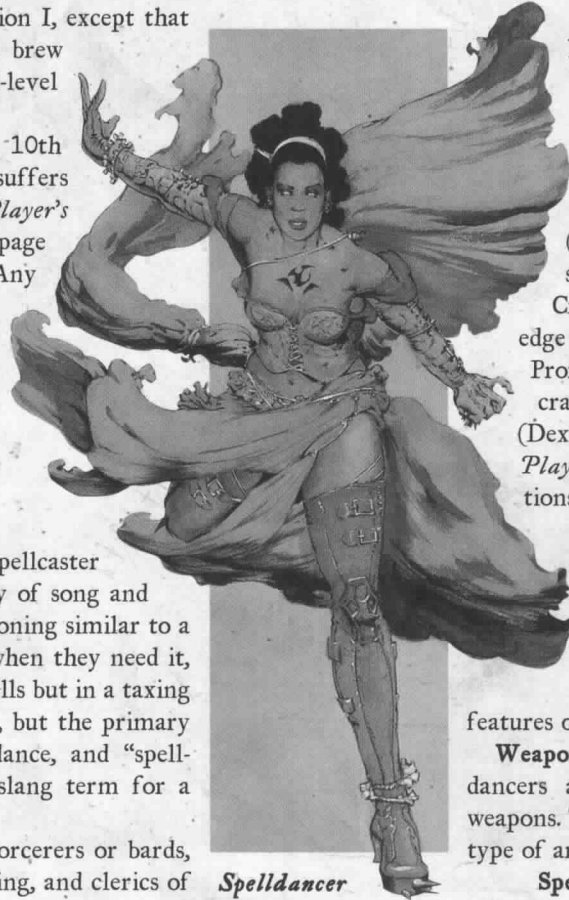
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the spell dancer prestige class.

Weapon and Armor Proficiency: Spell dancers are proficient with all simple weapons. They are not proficient with any type of armor or shields.

Spelldance (Su): Spelldancing is a means of increasing the effectiveness of a spell by performing a vigorous magical dance before casting. The spell dancer chooses one or more metamagic feats she knows to apply to a spell she wants to cast and begins her spelldancing. (Spells from the schools of Invocation and Necromancy can't be enhanced via spelldancing.) When she finishes spelldancing, she makes a Perform check with a DC of 10 + spell level (as modified by



Spell dancer

TABLE 3-10: THE SPELL DANCER

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+2	+2	Spelldance	+1 level in existing class
2nd	+1	+0	+3	+3	Enthralling dance, Evasion	+1 level in existing class
3rd	+1	+1	+3	+3	Cooperative dance	+1 level in existing class
4th	+2	+1	+4	+4	Sleep dance	+1 level in existing class
5th	+2	+1	+4	+4	Confusing dance	+1 level in existing class

the metamagic feats). If she fails, the spell fizzles with no effect. If she succeeds, she casts the spell and it is modified by the selected metamagic feats (without the level of the spell being altered).

For every spell level higher than normal that a metamagic feat alters a spell, one full round of spell dancing is required to alter the spell. The spell dancer dances the required number of rounds, and on her next action she may cast a spell with the chosen metamagic feat (if she doesn't cast a spell that round, the spell dancing effect is lost). For example, a spell dancer could choose to empower a *bull's strength* spell, spell dance for 2 full rounds (the spell level adjustment for Empower Spell), then cast *bull's strength* (as a standard action) with the benefits of Empower Spell. Still Spell and Quicken Spell can never be used in conjunction with spell dancing. A spell dancer needs to know the metamagic feat in question to spell dance the effects of that feat.

Spell dancing requires extended motion. A spell dancing character has to move at least half her speed as part of her action on any round she spell dances. This movement is included in the full-round action of spell dancing, and means the spell dancer cannot take a 5-foot step on any round she spell dances. While spell dancing, the caster provokes attacks of opportunity normally, although she can still make Tumble checks to avoid attacks of opportunity.

A spell dancer can safely spell dance a number of rounds per day equal to her Constitution modifier plus her spell dancer class level. Every spell she casts with spell dancing after that causes her to make a Fortitude save (DC 10 + total rounds spent spell dancing in the last day) to avoid taking 2 points of temporary Constitution damage and becoming fatigued (if already fatigued, the character becomes exhausted and can't spell dance again until only fatigued).

Enthralling Dance (Sp): Once per day, a 2nd-level spell dancer can *enthrall* targets with a special dance. The effect is identical to the *enthrall* spell, except that it requires no vocal component and requires dancing as its somatic component. The DC to resist is equal to 10 + spell dancer level + Charisma modifier. The effect lasts as long as the spell dancer continues dancing (which is otherwise identical to spell dancing). At 4th level, the spell dancer can use her *enthralling dance* twice per day.

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

Cooperative Dance (Ex): A 3rd-level spell dancer can coordinate with another dancing character to share some of the effort of casting spells with spell dancing. The assisting character must dance during the same rounds as the spell dancer and then make a Perform check; for every 10 points

of the check, the "cost" of the spell dance is reduced by 1 round (to a maximum reduction of 3 rounds for a check result of 30 or greater). This doesn't decrease the number of rounds required for the spell dance; it simply means that not as many rounds are deducted from the spell dancer's total number of spell dancing rounds per day. The cooperative dance can't reduce the number of rounds of spell dancing "spent" by the spell dancer to less than one for any casting, and the spell dancer can only coordinate with one character per spell dance.

Example: A spell dancer wishes to heighten a spell from 2nd to 5th level (+3 levels). This requires 3 rounds of spell dancing. If another character cooperates by dancing for the same 3 rounds as the spell dancer and rolls a 22 on his Perform (dancing) check, the spell dance only "costs" the spell dancer 1 round (of her limited number of spell dancing rounds per day), rather than the full 3.

Sleep Dance (Sp): Once per day, a 4th-level spell dancer can sleep in such a manner as to put nearby creatures to sleep. This requires 1 full round of dancing (as spell dancing), after which all creatures in a 30-foot-radius emanation fall into slumber as the *sleep* spell (Will negates, DC 10 + spell dancer level + Charisma modifier) for 1 minute per spell dancer level.

Confusing Dance (Sp): The 5th-level spell dancer can confuse targets with a special dance once per day. This requires 1 full round of dancing (as spell dancing), after which all creatures within 15 feet of the spell dancer are affected as the *confusion* spell (Will negates, DC 10 + spell dancer level + Charisma modifier) for 1 round per spell dancer level.

spellfire channeler

Spellfire is the raw energy of the Weave. Most who bear this gift never have the time or opportunity to develop these skills. Those who do practice their spellfire are able to hone their talent into a tool with fantastic abilities that most dabblers can only dream of.

Characters of all classes can become spellfire channelers, since that ability isn't selective about whom it appears in. Spellcasters of any sort have the easiest time qualifying for this class, however.

As NPCs, spellfire channelers are usually reclusive individuals, for powerful organizations are always on the hunt for beings with unusual abilities that can be turned to evil or experimented upon. The Cult of the Dragon is one such group, and it has been responsible for driving into hiding many users of spellfire. The most famous of these is Shandril Shessair, who led a life on the run before finally destroying enough cultists to deter their interest in her. Most spellfire channelers wish only to be left alone, although a rare few use their spellfire to acquire power and influence for themselves.

Hit Die: d4.

REQUIREMENTS

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

Skills: Concentration 8 ranks, Knowledge (arcana) 2 ranks, Spellcraft 2 ranks.

Feats: Endurance, Spellfire Wielder.

CLASS SKILLS

The spellfire channeler's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level:
2 + Int modifier.

CLASS FEATURES

All of the following are class features of the spellfire channeler prestige class.

Weapon and Armor Proficiency: Spellfire channelers are proficient with all simple weapons. They are not proficient with any type of armor or shields.

Drain Charged Item (Sp): As a standard action, a spellfire channeler can drain a single charge from a touched charged item (including single-use items such as potions and scrolls), converting the energy into a single stored

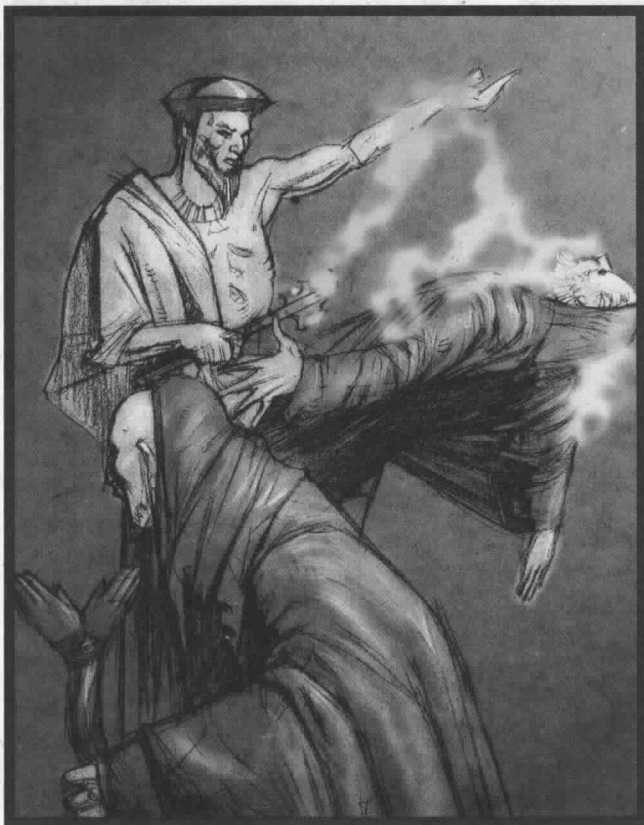
spellfire energy level. A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper). Only one feature of a multiple-use charged item (such as a scroll with several spells) can be drained per round. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

Increased Storage (Ex): The channeler's capacity for storing spellfire energy levels is multiplied by the listed value. However, spellfire energy levels in excess of the channeler's Constitution score is dangerous, with different effects depending upon the number of levels stored:

Constitution +1 to Constitution ×2: The channeler's eyes glow brightly, and any creature, magic item, or spell effect that touches the channeler causes 1 spellfire energy level to be discharged as a harmless burst of light. Once per day, the channeler must make a Constitution check (DC 10) or take 1d6 points of damage as one of her spellfire energy level backfires.

Constitution ×2+1 to Constitution ×3: As above, plus the channeler's skin glows (shedding light as a candle), a touch releases 1d4 spellfire energy levels as light, and the channeler must make the backfire Constitution check every hour.

Constitution ×3+1 to Constitution ×4: As above, except the channeler sheds light equal to a torch, feels a burning sensation within her body (treat



Spellfire channeler

TABLE 3—II: THE SPELLFIRE CHANNELER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Drain charged item, increased storage 2
2nd	+1	+3	+0	+3	Improved healing
3rd	+1	+3	+1	+3	Weapon Focus (spellfire), increased storage 3
4th	+2	+4	+1	+4	Rapid blast 2
5th	+2	+4	+1	+4	Drain permanent item, increased storage 4
6th	+3	+5	+2	+5	Flight
7th	+3	+5	+2	+5	Deflect Arrows, increased storage 5
8th	+4	+6	+2	+6	Rapid blast 3
9th	+4	+6	+3	+6	Crown of fire
10th	+5	+7	+3	+7	Maelstrom of fire

as if distracted by nondamaging spell, DC 20 to concentrate), and must make the backfire Constitution check every minute. A touch releases 1d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against the channeler and all creatures within 5 feet of her.

Constitution $\times 4+1$ to Constitution $\times 5$: As above, except the character radiates a palpable (but nondamaging) heat to a radius of 20 feet, is in pain (treat as if distracted by nondamaging spell, DC 25 to concentrate), and must make the backfire Constitution check every round. A touch releases 2d6 spellfire energy levels as a *flare* spell (DC 10 + number of spellfire energy levels expended) against the channeler and all creatures within 5 feet of her. The channeler must make a Will save (DC 25) every round or be forced to expend a maximum-strength blast of energy at a random target within 30 feet in preference to any other action.

Regardless of the number of spellfire energy levels stored, a channeler can voluntarily expend only a number of spellfire energy levels per round equal to her Constitution score. (Involuntary expenditure, such as that noted above, isn't limited in this way.)

Improved Healing (Su): At 2nd level, the spellfire channeler can release stored spellfire energy levels to heal by touch. This restores 1d4+1 hit points per spellfire energy level expended (rather than the normal 2 points per spellfire energy level).

Weapon Focus (spellfire): The channeler gains the Weapon Focus (spellfire) feat at 3rd level.

Rapid Blast (Su): At 4th level, the spellfire channeler can release two blasts of spellfire as a standard action. This increases to three blasts per standard action at 8th level. Each blast after the first suffers a cumulative -2 penalty to attack rolls (-0 for the first blast, -2 for the second, and -4 for the third).

Drain Permanent Item (Sp): The channeler can drain power from permanent magic items by touch as a standard action. An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the channeler gains spellfire energy levels equal to half the caster level of the item. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained. An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

Flight (Su): The channeler can expend spellfire energy levels to fly as the spell. Each spellfire energy level expended allows the channeler to fly for 1 minute. The flying channeler leaves a visible trail of light that fades after 1 round.

Deflect Arrows (Su): The channeler gains the Deflect Arrows feat, although rather than using a hand, a single spellfire energy level is expended to knock the missile away.

If the channeler has no spellfire energy levels available, she cannot use this ability.

Crown of Fire (Su): By expending 10 spellfire energy levels, a channeler can manifest the crown of fire, which appears as a halo of spellfire around her head and provides light equal to a *daylight* spell. The crown of fire gives her damage reduction 10/+1 and automatically melts all nonmagical weapons that strike her (after inflicting damage, if any). The crown of fire grants the channeler spell resistance 32 (as the *spell resistance* spell). Maintaining the crown of fire requires expending 10 spellfire energy levels each round, which can be done as a free action. The crown of fire does not interfere with the channeler's actions, including using other spellfire abilities.

Maelstrom of Fire (Su): The channeler can release spellfire energy in all directions as a 20-foot-radius spread, dealing 1d6 damage per spellfire energy level expended to all creatures in the area (Reflex half, DC 10 + class level + Charisma modifier).

war wizard of cormyr

The Cormyrean war wizards are some of the most respected battle-mages in all Faerûn. Trained by experienced combat mages, they bring great power to the battlefield. In the war against the Tuigan horde, they were instrumental in protecting the outnumbered allied troops fighting against the horde. In the recent war in Cormyr against the dragon and her goblin minions, many war wizards lost their lives holding back the onslaught. Since their creation, they have been one of Cormyr's most effective tools against subversion by foreign or hostile powers. The road they must travel to achieve such ends is long, difficult, and often lonely, but the special people who follow this path are made of the stuff that can endure such hardships. Their reward? The respect of their peers and the people of Cormyr, and the gratitude of kings.

As expected, wizards make the best war wizards, but despite the name the class is not limited to wizards alone. Sorcerers often select this path, for their dedication to a specific area of magic can make them powerful servants of Cormyr's crown. Though bards can qualify, few find this path worthwhile.

Most war wizards serve the kingdom of Cormyr directly, and that duty rarely allows adventuring. Still, some war wizards work more proactively, seeking out potential threats to Cormyr and rectifying them before the situation merits greater attention.

Hit Die: d4.

REQUIREMENTS

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

Alignment: Any nonevil, nonchaotic.

Skills: Spellcraft 10 ranks.

Feats: Enlarge Spell, Widen Spell, Martial Weapon Proficiency (any).

Spellcasting: Ability to cast 4th-level arcane spells.

CLASS SKILLS

The war wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level:
2 + Int modifier.

CLASS FEATURES

All the following are class features of the war wizard prestige class.

Weapon and Armor Proficiency: War wizards gain no proficiency with any weapon or armor.

Spells per Day: A war wizard's training focuses on magic. Thus, when a character gains a new level of war wizard, she gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (increased familiar powers, metamagic or item creation feats, and so on).

If a character had more than one spellcasting class before she became a war wizard, she must decide to which class she adds each level of war wizard for purposes of determining spells per day when she adds the new level.

Weapon Focus: The war wizard gains a free Weapon Focus feat for a martial weapon of her choice. She must be proficient with that weapon in order to apply this feat to it.

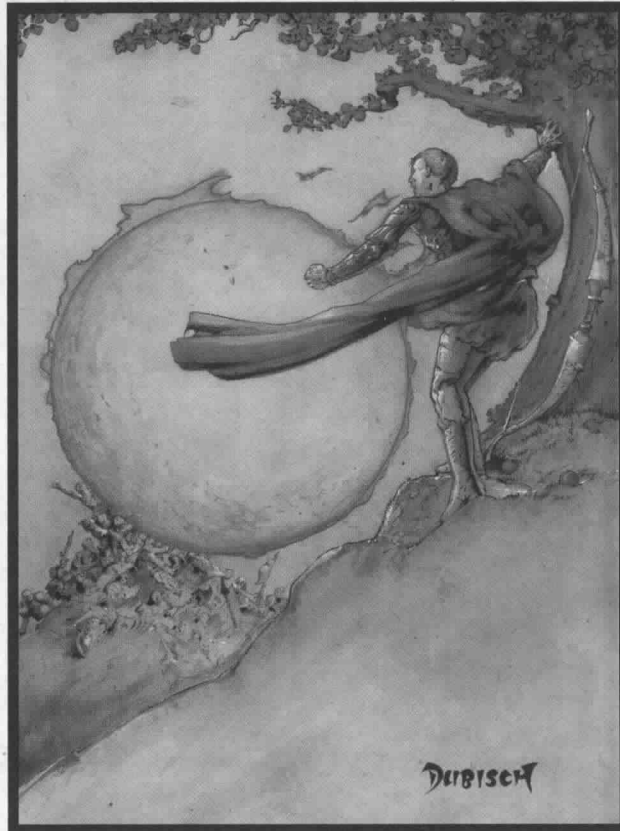
Metamagic Feat: War wizards focus their studies of spellcasting efficiency. In order to achieve that end, they develop expertise in a variety of metamagic techniques. At 2nd level and again at 4th level, the war wizard gains a bonus metamagic feat of her choice to add to her repertoire of knowledge.

Widen Spell: Part of the war wizard's training involves study of the essence of magic.

In her training, she learns to adapt to the rapidly changing conditions of the battlefield. Although she may prepare some of her spells with metamagic feats, sometimes she needs to modify a spell on the spur of the moment. Beginning at 3rd level, a war wizard may cast a spell as if it were under the effects of the Widen Spell feat. She does not need to prepare this in advance, and it does not increase the casting time or use a higher spell slot. The war wizard can use this ability a number of times per day equal to 1 + her Charisma bonus (if any).

Enhanced Spell Area: Particularly important to war wizards is the ability to use fewer spells to defeat their enemies, so they perfect their understanding of spell dimensions to cast spells affected by the Widen Spell metamagic feat with even greater area.

Any time a war wizard of 5th level casts a spell modified by the Widen Spell feat, the spell area increases by 100% rather than 50%. Thus, instead of a widened *fireball* spell having a 30-ft.-radius spread, it has a 40-ft.-radius spread.



War wizard

Illustration by Michael Dubisch

TABLE 3-12: THE WAR WIZARD

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+2	+0	+2	Weapon Focus	+1 level of existing class
2nd	+1	+3	+0	+3	Metamagic feat	+1 level of existing class
3rd	+1	+3	+1	+3	Widen spell	+1 level of existing class
4th	+2	+4	+1	+4	Metamagic feat	+1 level of existing class
5th	+2	+4	+1	+4	Enhanced spell area	+1 level of existing class



SILVER
marches

HEROES OF THE NORTH



Many unique characters range over the wildlands and cities of the Silver Marches. Giant-killers seek out their chosen enemies, wild scouts patrol the fringes of civilization, and hordebreakers scatter their overwhelming foes to the four winds. Many giant-killers are, of course, fighters or rangers or wizards who have earned their fame by confronting and destroying evil giants—but a small number of doughty warriors make giant-killing their career.

This chapter presents six prestige classes commonly found in and around the Silver Marches: the giant-killer, the hordebreaker, the knight-errant of Silvermoon, the orc scout, the peerless archer, and the wild scout.

giant-killer

Giant-killers are great heroes so long as they are killing giants. When they are not out doing what they do best, giant-killers tend to drink a lot and pick fights with people bigger than themselves. Some kindly giant-killers break the stereotype, but everyone expects giant-killers to be rude and boastful, so many live down to expectations. Giant-killers are found most frequently in regions where giants are common.

Most giant-killers begin their careers as barbarians, fighters, or rangers, but clerics of certain deities, paladins, and rogues also choose this path. Not all giants are evil, and not all giant-killers are good. There are a few sorcerers and wizards among their number, but hardly any druids.

As NPCs, most giant-killers prefer to operate alone or with a small group of like-minded allies. Many of them have sworn to avenge some past wrong or foul deed committed by giants, such as the destruction of their homes or the murder of a member of their family. Where giants gather in strength, several giant-killers sometimes pool their resources

in order to more effectively defeat their sworn enemies.

The recent invasion of giants in the Evermoor region, and the subsequent influx of displaced trolls into the Silver Marches, has resulted in a boom in the giant-killing business. Giant-killers from around Faerûn have arrived in the vicinity to ply their trade, offering their services to the highest bidders. Giant-killers charge whatever the market will bear, and the more unscrupulous of the lot often refuse the first offer from a prospective employer, hoping that the problem will worsen and result in a better, more lucrative offer.

A bona fide giant-killer is an expert in his field, and several of them have made themselves invaluable on the outskirts of the Evermoors and in the town of Nesmé. There are also native giant-killers among the dwarves of Citadel Felbarr and Mithral Hall, but while the latter sometimes make themselves available to other communities, those living in the former most often serve the interests only of their own home. Lady Alustriel has recently appealed to King Warcrown on the matter, asking him to consider sending one or two of his kingdom's giant-killers to help scour the lands around the Silverwood for trolls, before the creatures become an even worse problem for the farmsteads outlying the city of Everlund.

Hit Die: d10.

REQUIREMENTS

To qualify to become a giant-killer, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Dodge, Mobility, Toughness.

Skills: Hide 2 ranks, Wilderness Lore 4 ranks.

Special: The character must have already slain at least one

giant of any type. He need not have accomplished this alone, but he must have damaged the giant with at least one melee attack.

CLASS SKILLS

The giant-killer's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Jump (Str), Move Silently (Dex), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the giant-killer prestige class.

Weapon and Armor Proficiency: The giant-killer is proficient with all simple and martial weapons, but gains no proficiency in any type of armor or shield.

Smite Big Folk (Su): Giant-killers know how and where to hit their foes so that every blow counts. Once a day, a giant-killer can smite a foe of at least Large size (provided the foe is larger than the giant-killer) with one melee attack. He adds his Wisdom modifier (if positive) to his attack roll and inflicts 1 extra point of damage per class level. The giant-killer can only use this ability a certain number of times per day as determined by his level. Barbarian giant-killers can use the smite big folk ability when raging. Bonuses from the smite big folk ability stack with ranger bonuses for a favored enemy, and can be combined with a smite ability conferred by another class (such as a paladin's smite evil ability).

Improved Mobility: Sometimes fighting a giant within range of the creature's mighty limbs is unavoidable. Fortunately, the giant-killer learns how to make himself harder to hit when he must be underfoot. This ability works exactly as the Mobility feat, except that the giant-killer's bonus to AC is +8 instead of +4.

Giant Lore: The giant-killer is a repository of knowledge

and information concerning his chosen foes. Beginning at 1st level, a giant-killer adds this bonus to skill checks used in situations that directly concern giants, such as a Knowledge (local) check to determine where a giant's lair might be located, a Move Silently check to creep past a sleeping giant, or a Wilderness Lore check when tracking a giant.

Damage Reduction (Ex): Beginning at 2nd level, a giant-killer gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract this number from the damage the giant-killer takes each time he is dealt damage. Damage reduction can reduce damage to 0 but not below 0.

Diehard (Ex): At 4th level, if reduced to from -1 to -9 hit points, a giant-killer may remain conscious and take a partial action each round. The giant-killer still loses 1 hit point each round when at negative hit points (unless stabilized), and dies when he reaches -10 hit points. If he is stabilized, the giant-killer is disabled.

At 8th level, a giant-killer may act normally each round when at from -1 to -9 hit points, although he still loses 1 hit point per round (unless stabilized) until dead at -10 or lower.

At 10th level, instead of dying at -10 hit points or lower, he may make a Constitution check (DC 10 + 1 per previous check) to remain alive for another round. He dies immediately if reduced to -30 hit points or lower.



The giant-killer

Illustration by Richard Sardinha

Hordebreaker

Many folk of the Silver Marches harbor a special hatred for the tribes and hordes of humanoids that constantly threaten to destroy the civilized way of life in this region. This antipathy is so great for some that it borders on paranoid obsession, and these folk sometimes swear enmity against one or more races of humanoids that gather in large groups—especially those that gather in the mountain hordes. In the

TABLE 6-1: THE GIANT-KILLER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Giant lore +1, improved mobility, smite big folk 1/day
2nd	+2	+3	+0	+0	Damage reduction 1/—
3rd	+3	+3	+1	+1	Giant lore +2, smite big folk 2/day
4th	+4	+4	+1	+1	Diehard
5th	+5	+4	+1	+1	Giant lore +3, smite big folk 3/day
6th	+6	+5	+2	+2	Damage reduction 2/—
7th	+7	+5	+2	+2	Giant lore +4, smite big folk 4/day
8th	+8	+6	+2	+2	Diehard 2
9th	+9	+6	+3	+3	Giant lore +5, smite big folk 5/day
10th	+10	+7	+3	+3	Damage reduction 3/—, diehard 3

opinion of these fanatics, there is no greater danger facing the world than the ever-growing humanoid horde menace, and they believe it's up to them to fight it.

The hordebreaker is a person who makes destroying the horde threat her life's work. She trains long and hard to make herself the perfect engine of orc destruction. Often such individuals have suffered personal losses at the hands of humanoid hordes. Whatever the motivation, the hordebreaker's mission to destroy orcs and other such creatures is her reason for living.

Most hordebreakers are barbarians, and many of them hail from those Uthgardt tribes that consider the orcs their traditional enemies, particularly the Sky Pony tribe. They sometimes work with other hordebreakers, but they tend to be loners: A life of single-minded hatred is not well suited to close companionship. Some hordebreakers attach themselves to adventuring parties if such groups are likely to encounter orcs or are engaged on a mission that will undermine an orc horde's plans.

Hit Die: d12.

REQUIREMENTS

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

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Great Cleave.

Skills: Knowledge (local) 5 ranks, Spot 4 ranks.

CLASS SKILLS

The hordebreaker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

TABLE 6-2: THE HORDEBREAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	First horde enemy, horde knowledge
2nd	+2	+3	+0	+0	Hold the line
3rd	+3	+3	+1	+1	Second horde enemy
4th	+4	+4	+1	+1	Tough to kill
5th	+5	+4	+1	+1	Third horde enemy, anvil of doom

CLASS FEATURES

The following are class features of the hordebreaker prestige class.

Weapon and Armor Proficiency: A hordebreaker gains no proficiency with any type of weapon or armor.

Horde Enemy: A hordebreaker selects a horde enemy from the following list of creatures: bugbears, gnolls, goblins, hobgoblins, kobolds, or orcs. Any creature type that the Dungeon Master determines gathers in tribes or hordes in the campaign world is also acceptable. This ability works exactly like the favored enemy ability of the ranger class. If a hordebreaker with ranger levels chooses a horde enemy that she already has as a favored enemy, the bonuses stack.

When a hordebreaker reaches 3rd level, the bonus against her first horde enemy increases to +2 and she gains a new horde enemy at +1. When a hordebreaker reaches 5th level, the bonus against her first horde enemy increases to +3, the bonus against her second horde enemy increases to +2, and she gains a new horde enemy at +1.

Horde Knowledge: A hordebreaker acquires a great deal of information and knowledge specific to the Silver Marches while interacting with the land's denizens. Beginning at 1st level, a hordebreaker may make a special horde knowledge check with a

bonus equal to her hordebreaker level + her Intelligence modifier to see whether she knows some relevant information about local notable humanoid tribes or hordes, such as their legendary places or items, or regional politics. This check will not reveal the powers of a magic item but may give him a hint as to its general function. A hordebreaker may not take 10 or 20 on this check. The Dungeon Master determines the Difficulty Class of the check by referring to the table below.



The hordebreaker

Illustration by Jeff Easley

- DC Type of Knowledge and Examples**
- 8 Common, known by at least a substantial minority of the local population. Example: King Obould Many-Arrows is gathering an orc horde to crush the lands of the south.
 - 13 Uncommon but available, known by only a few people in the area. Example: The rivalry between King Obould's many sons.
 - 18 Obscure, known by few, hard to come by. Example: A secret route to the army encampment of a goblin tribe, or the exact location of the tomb of a great hobgoblin chieftain.
 - 23 Extremely obscure, known by very few, possibly forgotten by those who once knew it, possibly known only by those who don't understand the significance of the knowledge. Example: The exact military strategy used by the town of Deadsnows to defeat the orc horde that tried to destroy it centuries ago.

Hold the Line: A hordebreaker trains herself to withstand the charging might of enemies hurling themselves into battle with great force. At 2nd level, charging into an area threatened by a hordebreaker grants the hordebreaker an attack of opportunity. The hordebreaker's attack of opportunity happens immediately, before the charge attack is resolved.

Tough to Kill (Ex): Every hordebreaker knows that sooner or later, she is going to get hurt. At 4th level, if reduced to -1 to -9 hit points, a hordebreaker may remain conscious and take a partial action each round. The hordebreaker still loses a hit point each round when at negative hit points (unless stabilized) and dies when she reaches -10 hit points. If she is stabilized, the hordebreaker is disabled.

Anvil of Doom (Ex): Once per day, a hordebreaker can become a living anvil on which her enemies break by assuming a defensive stance. In this defensive stance, the hordebreaker gains extraordinary strength and durability, but she cannot move from the spot she is defending. She gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

The increase in Constitution increases the hordebreaker's hit points by 2 per character level, but these hit points go away at the end of the defensive stance when her Constitution score drops back down 4 points. These extra hit points are not lost first the way temporary hit points are.

While defending, a hordebreaker cannot use skills or abilities that would require her to shift her position, such as Move

Silently or Jump. A defensive stance lasts for a number of rounds equal to 3 + the hordebreaker's newly improved Constitution modifier. The hordebreaker may end her defensive stance voluntarily prior to this limit. At the end of her defensive stance, the hordebreaker is winded and takes a -2 penalty to Strength for the duration of the encounter. Invoking anvil of doom takes no time itself, but a hordebreaker can only do so during her action.

The bonuses conferred by anvil of doom do not stack with similar bonuses, such as the dwarven defender's defensive stance.

knight-errant of silvermoon

Charged with the safety of the city of Silvermoon and its citizens, the professional fighting force known as the Knights in Silver is often all that stands between Silvermoon and the dangers of the frontier. Consequently, the Knights never know what sort of mission they'll be called upon to undertake next: Warfare, reconnaissance, disaster relief, and diplomacy have all been among the tasks that the Knights have fulfilled with distinction in service to their home. Consequently, members of this prestige class master a wide variety of capabilities, so that they can be ready for anything when duty calls.

Hit Die: d8.

REQUIREMENTS

To qualify to become a knight-errant of Silvermoon, a character must fulfill the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Feats: Mounted Combat, Ride-By Attack, Survivor, Weapon Focus (light lance or heavy lance).

Skills: Intuit Direction 2 ranks, Knowledge (Silvermoon local) or Knowledge (the North local) 4 ranks, Ride 4 ranks, Spot 4 ranks.

Other: Serve among the Knights in Silver for at least one year and then petition Knight-Grand Commander Sernius Alathar for detachment as a knight-errant, or gain a commission as a knight-errant directly from Taern Hornblade, High Mage of Silvermoon.

CLASS SKILLS

The knight-errant of Silvermoon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Handle Animal (Cha), Hide (Dex), Diplomacy (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Ride



The Knight-Errant of Silvermoon

Illustration by Christopher Moeller

(Dex), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Knight-errants of Silvermoon gain the following class features.

Weapon and Armor Proficiency: A knight-errant of Silvermoon gains no proficiency with any kind of weapon or armor.

Badge of Office: Regardless of what personal armor, weapons, and accoutrements he may choose, each knight is obligated to wear the silver cloak clasp that is his badge of office. This clasp is shaped to resemble a longsword piercing a crescent moon. Each badge is also a *brooch of resistance* +1. If a knight-errant loses his badge of office, he must purchase a new one in Silvermoon (cost 1,000 gp) as soon as possible.

Fighter Feat: A knight-errant of Silvermoon gains a bonus feat at 2nd, 5th, and 9th level. These bonus feats must be chosen from the list of bonus feats available to a fighter.

Marches Knowledge: A knight-errant acquires a great deal of information and knowledge specific to the Silver Marches while interacting with its denizens. Beginning at 2nd level, a knight may make a special Marches knowledge check with a bonus equal to his knight-errant level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary places or items, or regional politics. This check will not reveal the powers of a magic item but may give a hint as to its general function. The knight may not take 10 or 20 on this check. The DM determines the Difficulty Class of the check by referring to the table below.

DC Type of Knowledge and Examples

- 10 Common, known by at least a substantial minority of the Silver Marches' population. Examples: King Harbromm's hatred of King Obould; common ghost stories about the ruins of Ghaurin Mansion.
- 15 Uncommon but available, known by only a few people in the area. Example: The rivalry between two scholars at the University of Silvermoon.

20 Obscure, known by few, hard to come by. Examples: A secret route down into the Everfire below Sundabar; the genealogy of Bruennor Battlehammer's first cousin.

25 Extremely obscure, known by very few, possibly forgotten by those who once knew it, possibly known only by those who don't understand the significance of the knowledge. Example: Details about the battle that gave the town of Deadsnows its name.

Sworn Enemy: At 1st level, a knight-errant declares a specific group of people or monsters as his sworn enemy. This is a much narrower category than a ranger's favored enemy. Sworn enemies include any nationality, group, tribe, or organization, or type or subtype of creature that is known or suspected to pose a threat to the Silver Marches. Suitable organizations include the Arcane Brotherhood, the Daemoney, the People of the Black Blood, or the churches of Bane or Talos. In general, monsters or creature types must be named by both type and location—for example, drow of Menzoberranzan, duergar of Gracklstugh; frost giants of the Spine of the World, hobgoblins of Doomspire, orcs of the Heart Taker tribe, or the orcs of Dark Arrow Keep.

A knight-errant gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against his sworn enemy, and a +1 bonus on weapon damage rolls against these creatures. This damage bonus does not apply to damage against creatures that are immune to critical hits, and the knight does not gain this bonus when using a ranged weapon against a target that is farther away than 30 feet. A knight who is also a ranger may choose a sworn enemy that is a subset of his favored enemy (Dark Arrow orcs, if his favored enemy was orc, for example), in which case the bonuses stack.

At 7th level, a knight-errant may select a second sworn enemy, and the bonus for his previous sworn enemy goes up to +2.

Homeland: At 3rd level, a knight-errant gains a +2 bonus on Diplomacy, Hide, Intuit Direction, Move Silently, Sense Motive, and Wilderness Lore checks when within the city of Silvermoon or within fifty miles of its walls. (Knight-errant traveling in the Underdark or other strange environments such as underwater do not gain this bonus.)

TABLE 6-3: THE KNIGHT-ERRANT OF SILVERMOON

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Badge of office, first sworn enemy
2nd	+2	+3	+0	+0	Fighter feat, Marches knowledge
3rd	+3	+3	+1	+1	Homeland
4th	+4	+4	+1	+1	Fast march
5th	+5	+4	+1	+1	Fighter feat
6th	+6	+5	+2	+2	Faultless navigation
7th	+7	+5	+2	+2	Second sworn enemy
8th	+8	+6	+2	+2	Expert rider
9th	+9	+6	+3	+3	Fighter feat
10th	+10	+7	+3	+3	Loyal heart

Fast March (Ex): A knight-errant may be ordered to march or ride nearly anywhere in the Silver Marches at a moment's notice. So well does a knight-errant know the lay of the land in the Silver Marches that at 5th level his overland speed is 1 1/2 times the normal speed for his base movement (or his mount's base movement) and the terrain type. A knight-errant can lead a party of additional travelers, conferring this advantage on a number of additional creatures equal to his class level \times his Charisma modifier (if positive), or a minimum of one creature per knight-errant level.

Faultless Navigation (Ex): At 7th level, a knight-errant knows the Silver Marches so well that he gains a +10 bonus on any Intuit Direction checks in the Silver Marches or the lands immediately bordering the league.

Expert Rider: A knight-errant no longer incurs penalties for riding mounts different or very different from the type of mount designated in his Ride skill.

Loyal Heart (Su): At 10th level, a knight-errant's love of his land and zeal in its defense confer a +3 morale bonus on all saving throws while he is in the city of Silverymoon or within fifty miles of its walls. As with the homeland ability, this benefit does not apply in the Underdark or similar strange environments that lie within fifty miles of the city but are visited by the Knights in Silver only in the most unusual circumstances.

Orc Scout

Slipping down from the wild, barren high country into the more civilized lands of the south, the scout begins his work. His task is not to fight the enemy directly, but rather to gain valuable knowledge about the enemy's strengths, weaknesses, and movements. With the scout's help, the enemy will be destroyed, and he will play a valuable role in that downfall. The scout's contribution to the foe's demise

is visible not in the execution of his missions, but on the battlefield when the opponent realizes that the orc commanders know far more about them than they should.

Part wilderness warrior and part spy, the orc scout is a hero to his people. His glory comes not from prowess in combat, but from risking his life to bring his chieftain accurate intelligence about the enemy's activities. He prepares for this role by training himself to survive in inhospitable climes, to make clandestine observations from afar, and to return home safely with his knowledge intact.

Most orc scouts are barbarians, fighters, or rangers who have chosen to be trained for special missions on behalf of their tribe. Orc scouts normally work alone or in pairs. Rarely, they gather in a triad when the task at hand is too demanding for a solo mission or twin group. Their goal is to spy on the enemy and get home safely to tell what they know.

Hit Die: d8.

REQUIREMENTS

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

Race: Orc, half-orc, or tanarukk.

Base Attack Bonus: +5.

Skills: Move Silently 6 ranks, Wilderness Lore 4 ranks.

Feats: Alertness, Endurance, Stealthy.

CLASS SKILLS

The orc scout's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

TABLE 6-4: THE ORC SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Fieldcraft +1, blend into wilds
2nd	+1	+0	+3	+0	Bonus feat, fast movement (40 ft.)
3rd	+2	+1	+3	+1	Fieldcraft +2, sneak attack +1d6
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Fieldcraft +3, fast movement (50 ft.)



The orc scout

Illustration by Adam Rex

CLASS FEATURES

The following are class features of the orc scout prestige class.

Weapon and Armor Proficiency: Orc scouts are proficient in simple and martial weapons and light armor.

Fieldcraft (Ex): At 1st level, an orc scout gains a bonus on a number of skill checks due to his intensive training in these capabilities. The orc scout gains a +1 bonus on Climb, Heal, Hide, Intuit Direction, Listen, Move Silently, Search, Spot, and Wilderness Lore checks whenever he is engaged in a scouting mission. The bonus increases to +2 at 3rd level and to +3 at 5th level.

Blend into Wilds (Ex): At 1st level, an orc scout learns to blur his lines with the aid of colored body paint, carefully chosen clothing, and posture, making it much difficult for others to see him. This technique requires 1 minute to implement but grants the orc scout a +10 competence bonus on his Hide check. An orc scout can use this ability only when he is in a wilderness area, and only if he is not under observation by foes. If he moves at all, he loses the benefit of blending and must make his Hide check normally (see the Hide skill description).

Bonus Feat: At 2nd level and again at 4th level, an orc scout gains a feat from the following list: Blooded, Forester, Resist Poison, Survivor, Toughness, Treetopper.

Fast Movement (Ex): At 2nd level, an orc scout's speed improves to 40 feet, as shown on Table 6-4. An orc scout in medium or heavy armor, or carrying a medium or heavy load, loses this extra speed. At 5th level, the orc scout's speed improves to 50 feet. Orc scouts with levels in barbarian add that class's fast movement bonus to their orc scout base speed.

Sneak Attack (Ex): Often an orc scout must strike an opponent unawares in order to accomplish his mission. At 3rd level, an orc scout gains the ability to execute a sneak attack if he can catch an opponent unable to defend himself from attack, striking a vital spot for extra damage. Any time the orc scout's opponent would be denied his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not), the orc scout's attack deals +1d6 points of extra damage. Should the orc scout score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is no farther than 30 feet away.

With a sap or an unarmed strike, an orc scout can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even at the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

An orc scout can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes,

plants, and incorporeal creatures lack vital areas to strike. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The orc scout must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. An orc scout cannot sneak attack while striking at a creature with concealment or by striking at the limbs of a creature whose vitals are beyond reach.

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



The peerless archer

peerless Archer

Many armies boast units of soldiers who use a bow as their primary weapon, but most do not possess the discipline to gain the kind of expertise that the peerless

archer has. The peerless archer devotes her life to perfecting her skill with the bow. All other concerns are secondary. For her, the perfect moment in life occurs when the arrow is loosed and everything depends upon the accuracy of her eye, the steadiness of her hand, and her understanding of her chosen weapon. For the most skilled archers, life is lived to its fullest in that moment. Perfection is a bullseye, and everything else is irrelevant.

Fighters and rangers are the most common peerless archers, but barbarians and paladins sometimes choose to follow this path of mastery. Monks are drawn to the almost spiritual nature of the discipline. Rogues and powerful sorcerers have been known to take up the class from time to time, but it is rare. Druids and wizards are rarely tempted to abandon their other pursuits to devote themselves so completely to a single weapon.

As NPCs, peerless archers are often mercenaries, hired by military officers or noble rulers either to augment the field units or undertake some special task, such as picking off spellcasters in the opposing army's ranks.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +7.

Skills: Craft (bowmaking) 10 ranks.

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

Feats: Point Blank Shot, Far Shot, Precise Shot, Quick Draw.

CLASS SKILLS

The peerless archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bowmaking) (Int), Hide (Dex), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the peerless archer prestige class.

Weapon and Armor Proficiency: A peerless archer gains no proficiency with any weapon or type of armor.

Expert Bowyer: A peerless archer understands her weapon on a fundamental level that most trained soldiers never achieve. At 1st level, an archer gains a +3 bonus on all Craft (bowmaking) skill checks.

Ranged Sneak Attack (Ex): When wearing light armor or no armor, a peerless archer can draw and fire in a split-second, catching her targets unawares. She loses this special ability when fighting in medium or heavy armor. At 1st level, a peerless archer gains the ability to execute a ranged sneak attack if she catches an opponent unable to defend himself from attack. Any time the peerless archer's opponent would be denied his Dexterity bonus to Armor Class (whether he actually has a Dexterity bonus or not), the peerless archer's ranged attack deals +1d6 points of extra damage. This extra damage increases to +2d6 at 4th level, +3d6 at 7th level, and +4d6 at 10th level. Should the peerless archer score a critical hit with a sneak attack, this extra damage is not multiplied. It takes precision and penetration to hit a vital spot, so her ranged attacks can only count as

sneak attacks if the target is no farther than 30 feet away.

A peerless archer can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to strike. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. The peerless archer must be able to see the target well enough to pick out a vital spot. The peerless archer cannot sneak attack while striking at a creature with concealment (unless her sharp shooting ability overcomes the concealment; see below) or by striking at the limbs of a creature whose vitals are not in her line of sight.

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

Sharp Shooting (Ex): A peerless archer's skill with her bow allows her to strike accurately at foes, even when they are attempting to take advantage of cover or concealment. Beginning at 2nd level, a peerless archer's targets receive cover or concealment one step worse than they should. For example, a target with three-quarters cover is treated as if he had one-half cover. At 5th level, a peerless archer ignores two steps of cover or concealment, so the same target would be treated as if he had one-quarter cover instead of three-quarters cover. At 9th level, a peerless archer ignores three steps of cover or concealment. This ability has no effect against foes with total cover.

Fletching (Su): At 2nd level, a peerless archer gains the ability to create magic arrows (and only arrows) with a +1 enhancement bonus, as if she possessed the Craft Magic Arms and Armor feat and met all other requirements for the arrow she wishes to make. At 4th, 6th, 8th, and 10th levels, the bonus of the arrows she can create with this ability increases to +2, +3, +4, and +5, respectively.

Crafting Arrows: Crafting a masterwork arrow requires 5 gp in materials, a workshop of some kind, and two days per arrow (this is an approximation of average results of the Craft skill; if you wish to calculate exactly how long it takes, refer to the Craft skill description).

Enhancing Arrows: In addition to the arrows to be crafted, a peerless archer must use materials and spend XP to create arrows with an enhancement bonus, as shown below.

TABLE 6-5: THE PEERLESS ARCHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Expert bowyer, ranged sneak attack +1d6
2nd	+2	+3	+0	+0	Sharp shooting 1, fletching +1
3rd	+3	+3	+1	+1	Power shot
4th	+4	+4	+1	+1	Ranged sneak attack +2d6, fletching +2
5th	+5	+4	+1	+1	Sharp shooting 2
6th	+6	+5	+2	+2	Fletching +3
7th	+7	+5	+2	+2	Ranged sneak attack +3d6
8th	+8	+6	+2	+2	Threaten, fletching +4
9th	+9	+6	+3	+3	Sharp shooting 3
10th	+10	+7	+3	+3	Ranged sneak attack +4d6, fletching +5

Bonus	Cost (One)	Cost (Fifty)	XP (One)	XP (Fifty)	Arrows per Day
+1	20 gp	1,000 gp	1	80	25
+2	80 gp	4,000 gp	6	320	6
+3	180 gp	9,000 gp	14	720	3
+4	320 gp	16,000 gp	25	1,280	2
+5	500 gp	25,000 gp	40	2,000	1

Cost is the cost in raw materials to craft one arrow, or fifty. This doesn't include the cost of the arrows themselves.

XP is the amount of XP it costs to craft one arrow, or fifty.

Arrows per Day is the number of arrows of that value that can be crafted per day of work.

Power Shot: At 3rd level, a peerless archer learns how to make devastatingly powerful bowshots. On her action, before making any attack rolls, she may choose to subtract a number from all ranged attack rolls and add the same number to all ranged damage rolls. This number may not exceed her base attack bonus. The penalty on her attack rolls and bonus on her damage rolls apply until her next action.

Threaten: At 8th level, a peerless archer gains the ability to threaten nearby areas with her bow as if she were wielding a melee weapon when wearing light armor or no armor. She loses this special ability when fighting in medium or heavy armor. Her bow functions as a reach weapon, threatening anything 10 feet away but not immediately adjacent to her. Any attacks of opportunity she receives because she threatens nearby areas are normal ranged attacks,

and these count against her maximum number of attacks of opportunity per round.

wild scout

Wild scouts are the spies of the wilderness, traversing the open and wild country in search of valuable information. They are a boon to whoever employs them, though their services are often expensive. Good wild scouts seek out and

report on the movements of evil creatures and forces in the wilderness, usually on behalf of a noble or community. Evil wild scouts do the same for their employers, but it is the forces of good that are the target of their clandestine observations.

Most wild scouts are barbarians, druids or rangers. Some are fighters or rogues who feel more of an affinity for the wild places than for urban areas. Sorcerers and wizards are rare among their number.

As an NPC, a wild scout is typically in the employ of a general, noble, or community. Characters might encounter one acting as the extreme advance guard for an approaching army, or discover that they themselves are under a wild scout's scrutiny.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +5.
Feats: Endurance, Track.



The wild scout

TABLE 6-6: THE WILD SCOUT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Improved track, home turf, wild feat
2nd	+1	+3	+0	+0	Fast march, <i>nondetection</i>
3rd	+2	+3	+1	+1	Camouflage 1
4th	+3	+4	+1	+1	Home turf 2
5th	+3	+4	+1	+1	<i>Commune with nature</i> 1/day
6th	+4	+5	+2	+2	Camouflage 2
7th	+5	+5	+2	+2	<i>Commune with nature</i> 2/day
8th	+6	+6	+2	+2	Home turf 3
9th	+6	+6	+3	+3	Camouflage 3
10th	+7	+7	+3	+3	<i>Commune with nature</i> 3/day, wild feat

Skills: Hide 8 ranks, Intuit Direction 4 ranks, Knowledge (nature) 4 ranks, Move Silently 4 ranks.

CLASS SKILLS

The wild scout's class skills (and the key ability for each skill) are Animal Empathy (Wis), Climb (Str), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the wild scout prestige class.

Weapon and Armor Proficiency: A wild scout is proficient with all simple and martial weapons, light armor, and shields.

Improved Track (Ex): A wild scout learns the art of tracking creatures accurately without sacrificing speed. This ability functions as the Track feat, except that the wild scout does not incur any penalty to movement. In other words, a wild scout can move at his normal speed while tracking, and does not incur a penalty for moving more quickly than his base speed while tracking.

Home Turf (Ex): When in an area with which they are intimately familiar, wild scouts are even more capable. At 1st level, a wild scout designates his home turf, an area no larger than one hundred square miles (about ten miles by ten miles). While in this area, the wild scout gains a +4 bonus on Animal Empathy, Hide, Intuit Direction, Move Silently, and Wilderness Lore checks. The wild scout's home turf expands to two thousand five hundred square miles (fifty miles by fifty miles) at 4th level, and to the entire region (as defined in the *FORGOTTEN REALMS Campaign Setting*) at 8th level, reflecting the fact that he can range far and wide in service to his employer.

Wild Feat: At 1st level and again at 10th level, a wild scout gains a bonus feat, chosen from the following list: Forester, Resist Poison, Stealthy, Survivor, Toughness, Treetopper.

Fast March (Ex): A wild scout travels over diverse terrain

and makes arduous journeys without benefit of luxuries, and speed is often of the essence. So well does a wild scout know the lay of the land within his home turf that at 2nd level his overland speed is 1 1/2 times his normal base movement (or his mount's base movement) and the terrain type. The wild scout can lead a party of additional travelers, conferring this advantage on a number of additional creatures equal to his class level \times his Charisma modifier (if positive), or a minimum of one creature per wild scout level.

Nondetection (Sp): Starting at 2nd level, a wild scout learns to tap into the nature of the wilderness itself in order to help him avoid attempts to divine his presence or actions. This spell-like ability functions exactly like the spell of the same name, but only while the wild scout is within his home turf and not within an urban area.

Camouflage (Ex): A wild scout trains himself to make the most of his surroundings when he wishes to remain unseen. Beginning at 3rd level, whenever a wild scout uses natural elements (foliage, trees, boulders, sand dunes, shrubbery, and so forth) to gain cover or concealment, he increases the benefit of his cover or concealment by one step. For example, if the wild scout was hidden behind a tree conferring one-half cover, he would actually gain the Armor Class bonus and Reflex save bonus for three-quarters cover. If he was concealed by dense foliage, normally three-quarters concealment and a 30% miss chance, he would actually gain the benefit of nine-tenths concealment and a 40% miss chance. At 6th level, a wild scout receives the benefit of cover or concealment two steps better than his actual situation, and at 9th level three steps better. (He must have at least one-quarter cover or concealment to receive any benefit, of course. No cover does not improve to three-quarters cover, not even for a 9th-level wild scout.)

Commune with Nature (Sp): Beginning at 5th level, a wild scout becomes so keenly attuned to the wilderness that he can use the clues carried on the air and soil of the land itself to divine the presence of other places and creatures in the wild. Once per day, he may use *commune with nature* at a caster level equal to his wild scout level. At 7th level, a wild scout may use *commune with nature* twice per day, and at 10th level three times per day. The wild scout may only invoke this power when he is within his home turf.



DEFENDERS
OF THE FAITH

CHAPTER 3: PRESTIGE CLASSES

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

As a rule, the prestige classes in this chapter are similar to the cleric and paladin classes, in that a character's advancement in the class is dependent upon remaining in the patron deity's good graces. A member of any prestige class described here who grossly violates the code of conduct expected by the divine patron (generally, by acting in ways opposed to the deity's alignment or purposes or the ideals of the prestige class) loses all spells and class features and cannot gain additional levels in the prestige class or as a cleric or paladin of that deity until she atones. (See the *atonement* spell description, page 176 of the *Player's Handbook*.)

CHURCH INQUISITOR

While many champions of good are dedicated to fighting forces of evil that are external to them and their church—as clerics and paladins of Heironeous are devoted to destroying followers of Hextor—the church inquisitor is at least as concerned about evil and corruption within. When greed eats away at a church hierarchy, when devils infiltrate a knightly order and seduce its leaders to evil, when high clerics succumb to evil enchantments and fall from the path of their deities, it is usually a church inquisitor who uncovers the evil and cuts it away.

Church inquisitors specialize in divination, to detect evil and corruption, and abjuration, to protect themselves and others from evil magic. They are most often drawn from the clerics or paladins of a lawful church or order. Members of other classes usually find

it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order—perhaps even as subjects of the inquisitor's investigations. Church inquisitors are particularly likely to appear after incidents involving demons or devils, since they combat the widespread corruption these creatures tend to leave in their wake.

Hit Die: d8.

Requirements

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

Alignment: Lawful good or lawful neutral.

Base Will Save: +3.

Knowledge (arcana): 8 ranks.

Spellcraft: 8 ranks.

Spells: Ability to cast *dispel magic* as a divine spell.

Special: Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

Class Skills

The church inquisitor's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Scry (Int), Search (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the church inquisitor prestige class.

Weapon and Armor Proficiency: Church inquisitors are proficient with all simple weapons, with all types of armor, and with shields.

Detect Evil (Sp): A church inquisitor can detect evil at will as a spell-like ability. This ability duplicates the effect of the spell *detect evil*.

TABLE 3-1: THE CHURCH INQUISITOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	0	+2	<i>Detect evil</i> , prestige domain: Inquisition	+1 level of existing class
2nd	+1	+3	0	+3	Immune to charms	+1 level of existing class
3rd	+2	+3	+1	+3	Pierce illusion	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Immune to compulsions	+1 level of existing class
6th	+4	+5	+2	+5	Force shapechange	+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6	Immune to possession	+1 level of existing class
9th	+6	+6	+3	+6	<i>Discern lies</i> , learn the truth	+1 level of existing class
10th	+7	+7	+3	+7		+1 level of existing class

Prestige Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain, described in Chapter 4: Divine Magic. The character gains the granted power associated with the domain (a +4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Spells per Day: A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition. Thus, when a new church inquisitor level is gained, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

For example, if Garjin, an 8th-level cleric, gains a level as a church inquisitor, he gains new divine spells as if he had risen to 9th level as a cleric, but uses the other church inquisitor aspects of level progression such as base attack bonus and save bonuses. If he next gains a level as a cleric, making him a 9th-level cleric/1st-level church inquisitor, he gains divine spells as if he had risen to 10th level as a cleric.

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

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all *charm* spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. The inquisitor must touch an illusion or a creature shrouded in illusion (such as a *change self* spell). The inquisitor then makes a caster level check as if casting *dispel magic* against the illusion effect. If he succeeds at this check, the illusion is immediately dispelled. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check as well. In addition, the inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level

check as if casting *dispel magic* against the shape-changing effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self*, *polymorph self*, *shapechange*, and alternate form abilities, whether exceptional, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

Immune to Possession (Ex): A church inquisitor of 8th level or higher is immune to *magic jar*, *soul bind*, *trap the soul*, a ghost's Malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection*, if so desired.

Discern Lies (Sp): A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times per day.

Learn the Truth (Su): By touching a creature that has lied to him, a church inquisitor of 9th level or higher can force the creature to tell the truth. The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Charisma modifier) to resist this mind-affecting compulsion effect. If the saving throw fails, the creature must speak the true version of the lie it uttered. The church inquisitor can use this ability at will, but only immediately after using his *discern lies* spell-like ability on the creature in question.

CONSECATED HARRIER

The consecrated harrier acts as a bounty hunter for her religion or organization. Where church inquisitors hunt evil and corruption within a church and other champions of good fight external forces of evil in general, a consecrated harrier hunts blasphemers, heretics, and those who betray or attack the church directly. For instance, a consecrated harrier might accept a mission to track down and kill an ogre that defiled a shrine, or to bring a heretic before the heads of her church. The mission is always related to either a single, specific offense of blasphemy or defilement, or to the source of a heresy. The church assigns missions or targets as needed.

Hunting specific enemies of a church requires many of the skills possessed by bounty hunters. While the consecrated harrier deals with her targets capably once she finds them, she must find them first. The consecrated harrier must be subtle and clever, as well as strong in her faith. Because her foes may have spells and magical abilities of their own, she must be strong-willed and prepared to properly deal with such. Paladins and clerics often make good consecrated harriers because of their high Charisma scores. Rangers are equally desirable because of their superior tracking abilities. Rogues often

TABLE 3-2: THE CONSECRATED HARRIER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1st	+1	+0	+0	+2	Blessing of scripture +2, <i>detect chaos</i>	0	—	—	—	—
2nd	+2	+0	+0	+3	Sanctified sight	1	—	—	—	—
3rd	+3	+1	+1	+3	Blessing of scripture +4, <i>dispel magic</i>	1	0	—	—	—
4th	+4	+1	+1	+4	<i>Emotion</i>	1	1	—	—	—
5th	+5	+1	+1	+4	Blessing of scripture +6	1	1	0	—	—
6th	+6	+2	+2	+5	False vision	1	1	1	—	—
7th	+7	+2	+2	+5	Blessing of scripture +8	2	1	1	0	—
8th	+8	+2	+2	+6	Implacable hunt	2	1	1	1	0
9th	+9	+3	+3	+6	Blessing of scripture +10	2	2	1	1	1
10th	+10	+3	+3	+7	Faultless hunt	2	2	2	1	1

possess the subtlety and conversational skills to locate their targets.

A consecrated harrier can be difficult for others to spot. She uses her skills, spells, and abilities to mask her nature until she can confront her target. Most consecrated harriers appear to be genial, pleasant people who always have a joke or a story to tell. This facade masks their true, implacable nature, allowing them to gather clues without arousing interest or suspicion. Particularly powerful or well-protected foes attract small groups of consecrated harriers who work with other classes to reach and confront their targets.

Hit Die: d10.

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +5.

Disguise: 5 ranks.

Gather Information: 5 ranks.

Profession (lawyer): 5 ranks.

Feats: Track.

Special: The candidate must accept an assignment from her church to locate and destroy some specific, individual enemy of the church. A character who fails must wait a year and a day before applying again. If she succeeds, the church accepts her as a consecrated harrier and she may gain levels in the class.

Class Skills

The consecrated harrier's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Profession (Wis), and Search (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the consecrated harrier prestige class.

Weapon and Armor Proficiency: Consecrated harriers are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: Beginning at 1st level, a consecrated harrier gains the ability to cast a small number of divine spells. To cast a spell, the consecrated harrier must have a Wisdom score of at least 10 + the spell's level, so a consecrated harrier with a Wisdom of 10 or lower cannot cast spells. Consecrated harrier bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the consecrated harrier gets "—" spells of a given level, the character cannot cast any spells of that level. When the consecrated harrier gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the harrier gets only bonus spells. A consecrated harrier without a bonus spell for that level cannot yet cast a spell of that level. The consecrated harrier's spell list appears below; she has access to any spell on the list and can freely choose which to prepare. A consecrated harrier prepares and casts spells just as a cleric does (though the consecrated harrier cannot lose a spell to cast a *cure* spell in its place).

Blessing of Scripture (Su): All consecrated harriers receive a +2 sacred bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when tracking their church-assigned target. If the assigned target is a group, this bonus applies to the group's leader. They receive the same bonus on melee attack rolls and melee weapon damage rolls against their targets. A consecrated harrier does not receive this bonus with ranged weapons. This bonus increases to +4 at 3rd level, +6 at 5th level, +8 at 7th level and +10 at 9th level.

Detect Chaos (Sp): The consecrated harrier can *detect chaos* at will as a cleric of equal level.

Sanctified Sight (Su): Beginning at 2nd level, a consecrated harrier receives a +4 bonus on all saves against illusions.

Dispel Magic (Sp): A consecrated harrier can use *dispel magic* as a cleric of the same level. Starting at 3rd level, the consecrated harrier can use this spell-like ability once per day, plus one additional time per point of Wisdom bonus.

Emotion (Sp): Starting at 4th level, a consecrated harrier can arouse an emotion in all living creatures in a 15-foot radius, as the spell *emotion*. She uses this spell-like ability as a wizard of one level lower, so a 4th-level consecrated harrier uses it like a 3rd-level wizard. She can do this a number of times each day equal to her Wisdom bonus, minimum one.

False Vision (Su): Starting at 6th level, a consecrated harrier can hide herself from the scrying attempts of her target, her target's allies, or anyone in the target's employ, as the spell *false vision*. She uses this supernatural ability as a wizard of one level lower, so a 6th-level consecrated harrier uses it like a 5th-level wizard. She can do this a number of times each day equal to her Wisdom bonus, minimum one.

Implacable Hunt (Su): Beginning at 8th level, if the consecrated harrier wounds a target and the target escapes, the consecrated harrier always knows the direction in which her target lies and the approximate distance between her and her target. This ability only works if the consecrated harrier and her target are on the same plane of existence. Implacable hunt can be used simultaneously against different targets, as long as each of those individual targets is part of a group that is, in total, the harrier's target for her current mission.

Faultless Hunt (Su): At 10th level, a consecrated harrier who establishes an implacable hunt can intensify this to a faultless hunt, enabling her to locate her quarry even across planar boundaries. Unlike an implacable hunt, which can affect several individuals at the same time, only one faultless hunt against a single individual can be pursued at one time. For the consecrated harrier to begin a faultless hunt, she must abandon any faultless hunt that she is already conducting.

Code of Conduct: A consecrated harrier must make it known to her target who she is and why she is there at the time of the confrontation. She cannot sneak attack her target. She cannot slay her target on a battlefield without the target knowing who she is and why she is there. Consecrated harriers purposely word the requirements for conducting themselves vaguely, so that an individual consecrated harrier in the field has some flexibility. Harriers who fail to act according to their code of conduct must undertake an act of atonement before they can add any further levels of this class (see the *atonement* spell description, page 176 of the *Player's Handbook*).

Multiclass Note: A paladin who becomes a consecrated harrier may continue advancing as a paladin.

Consecrated Harrier Spell List

Consecrated harriers choose their spells from the following list:

1st—*alter self, animate rope, calm emotions, command, doom.*

2nd—*charm person, daylight, detect thoughts, hold person.*

3rd—*death ward, discern lies, dismissal, legend lore.*

4th—*dominate person, mark of justice.*

5th—*antimagic field, banishment.*

CONTEMPLATIVE

For any servant of a deity, no joy is greater than at those rare moments when the presence of her patron deity is a real, tangible force, sending shivers of power through her body and sending her soul soaring. For some, the taste for this experience is such a powerful attraction that they begin devoting their lives to cultivating it, hoping to attain greater closeness to their deity through a life of contemplation. Spending hours in prayer and meditation, these devoted followers purify their souls, fitting them for closer contact with the divine. While some contemplatives withdraw from the world into private retreats, others remain active, even adventuring, finding that true nearness to their deity comes from living out the deity's will in the world. In return, they find their minds, bodies, and souls purified, perfected, and finally brought close to union with their deity.

Some contemplatives, rather than devoting their lives to a deity, strive to conform themselves to an some other abstract principle such as an alignment. Their mission is no less divine than that of contemplatives devoted to a deity, and their methods substantially the same. Many such contemplatives live as itinerant philosophers, teaching their doctrines in schools or in the marketplace as they travel from city to city, hoping to enlighten the masses.

Most contemplatives are clerics, though paladins are also often drawn to the mystic's journey. Members of other classes rarely have sufficient devotion to a deity or philosophy to choose this course.

An NPC contemplative might be a reclusive hermit, a church leader, or a passionate champion of her deity. Such a character might have something a group of player characters needs—a holy relic, a bit of sacred lore, or simply a higher-level spell than the clerics in town can cast.

Hit Die: d6.

Requirements

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

Knowledge (religion): 13 ranks.

Special: Must have had direct contact with one's patron deity or a direct servant of that deity, or with an enlightened being embodying the highest principles of an alignment (a solar, for example).



Class Skills

The contemplative's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Contemplatives are proficient with all simple weapons. They are not

proficient with any armor or with shields, but sometimes carry these proficiencies from their previous class.

Prestige Domain (Ex): Upon adopting the contemplative class, and again at 6th level, a character gains access to a prestige domain of her choice, as described in Chapter 4: Divine Magic. The character can choose any domain made available by her deity or alignment—either a new prestige domain or a standard domain listed in the *Player's Handbook*. The character gains the granted power associated with the domain she chooses, and can select the spells in that domain as her daily domain spells.

Divine Health (Ex): A contemplative is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Spells per Day: A contemplative who was previously a divine spellcaster continues to gain access to more powerful divine magic while following the contemplative path. Thus, when a new contemplative level is gained, the character gains new spells per day as if she had also gained a level in the divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This essentially means that she adds the level of contemplative to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Theresa, an 11th-level cleric, gains a level as a contemplative, she gains new spells as if she had risen to 12th level as a cleric, but uses the other contemplative aspects of level progression such as base attack bonus and save bonus. If she next gains a level as a cleric, making her a 12th-level cleric/1st-level contemplative, she gains spells as if she had risen to 13th level as a cleric.

If a character had more than one divine spellcasting class before she became a contemplative, the player must decide which class to assign each level of contemplative for the purpose of determining divine spells per day.

If the contemplative did not previously belong to a divine spellcasting class, she gains the ability to cast divine spells exactly as a cleric of her patron deity. Her

TABLE 3-3: THE CONTEMPLATIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	First prestige domain, divine health	+1 level of existing class
2nd	+1	+0	0	+3	Slippery mind	+1 level of existing class
3rd	+1	+1	+1	+3	Divine wholeness	+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Divine body	+1 level of existing class
6th	+3	+2	+2	+5	Second prestige domain	+1 level of existing class
7th	+3	+2	+2	+5	Divine soul	+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Eternal body	+1 level of existing class
10th	+5	+3	+3	+7	Mystic union	+1 level of existing class

spell progression is the same as that of a cleric.

Slippery Mind (Ex): At 2nd level, a contemplative gains the ability to shrug off magical effects that would otherwise control or compel her. If a contemplative with resistant mind is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw.

Divine Wholeness (Su): At 3rd level, a contemplative can cure her own wounds, in addition to any other healing ability she may have. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses.

Divine Body (Su): At 5th level, a contemplative becomes immune to poisons of all kinds.

Divine Soul (Su): At 7th level, a contemplative gains spell resistance. Her spell resistance equals her class level + 10. In order to affect the contemplative with a spell, a spellcaster must roll the contemplative's spell resistance or higher on 1d20 + the spellcaster's level.

Eternal Body (Ex): After achieving 9th level, a contemplative no longer suffers ability penalties for aging and cannot be magically aged. (Penalties she has already suffered remain in place.) Bonuses still accrue, and the contemplative still dies of old age when her time is up.

Mystic Union (Su): At 10th level, a contemplative becomes a magical creature. She is forevermore treated as an outsider rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the contemplative gains damage resistance 20/+1. This means that the contemplative ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, electricity, and so forth). As an outsider, a 10th-level contemplative is subject to spells that repel enchanted creatures, such as *protection from good*.

DIVINE ORACLE

Some people call them mad, and certainly some divine oracles are driven mad by the visions they see. Some people doubt their words; indeed, some divine oracles are cursed never to be believed. Wherever the deities are known to speak to mortals, some mortals hear their voices with a unique clarity and gain insight into the past, the present, and the future by virtue of their unusual status. Divine oracles are such mortals, blessed—or cursed—by visions from their deities.

All divine oracles are spellcasters, and most were clerics or druids before adopting the divine oracle prestige class. Whatever their other classes, all divine oracles share a particular devotion to the Divination school of magic, having mastered all available means to catch glimpses of the future.



NPC divine oracles often live in out-of-the-way places, though usually close enough to civilization that people with pressing questions about the future can seek them out to have their questions answered. They frequently inhabit sacred shrines or ancient temples and rarely take an active part in world affairs.

Hit Die: d6.

Requirements

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

Scry: 10 ranks.

Feat: Skill Focus (Scry).

Class Skills

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Players Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the divine oracle prestige class.

Weapon and Armor Proficiency: Divine oracles are proficient with all simple weapons. They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

TABLE 3-4: THE DIVINE ORACLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Prestige domain: Divination, scry bonus	+1 level of existing class
2nd	+1	+0	+0	+3	Prescient sense	+1 level of existing class
3rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4th	+2	+1	+1	+4	Uncanny dodge (Dex bonus to AC)	+1 level of existing class
5th	+2	+1	+1	+4		+1 level of existing class
6th	+3	+2	+2	+5	Uncanny dodge (can't be flanked)	+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6	Uncanny dodge (+1 against traps)	+1 level of existing class
9th	+4	+3	+3	+6		+1 level of existing class
10th	+5	+3	+3	+7	Immune to surprise	+1 level of existing class

Spells per Day: A divine oracle continues advancing in spellcasting ability as well as gaining the abilities of her new class. Thus, when a new divine oracle level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This essentially means that she adds the level of divine oracle to the level of whatever other spellcasting class the character has, then determines spells per day accordingly. For example, if Cassandra, a 10th-level cleric, gains a level as a divine oracle, she gains new spells as if she had risen to 11th level as a cleric, but uses the other divine oracle aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 11th-level cleric/1st-level divine oracle, she gains spells as if she had risen to 12th level as a cleric.

If a character had more than one spellcasting class before she became a divine oracle, the player must decide which class to assign each level of divine oracle for the purpose of determining spells per day.

Prestige Domain: Upon adopting the divine oracle class, the character gains access to the Divination domain, described in Chapter 4: Divine Magic. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle has a +2 sacred bonus on all Scry checks.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or *afireball* spell), she instead suffers no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the monk's and rogue's evasion ability.

Divination Enhancement (Ex): Beginning at 3rd

level, a divine oracle adds her divine oracle level to her percentage chance of success when using divination spells such as *augury* or *divination*. If an 11th-level cleric/4th-level divine oracle casts *divination*, her chance of success would be 70% (base) + 15% (1% per caster level) + 4% (her divine oracle level), or 89%.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity bonus to AC if immobilized.)

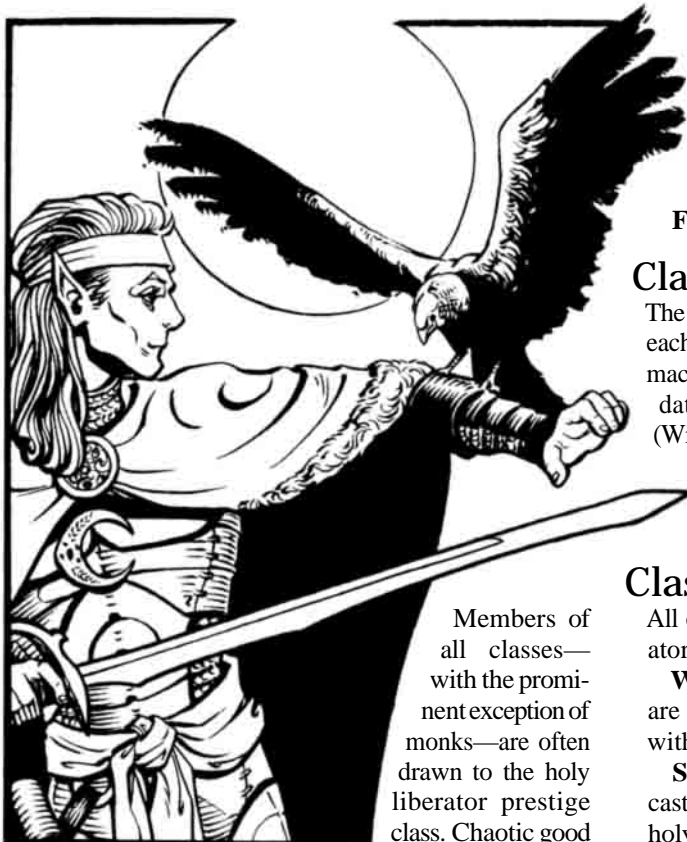
At 6th level, the divine oracle can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the divine oracle. The exception to this defense is that a rogue at least four levels higher than the divine oracle can flank her (and thus sneak attack her).

At 8th level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Immune to Surprise (Ex): At 10th level, the divine oracle's sensitivity to danger is so great that she is never surprised. She can always take a partial action during a surprise round, unless she is physically restrained from doing so.

HOLY LIBERATOR

The holy liberator is a holy warrior, a distant cousin of the paladin, who is dedicated to overthrowing tyranny wherever it may be found. These champions of freedom and equality are strong-willed, independent-minded, and virtuous. They particularly direct their efforts against lawful evil societies (dictatorships or plutocracies), slaveholders and slave traders, and powerful, corrupt governments, but they also recognize the possibility for tyranny even in a state of anarchy (where strong individuals may impose their will on people weaker than they).



Members of all classes—with the prominent exception of monks—are often drawn to the holy liberator prestige class. Chaotic good

fighters and rangers are natural holy liberators, augmenting their already significant combat abilities with the holy powers of the prestige class. Many clerics are also drawn to become holy liberators—particularly chaotic clerics of Pelor and certain clerics of Kord. Many rogues also adopt the holy liberator class, working with stealth and steel for the cause of freedom.

NPC holy liberators are usually loners, though they may organize rebellious forces in a tyrannical nation. They often have powerful celestial allies, from celestial animals to ghaele eladrins, assisting their cause, but tend to work in a loose network rather than a structured or close association. Just as holy liberators rarely accept orders from anyone, they are loath to give them, choosing to form alliances and friendships rather than manipulate minions or servants.

Hit Die: d10.

Requirements

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

Alignment: Chaotic good.

Base Attack Bonus: +5.

Diplomacy: 5 ranks.

Feat: Iron Will.

Class Skills

The holy liberator's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the holy liberator prestige class.

Weapon and Armor Proficiency: Holy liberators are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A holy liberator has the ability to cast a small number of divine spells. To cast a spell, the holy liberator must have a Wisdom score of at least 10 + the spell's level, so a holy liberator with a Wisdom of 10 or lower cannot cast these spells. Holy liberator bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the holy liberator's Wisdom modifier. When the holy liberator gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A holy liberator without a bonus spell for that level cannot yet cast a spell of that level.) The holy liberator's spell list appears below. A holy liberator has access to any spell on the list and can freely choose which to prepare, just like a cleric. A holy liberator prepares and casts spells just as a cleric does (though the liberator cannot spontaneously cast *cure* or *inflict* spells).

Detect Evil (Sp): The holy liberator can detect evil as a spell-like ability at will. This ability duplicates the effects of the spell *detect evil*.

TABLE 3-5: THE HOLY LIBERATOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	+2	<i>Detect evil</i> , resist enchantment	0	—	—	—
2nd	+2	+3	0	+3	Divine grace, smite evil	1	—	—	—
3rd	+3	+3	+1	+3	Turn undead, immune to charm and compulsion	1	0	—	—
4th	+4	+4	+1	+4		1	1	—	—
5th	+5	+4	+1	+4	Celestial companion	1	1	0	—
6th	+6	+5	+2	+5		1	1	1	—
7th	+7	+5	+2	+5	Subversion	2	1	1	0
8th	+8	+6	+2	+6		2	1	1	1
9th	+9	+6	+3	+6		2	2	1	1
10th	+10	+7	+3	+7		2	2	2	1

Resist Enchantment (Su): Holy liberators gain a +2 morale bonus on all saving throws against enchantment spells or effects.

Divine Grace (Su): A holy liberator of 2nd level or higher applies his Charisma modifier (if positive) as a bonus on all saving throws.

Smite Evil (Su): Once per day, a holy liberator of 2nd level or higher may attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level holy liberator armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses for high Strength or magical effects that normally apply. If the holy liberator accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day. Smite evil is a supernatural ability.

Turn Undead (Su): When a holy liberator reaches 3rd level, he gains the ability to turn undead. He turns undead as would a cleric of two levels lower.

Immune to Charm and Compulsion (Ex): Beginning at 3rd level, the holy liberator gains immunity to all charm and compulsion effects. His mind is his own, and no other creature can control his thoughts or actions.

Subversion (Su): By spending 5 minutes in conversation with a character who is under the influence of a charm or compulsion effect, a holy liberator of at least 7th level can help that character break free of the enchantment. As a full-round action, the holy liberator touches the enchanted character (making a melee touch attack roll, if necessary) and invokes the divine power within himself. The enchanted character immediately makes a new saving throw, using his own saving throw bonus plus the holy liberator's Charisma bonus. If the result equals or exceeds the DC of the original saving throw, the character is freed from the charm or compulsion effect.

Code of Conduct: Holy liberators must be of chaotic good alignment and lose all special class abilities if they ever willingly commit an act of evil. True to their alignment, holy liberators have no more formalized code of conduct than that.

Holy Liberator Spell List

Holy liberators choose their spells from the following list:

1st—*bless, bless weapon, cure light wounds, detect poison, detect undead, divine favor, endure elements, magic weapon, remove fear, resistance, virtue.*

2nd—*aid, bull's strength, calm emotions, cure moderate wounds, delay poison, remove paralysis, resist elements, shield other.*

3rd—*cure serious wounds, discern lies, dispel magic, greater magic weapon, magic circle against evil, prayer, remove curse.*

4th—*cure critical wounds, death ward, dispel evil, freedom of movement, holy sword, neutralize poison.*

Ex- Paladin Liberators

It is not altogether uncommon for paladins to slip away from the unswerving path of law in their overriding quest for good and become holy liberators. For the most part, the ex-paladin who adopts the holy liberator class does not regain any of his lost paladin abilities. However, in the case of smiting evil and turning undead, the former paladin's levels contribute to his ability in his new class. Both of these abilities function at a level equal to the character's paladin levels plus his holy liberator levels. Thus, the ex-paladin's smite evil ability deals extra damage equal to his combined levels, and he turns undead using this combined level as a base.

Celestial Companion

Upon or after reaching 5th level, a holy liberator can call a celestial cat, dog, eagle, hawk, horse, owl, pony, or wolf as a companion. (See Appendix 1 of the *Monster Manual* for these creatures' basic statistics and Appendix 3 for the celestial template.) This creature may willingly act as a guardian (such as a hawk), a helper (such as a cat), or a mount (such as a horse). The holy liberator's companion further gains HD and special abilities based on the holy liberator's character level.

The holy liberator may have only one celestial companion at a time. Should the holy liberator's companion die, he may call for another one after one day. The new celestial companion has all the accumulated abilities due a companion of the holy liberator's current level.

TABLE 3-6: CELESTIAL COMPANION

Character Level	Bonus HD	Natural Armor	Str Adj.	Int	Special
12 or less	+2	+1	+1	6	Improved evasion, share spells, empathic link, share saving throws
13-15	+4	+3	+2	7	Speak with holy liberator
16-18	+6	+5	+3	8	Blood bond
19-20	+8	+7	+4	9	Spell resistance

Character Level: The character level of the holy liberator (the total levels achieved in all his classes).

Bonus HD: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the companion's base attack bonus and base save bonuses, as normal.

Natural Armor: This is a bonus to the companion's natural armor rating.

Str Adj.: Add this figure to the companion's Strength score.

Int: The companion's Intelligence score (the celestial companion is smarter than normal animals of its kind).

Improved Evasion (Ex): If the companion is subjected to an attack that normally allows a Reflex

saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw.

Share Spells: At the holy liberator's option, he may have any spell he casts on himself also affect his companion. The companion must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the companion if it moves farther than 5 feet away and will not affect the companion again even if the companion returns to the holy liberator before the duration expires. Additionally, the holy liberator may cast a spell with a target of "You" on his companion (as a touch range spell) instead of on himself. The holy liberator and the companion can share spells even if the spells normally do not affect creatures of the companion's type (magical beast).

Empathic Link (Su): The holy liberator has an empathic link with the companion out to a distance of up to one mile. The holy liberator cannot see through the companion's eyes, but they can communicate telepathically. Even intelligent companions see the world differently from humans, so misunderstandings are always possible.

Because of the empathic link between the companion and the holy liberator, the holy liberator has the same connection to a place or an item that the companion does.

Share Saving Throws: The companion uses its own base save or the holy liberator's, whichever is higher.

Speak with Holy Liberator: The holy liberator and companion can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond: The companion gains a +2 bonus on all attacks, checks, and saves if it witnesses the holy liberator being threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance: The companion's spell resistance equals the holy liberator's level + 5. To affect the companion with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the companion's spell resistance.

HOSPITALER

It is the duty of knights hospitaler to protect people traveling on religious pilgrimages. Over the years, this single duty has expanded to include the construction and administration of hospitals and refugee facilities.

Hospitalers are a fighting force of necessity, sworn to poverty, obedience, and the defense of those in their care. NPC hospitalers often travel in groups, usually with pilgrims on their way to or from a site of particular importance to their faith. Hospitalers may be found running pilgrim hostels, defending temple hospitals, or standing vigil over religious relics and sites. They seldom go on quests or adventures except to rescue

endangered pilgrims or to recover relics or sites from heretics and unbelievers.

Hit Die: d8.

Requirements

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

Alignment: Any nonchaotic.

Base Attack Bonus: +4.

Handle Animal: 5 ranks.

Ride: 5 ranks.

Feats: Mounted Combat, Ride-By Attack.

Class Skills

The hospitaler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

Turn Undead: A hospitaler gains the ability to turn undead at 3rd level. She turns undead as a cleric two levels lower. This stacks with undead turning from other classes. Add the hospitaler level -2 to the class level for any other classes that have the turning ability. For example, a 6th-level cleric/4th-level hospitaler turns undead as an 8th-level cleric. Note that paladins also use their class level -2 to determine their effective turning level, so a 6th-level paladin/4th-level hospitaler turns undead as a 6th-level cleric.

Spells per Day: A hospitaler continues advancing in divine spellcasting ability as well as learning the skills of the hospitalers. Thus, when a new hospitaler level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, greater damage with the smite evil ability, and so on). This essentially means that she adds the level of hospitaler to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly. For example, if Alhandra, an 8th-level paladin, gains a level as a hospitaler, she gains new spells as if she had risen to 9th level as a paladin, but uses the other hospitaler aspects of level progression such as attack bonus and save bonuses. If she next gains a level of paladin,



making her a 9th-level paladin/1st-level hospitaler, she gains spells as if she had risen to 10th level as a paladin.

Lay on Hands (Sp): A hospitaler can heal wounds by touch, as the paladin ability. Any paladin levels add to the hospitaler's level for this purpose.

Remove Disease (Sp): A hospitaler can use *remove disease* as the paladin ability. Any paladin levels add to the hospitaler's level for this purpose.

Bonus Feats: At the indicated levels, a hospitaler may take a bonus feat. These feats are drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave,

Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat. The hospitaler can select feats marked with an asterisk (*) more than once, but for a different weapon each time. The hospitaler must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Important: These feats are in addition to the feat that a character of any class gets every three levels. The hospitaler is not limited to the list given here when choosing those feats.

Code of Conduct: Hospitalers take an oath of poverty, obedience, and defense of those in their care. This does not mean that hospitalers live mean, penny-pinching lives. They share their wealth among themselves and give any excess to their order. Obedience is not related to character or social rank,

TABLE 3-7: THE HOSPITALER

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	<i>Lay on hands</i>	+1 level of existing class
2nd	+2	+3	+0	+0		+1 level of existing class
3rd	+3	+3	+1	+1	Turn undead, <i>remove disease</i> , bonus feat	+1 level of existing class
4th	+4	+4	+1	+1		+1 level of existing class
5th	+5	+4	+1	+1	Bonus feat	+1 level of existing class
6th	+6	+5	+2	+2		+1 level of existing class
7th	+7	+5	+2	+2	Bonus feat	+1 level of existing class
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	Bonus feat	+1 level of existing class
10th	+10	+7	+3	+3		+1 level of existing class

but rather to position assigned within the order, and often changes with the situation. Regardless of their relative ranks, all hospitalers defer to the head of a facility while on the grounds. Hospitalers must be willing to lay down their lives to protect the pilgrims or hospitaler facilities under their care, but should not do so recklessly.

Multiclass Note: A paladin who becomes a hospitaler may continue advancing as a paladin.

Ex- Hospitalers

A hospitaler who becomes chaotic, who willfully commits an evil act, or who grossly violates the hospitaler code of conduct loses all class features and spells and may not progress in levels as a hospitaler. She regains her abilities if she atones for her violations (see the *atonement* spell description, page 176 of the *Player's Handbook*).

A hospitaler may be a multiclass character, but faces a special restriction. A hospitaler who gains a new class or, if already a multiclass character, gains a level in a class other than paladin may never again raise her hospitaler level, though she retains all her hospitaler abilities. The path of the hospitaler, like that of the paladin, requires a constant heart. Once you have turned off the path, you may never return.

HUNTER OF THE DEAD

The hunter of the dead is the hated enemy of all undead. She spends each restless night tracking undead to their lairs and cleansing the land of their foul presence forever.

The hunter of the dead possesses many tools with which to fight against such creatures. Her skills with arms are the match of any fighter, but, to aid her in the hunt, she also possesses spells and special abilities that draw upon her connection with positive energy. Most hunters of the dead are clerics or paladins. Fighters, rangers, monks, druids, and barbarians also make excellent hunters of the dead, while rogues and bards add their subterfuge skills to create a foe that the undead never see coming. Sorcerers and wizards—especially those with a few

levels as a cleric or a paladin—have many advantages when fighting undead, so they should never be discounted as potential hunters of the dead.

As NPCs, hunters of the dead are quiet loners, driven to think of little but their cause. They usually have some traumatic tale of what brought them to hate the undead, but few are willing to share it with those they meet as they wander from town to town. In places where spirits are particularly restless and the dead walk in numbers, hunters of the dead gather in secretive orders such as the House of Death to pool their strength and attack their foes together.

Hit Die: d8.

Requirements

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

Alignment: Any nonevil.

Base Attack Bonus: +5.

Knowledge (undead): 5 ranks.

Special: Ability to turn undead.

Scar of Unlife: The character must have lost one level or had an ability score point permanently drained by an undead creature. This is the scar of unlife that all hunters of the dead carry.

Class Skills

The hunter of the dead's class skills (and the key ability for each skill) are Concentration (Con), Heal (Wis), Knowledge (religion) (Int), Knowledge (undead) (Int), Profession (Wis), Ride (Dex), and Search (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the hunter of the dead prestige class.

Weapon and Armor Proficiency: Hunters of the dead are proficient with all simple and martial weapons, with all types of armor, and with shields.

Spells per Day: A hunter of the dead has the ability to cast a small number of divine spells. To cast a spell, the hunter of the dead must have a Wisdom score of at least 10+ the spell's level, so a hunter of the

TABLE 3-8: THE HUNTER OF THE DEAD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	<i>Detect undead</i>	0	—	—	—
2nd	+2	+3	+0	+0	Smite undead	1	—	—	—
3rd	+3	+3	+1	+1	Spurn death's touch	1	0	—	—
4th	+4	+4	+1	+1		1	1	—	—
5th	+5	+4	+1	+1	True death	1	1	0	—
6th	+6	+5	+2	+2	Extra turning	1	1	1	—
7th	+7	+5	+2	+2		2	1	1	0
8th	+8	+6	+2	+2	Positive energy burst	2	1	1	1
9th	+9	+6	+3	+3		2	2	1	1
10th	+10	+7	+3	+3	Sealed life	2	2	2	1

dead with a Wisdom of 10 or lower cannot cast spells. Hunter of the dead bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the hunter of the dead gets "—" spells of a given level, the character cannot cast any spells of that level. When the hunter of the dead gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the hunter of the dead gets only bonus spells. A hunter of the dead without a bonus spell for that level cannot yet cast a spell of that level. The hunter of the dead's spell list appears below; she has access to any spell on the list and can freely choose which to prepare. A hunter of the dead prepares and casts spells just as a cleric does (though the hunter of the dead cannot lose a spell to cast a *cure* spell in its place).

Detect Undead (Sp): At will, the hunter of the dead can *detect undead* as a spell-like ability. This ability duplicates the effect of the spell *detect undead*.

Smite Undead (Su): Once per day, a hunter of the dead of 2nd level or higher can attempt to smite undead with one normal melee attack. She adds her Wisdom modifier (if positive) to her attack roll and inflicts 1 extra point of damage per level; for example, an 8th-level hunter of the dead armed with a longsword would inflict 1d8+8 points of damage, plus any additional bonuses for high Strength and magical effects that normally apply. If the hunter of the dead accidentally smites a creature that is not undead, the smite has no effect but it is still used up for that day. Note: A paladin/hunter of the dead can both smite evil and smite undead in the same day, potentially against the same target (if it's an evil undead).

Spurn Death's Touch (Ex): A 3rd-level hunter of the dead applies her Wisdom modifier (if positive) as an additional bonus on all saving throws against effects and spells used by undead. Will saves thus add double the normal Wisdom modifier.

True Death (Su): Undead slain by a hunter of the dead, either by melee attacks or spells, can never rise again as undead. They are forever destroyed.

Extra Turning: At 6th level, a hunter of the dead receives Extra Turning as a bonus feat. This feat allows the hunter to turn undead four more times per day than normal.

Positive Energy Burst (Su): In lieu of two normal turning attempts, a hunter of the dead of at least 8th level can create a positive energy burst that deals 1d6 points of damage to all undead creatures within 100 feet of the character for every class level of hunter of the dead the character has attained. Undead are allowed a Reflex save (DC 10 + the class level of the hunter) for half damage.

Sealed Life (Su): Upon reaching 10th level, a hunter of the dead cannot lose levels due to energy draining effects (although death still results in level loss, as do other level- or experience-draining penalties).

Hunter of the Dead Spell List

Hunters of the dead choose their spells from the following list:

1st—*magic weapon, cure light wounds, invisibility to undead, remove fear.*

2nd—*cure moderate wounds, continual flame, darkvision, bull's strength.*

3rd—*cure serious wounds, protection from elements, searing light, halt undead.*

4th—*cure critical wounds, death ward, freedom of movement.*

KNIGHT OF THE CHALICE

A knight of the Chalice is a member of an elite knightly organization devoted to fighting demons. Motivated by a pious hatred of these creatures that embody the principles of chaos and evil, knights of the Chalice learn tactics and gain special abilities to help them in their crusade.

A character who qualifies for entrance into the order of the Chalice is typically a paladin/ranger or a cleric/ranger. Characters with minimal levels as a ranger/cleric or ranger/paladin can qualify even if they have more levels in other classes—rogue, fighter, and even wizard or sorcerer. Wizards and sorcerers are rarely drawn to the order's crusade, and cannot qualify as knights until very high levels. Few monks or bards have enough dedication to exterminating demons to take up this class.

Knights of the Chalice are often lone crusaders, maintaining only loose connections to their order. NPC knights sometimes gather adventuring bands around themselves for combat support. A knight of the Chalice could become a temporary ally of a player character party while the party is engaged in a campaign against a demon.

Hit Die: d12.

Requirements

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

Alignment: Lawful good.

Base Attack Bonus: +8.

Knowledge (religion): 10 ranks.

Knowledge (the planes): 5 ranks.

Spells: Ability to cast divine spells, including *protection from evil*.

Equipment: Magic (+1 or better) full plate armor.

Special: Has demons as a favored enemy, and has defeated a demon or driven it back to its home plane.

Class Skills

The knight of the Chalice's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (the planes) (Int),

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Knights of the Chalice are proficient with all simple and martial weapons, with all types of armor, and with shields.

Demonslaying: Knights of the Chalice gain a number of special benefits in combat with demons. A 1st-level knight of the Chalice gets a +1 competence bonus on attack rolls against demons. On a successful attack, he deals an additional 1d6 points of damage due to his expertise in combating these creatures. These bonuses increase as the knight advances in level, as shown on Table 3-9.

A 1st-level knight of the Chalice's +1 competence bonus also applies to Intimidate, Listen, Sense Motive, and Spot checks when he uses these skills against demons. He gets the same bonus on Will saving throws against attacks from demons, and to opposed ability checks he makes against demons.

These bonuses all stack with the knight's favored enemy bonus.

Censure Demons (Su): Knights of the Chalice can censure demons, much as clerics turn undead. Rather than channeling positive energy, the knight of the Chalice channels energy from the celestial planes of lawful good.

Like a cleric, the knight makes a Charisma check and consults Table 8-16, page 140 of the *Player's Handbook*. Instead of using his class level, however, he uses his character level to determine the most powerful demon he can censure. He then rolls 2d6 + his knight of the Chalice level + his Charisma modifier for censuring damage. Using both his character level and his knight of the Chalice class level in this manner means that he is more likely to affect a single powerful demon, but unlikely to turn more than one of them.

A censured demon is stunned by the knight's holy

power. Stunned creatures lose their Dexterity bonus to AC (if any) and can take no actions. Foes gain a +2 circumstance bonus to hit stunned creatures. If a knight of the Chalice attacks a censured demon, the demon can act normally on its next turn.

If the knight of the Chalice's character level is at least twice the demons' Hit Dice, he banishes the demons back to their home plane. Like a cleric, a knight of the Chalice can make a number of censuring attempts per day equal to 3 + his Charisma modifier. These attempts are separate from any attempts to turn undead.

Spells per Day: A knight of the Chalice has the ability to cast a small number of divine spells. To cast a spell, the knight must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom of 10 or lower cannot cast these spells. Knight of the Chalice bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the knight's Wisdom modifier. When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A knight without a bonus spell for that level cannot yet cast a spell of that level.) The knight of the Chalice's spell list appears below. A knight has access to any spell on the list and can freely choose which to prepare, just like a cleric. A knight of the Chalice prepares and casts spells just as a cleric does (though the cannot spontaneously cast *cure* or *inflict* spells).

Spell Focus and Spell Penetration Feats: Knights of the Chalice automatically gain the benefits of the Spell Focus and Spell Penetration feats when casting a targeted spell against a demon. The saving throw DC for such spells is increased by +2, and the knight gets a +2 bonus on caster level checks to beat the demon's spell resistance.

Courage of Heaven (Su): A knight of the Chalice of 2nd level or higher is immune to fear effects cast or created by demons. Allies within 10 feet of the knight of the Chalice gain a +4 morale bonus on saving throws against these effects as well.

Heavenly Devotion (Su): At 5th level and above, a knight of the Chalice is immune to enchantment spells and effects cast or created by demons, including *charms* and *suggestions*. Allies within 10 feet of the

TABLE 3-9: THE KNIGHT OF THE CHALICE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Demonslaying +1/1d6, censure demons	0	—	—	—
2nd	+2	+3	+0	+3	Courage of heaven	1	—	—	—
3rd	+3	+3	+1	+3	Demonslaying +2/+2d6	1	0	—	—
4th	+4	+4	+1	+4		1	1	—	—
5th	+5	+4	+1	+4	Heavenly devotion	1	1	0	—
6th	+6	+5	+2	+5	Demonslaying +3/+3d6	1	1	1	—
7th	+7	+5	+2	+5		2	1	1	0
8th	+8	+6	+2	+6	Consecrated aura	2	1	1	1
9th	+9	+6	+3	+6	Demonslaying +4/+4d6	2	2	1	1
10th	+10	+7	+3	+7	Holy aura	2	2	2	1

knight of the Chalice gain a +4 morale bonus on saving throws against these effects as well.

Consecrated Aura (Su): At 8th level and above, a knight of the Chalice exudes a permanent *consecrate* effect to a radius of 20 feet. If the knight is within the area of a *desecrate* spell, both effects are negated until the knight leaves the area or the *desecrate* spell expires. If the *desecrate* spell is enhanced by an altar or other permanent fixture dedicated to an evil deity, the knight's *consecrate* effect negates the enhancement while the knight remains in the area: Turning penalties are reduced to -3 and undead gain only a +1 profane bonus on their rolls.

Holy Aura (Su): At 10th level, a knight of the Chalice gains the ability to create a *holy aura* around himself (only) when he is engaged in combat with one or more demons. The aura's effect is as the spell cast by a 10th-level cleric, but it wards the knight against the attacks, spells, and mental influence of demons only, and only demons can be blinded if they strike the knight.

Knight of the Chalice Spell List

Knights of the Chalice choose their spells from the following list:

1st—*bless water, bless weapon, detect chaos, detect evil, divine favor, doom, endure elements, magic weapon, protection from evil, remove fear, summon monster I.*

2nd—*aid, bull's strength, consecrate, endurance, resist elements, sound burst, spiritual weapon, summon monster II, undetectable alignment, zeal*†.

3rd—*dispel magic, invisibility purge, magic circle against evil, magic vestment, prayer, protection from elements, searing light, shout, summon monster III.*

4th—*dimensional anchor, discern lies, dismissal, dispel evil, holy smite, greater magic weapon, lesser aspect of the deity*†, *lesser planar ally, weapon of the deity*†.

†New spell described in Chapter 4 of this book.

KNIGHT OF THE MIDDLE CIRCLE

These knights are members of the Stargazers organization (see Chapter 2 of this book). Once ordained, knights of the Middle Circle accept strict demands for their allegiance and obedience and undertake many important duties. They provide security for Stargazer chapterhouses and may be called upon for similar service for allies of the Stargazers. Since the Stargazers welcome members of any class to their ranks, the knights of the Middle Circle often deliver membership invitations to honorable, good adventurers or expert astronomers who have served the Outer Circle for several years. The knights often offer missions and quests to Outer Circle adventurers, and occasionally lead such adventures. If a mission is too important for those not sworn to the Stargazers to

know of, knights of the Middle Circle may be assigned to work on it secretly under the cover of some more obvious activity.

Knights of the Middle Circle receive messages and instructions from the Inner Circle via secret communications and carrier pigeons. Thus, they're comfortable working either with animals or with messages that carry hidden meaning. Because of their exposure to prophecy and various ways of divining the future, knights of the Middle Circle develop extraordinary powers of intuition and prediction.

NPC knights of the Middle Circle may deliver invitations to undertake quests. They're generally friendly and warm, but evasive when questioned closely about their order. When asked how the Stargazers decided to undertake a quest, they say that they observe the movements of the stars in the night sky and interpret those movements. When knights undertake a quest without members of the Outer Circle, they never discuss it openly.

Hit Die: d10.

Requirements

To qualify to become a knight of the Middle Circle, a character must fulfill all the following criteria.

Alignment: Good, nonchaotic.

Base Attack Bonus: +6.

Handle Animal: 7 ranks.

Gather Information: 4 ranks.

Innuendo: 4 ranks.

Class Skills

The knight of the Middle Circle class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Innuendo (Wis), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the knight of the Middle Circle prestige class.

Weapon and Armor Proficiency: Knights of the Middle Circle are proficient with simple and martial weapons, with all types of armor, and with shields.

Spells per Day: To cast a spell, a knight of the Middle Circle must have a Wisdom score of at least 10 + the spell's level, so a knight with a Wisdom score of 10 or lower cannot cast spells. Knight bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the knight gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the

The Inner Circle

Those who wish to advance to the Inner Circle must have at least one level as a paladin and must be able to gain more (they must be lawful good, have atoned for any violations, and must not have added levels of a class that forbids further advancement as a paladin).

TABLE 3-10: KNIGHT OF THE MIDDLE CIRCLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1st	2nd	3rd
1st	+1	+0	+0	+2	Combat sense +2, Blind-fight	0	—	—
2nd	+2	+0	+0	+3	<i>Tongues</i>	0	—	—
3rd	+3	+1	+1	+3	<i>True strike</i> 1/day	1	—	—
4th	+4	+1	+1	+4		1	—	—
5th	+5	+1	+1	+4	Combat sense +4	1	0	—
6th	+6	+2	+2	+5	<i>True strike</i> 2/day	1	0	—
7th	+7	+2	+2	+5		1	1	—
8th	+8	+2	+2	+6		1	1	0
9th	+9	+3	+3	+6	<i>True strike</i> 3 /day	1	1	1
10th	+10	+3	+3	+7	Combat sense +6	1	1	1

knight gets only bonus spells. A paladin without a bonus spell for that level cannot yet cast a spell of the level. A knight has access to any spell on the list below and can freely choose which to prepare, just as a cleric can. A knight of the Middle Circle prepares and casts spells just as a cleric does (though the knight cannot use spontaneous casting to substitute a *cure* spell in place of a prepared spell).

A knight of the Middle Circle's caster level is one-half his knight class level.

Blind-Fight: A knight of the Middle Circle gains this bonus feat at 1st level.

Combat Sense (Ex): A knight of the Middle Circle may designate a single opponent in combat. Against that opponent, the knight gains a +2 insight bonus to AC and a +2 insight bonus on attacks. At 5th level, these bonuses increase to +4. At 10th level, the bonuses increase to +6.

Tongues (Sp): A knight of the Middle Circle must be able to communicate with those he meets, acting as the eyes and ears of the Stargazers. Beginning at 2nd level, he can invoke *tongues* (as the spell) a number of times per day equal to his knight class level plus his Charisma bonus.

True Strike (Sp): At 3rd level, a knight of the Middle Circle can use *true strike* (as the spell) once per day. He can use this ability once more per three levels advanced (twice per day at 6th level, and three times per day at 9th level).

Multiclass Note: A paladin who becomes a knight of the Middle Circle may continue advancing as a paladin.

Knight of the Middle Circle Spell List

Knights of the Middle Circle choose their spells from the following list:

1st—*bless, bless weapon, cure light wounds, detect poison, detect undead, divine favor, magic weapon, protection from evil, read magic.*

2nd—*augury, shield other, undetectable alignment.*

3rd—*cure moderate wounds, discern lies, dispel magic, greater magic weapon, prayer.*

MASTER OF SHROUDS

The master of shrouds is an evil spellcaster who magically seizes incorporeal undead and sets them to do her bidding. The wrathful undead spread fear and death as they vent their anger at being disturbed.

While a master of shrouds has some divine spells, her primary tool is the ability to summon incorporeal undead creatures to serve her. Paladins never become masters of shrouds, though ex-paladins may do so if they turn far enough from their lawful good roots. Evil clerics most often become masters of shrouds. Druids and rangers may also join the ranks of this prestige class provided they acquire enough levels and have the proper attitude.

NPC masters of shrouds generally operate in secret, pursuing their evil plans most often under cover of darkness. They may work individually or in groups, depending on their alignment. They rarely stay in one place for long, and rarely work in groups larger than four, to avoid attracting too much attention from paladins and good clerics, not to mention hunters of the dead.

Hit Die: d8.

Requirements

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

Alignment: Any nongood.

Base Save Bonus: Will +5.

Concentration: 10 ranks.

Spellcraft: 10 ranks.

Spells: Ability to cast divine spells, and access to at least one of these domains: Death, Evil, Protection. A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to channel negative energy.

Class Skills

The master of shrouds class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge

The Stargazers

The Stargazers charge minimal dues of all Middle and Inner Circle members, but primarily funds itself through private donations made by wealthy knights in addition to their dues. In return, the Stargazers provide housing, food, training, and assistance (for instance, they might help a paladin discover where to find a special mounts). The Stargazers sometimes provide special equipment of magic items for truly important quests.

TABLE 3-11: THE MASTER OF SHROUDS

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+0	+2	
2nd	+2	+0	+0	+3	
3rd	+3	+1	+1	+3	<i>Summon undead I</i>
4th	+4	+1	+1	+4	
5th	+5	+1	+1	+4	<i>Summon undead II</i>
6th	+6	+2	+2	+5	
7th	+7	+2	+2	+5	<i>Summon undead III</i>
8th	+8	+2	+2	+6	
9th	+9	+3	+3	+6	<i>Summon undead IV</i>
10th	+10	+3	+3	+7	

(religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the master of shrouds prestige class.

Weapon and Armor Proficiency: Masters of shrouds are proficient with all simple weapons, with all types of armor, and with shields.

Spells: A master of shrouds casts spells as a cleric (see Table 3-6: The Cleric, page 30 of the *Player's Handbook*) and has full access to the general cleric spell list. Master of shrouds levels are added to cleric levels to determine spells per day and spell effects. In addition, a master of shrouds gains access to the domains of Death, Evil, and Protection.

Spells per Day: A master of shrouds continues advancing in divine spellcasting ability as well as learning the skills of the masters of shrouds. Thus, when a new master of shrouds level is gained, the character gains new divine spells per day as if she had gained a level in the cleric class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, *wild shape* ability, and so on). This means that she adds the level of master of shrouds to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

Extra Turning Feat: A master of shrouds gains Extra Turning as a bonus feat. This adds four to the number of turning attempts she can make in a day.



Summoning Undead

Once a master of shrouds summons undead creatures, only three outcomes are possible. The undead may be slain or driven off in combat. The undead may depart when the spell duration ends. The undead attack the master of shrouds when their no other enemies remain to be dealt with. In the last case, the master of shrouds must rely on other powers or allies to save her from the wrath of the summoned undead.

Summon Undead I (Sp): This spell-like ability works like the *summon monster I* spell, with the following exceptions: A master of shrouds may summon any combination of shadows and allips totaling no more than two creatures. At the instant the ability is used, the master of shrouds may set a shorter duration than the usual 1 round per master level. A master who can communicate with the summoned undead can direct them as per the *summon monster* spell. If the summoned creatures remain after the last enemy is gone, they will attack the master of shrouds unless she succeeds at a turning check for each creature every round until they disappear. *The summon undead I* ability can be used a number of times each day equal to three plus the master of shrouds' Charisma bonus (minimum once).

Summon Undead II (Sp): As *summon undead I*, but the master of shrouds may summon two wraiths, or any combination of shadows and allips totaling no more than four creatures.

Summon Undead III (Sp): As *summon undead I*, but the master of shrouds may summon two spectres, or any combination of wraiths, shadows, and allips totaling no more than four creatures.

Summon Undead IV (Sp): As *summon undead I*, but the master of shrouds may summon any combination of spectres, wraiths, shadows, and allips totaling no more than eight creatures.

Master of Shrouds Spell List

Masters of shrouds choose their divine spells from the following list:

- 1st—*disrupt undead, chill touch, ray of enfeeblement.*
- 2nd—*ghoul touch, scare, spectral hand.*
- 3rd—*contagion, gentle repose, halt undead, vampiric touch.*
- 4th—*enervation, fear.*
- 5th—*magic jar.*

Access to these spells does not increase the number of spells a master of shrouds can cast each day.

SACRED EXORCIST

Through elaborate rites that may include dancing, drumming, beating a possessed person on the soles of the feet, liberal use of holy water, or many other means, sacred exorcists hope to drive away the spiritual forces of evil, preventing them from causing harm to the bodies and souls of humanity. Sacred exorcists are serious about their work and very devoted to their religion. Not all of them are dour and grim, but most are. Their determination to combat the forces of evil in the world—along with their special ability to do so—more than makes up for their lack of humor.

Most sacred exorcists are clerics or paladins who are specifically trained by their church for the work they are called to do. Most churches select only those who have shown a clear dedication to the work of opposing evil outsiders, as well as exemplary faith and devotion. Occasionally, a wizard qualifies to fill this role in a church that is tolerant toward arcane magic, but members of other classes rarely become sacred exorcists.

NPC sacred exorcists are usually loners who travel from city to city in the service of their church. As highly specialized professionals, their services are frequently in demand, though few cities would have need for a full-time sacred exorcist.

Hit Die: d8.

Requirements

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

Alignment: Any good.

Knowledge (the planes): 7 ranks.

Knowledge (religion): 10 ranks.

Spells: Ability to cast *dismissal* or *dispel evil*

Special: Adopting this prestige class requires the sanction of a church or order that ordains sacred exorcists. Only characters judged by their church to be exemplary in faith and devotion, strong of will and upright in morality, are made sacred exorcists.

Class Skills

The sacred exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal

TABLE 3-12: THE SACRED EXORCIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	0	+2	Prestige domain: Exorcism, chosen foe +1, turn undead	+1 level of existing class
2nd	+1	+0	0	+3	Resist possession, <i>detect evil</i>	+1 level of existing class
3rd	+2	+1	+1	+3	Extra Turning	+1 level of existing class
4th	+3	+1	+1	+4	<i>Dispel evil</i> 1/week, chosen foe +2	+1 level of existing class
5th	+3	+1	+1	+4	Consecrated presence	+1 level of existing class
6th	+4	+2	+2	+5	Extra Turning	+1 level of existing class
7th	+5	+2	+2	+5	<i>Dispel evil</i> 2/week	+1 level of existing class
8th	+6	+2	+2	+6	Chosen foe +3	+1 level of existing class
9th	+6	+3	+3	+6	Extra Turning	+1 level of existing class
10th	+7	+3	+3	+7	<i>Dispel evil</i> 3/week	+1 level of existing class

(Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the sacred exorcist prestige class.

Weapon and Armor Proficiency: Sacred exorcists are proficient with all simple weapons. They are not proficient with any type of armor or with shields, but usually carry these proficiencies from their previous class.

Spells per Day: A sacred exorcist advances in spellcasting ability as well as learning the skills of exorcism. Thus, when a new sacred exorcist level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on). This means that she adds the level of sacred exorcist to the level of another spellcasting class the character has, then determines spells per day accordingly.

For example, if Delliva, an 8th-level cleric, gains a level as a sacred exorcist, she gains new spells as if she had risen to 9th level as a cleric, but uses the other sacred exorcist aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her a 9th-level cleric/1st-level sacred exorcist, she gains spells as if she had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before she became a sacred exorcist, the player must decide which class to assign each level of sacred exorcist for the purpose of determining spells per day.

Prestige Domain: Upon adopting the sacred exorcist class, the character gains access to the Exorcism domain (see Chapter 4: Divine Magic), includ-

ing its granted power (the ability to force possessing spirits out of the bodies they inhabit). The Exorcism domain spells can be chosen as daily domain spells.

Chosen Foe (Ex): A sacred exorcist designates either undead or outsiders as her chosen foe. Extensive study and special training in the proper techniques for combating this foe gives the sacred exorcist a +1 competence bonus on Bluff, Intimidate, Listen, Sense Motive, and Spot skill checks and caster level checks to overcome any spell resistance of the chosen foe. At 4th level the bonus increases to +2, and at 8th level it increases to +3.

Turn Undead (Su): Sacred exorcists can turn undead as clerics do. A sacred exorcist who also has levels as a cleric or paladin adds her sacred exorcist level to her cleric level (or her paladin level -2) to determine her effective level with respect to turning attempts.

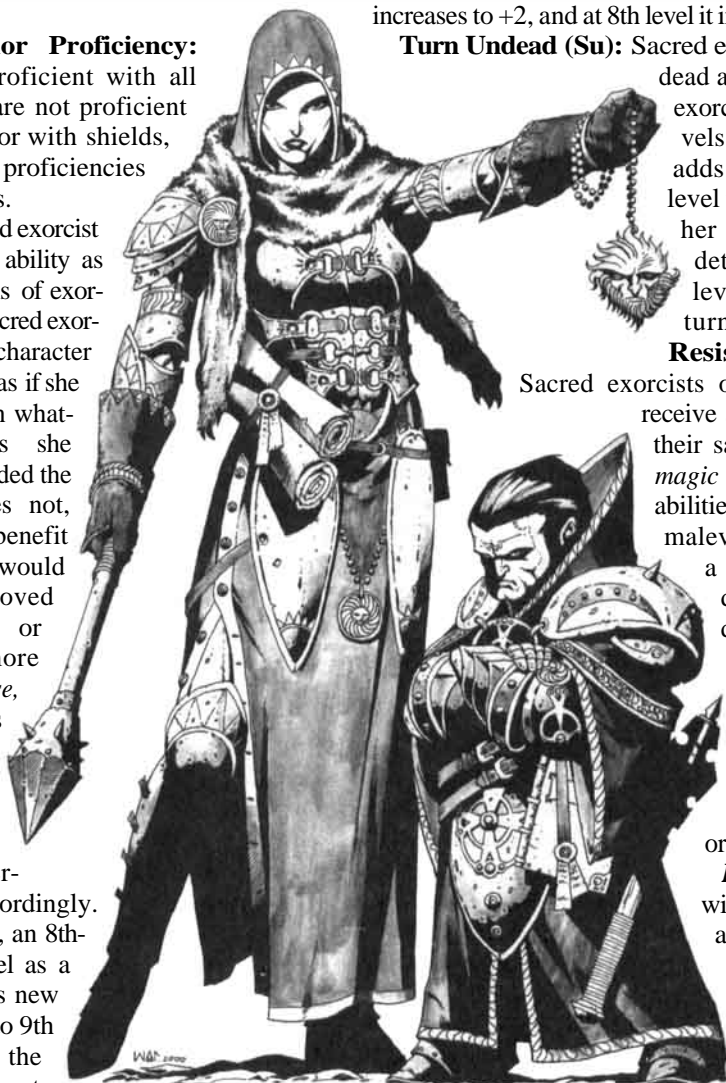
Resist Possession (Ex): Sacred exorcists of at least 2nd level receive a +4 sacred bonus on their saving throws against *magic jar* spells or similar abilities (including a ghost's malevolence ability), and a +2 sacred bonus on dispel checks made to dispel such effects. They also get a +2 sacred bonus on their saving throws against all charm and compulsion spells and effects cast by evil outsiders or undead.

Detect Evil (Sp): At will, a sacred exorcist of at least 2nd level can detect evil as a spell-like ability. This ability duplicates the effects of the spell *detect evil*.

Extra Turning: At 3rd, 6th, and 9th level, a sacred exorcist gains Extra Turning as a bonus feat. Each time a sacred exorcist gains this feat, she adds four to the number of turning attempts she can make in a day.

Dispel Evil (Sp): At 4th level, the sacred exorcist gains the ability to use *dispel evil* as a spell-like ability once per week. At 7th level, she can use this ability twice per week. At 10th level, she can use it three times per week.

Consecrated Presence (Su): At 5th level and higher, a sacred exorcist is surrounded by an aura of positive energy that extends 20 feet from her presence. This aura



duplicates the effects of a *consecrate* spell, but it moves with the sacred exorcist. If the sacred exorcist enters an area affected by a *desecrate* spell, both effects are negated while the sacred exorcist remains in the area. If the sacred exorcist is the target of a *desecrate* spell, her aura is suppressed for the duration of the *desecrate* spell.

SACRED FIST

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them nor their deity. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids often find the class's combat skills useful, as do sorcerers and wizards who have some levels as a cleric or other source of divine spells.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +4.

Feats: Alertness, Combat Reflexes, Improved Unarmed Strike.

Spells: Ability to cast divine spells.

Class Skills

The sacred fist class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists surrender the use of weapons and shields. They may use only light armor without breaking their religious discipline.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell description, page 176 of the *Player's Handbook*).

Spells per Day: A sacred fist has the ability to cast a small number of divine spells. To cast a spell, the sacred fist must have a Wisdom score of at least 10 + the spell's level, so a sacred fist with a Wisdom of 10 or lower cannot cast spells. Sacred fist bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the sacred fist gets "—" spells for a given level, the character cannot cast any spells of that level. When the sacred fist gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred fist gets only bonus spells. A sacred fist without a bonus spell for that level cannot yet cast a spell of that level. The sacred fist's spell list appears below; he has access to any spell on the list and can freely choose which to prepare. A sacred fist prepares and casts spells just as a cleric does (though he cannot lose a spell to cast a *cure* spell in its place).

Free Domain: Upon adopting the sacred fist class, the character chooses one domain from his deity's list.

Unarmed Fighting (Ex): A sacred fist is highly trained in fighting unarmed, giving him considerable advantages when doing so. A sacred fist's attacks may be with either fist interchangeably or even with elbows, knees, and feet. There is no such thing as an off-hand attack for a sacred fist striking unarmed. He may choose to deal either subdual or normal damage with his attack. He deals more damage than normal, as summarized on the table below.

Level	Size of Sacred Fist	
	Small	Medium-size or larger
1st	1d4	1d6
5th	1d6	1d8
8th	1d8	1d10
10th	1d10	1d12

Flurry Attack (Ex): The sacred fist may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of

opportunity the sacred fist might make before his next action. The sacred fist must use the full attack action (see page 124 of the *Player's Handbook*) to strike with a flurry of blows.

Puissant Fists (Su): A sacred fist ignores some damage resistance. At 1st level, treat his strikes as +1 weapons for the purposes of damage resistance. Starting at 3rd level, treat his strikes as +2 weapons for that purpose. Starting at 6th level, treat them as +3 weapons, and at 9th level, treat them as +4 weapons. This ability does not change the sacred fist's chance to hit or the damage dealt.

Evasion (Ex): A sacred fist can dodge and avoid even magical and unusual attacks with great agility. If a sacred fist makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), the sacred fist instead suffers no damage. Evasion can only be used if the sacred fist is wearing light armor or no armor.

Combat Casting (Ex): At 2nd level, a sacred fist gains this feat as a bonus feat.

Uncanny Dodge (Ex): Starting at 3rd level, a sacred fist gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 5th level, the sacred fist can no longer be flanked, since he can react to opponents on opposite sides of his as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that another character at least four levels higher than the character can flank him (and thus sneak attack him, if a rogue). Uncanny dodge can only be used if the sacred fist is wearing light armor or no armor.

Blindsight (Ex): This ability, gained at 6th level, grants sensitivity to vibrations, scent, and acute hearing so that the sacred fist maneuvers and fights as well as a sighted creature. His senses extend in a 30-foot

radius. Invisibility and darkness are irrelevant, though he still can't discern ethereal beings. Sacred fists do not need to make Spot or Listen checks to notice creatures within range.

Sacred Flame (Sp): At 7th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet. Instead of normal damage, a successful attack with these sacred flames deals damage as follows: 1d6 + Wisdom modifier if positive + sacred fist class level. The attack has a maximum possible damage of 1d6+15 points. At least half the damage is fire damage, and the rest is sacred energy (and thus not subject to effects that reduce fire damage).

A *sacred flame* attack may be combined with a flurry attack.

No Shadow Blows (Ex): Starting at 8th level, a sacred fist may add a positive Wisdom modifier to both attack and damage rolls. Also, for purposes of countering damage reduction, his unarmed blows are considered magic weapons with an enhancement bonus equal to his Wisdom bonus, and this bonus is cumulative with that of puissant fists. The sacred fist's mind, body, and will are forged into one instrument.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 concentration bonus to AC, a +4 resistance bonus on all saves, and spell resistance equal to his class level for a number of rounds equal to his Wisdom modifier. If his Wisdom modifier is +0 or negative, he cannot use this ability. He may use inner armor a number of times per day equal to his class level.

Sacred Fist Spell List

Sacred fists have access to spells appropriate for their alignment, provided those spells have a range of touch or personal. This list excludes spells available only as domain spells. Such spells would be available to a sacred fist with access to the domain.

TABLE 3-13: THE SACRED FIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Flurry attack, free domain, puissant fists	0	—	—	—
2nd	+2	+3	+3	+0	Evasion, Combat Casting	1	—	—	—
3rd	+3	+3	+3	+1	Uncanny dodge (Dex bonus to AC)	0	0	—	—
4th	+4	+4	+4	+1		1	1	—	—
5th	+5	+4	+4	+1	Uncanny dodge (can't be flanked)	1	1	0	—
6th	+6	+5	+5	+2	Blindsight	1	1	1	—
7th	+7	+5	+5	+2	<i>Sacred flame</i>	2	1	1	0
8th	+8	+6	+6	+2	No shadow blows	2	1	1	1
9th	+9	+6	+6	+3		2	2	1	1
10th	+10	+7	+7	+3	Inner armor	2	2	2	1

1st—*bless water**, *burial blessing†*, *comprehend language*, *cure light wounds**, *curse water**, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds**, *invisibility to undead*, *magic stone***, *magic weapon***, *protection from chaos/evil/good/law**, *sanctuary*, *shield of faith*.

2nd—*aid*, *augury*, *brambles**†*, *bull's strength*, *cure moderate wounds**, *death knell*, *delay poison*, *endurance*, *gentle repose*, *inflict moderate wounds**, *lesser restoration*, *resist elements*, *speak with animals*, *undetected alignment*.

3rd—*bestow curse**, *chain of eyes†*, *contagion**, *continual flame*, *cure serious wounds**, *curse of the brute†*, *daylight*, *deeper darkness*, *flame of faith†*, *glyph of warding*, *inflict serious wounds**, *invisibility purge*, *magic circle against chaos/evil/good/law**, *magic vestment*, *meld into stone*, *negative energy protection*, *obscure object*, *protection from elements*, *remove curse**, *remove disease**, *speak with plants*, *spikes**†*, *stone shape*, *water breathing*, *water walk*.

4th—*air walk*, *beast claws†*, *cure critical wounds**, *death ward*, *divination*, *divine power*, *freedom of movement*, *imbue with spell ability*, *inflict critical wounds**, *neutralize poison**, *poison**, *restoration*, *status*, *tongues*, *unfailing endurance†*.

*DM decides which of these spells are appropriate for PC's organization.

**While these spells technically can be cast, a careless sacred fist might break his discipline, depending on his subsequent actions.

†New spell described in Chapter 4 of this book.

TEMPLAR

Sworn to the defense of a temple site, the templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become templars, valuing those characters' ability to use arcane magic combined with the martial training of the templar. Likewise, Olidammara's temples are often guarded by rogue/templars, who combine combat training with sneak attack tactics. Ranger/templars serve in temples of Ehlonna and Obad-Hai, while barbarian/templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the templar class.

NPC templars usually live cloistered in temple buildings or attached quarters.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Knowledge (religion): 8 ranks.

Feats: Endurance, Weapon Focus (with her deity's favored weapon).

Class Skills

The templar's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

Mettle (Su): A templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Weapon Specialization: A templar gains the Weapon Specialization feat with her deity's favored weapon.

Spells per Day: A templar has the ability to cast a small number of divine spells. To cast a spell, the templar must have a Wisdom score of at least 10 + the spell's level, so a templar with a Wisdom of 10 or lower cannot cast these spells. Templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the templar's Wisdom modifier. When the templar gets 0 spells of a given level, such as 0 1st-level spells at 1st level, she gets only bonus spells. (A templar without a bonus spell for that level cannot yet cast a spell of that level.) The templar's spell list appears below. A templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A templar prepares and casts spells just as a cleric does (though the templar cannot spontaneously cast *cure* or *inflict* spells).

Smite (Su): Once per day, a templar of 2nd level or higher may make a single melee attack with a +4

attack bonus and a damage bonus equal to her templar level (if she hits). The templar must declare the smite before making the attack. At 7th level, the templar can smite twice per day.

If the templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra times at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (templar level plus cleric or paladin level).

Damage Reduction (Ex):

Starting at 3rd level, templars have the ability to shrug off some amount of injury from each blow or attack. Subtract 1 from the damage the templar takes each time she is dealt damage. At 6th level, this damage reduction rises to 2, and at 9th level, it rises to 3.

Bonus Feat: At 4th level and again at 8th level, the templar gets a bonus feat. These bonus feats must be drawn from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved

Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Feats dependent on other feats are listed parenthetically after the prerequisite feat. A character can select feats marked with an asterisk (*) more than once, but it must be for a different weapon each time. Characters must still meet all prerequisites for a feat, including ability score and base attack bonus minimums.

Templar Spell List

Templars choose their spells from the following list:

1st—*bless, cause fear, command, divine favor, entropic shield, magic weapon, mount, shield of faith.*

2nd—*aid, bulls strength, calm emotions, endurance, enthrall, hold person, shield other, spiritual weapon.*

3rd—*blindness/deafness,*



TABLE 3-14: THE TEMPLAR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	0	+2	Mettle, Weapon Specialization	0	—	—	—
2nd	+2	+3	0	+3	Smite 1/day	1	—	—	—
3rd	+3	+3	+1	+3	Damage reduction 1/—	1	0	—	—
4th	+4	+4	+1	+4	Bonus feat	1	1	—	—
5th	+5	+4	+1	+4		1	1	0	—
6th	+6	+5	+2	+5	Damage reduction 2/—	1	1	1	—
7th	+7	+5	+2	+5	Smite 2/day	2	1	1	0
8th	+8	+6	+2	+6	Bonus feat	2	1	1	1
9th	+9	+6	+3	+6	Damage reduction 3/—	2	2	1	1
10th	+10	+7	+3	+7		2	2	2	1

daylight, dispel magic, invisibility purge, magic vestment, negative energy protection, prayer, searing light.

4th—*divine power, freedom of movement, greater magic weapon, status.*

WARPRIEST

Warpriests are fierce, earthy clerics who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics make good warpriests; members of other classes need levels as a cleric before they can qualify as warpriests because of the domain requirements.

Most NPC warpriests spend their time preparing for war. This effort includes personal training for combat, prayer, training with the local ruler's army, and studying history. Warpriests tend to have the more extroverted characteristics associated with their deities. Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations. They rarely go on adventures, and when they do it's to obtain some artifact or wondrous weapon to increase their prowess.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Diplomacy: 5 ranks.

Sense Motive: 5 ranks.

Feats: Combat Casting, Leadership.

Spells: Access to at least one of these domains: Destruction, Protection, Strength, War. A character who can cast at least one spell from a domain counts as having access for this purpose.

Special: Ability to channel positive or negative energy.

Class Skills

The warpriest class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (War) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Warpriests have proficiency with all simple and martial weapons, with all types of armor, and all shields.

Spells per Day: A warpriest continues advancing in divine spellcasting ability. When a warpriest gains a new even-numbered level, the character gains new divine spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on).

For example, an 8th-level cleric/2nd-level warpriest gains divine spells per day as if he had risen to 9th level as a cleric. When he next gains a level as a warpriest, making him an 8th-level cleric/3rd-level warpriest, his number of divine spells per day does not change; but when he improves his warpriest level to 4th, he gains divine spells per day as if he had risen to 10th level as a cleric.

If a character had more than one divine spellcasting class before he became a warpriest, the player must decide which class to assign each even-numbered level of warpriest for the purpose of determining divine spells per day.

Prestige Domain: Upon adopting the warpriest class, the character gains access to the prestige domain of Glory (if he channels positive energy) or Domination (if he channels negative energy).

At fourth level, the warpriest gains access to the prestige domain of Divination.

Turn or Rebuke Undead (Su): Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

Rally (Ex): A warpriest who currently is not suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed an immediate Will saving throw at the DC of the fear effect, with a +1 morale bonus per warpriest level.

Inflame (Ex): By giving a stirring speech for at least 5 minutes prior to battle, the warpriest provides those who listen a morale bonus on saving throws against any charm or fear effect. The bonus begins at +2 for a 2nd-level warpriest and increases by +2 at each even-numbered level thereafter (+4 at 4th level, +6 at 6th level, and so on). This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains the bonus.

Healing Circle (Sp): Once per day, the warpriest may use *healing circle* (as the spell).

Heroes' Feast (Sp): Once per day, the warpriest may use *heroes' feast* (as the spell).

Fear Aura (Su): Once per day the warpriest can project a fear aura to a radius of 20 feet for 1 round per warpriest level. Foes must make a Will save (DC 10 + warpriest level + Cha bonus) or be affected as if by a *fear* spell.



Mass Haste (Sp): Once per day, the warpriest can use *mass haste* (as the spell).

Mass Healing (Sp): Once per day, the warpriest can use *mass healing* (as the spell).

Implacable Foe (Sp): At 10th level, the warpriest can channel enough positive energy to allies within a 100-foot radius that they will continue to fight even after suffering mortal wounds. Using this ability is a move-equivalent action and requires concentration. While in use, allies within the radius who take enough damage to become disabled or dying ignore the

effects of that damage and continue fighting. Death occurs instantly at -20 hit points. When the ability ends, either because the warpriest stops concentrating, fails a Concentration check, or becomes disabled or worse, then the full effects of all damage take effect immediately.

Multiclass Note: Warpriest characters who gain levels outside the warpriest class must make an act of atonement (see the *atonement* spell description, page 176 of the *Player's Handbook*) before they can gain further levels as a warpriest.

TABLE 3-15: THE WARPRIEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Prestige domain: Glory/Domination, rally	—
2nd	+2	+3	+0	+0	Inflame	+1 level of existing class
3rd	+3	+3	+1	+1	<i>Healing circle</i>	—
4th	+4	+4	+1	+1	Prestige domain: Divination	+1 level of existing class
5th	+5	+4	+1	+1	<i>Heroes' feast</i>	—
6th	+6	+5	+2	+2	Fear aura	+1 level of existing class
7th	+7	+5	+2	+2	<i>Mass haste</i>	—
8th	+8	+6	+2	+2	<i>Mass healing</i>	+1 level of existing class
9th	+9	+6	+3	+3	Fear aura (x2)	—
10th	+10	+7	+3	+3	<i>Implacable foe</i>	+1 level of existing class



SONG AND
SILENCE

CHAPTER 1: PRESTIGE CLASSES

"How do you do that?"

—Regdar

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

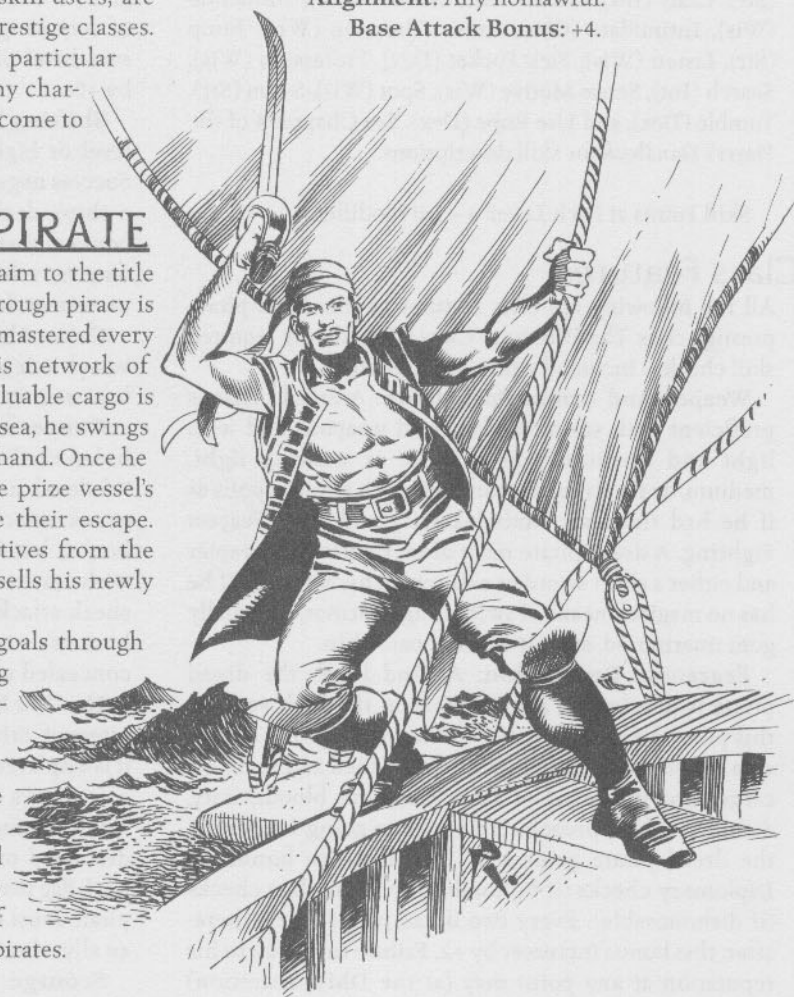
—Lidda

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

DREAD PIRATE

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

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



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

Hit Die: d6.

Requirements

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

Alignment: Any nonlawful.

Base Attack Bonus: +4.

TABLE 1-1: THE DREAD PIRATE

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

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

Feats: Quick Draw, Weapon Finesse (any).

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

Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

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

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

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

swings through the desired area but provokes attacks of opportunity normally. Rope swing can be used on land as well—in a room with a tapestry or chandelier, for example.

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

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

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

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

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

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

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

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

DUNGEON DELVER

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

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

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

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

Hit Die: d6.

Requirements

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

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

Feats: Alertness, Blind-Fight.

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

- A solo dungeon expedition that earns the character one-half of the experience points needed for advance-



ment to the next level. (For example, a 7th-level character must earn 3,500 XP on such a solo run.) The character must complete the venture in one week, though he may leave the dungeon and return as often as desired during that time.

- Survival of a cave-in or other collapse (see Cave-Ins and Collapses in Chapter 4 of the *DUNGEON MASTER'S Guide*).
- Living for a year without seeing the light of the sun, usually among underground denizens such as the deep dwarves or drow.

Class Skills

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

TABLE 1-2: THE DUNGEON DELVER

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

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

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

Treasure Sense (Su): At 7th level, the dungeon delver can sense an accumulation of treasure worth 1,000 gp or more within a range of 200 feet per dungeon delver level.

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

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

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

FANG OF LOLTH

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

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

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

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

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

Hit Die: d6.

Requirements

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

Alignment: Any nonlawful and nongood.

Base Attack Bonus: +5.

Skills: Use Magic Device 10 ranks.

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

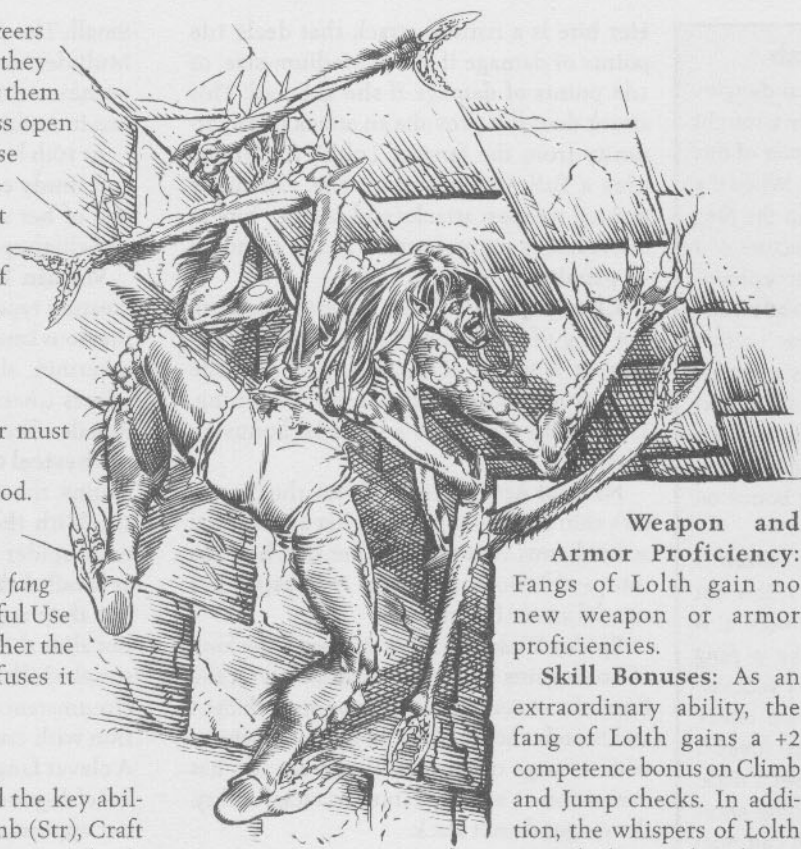
Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

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



Weapon and Armor Proficiency:

Fangs of Lolth gain no new weapon or armor proficiencies.

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

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

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

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

TABLE 1-3: THE FANG OF LOLTH

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

Fang Scarab

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

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

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

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

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

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

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

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

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

Spider Limbs (Ex): At 9th level, the fang of Lolth actually grows two more pairs of limbs, which emerge from her back or the sides of her torso when needed and are fully retractable. Extending or retracting the spider limbs is a move-equivalent action that does not provoke attacks of opportunity. The fang of Lolth's spider legs are tipped with simple claws that can hold weapons and other items normally, though they are incapable of the fine manipulation required for spellcasting or using Dexterity-

based skills such as Open Lock and Pick Pocket. Despite her extra limbs, the fang of Lolth is still limited to one standard action per round. She can, however, make a secondary natural attack with each clawed spider leg at the standard –5 penalty as part of a full attack action. Her claws deal 1d4 points of damage if she is Medium-size or 1d3 points of damage if she is

Small. The fang of Lolth can acquire the Multiattack, Multidexterity, and Multiweapon Fighting feats if she wishes to use her claws more effectively or wield weapons in multiple limbs.

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

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

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

OUTLAW OF THE CRIMSON ROAD

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

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

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

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

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

Hit Die: d6.

Requirements

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

Base Attack Bonus: +4.

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

Feats: Expertise, Improved Initiative.

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

Class Skills

The class skills for the outlaw of the crimson road (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search

(Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

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

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

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



TABLE 1-4: THE OUTLAW OF THE CRIMSON ROAD

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

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

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

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

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

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

Ranged Disarm: At 7th level, the outlaw can use ranged attacks to disarm opponents within 30 feet.

Doing so doesn't provoke an attack of opportunity from the defender unless a normal ranged attack would (if the outlaw and the target are adjacent, for instance). Regardless of the ranged weapon the outlaw is using, it counts as a one-handed, Medium-size weapon for the opposed disarm check. The outlaw cannot lose his own weapon during such an attempt.

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

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

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

The Outlaw's Code

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

ROYAL EXPLORER

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

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

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

Hit Die: d8.

Requirements

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

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

Feats: Alertness, Endurance.

Special: The character must be admitted to the Royal Explorers Society. This requires fulfilling all the requirements listed above and also submitting a verifiable report of a significant exploration to the

society's review council. Such a report should include, at minimum, a detailed map of the area explored, descriptions of native flora and fauna, a narrative of encounters with the area's inhabitants, and a significant relic (preferably magical) brought back for the society's museum.

Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

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

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

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

The Minutes of the Royal Explorers Society

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

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



TABLE 1-5: THE ROYAL EXPLORER

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

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

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

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

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

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

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

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

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

public scrutiny. To allay suspicions, she often maintains a cover identity by pretending to be a member of some other character class—typically the one in which she began her career.

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

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

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

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

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

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

SPYMASTER

Some adventurers glory in their reputations—the wider their exploits are known, the happier they are. By contrast, the spymaster prefers to avoid attention. She does her work quietly and in private, keeping well away from

Feat: Skill Focus (Bluff).

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

Class Skills

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

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armor Proficiency:

A spymaster is proficient with light and medium armor and with all simple and martial weapons.

Cover Identity: A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads

opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity (such as Murek the tailor from Sumberton). While operating in that identity, she gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstance bonuses as the first.

Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that

others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas. However, the spymaster must be careful to choose identities that can withstand regular scrutiny.

Required Ranks:

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

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



TABLE 1-6: THE SPYMASTER

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

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

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

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

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

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

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

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

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

Detection Dampener (Su): At 9th level, the spymaster can subconsciously create interference that hampers *detect magic* spells. The aura strengths for all magic items she holds, carries, or wears register as two categories

weaker than they normally would. For example, a strong aura becomes faint, and faint or dim auras become completely undetectable.

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

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

TEMPLE RAIDER OF OLIDAMMARA

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

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

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

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

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

Hit Die: d6.

Requirements

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

Alignment: Any chaotic.

Base Attack Bonus: +5.

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

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

Class Skills

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



Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

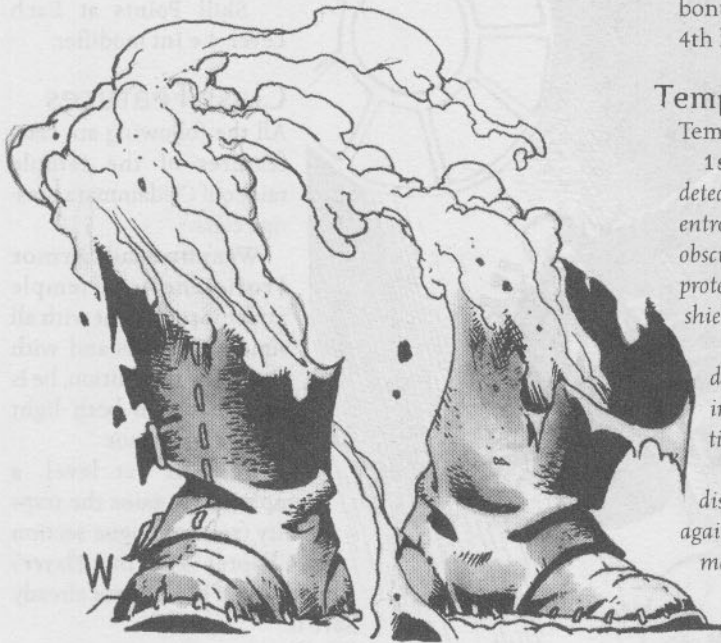
Spells: A temple raider can cast a small number of divine spells. His spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the temple raider's Wisdom modifier. When the table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

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

TABLE 1-7: THE TEMPLE RAIDER OF OLIDAMMARA

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

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



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

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

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

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

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

Save Bonus: A little bit of Olidammara's luck has rubbed off on the temple raider in the form of a luck

bonus on all saving throws. This bonus rises from +1 at 4th level to +2 at 7th level to +3 at 10th level.

Temple Raider Spell List

Temple raiders choose their spells from the following list:

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

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

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

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

THIEF-ACROBAT

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

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

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

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

Hit Die: d6.

Requirements

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

Alignment: Any nonlawful.

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

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

Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

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



TABLE 1-8: THE THIEF-ACROBAT

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

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

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

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

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

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

Move Anywhere (Ex): By 8th level, a thief-acrobat can move normally even while balancing

on a precarious surface or climbing. In either case, she moves her speed with each move-equivalent action and can even run if desired, as long as she does so in a straight line. Furthermore, she can take 10 on all Climb and Balance checks unless she's engaged in melee combat.

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

VIGILANTE

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

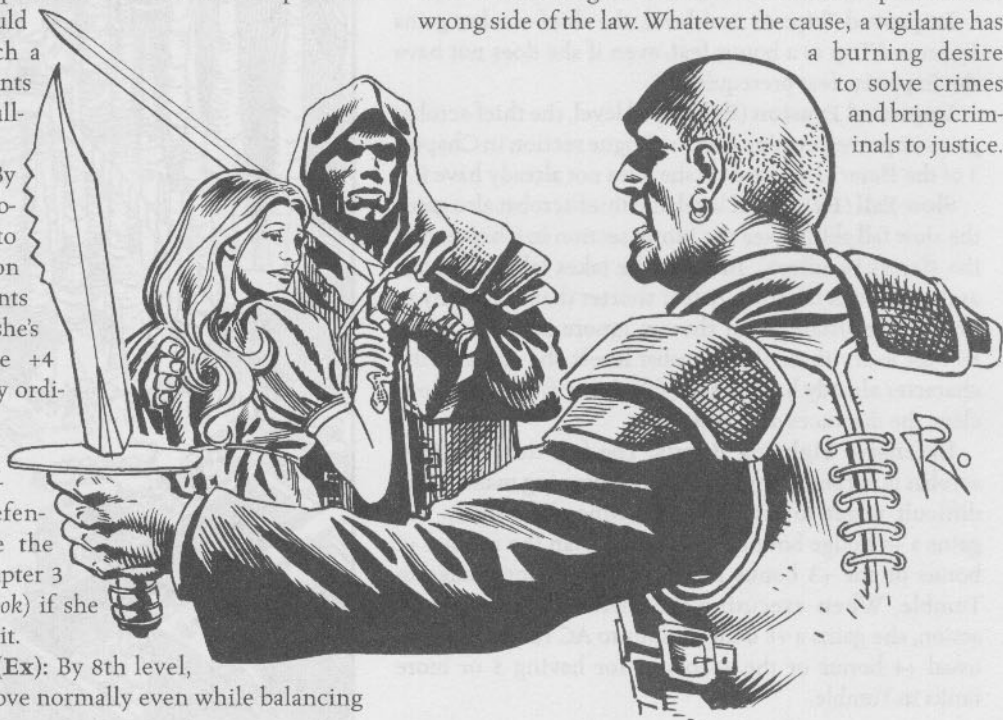


TABLE 1-9: THE VIGILANTE

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

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

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

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

Hit Die: d6.

Requirements

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

Alignment: Any nonevil.

Base Attack Bonus: +4.

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

Feat: Alertness.

Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

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

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

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

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

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

TABLE 1-10: VIGILANTE SPELLS KNOWN

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

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

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

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

Punish the Guilty (Su): If

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

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

Vigilante Spell List

Vigilantes choose their spells from the following list.

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

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

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

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

VIRTUOSO

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

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

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

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

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

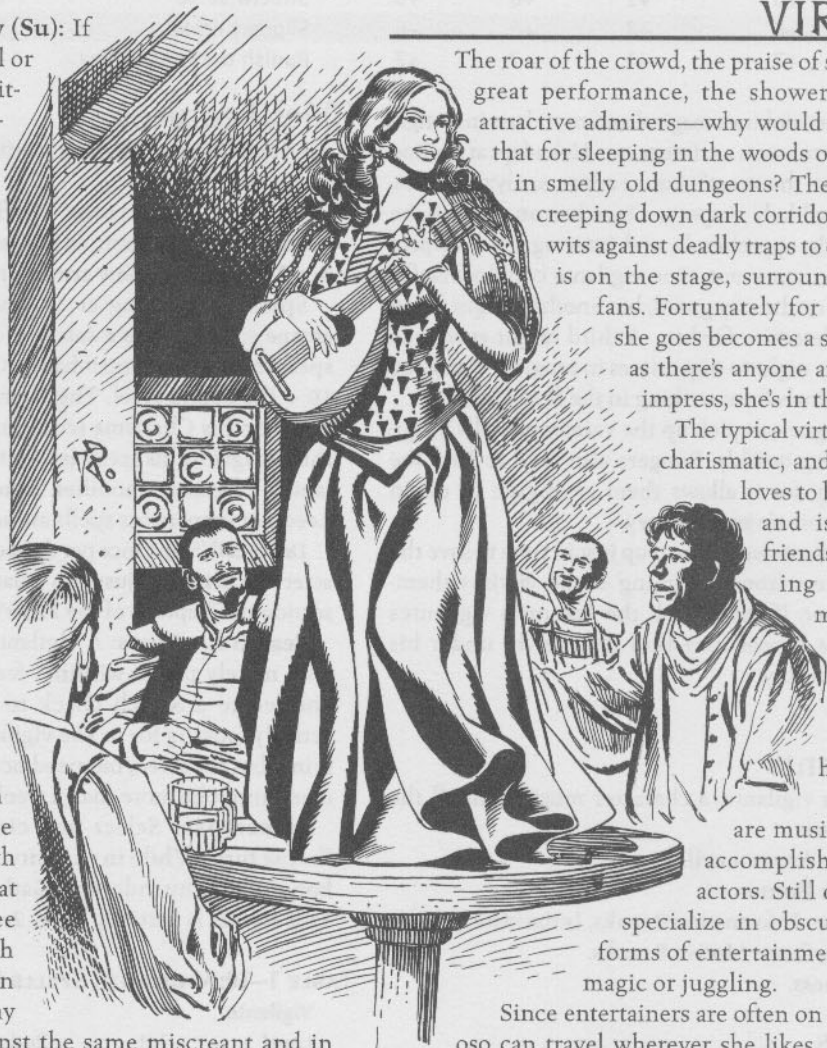


TABLE 1-11: THE VIRTUOSO

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

enough to enjoy being virtuosos, or they find other channels for their extrovertism.

Hit Die: d6.

Requirements

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

Skills: Perform 10 ranks, Intimidate or Diplomacy 6 ranks.

Spells: Able to cast 0-level arcane spells (cantrips).

Class Skills

The virtuoso's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Wis), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Spellcraft (Int), and Tumble (Dex). See Chapter 4 in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Virtuosos gain no new weapon or armor proficiencies.

Spells per Day/Spells Known: Since the virtuoso often uses magic to enhance her performances, it's important for her to maintain her magical studies. Thus, whenever she gains a new virtuoso level, she gains new spells per day and spells known as if she had gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, and so on). This means that she adds her new level of virtuoso to the level of some other spellcasting

class she has, then determines spells per day, caster level, and spells known (if formerly a bard or sorcerer) accordingly. If the character had more than one spellcasting class before becoming a virtuoso, she must decide to which class she adds each level of virtuoso for purposes of spells per day and spells known.

Bardic Music: At 1st level, the virtuoso gains the bardic music ability if she did not already have it from a previous class. All the bardic music effects (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, and *suggestion*) become available to her immediately, subject to their usual Perform skill requirements (see the Bard section in Chapter 3 of the *Player's Handbook*). Countersong requires either a musical or a poetic performance; all others can be produced with any performance type. Each bardic music effect except *suggestion* requires one daily use of either the virtuoso performance ability (see below) or the bardic music ability. *Suggestion* does not require any uses, but the subject must first be *fascinated*.

Virtuoso Performance: With an impassioned soliloquy or a haunting melody, the virtuoso can create magical effects beyond even the capabilities of bardic music. Virtuoso performance can be used once per virtuoso level per day. If the virtuoso has bard levels, those stack with virtuoso levels to determine uses per day. Many virtuoso performance effects require more than one of the ability's allotted daily uses. Although many of the names refer to musical performances, the virtuoso isn't actually so limited—for example, an actor could perform a “sustaining soliloquy” rather than a sustaining song.

As with bardic music, the virtuoso can usually fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word. If the performance forces any target to make a Will save, the only other action the virtuoso can take in the same round is a 5-foot step.

Sustaining Song: A 1st-level virtuoso with at least 11 ranks in Perform can sustain her unconscious allies, negating their need for stabilization checks during her performance. Because they're not making stabilization checks, the affected allies are neither stabilizing nor losing hit points. A sustaining song lasts for 5 minutes or until the virtuoso stops performing, whichever comes first. Sustaining song is a supernatural ability.

Calumny (Su): A 3rd-level virtuoso with at least 13 ranks in Perform has mastered the fine art of slander and can deliver a performance that makes a specific character or group (class, race, nationality, or the like) appear in the worst light possible. Each member of the audience must make a Will save with a DC equal to the virtuoso's Perform check result. Success negates the calumny effect; failure shifts that individual's attitude toward the target by one category—that is, from friendly to indifferent, from indifferent to unfriendly, or from unfriendly to hostile (see Table 5-4: Influencing NPC Attitude in the *DUNGEON MASTER'S Guide*). Furthermore, each affected creature gains a +2 morale bonus on all opposed social interaction checks against the target. Calumny lingers in the minds of affected audience members for 24 hours per daily use of virtuoso performance applied to the calumny attempt. For example, a 7th-level bard/3rd-level virtuoso could apply seven daily uses of virtuoso performance to a song of anti-duergar sentiment. All who heard it and failed their Will saves would be affected for a week, and the virtuoso would have three virtuoso performance uses left that day. Calumny is a supernatural, mind-affecting, language-dependent ability.

Jarring Song (Su): A 4th-level virtuoso with at least 14 ranks in Perform can inhibit spellcasting. Anyone attempting to cast a spell during a jarring song must make a Concentration check (DC 15 + the spell level). Success allows normal completion of the spell; failure means it is lost. A jarring song requires three daily uses of virtuoso performance and is a supernatural, sonic ability.

Sharp Note (Sp): A 5th-level virtuoso with at least 15 ranks in Perform can sharpen the blades of all piercing and slashing weapons within a 10-foot radius. The affected weapons function as if a 6th-level sorcerer had cast a *keen edge* spell on them, except that the effect lasts only 10 minutes. Sharp note requires three daily uses of virtuoso performance and is a spell-like, transmutation ability.

Mindbending Melody (Sp): A 6th-level virtuoso with at least 16 ranks in Perform can *dominate* a humanoid that she has already *fascinated*. This ability functions exactly like a *dominate person* spell cast by a 9th-level sorcerer. The target can make a Will save (DC 15 + the virtuoso's Charisma modifier) to negate the effect. A

mindbending melody requires two daily uses of virtuoso performance and is a spell-like, mind-affecting, language-dependent, *charm* ability.

Greater Calumny (Su): A 7th-level virtuoso with at least 17 ranks in Perform can whip her audience into a frenzy of loathing. Greater calumny functions exactly like calumny, except that the audience's attitude is shifted two categories (indifferent to hostile, for example), and each affected audience member gains a +4 morale bonus on all opposed social interaction checks with the target. Greater calumny is a supernatural, mind-affecting, language-dependent ability.

Magical Melody (Su): An 8th-level virtuoso with at least 18 ranks in Perform can empower allied spellcasters, raising their effective caster levels by +1 each for the purposes of spell effects and spell resistance checks. This effect lasts as long as the performance does. Magical melody requires two daily uses of virtuoso performance per minute maintained. It is a supernatural ability.

Song of Fury (Su): A 9th-level virtuoso with at least 19 ranks in Perform can enrage her allies. This ability functions exactly like barbarian rage on all willing allies within 20 feet, and it lasts as long as the virtuoso continues her performance. Song of fury requires three daily uses of performance per round maintained. It is a supernatural, mind-affecting ability.

Revealing Melody (Sp): A 10th-level virtuoso with at least 20 ranks in Perform can reveal all things as they actually are. All those who hear the *revealing melody* are affected as if by a *true seeing* spell cast by a 17th-level sorcerer. The effect lasts as long as the song does. *Revealing melody* requires two daily uses of virtuoso performance per round maintained and is a spell-like, divination ability.





**TOME AND
BLOOD**

CHAPTER 3: PRESTIGE CLASSES

The *DUNGEON MASTER'S Guide* contains several prestige classes. Those presented here are specifically tailored to arcane spellcasters (although they are open to anyone who qualifies). Characters must qualify for a prestige class before they can take any levels in such a class. These classes are special, optional roles that offer abilities and powers otherwise inaccessible to PCs, and focus them in specific, interesting directions.

ACQUIRING A PRESTIGE CLASS

A character who meets the requirements of a particular prestige class can multiclass into it. However, the DM has final say as to whether a particular prestige class is allowed in the campaign for PCs, for NPCs only, or not at all.

PRESTIGE CLASS DESCRIPTIONS

Here follows several new prestige classes. Unless noted otherwise, follow the normal multiclassing rules when taking levels using the prestige class format of *DUNGEON MASTER'S Guide*.

TABLE 3-1: PRESTIGE CLASSES

Prestige Class	At a Glance
Acolyte of the Skin	More than one way to skin a demon
Alienist	Deals with pseudonatural creatures
Arcane trickster	Rogue/mage
Bladesinger	Elf fighter/mage
Blood magus	Blood energizes special abilities
Candle caster	Enchants candles
Dragon disciple	Latent dragon blood
Elemental savant	Master of one element
Fatespinner	Takes reins of fate
Mage of the Arcane Order	Guildmage
Mindbender	Mind-control specialist
Pale master	Unique necromantic spellcaster
Spell Sword	Fighter/mage
True necromancer	Arcane and clerical control of death
Wayfarer guide	Teleportation expert

Acolyte of the Skin

"No pain, no gain".

The temptation of power drives some people to extreme lengths, regardless of the consequences. Replacing your own skin with that of a living demon is a goal that most couldn't even conceive of, let alone consider. But this ghastly fate is exactly what some spellcasters seek in their desperate quest.

The Ritual of Bonding is a blasphemy that was long ago eradicated from most arcane libraries, but a few barely legible copies survive—or at least references thereto—along with promises of great power. Spellcasters who happen upon such documents can choose to destroy or ignore the find, but the temptation has already occurred. Those who give in can eventually stumble upon the complete ritual, usually through extended contact with one or more summoned fiends who are all too eager to share their terrible knowledge.

Acolytes of the skin are ill-suited to any position other than one that wields temporal power. Although NPC acolytes may sometimes serve more powerful evil characters as sinister captains, they would rather be calling the shots. They prefer to remain safely ensconced in well-defended fortresses of evil, though sometimes an acolyte may lead an expedition to retrieve a rumored tome of evil arcane magic or other artifact of malign power.

Hit Die: d4.

Requirements

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

Alignment: Any nongood.

Knowledge (The Planes [Outer Planes]): 8 ranks.

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

Special: The acolyte of the skin must have made peaceful contact with a summoned evil outsider.

Class Skills

The acolyte of the skin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the acolyte of the skin prestige class.

Weapon and Armor Proficiency: Acolytes of the skin gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the acolyte of the skin class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item

creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an acolyte of the skin, he must decide to which class he adds the new level for purposes of determining spells per day.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The Ritual of Bonding is painful and not be undertaken lightly. The ritual requires 10 rounds from initiation to completion, and once begun, nothing can halt its progress. The fiendish essence subsumes the caster's own skin, an agonizing process that deals 1d4 points of damage each round of the ritual—wise candidates keep some *cure potions* on hand.

At the end of the rite, the acolyte's skin sports an oily, almost unnoticeable sheen. However, as he gains additional levels of the prestige class, his skin darkens, sprouts spikes, and gradually gives the wearer a fiendish visage. The fiendish essence also begins to whisper foul secrets to its wearer, urging him to evil. (The wearer may accept or ignore this advice according to his temperament.)

The bonded fiendish skin is for all intents and purposes the character's own. It grants the acolyte of the skin a +1 natural armor bonus, a +2 inherent modifier to Dexterity, 60-foot darkvision, and the spell-like ability *poison* once per day as cast by a 16th-level caster.

The DM determines the actual nature of the skin, be it demonic, devilish, or some other fiendish creature.

Flame Resistant (Ex): At 2nd level, the fiendish skin binds tighter, granting the acolyte fire resistance 20.

Fiendish Glare (Su): At 3rd level, the acolyte of the skin gains the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eye. Glaring is a standard action that affects any creature he can see within 100 feet. Opponents must succeed at a Will save (DC



TABLE 3-2: THE ACOLYTE OF THE SKIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Wear fiend	
2nd	+1	+3	+0	+3	Flame resistant	+1 level of existing class
3rd	+1	+3	+1	+3	Fiendish glare	
4th	+2	+4	+1	+4	Fiendish knowledge	+1 level of existing class
5th	+2	+4	+1	+4	Skin adaptation	
6th	+3	+5	+2	+5	Cold resistant	+1 level of existing class
7th	+3	+5	+2	+5	Glare of the Pit	
8th	+4	+6	+2	+6	Fiendish knowledge	+1 level of existing class
9th	+4	+6	+3	+6	Summon fiend	
10th	+5	+7	+3	+7	Symbiosis	+1 level of existing class

20) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a -2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also stunned for 3d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds. A creature with 151 hit points or more is not stunned but still suffers the -2 morale penalty if it fails its saving throw.

Fiendish Knowledge: The fiendish skin whispers promises of great power, and to prove it, reveals a hitherto unknown ability. At 4th and 8th level, the acolyte chooses a bonus feat for which he already meets the prerequisites.

Skin Adaptation (Su): By 5th level, skin and wearer have grown more comfortable together, as if they had never been separate. The natural armor bonus granted by the fiendish skin increases to $+2$, the acolyte's darkvision improves to a 120-foot range, and he can now use *poison* twice per day as cast by a 16th-level caster. In addition, the acolyte gains an inherent $+2$ modifier to Constitution.

Cold Resistant (Ex): At 6th level, the fiendish skin confers cold resistance 20.

Glare of the Pit (Su): At 7th level, the acolyte gains the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can project two rays (one from each eye) with a range of 100 feet. He may aim both at one target, or one each at two different targets, by making a ranged touch attack. A ray that hits the target deals 8d6 points of fire damage. If both rays hit the same target, the damage is 16d6.

Summon fiend (Sp): At 9th level, the acolyte learns to draw on another power of his fiendish skin. If the skin is

demonic, once per day he can attempt to summon a vrock with a 35% chance of success; if devilish, once per day he can attempt to summon a gelugon with a 35% chance of success. The summoned creatures do the acolyte's bidding but automatically return whence they came after 1 hour. A fiend that has just been summoned cannot use its own summon ability for 1 hour. At the DM's discretion, using this power leaves the acolyte beholden to the summoned fiend.

Symbiosis: At 10th level, the fiendish skin and the acolyte are one, and only final death can separate them. His type changes to «outsider», which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as *charm person*, but he can be hedged out by a *magic circle* spell against his alignment. Additionally, the acolyte gains damage reduction 20/+1.

Alienist

"Ah—it all becomes clearer now. I can see... I can see!"

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside of time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into

TABLE 3-3: THE ALIENIST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Summon alien	+1 level of existing class
2nd	+1	+0	+0	+3	Alien blessing	+1 level of existing class
3rd	+1	+1	+1	+3	Metamagic secret	+1 level of existing class
4th	+2	+1	+1	+4	Mad certainty	+1 level of existing class
5th	+2	+1	+1	+4	Pseudonatural familiar	+1 level of existing class
6th	+3	+2	+2	+5	Extra summoning	+1 level of existing class
7th	+3	+2	+2	+5	Metamagic secret	+1 level of existing class
8th	+4	+2	+2	+6	Insane certainty	+1 level of existing class
9th	+4	+3	+3	+6	Timeless secret	+1 level of existing class
10th	+5	+3	+3	+7	Transcendence	+1 level of existing class

abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in her own future transcendence.

Alienists may, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Hit Die: d4.

Requirements

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

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Alertness.

Spells: Ability to cast at least one Divination spell and at least one summoning spell of 3rd level or higher.

Special: Prior contact with an alienist or a pseudonatural creature.

Class Skills

The alienist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Speak Language, Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

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

Weapon and Armor Proficiency: Alienists gain no additional proficiency in any weapon or armor.

Spells per Day: When a new alienist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an alienist, she must decide to which class she adds each level of alienist for purposes of determining spells per day.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 258 of the *Player's Handbook*. For example, by casting *summon monster VI*, she could summon a pseudonatural rask. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the

pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of Wisdom.

Metamagic Secret: The alienist listens to the secret voices whispering from beyond time's end, and profit thereby. At 3rd and 7th level, she may choose any metamagic feat as a bonus feat.

Mad Certainty: At 4th level, the alienist's mad certainty in the power of entities beyond the reach of normal space and time lend her an unnatural fortitude. She gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She develops a phobia against a specified kind of creature, suffering a -2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures. The selected creature gains a +2 morale modifier to AC and saving throws against the phobic alienist. The DM determine the creature feared. Good choices include spiders, snakes, birds, or insects. Beings that share attribute with or those that resemble the selected creature also trigger the phobia.

Pseudonatural Familiar: On reaching 5th level the alienist's familiar, if any, gains the pseudonatural template (see Pseudonatural Creatures below) in addition to the powers and abilities normal for a familiar of the appropriate level. This does not replace the familiar—the original slowly takes on pseudonatural aspects, which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template.

Extra Summoning: From 6th level on, the alienist gains one extra spell slot at her highest spell level. This slot can be used only for a *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty: At 8th level, the alienist's mad certainty crystallizes into a truly chilling mania. She gain an additional 3 hit points as though from the Toughness feat, but her phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty for the selected creature increase to -6/+6.

Timeless Body: At 9th level, the alienist learns the secret of perpetual youth. She no longer suffers ability penalties for aging and cannot be magically aged (see Table 6-5: Aging Effects on page 93 of the *Player's Handbook*). Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, but the alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Transcendence (Su): At 10th level, the alienist, through long association with alien entities and intensive study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to "outsider", which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*, but she can be hedged out by a *magic circle* spell against her alignment. Addi-

tionally, the alienist gains damage reduction 20/+1 and electricity resistance 20.

Upon achieving transcendence, the alienist's appearance undergoes a minor physical change, usually growing a small tentacle or other strange addition or substitution, such as an extra appendage, organ, eye, or enigmatic lump. The alienist can hide this abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord.

Anyone who shares the alienist's predilection for study of the Far Realms immediately recognizes her transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on Intimidation checks against all other creatures to whom she reveals her abnormal nature.

- Electricity and acid resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to double the creature's HD (maximum 25).

Hit Dice	Electricity, Acid	
	Resistance	Damage Reduction
1-3	5	—
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is standard action. Other creatures receive a -1 morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating:

Up to 3 HD, as base creature;

4 HD to 7 HD, as base creature +1;

8+HD, as base creature +2.

Treasure: Same as the base creature.

Alignment: Same as base creature.

Advancement: Same as the base creature.

Pseudonatural Creatures

Pseudonatural creatures dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

Creating a Pseudonatural Creature:

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the «base creature»). The creature's type changes to «outsider». It uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.



Arcane Trickster

"Got it!"

Arcane tricksters combine their knowledge of spells with a taste for intrigue, larceny, or just plain mischief. They are among the most adaptable of adventurers.

Arcane spellcasting and the sneak attack ability are needed to qualify for this class, making it a natural choice for multiclassed wizard/rogues or sorcerer/rogues. Assas-



sins occasionally opt for this class, but usually only if they already have wizard or sorcerer levels.

Arcane tricksters tend to use a seat-of-the-pants approach to adventuring, loading up on spells that improve their stealth and mobility. NPC arcane tricksters are the sort of people who might bump into you in a crowded tavern. (Check your pockets.)

Hit Dice: d4

Requirements

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

Alignment: Any nonlawful.

Decipher Script: 7 ranks.

Disable Device: 7 ranks.

Escape Artist: 7 ranks.

Knowledge (Arcana): 4 ranks.

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

Special: Sneak attack +2d6.

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit

Direction (Wis), Jump (Str), Knowledge (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4+Int modifier.

Class Features

All the following are class features of the arcane trickster prestige class.

Weapon and Armor Proficiency: Arcane trickster gain no additional proficiency in any weapon or armor.

Spells per Day: When a new arcane trickster level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an arcane trickster, he must decide to which class he adds the new level for purposes of determining spells per day.

TABLE 3-4: THE ARCANE TRICKSTER

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

Ranged Legerdemain (Su): Using his unique talents, an arcane trickster can perform one of the following class skills at a range of 30 feet: Disable Device, Open Lock, or Pick Pocket. Working at a distance increases the normal skill check DC by 5, and the arcane trickster cannot take 10 on the check. Any object so manipulated must weigh 5 pounds or less.

The arcane trickster can use ranged legerdemain only a certain number of times per day as determined by his level (see Table 3-4: The Arcane Trickster). He can make only one ranged skill check each day, and only if he has at least one rank in the skill being used.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If the arcane trickster gets a sneak attack modifier from another source (such as rogue levels), the bonuses to damage stack.

Impromptu Sneak Attack (Su): Once a day, the arcane trickster's unique combination of magical and rogue skills allows the arcane trickster to declare one melee or ranged attack the character makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of impromptu sneak attack loses any Dexterity bonus to Armor Class, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits suffer no extra damage (though they still lose any Dexterity bonus against the attack).

At 7th level, the arcane trickster can use this ability twice a day.

Bladesinger

'Warfare, like music, is exquisite!'

Bladesingers are elves who have blended art, swordplay, and arcane magic into a harmonious whole. In battle, a bladesinger's lithe movements and subtle tactics are beautiful, belying their deadly martial efficiency.

Multiclassed fighter/wizards are the most obvious candidates for the prestige class, although any elf who can wield a martial weapon and cast arcane spells can become a bladesinger. Bladesinger ranger/wizards, rogue/wizards, and even bards are not unknown.

Bladesingers command great respect in most elf communities, and NPC bladesingers usually serve as itinerant guardians and champions of the elf community at large.

Hit Die: d8.

Requirements

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

Race: Elf or half-elf

Base Attack: +5.

Concentration: 4 ranks.

Perform (Dance): 3 ranks.

Perform (Sing): 3 ranks.

Tumble: 3 ranks.

Feats: Combat Casting, Dodge, Expertise, Still Spell, Weapon Focus (longsword).

Spells: Ability to cast arcane spells of 1st level or higher.

Special: Proficiency with longsword.

TABLE 3-5: THE BLADESINGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+0	+2	+2	Bladesong style	1	-	-	-
2nd	+2	+0	+3	+3	Bonus feat	2	0	-	-
3rd	+3	+1	+3	+3		2	1	-	-
4th	+4	+1	+4	+4		3	2	0	-
5th	+5	+1	+4	+4		3	2	1	-
6th	+6	+2	+5	+5	Bonus feat	3	3	2	0
7th	+7	+2	+5	+5		4	3	2	1
8th	+8	+2	+6	+6		4	3	3	2
9th	+9	+3	+6	+6		4	4	3	2
10th	+10	+3	+7	+7	Bonus feat	4	4	3	3

Class Skills

The bladesinger's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Jump (Str), Knowledge (arcana) (Int), Perform (Cha), Spellcraft (Int), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

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

Weapon and Armor Proficiency: Bladesingers gain no proficiency in any additional weapons. They are proficient with light armor but not with shields.

Bladesong Style: When wielding a longsword in one hand (and nothing in the other), the bladesinger gains a dodge bonus to AC equal to his Intelligence modifier.

If the bladesinger wears medium or heavy armor, he loses all benefits of the bladesong style.

Bonus Feats: At 2nd, 6th, and 10th level, the bladesinger gains a bonus feat. This must be a metamagic feat or a feat chosen from the following list: Combat Reflexes, Improved Critical (longsword), Improved Disarm, Mobility, Quick Draw, Spring Attack, and Whirlwind Attack.

Bladesinger Spell List

1st level—*expeditious retreat, mage armor, magic weapon, shield, true strike.*

2nd level—*blur, bull's strength, cat's grace, mirror image, protection from arrows.*

3rd level—*displacement, greater magic weapon, haste, keen edge.*

4th level—*dimension door, fire shield, improved invisibility, stoneskin.*

Blood Magus

"One slow red river flows through us all".

Fade to red, then nothing. What happened? Where are you? No sound, no light, nothing. You can't see or hear, or even feel your own body. The awful truth of your plight steals over you... you're dead!

An eternity passes, then you feel a call from beyond this nothingness. Something beckons, and you are drawn up out of the endless gray, happy to leave your final fate undecided. A swirl of color streaks toward you, enveloping, bathing you. You have come back! A sound breaks into your ears, the sweetest sound you will ever hear. It is the renewed pulse of blood through your veins—blood music: the sound of your life. You can feel it reenergizing every particle of your form, flushing death from you and leaving life in its place. It is thick and warm, and you greedily embrace it.

Blood magi are formerly deceased spellcasters who, when returned to life, gain an understanding of their blood's importance, bequeathed by their close call. They learn to evoke magic from this vital fluid that sustains

their lives. A blood magus cannot be trained, owing to the unusual nature of his enlightenment, and is most likely to be a sorcerer. NPC blood magi are thus rarely if ever found in groups but are thinly scattered throughout the population of spellcasters.

Hit Die: d4.

Requirements

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

Alignment: Any nonlawful.

Heal: 4 ranks.

Feat: Toughness.

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The blood magus must have been revived after death through another's use of *raise dead, resurrection*, or other methods of returning life to a dead body.

Class Skills

The blood magus's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Heal (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the blood magus prestige class.

Weapon and Armor Proficiency: A blood magus gains no additional proficiencies in any weapon or armor.

Spells per Day: At every second level gained in the blood magus class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a blood magus, he must decide to which class he adds the new level for purposes of determining spells per day.

Blood Component (Su): A blood magus may substitute a drop of his own blood for a spell's material components, if any. The pinprick or minor knife cut to draw the requisite blood is a free action that becomes a normal part of casting the spell. The magus does not need to make a Concentration check to complete the spell, despite the wound. Using this ability deals the blood magus 1 point of damage but raises the spell's save DC by 1.

Substituting blood for a costly material component requires drawing a greater amount. The blood magus deals more damage to himself when doing so, according to the table below.

TABLE 3-6: THE BLOOD MAGUS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+1	+0	Blood component, stanch	
2nd	+1	+3	+0	+0	Scarification	+1 level of existing class
3rd	+1	+3	+1	+0	Death knell	
4th	+2	+4	+1	+1	Blood draught	+1 level of existing class
5th	+2	+4	+1	+1	Infusion	
6th	+3	+5	+2	+2	Gore	+1 level of existing class
7th	+3	+5	+2	+2	Thicker than water	
8th	+4	+5	+2	+2	Awaken blood	+1 level of existing class
9th	+4	+6	+3	+3	Homunculus	
10th	+5	+7	+3	+3	Bloodwalk	+1 level of existing class
Component Cost (gp)		Damage Dealt				
1–50		5				
51–300		11				
301–750		17				
750+		23				

Stanch (Ex): The blood magus automatically stabilizes his wounds when his hit points drop below 0. He still passes on if he reaches –10 hit points or below.

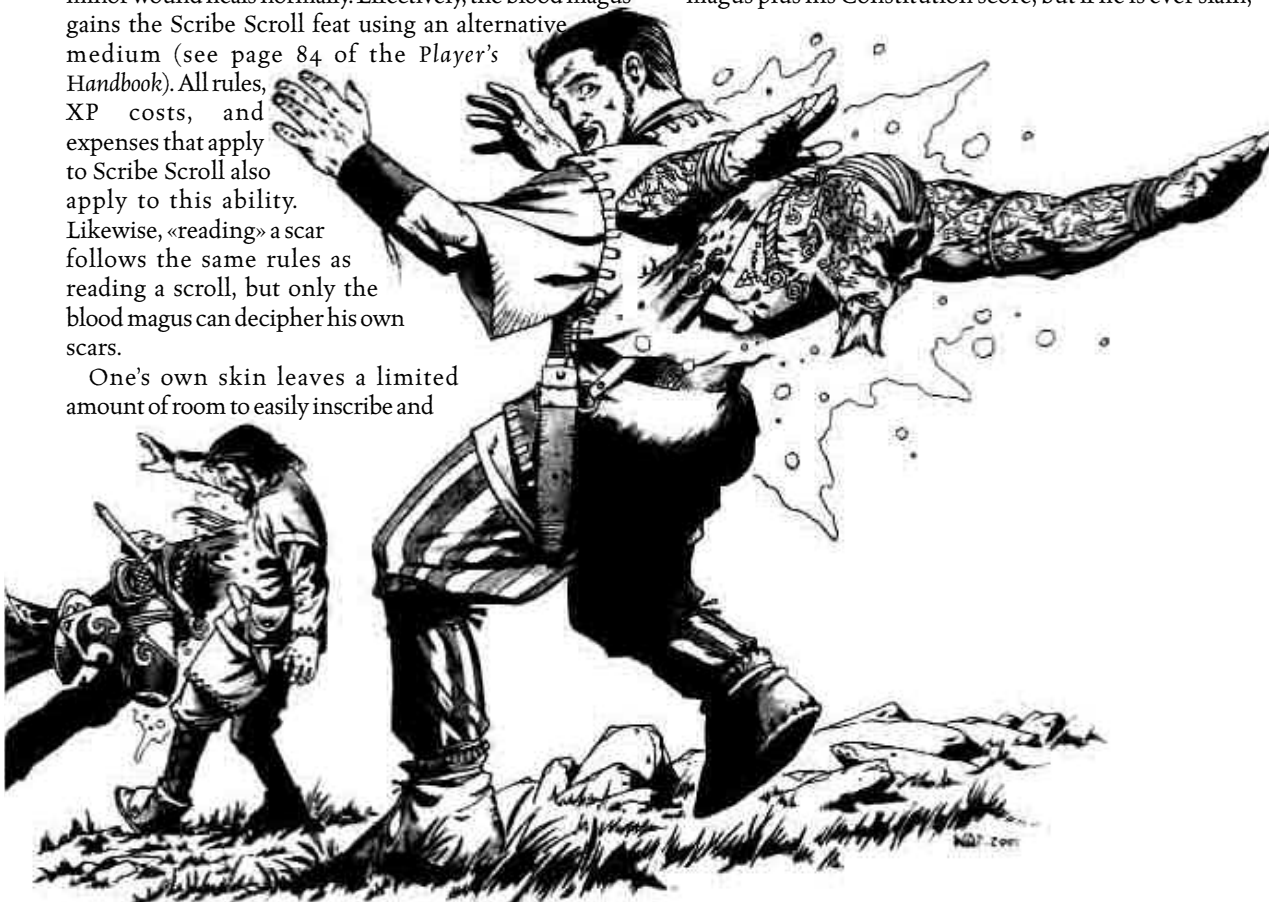
Scarification (Ex): At 2nd level, the blood magus learns to inscribe spells on his own skin for later use. This involves deeply scratching the skin (which deals no damage but often leaves scars). The scratches remain fresh until the inscribed spell is cast, at which time the minor wound heals normally. Effectively, the blood magus gains the Scribe Scroll feat using an alternative medium (see page 84 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Scribe Scroll also apply to this ability. Likewise, «reading» a scar follows the same rules as reading a scroll, but only the blood magus can decipher his own scars.

One's own skin leaves a limited amount of room to easily inscribe and

later «read», magical scars. Thus, a blood magus can have only six active scars at any one time.

Death Knell (Sp): At 3rd level, the blood magus gains the spell-like ability to use *death knell* as the spell once per day.

Blood Draught (Ex): At 4th level, the blood magus learns how to store spells of up to 3rd level in his own blood. Effectively, he gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions. Once «brewed», a blood draught remains in circulation within the magus's body. The maximum number of draughts stored at one time is equal to his levels of blood magus plus his Constitution score, but if he is ever slain,



they are all immediately ruined—even if the blood magus is subsequently returned to life. Blood draughts are never accidentally lost through major blood loss or by a blood-draining attack.

To consume the draught, the blood magus pricks his skin, automatically bringing forth the desired effect. This is a standard action that draws an attack of opportunity, like drinking a potion. Others can also partake of a given blood draught (if they have a strong stomach)—the blood magus concentrates to draw the desired draught to the surface.

Infusion (Ex): At 5th level, the blood magus prepares a special one-time distillation of his own blood. Partaking of the infusion, he permanently gains 2 points of Constitution.

Gore (Su): At 6th level, a blood magus can draw more blood with any spell that successfully damages a living target. This is a supernatural ability. The blood magus inflicts a minor wound on himself; the pinprick or knife cut is a free action that becomes a normal part of casting the spell. Using this ability deals the blood magus 1 point of damage. The spell becomes «blood seeking» and deals 1d6 points of damage in addition to the damage the spell normally deals, as extra blood is drawn from the wound. The magus does not need to make a Concentration check to complete the spell, despite the wound. The blood magus can use the gore and blood component abilities to enhance the same spell, suffering cumulative damage. This causes a spell that normally takes 1 action to cast to become a full-round action.

Thicker Than Water (Su): At 7th level, the blood magus's vital fluids are partially under his conscious control. When the blood magus is injured, his blood withdraws from the wound, preventing some damage. Thus, he always takes 1 less point of damage than normally indicated. Effectively, the blood magus gains a "hardness" of 1.

Awaken Blood (Su): At 8th level, the blood magus gains the supernatural ability to bestow momentary consciousness on an opponent's blood. Once per day, he can make a melee touch attack against a living foe. If he hits, the opponent's blood attempts to get free—all at once. The hydrostatic pressure disrupts the victim's tissues, dealing 10d10 points of damage. If he misses, the blood magus can try again until he is successful against an opponent. "Conscious" blood returns to its natural state after 1 round.

Homunculus (Sp): At 9th level, the blood magus uses his own blood to give life to a new companion creature—a homunculus. The homunculus created by a blood magus has the same abilities as those on page 120 of the *Monster Manual* but is more robust. It has 6 Hit Dice, its bite attack bonus improves to +5, and its Fortitude save increases to +2, its Reflex save to +4, and its Will save to +3.

To build his homunculus, the blood magus does not use the normal construction rules listed in the *Monster Manual*. The only requirements are 1 hour spent in the ritual and the permanent loss of 1 hit point, as the caster instills more personal blood in his creation than is usual.

This stronger link provides a special advantage: The blood magus can transfer his own wounds to the homunculus via touch as a supernatural ability. This is a standard action that allows the blood magus to transfer 1d4 points of damage. No limit exists on the number of times he can take this action, but the blood magus should observe caution: If he transfers enough of his own wounds to his homunculus to kill the creature, its destruction deals him 2d10 points of damage (as noted is the *Monster Manual*). Damage transferred to the homunculus can be *cured* or healed normally. A blood magus may only have one homunculus created in this fashion at a time.

Bloodwalk (Su): At 10th level, the blood magus is perfectly attuned to the song of blood. He gains the supernatural ability to transport himself great distances via the blood of living creatures. Once per day as a standard action, he can seamlessly enter any living creature whose size equals or exceeds his own and pass any distance to another living creature in a single round, regardless of the distance separating the two. The blood magus merely designates a direction and distance ("a living creature 20 miles due west of here"), and the bloodwalk ability transports him to a destination creature as close as possible to the desired location. He can't specify a named individual as the end point unless he has previously obtained a sample of that creature's blood, preserved in a small vial that must be carried on the blood magus's person.

The entry and destination creatures need not be familiar to the blood magus, but they must be alive and possess blood in their veins. (Thus, plants and the more bizarre outsiders are not eligible targets.) The blood magus may not use himself as an entry creature. If the intended entry creature is unwilling, he must hit with a melee touch attack to enter. When exiting a creature, the blood magus chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the blood magus wishes otherwise (see below). In most cases, though, the destination creature finds being the end point of a magical portal surprising and quite unsettling.

If he desires, the blood magus can attempt to make a «bloody exit» from the destination creature. If the creature fails a Fortitude save (DC 18), the exiting blood magus takes on solidity a little too soon. He bursts forth explosively from the creature's body, dealing 16d6 points of damage. The blood magus must succeed at a Fortitude save (DC 13) or take 2d4 points of damage from the shock of his exit.

Except where noted above, this class feature resembles the dryad's ability to move from tree to tree (see *Monster Manual*, page 79).

Candle Caster

"Let your mind attain the perfection of a single, perfect flame".

Flame holds a special attraction to some people. Simply burning, a candle is a work of art—a teardrop of fire clinging to the dark wick, itself shrouded in a column of

wax that is both the flame's base and fuel: a wonder indeed. Secrets could be stored in that wax: secrets... or spells.

Also called «spell chandlers», these specialists fill their time fashioning candles, both for esthetics and for power. The spells stored therein are revealed as the flame ignites and disperses the wax medium. Moreover, the wax itself shapes and molds stored spells so that they are enhanced by the burning flame.

Candle casters have quicker access to featlike abilities that enhance the effects of their candle-stored spells, and so they are often wooed by adventuring companies who have realized the importance of consumable magic items in the dungeon depths.

NPC candle casters sometimes appear in places where magic is sold, attempting to sell their unfettered candles (which can be used by anyone) on an equal footing with potions. However, lighting a candle is more difficult than drinking a potion and takes longer to produce an effect, so unfettered candles are unlikely to ever reach the popularity that potions enjoy.

Hit Die: d4.

Requirements

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

Craft (Candlemaking): 6 ranks.

Feat: Great Fortitude.

Spells: Ability to cast spells of 3rd level or higher.

Special: The candle caster must initially possess a supply of at least 100 tindertwigs.

Class Skills

The candle caster's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the candle caster prestige class.

Weapon and Armor Proficiency: A candle caster gains no additional proficiency in any weapon or armor.

Spells per Day: When a new candle caster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a

character of that class would have gained (improved

chance of controlling or rebuking undead,

metamagic or item creation feats, hit

points beyond those he receives from

the prestige class, and so on), except for

an increased effective level of spellcasting. If a

character had more than one spellcasting class

before becoming a candle caster, she

must decide to which class she adds

the new level for purposes of determining spells per day.

Scribe Candle: The candle caster can store

spells in candles. Each candle holds one spell.

Effectively, the candle caster gains the Scribe Scroll feat

using an alternative medium (see page 84 of the *Player's*

Handbook). All rules, XP costs, and expenses that apply to Scribe

Scroll also apply to this ability. A candle normally illuminates a 5-foot-radius and burns for 1 hour, but a scribed candle burns as noted below. A burning candle cannot be



TABLE 3-7: THE CANDLE CASTER

Class Level	Base		Fort Save	Ref Save	Will Save	Special	Spells per Day
	Attack Bonus						
1st	+0		+0	+0	+2	Scribe candle	+1 level of existing class
2nd	+1		+0	+0	+3	Extend candle	+1 level of existing class
3rd	+1		+1	+1	+3	Unfettered candle	+1 level of existing class
4th	+2		+1	+1	+4	Enlarge candle	+1 level of existing class
5th	+2		+1	+1	+4	Dipped candle	+1 level of existing class
6th	+3		+2	+2	+5	Empower candle	+1 level of existing class
7th	+3		+2	+2	+5	Quick light	+1 level of existing class
8th	+4		+2	+2	+6	Heighten candle	+1 level of existing class
9th	+4		+3	+3	+6	Striped candle	+1 level of existing class
10th	+5		+3	+3	+7	Maximize candle	+1 level of existing class

extinguished unless the candle caster wills it (although *dispel magic* still suppresses the effect as it would for any other magic item).

To have any chance of activating a stored spell, the candle caster must meet the usual requirements for successfully reading a scroll. The stored spell must be of a type she can cast and on her class list, and she must have the requisite ability score to cast the spell (for example, Intelligence 15 for a wizard casting a 5th-level spell). Even then, she must make a caster level check (DC = scribed candle's caster level +1) to cast the spell correctly. If she fails, the spell is lost, and she must make a Wisdom check (DC 5) to avoid a mishap (see page 203 of *DUNGEON MASTER'S Guide*).

Identify the Candle: To activate a prepared candle, the candle caster must first identify it. This requires a Spellcraft check against a DC of 15+ spell level. (If it is a candle she scribed, this step is unnecessary).

Light the Candle: Lighting the candle is best done using a tindertwig. Doing so is a standard action, which is subject to disruption just as casting a spell would be. Lighting the candle by a slower method, such as flint and tinder or even a magnifying glass, is a full-round action under the best of circumstances, and definitely draws an attack of opportunity.

A candle caster can "light defensively" by making a successful Concentration check (DC 15). This preempts an attack of opportunity, but if she fails the check she does not light the candle. Alternatively, the candle caster can suffer the attack of opportunity, and if hit, attempt a Concentration check (DC 10+points of damage taken) to light the candle anyway.

Candle Effect: A successfully lit candle automatically activates the stored spell at the beginning of the candle caster's action in the next round (which does not draw an attack of opportunity). It works exactly like a spell prepared and cast the normal way. However, since she lit the candle during the previous round, the candle caster can take normal actions on the same round the candle's spell takes effect.

The flame of the burning candle mimics the triggered spell's duration. Thus, an instantaneous spell causes the candle to flare and burn out immediately, while a candle scribed with a spell having a longer duration burns for that length of time. However, if the flame is extinguished before the spell expires, the spell's duration is cut short.

A scribed candle may incorporate any number of the special enhancements noted below, as long as their combined requirements do not make the spell take up a spell slot higher than the caster's normal maximum.

Extend Candle: At 2nd level, the candle caster can extend the duration of spells stored in a candle. Effectively, she gains the Extend Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Extend Spell also apply to extended candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

Unfettered Candle: At 3rd level, the candle caster learns how to store spells in candles that can be triggered

by people other than herself. Effectively, she gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules, XP costs, and expenses that apply to Brew Potion also apply to this ability. Like a potion, only spells of 3rd level and lower can be scribed in an unfettered candle. Any creature who successfully lights the unfettered candle, following the procedure described above, is targeted by the candle's stored spell at the beginning of the creature's next turn in the round. An unfettered candle otherwise works exactly like a normally scribed candle.

Enlarge Candle: At 4th level, the candle caster can double the range of spells she stores in a candle. Effectively, she gains the Enlarge Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Enlarge Spell also apply to enlarged candles, and the scribed spell takes up a spell slot one level higher than the spell's actual level.

Dipped Candle: At 5th level, the candle caster refines her chandler's craft to the point where she can store two spells in the same candle. She must scribe each spell separately, paying full XP and gp costs for both, and must specify the order in which the spells take effect. The first spell is triggered normally by successfully lighting the scribed candle; when the duration of the first spell ends, the second power stored in the candle automatically triggers. If the first spell is suppressed by *dispel magic*, or the candle caster ends the effect voluntarily, the second effect does not trigger but is not lost. The candle caster can trigger the second effect by relighting the candle. If the second spell requires a target, the candle caster can target the effect when it activated as if casting the spell normally, as long as she is within 30 feet of the lit candle. Otherwise, the candle is the default center of effect. The two spells maybe differentiated by color; for example, the top half of the candle is yellow while the bottom is blue.

Empower Candle: At 6th level, the candle caster can increase all variable, numeric effects of a spell she stores in a candle. Effectively, she gains the Empower Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Empower Spell also apply to empowered candles, and the scribed spell takes up a spell slot two levels higher than the spell's actual level.

Quick Light: At 7th level, the candle caster learns to activate her candles more quickly. The act of lighting the candle takes no less time, but the stored spell takes effect as soon as the candle is lit (not on the candle caster's next turn).

Heighten Candle: Upon reaching 8th level, the candle caster can increase the effective level of a spell stored in a candle. Effectively, she gains the Heighten Spell metamagic feat (see page 82 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Heighten Spell also apply to heightened candles, and the scribed spell takes up a spell slot at the new level.

Striped Candle: At 9th level, the candle caster further refines her ability to store two spells in the same candle. She must still scribe each spell separately,

paying full XP and gp costs for both. Successfully lighting the scribed candle triggers both stored spells simultaneously, and the candle caster chooses any targets for both effects. The two spells may be differentiated by color; for example, the left half of the candle is green while the right is red.

Maximize Candle: At 10th level, the candle caster reaches the pinnacle of her craft, gaining the ability to maximize all variable, numeric effects of spells she stores in a candle. Effectively, she gains the Maximize Spell metamagic feat (see page 83 of the *Player's Handbook*), but only when scribing candles. All the rules that apply to using Maximize Spell also apply to maximized candles, and the scribed spell takes up a spell slot three levels higher than the spell's actual level.

Dragon Disciple

"My heart is ancient".

A dragon disciple is different. He always suspected, but the flying dreams confirm it. The experience is so vivid and real that other dreams are as dusty cinders in comparison. Hurling through the sky, unfettered by the earth, the dreamer exults in his beautifully scaled wings pulling him through the clouds. His senses are alive as never before, allowing him to smell, hear, and see with a terrible clarity no mere human can ever really comprehend. A volatile power burns in his lungs, a potency he knows he could unleash with a mere breath. It's almost . . . draconic.

It is known that certain powerful dragons can take humanoid form and even have humanoid lovers. Sometimes a child is born of this union, and every child of that child unto the thousandth generation claims a bit of dragon blood, be it ever so small. Usually, little comes of it, though mighty sorcerers occasionally credit their powers to draconic heritage. For some, however, dragon blood beckons irresistibly. First come the dreams. Many dismiss them as nothing more than wish fulfillment (or even nightmares), and that's the end of it. But a few embrace the dreams, recognizing their allure as a promise. These become dragon disciples, who use their magical power as a catalyst to ignite their dragon blood, realizing its fullest potential.

Dragon disciples prefer a life of exploration to a cloistered existence. Most are sorcerers, but bards sometimes follow the path. Already adept at magic, many pursue adventure, especially if it furthers their goal of finding out more about their draconic heritage. All dragon disciples are drawn to areas known to harbor dragons.

Hit Die: Special (see below).

Requirements

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

Race: Any nondragon (cannot already be a half-dragon).

Knowledge (Arcana): 8 ranks.

Languages: Draconic.

Spells: Ability to cast arcane spells without preparation.

Special: The player chooses a dragon type when taking the first level of this prestige class, subject to the DM's approval.

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Dragon Variety	Breath Weapon	3rd Level	7th Level	10th Level	Save DC
Black	Line* of acid	2d4	4d4	6d4	17
Blue	Line of lightning	2d8	4d8	6d8	18
Greed	Cone** of gas	2d6	4d6	6d6	17
Red	Cone of fire	2d10	4d10	6d10	19
White	Cone of cold	1d6	2d6	3d6	16
Brass	Line of fire	1d6	2d6	3d6	17
Bronze	Line of lightning	2d6	4d6	6d6	18
Copper	Line of acid	2d4	4d4	6d4	17
Gold	Cone of fire	2d10	4d10	6d10	20
Silver	Cone of cold	2d8	4d8	6d8	18

* A line is always 5 ft. high, 5 ft. wide, and 60 ft. long

** A cone is always 30 ft. long.

TABLE 3-8: THE DRAGON DISCIPLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1st	+0	+2	+0	+2	Hit Die increase (d6), +1 natural armor	1
2nd	+1	+3	+0	+3	Claws and bite, ability boost (Str +2)	1
3rd	+2	+3	+1	+3	Breath weapon (1/3)	None
4th	+3	+4	+1	+4	Hit Die increase (d8), ability boost (Str +2)	1
5th	+3	+4	+1	+4	Enlargement, +2 natural armor	1
6th	+4	+5	+2	+5	Hit Die increase (d10)	1
7th	+5	+5	+2	+5	Breath weapon (2/3), ability boost (Con +2)	None
8th	+6	+6	+2	+6	+3 natural armor	1
9th	+6	+6	+3	+6	Wings, ability boost (Int +2)	1
10th	+7	+7	+3	+7	Dragon apotheosis	None

Class Features

All the following are class features of the dragon disciple prestige class.

Weapon and Armor Proficiency: Dragon disciples gain no additional proficiency in any weapon or armor.

Bonus Spells (Sp): Dragon disciples gain bonus spells as they gain levels in this prestige class, as if through having a high ability score, listed in the above table. A bonus spell can be added to any level of spells the disciple already has the ability to cast.

If a character had more than one spellcasting class before becoming a dragon disciple, he must decide to which class he adds the bonus spell(s). Once a bonus spell has been applied, it cannot be shifted.

Hit Die Increase: As a dragon disciple gains levels in this prestige class, his dragon nature expresses itself more. His base Hit Die type increases at 1st, 4th, and 6th level. This is not a retroactive benefit: Beginning at the appropriate level, the dragon disciple rolls for hit points with the increased Hit Die type.

Natural Armor: At 1st, 5th, and 8th level, a dragon disciple becomes more draconic in appearance. His skin develops tiny iridescent scales, nearly invisible at first but becoming more noticeable at higher levels. This provides increasing natural armor bonuses to his base Armor Class, as indicated in Table 3-8 (these bonuses do not stack). As his skin thickens, the dragon disciple takes on more and more of his progenitor's physical aspect.

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

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

Ability Boost: As the dragon disciple gains levels in this prestige class, his ability scores increase as noted in Table 3-8. These increases stack and are gained as if through level advancement.

Breath Weapon (Su): At 3rd and 7th level, the dragon disciple begins to develop his ancestor's signature ability: a breath weapon. The type depends on the dragon variety whose heritage he enjoys. The amount of damage dealt is one-third of full strength at 3rd level, increases to two-thirds at 7th level, and reaches full potency at 10th level (dragon apotheosis). Only the potential damage changes; the area and the save DC are as the full-strength weapon (see below). Regardless of its strength, the breath weapon can be used only once per day. Use all rules for dragon breath (see the Dragon entry in the *Monster Manual*) except as specified here.

Enlargement: At 5th level, the dragon disciple's size increases one step, from Small to Medium-



size or from Medium-size to Large. (A character already of size Large or larger does not get any bigger.) The change in size affects the dragon disciple's base claw and bite damage (see above). In addition, he gains a -1 size modifier to his base attack bonus and Armor Class.

Wings: At 9th level, dragon disciples of size Large and above grow wings. They can now fly at their normal speed (average maneuverability). Smaller creatures have wings only if they already possessed them.

Dragon Apotheosis: At 10th level, the dragon disciple fully realizes his draconic heritage and takes on the half-dragon template. His breath weapon reaches full strength, and he gains an additional 4 points of Strength and 2 points of Charisma. His natural armor bonus increases to +4, and he acquires low-light vision, darkvision (60-ft.-range), immunity to sleep and paralysis effects, and an additional immunity based on the dragon variety (see page 214 of the *Monster Manual* for complete details).

Elemental Savant

"O to be the snowflake, the cleansing flame, the ancient stone, the endless wind!"

Elemental savants study the basic building blocks of existence—air, earth, fire, and water—learning to harness their powers. Eventually they transcend their mortal forms and become elemental beings.

Most elemental savants start out as wizards, although clerics and druids are not unknown. Sorcerers occasionally take this prestige class, but since metamagic feats are of less utility to them, they have difficulty using the class's strengths to their fullest.

NPC elemental savants usually prefer to pursue their studies in solitude or in the company of other elemental savants. Sometimes groups of them gather in places where an element's majesty and power is on display, such as the flanks of a volcano, an island, or a high, windy mountain.

Hit Die: d4.

Requirements

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

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Energy Substitution (acid, cold, electricity, or fire).

Spells: Ability to cast at least three spells with one of the acid, cold, electricity, or fire descriptors and at least one summon spell. At least one of these spells must be 3rd level or higher. Alternatively, the character must be able to cast at least one spell of 3rd level or higher and have access to one of the following clerical domains: Air, Earth, Fire, or Water.

Special: The elemental savant must have made prior peaceful contact with an elemental or with an outsider having an elemental subtype (Air, Earth, Fire, or Water).

Class Skills

The elemental savant's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the elemental savant class.

Weapon and Armor Proficiency: Elemental savants gain no additional proficiency in any weapon or armor.

Spells per Day: When a new elemental savant level is gained (except at 10th level), the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an elemental savant, she must decide to which class she adds the new level for purposes of determining spells per day.

Elemental Transition: Beginning at 1st level, the elemental savant begins to transcend her mortal form, on the path toward becoming an elemental creature. On first taking this prestige class, she chooses an element, which must be allied with a type of energy she can substitute using Energy Substitution. Each element also has an opposing element and energy form, as shown below. The elemental savant cannot use Energy Substitution to

TABLE 3-9: THE ELEMENTAL SAVANT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Elemental transition, resistance +5	+1 level of existing class
2nd	+1	+0	+0	+3	Elemental focus +1	+1 level of existing class
3rd	+1	+1	+1	+3	Elemental penetration +1	+1 level of existing class
4th	+2	+1	+1	+4	Elemental transition, resistance 10	+1 level of existing class
5th	+2	+1	+1	+4	Elemental focus +2	+1 level of existing class
6th	+3	+2	+2	+5	Elemental penetration +2	+1 level of existing class
7th	+3	+2	+2	+5	Elemental transition, resistance 15	+1 level of existing class
8th	+4	+2	+2	+6	Elemental focus +3	+1 level of existing class
9th	+4	+3	+3	+6	Elemental penetration +3	+1 level of existing class
10th	+5	+3	+3	+7	Elemental perfection, immunity	—

insert a type of energy opposed to her chosen element. For example, an air elemental savant can substitute lightning for another form of energy in a spell, but she is prohibited from substituting acid.

Element	Allied Energy	Opposing Element and Energy
Air	Electricity	Acid, Earth
Earth	Acid	Air, Electricity
Fire	Fire	Cold, Water
Water	Cold	Fire

At 1st level, the elemental savant becomes immune to magical sleep effects.

At 4th level, she gains darkvision with a range of 60 feet and immunity to paralysis.

At 7th level, she gains immunity to stunning.

Resistance (Ex): As the elemental savant gains levels in this prestige class, she becomes more resistant to the type of energy allied with her chosen element. At 1st level, she gains resistance 5 against this energy form. This rises to resistance 10 at 4th level, resistance 15 at 7th level, and complete immunity when she becomes an elemental being (at 10th level).

Elemental Focus (Ex): Beginning at 2nd level, the elemental savant learns to better manipulate energy allied with her chosen element. The save DC for any spell using that type of energy increases +1. This rises to +2 at 5th level and +3 at 8th level. These increases are cumulative with those granted by the Spell Focus and Greater Spell Focus feats.

Elemental Penetration (Ex): Beginning at 3rd level, the elemental savant further refines her ability to wield energy allied with her chosen element. When she casts a spell using that type of energy, she gains a +1 competence modifier on caster level checks (1d20 +caster level) to beat a creature's spell resistance. At 6th level, this modifier increases to +2, and at 9th level it increases to +3. These increases are cumulative with those granted by the Spell Penetration and Greater Spell Penetration feats.

Elemental Perfection: At 10th level the elemental savant, through long association with elemental entities and extensive study of their secrets, completely transcends her mortal form to become an elemental creature. Her type changes to «elemental», which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*. She

gains an elemental creature's immunity to poison, sleep, paralysis, and stunning and is no longer subject to critical hits or flanking.

The elemental savant gains the speed and movement modes, special attacks, and special qualities of a medium elemental of the appropriate type, as noted in the *Monster Manual*, except that the save DC against her elemental attack form, if any (whirlwind, burn, or vortex) is 20+her Constitution modifier.

Upon achieving this state, the elemental savant's appearance undergoes a minor physical change, usually to the skin or eyes. An earth elemental savant, for example, might acquire gemlike eyes and hard, pebbly skin. Anyone who shares the elemental savant's predilection for study of her chosen plane immediately recognizes her transcendent nature. She gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with creatures having her elemental type and with other elemental savants who have chosen her element.

Elemental perfection is not without cost. The elemental savant can be hedged out by a *magic circle* spell against her alignment. She also takes double damage from energy attacks allied with her opposing element unless the attack allows a saving throw for half damage, in which case she takes half damage even on a successful save.

Immunity (Ex): At 10th level, the elemental savant is completely comfortable with energy allied with her chosen element. She gains immunity to that type of energy, in addition to the immunities granted by her elemental form (see Elemental Perfection below).



Fatespinner

"Keep trying. I have a feeling your luck will change—soon".

Some people are lucky. Others, less so. And a few make their own luck.

A fatespinner (also called a «mage of many fates») is pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not, as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that unthinking drive—with prejudice. He can increase the probability of events in his favor, at the expense of a greater probability of undesirable events.

Any arcane spellcaster who has cursed his bad luck is a potential candidate for this prestige class. Who has not fired off a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner is all about applying some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Die: d4.

Requirements

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

Knowledge (arcana): 8 ranks.

Knowledge (any): 8 ranks.

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The fatespinner must have avoided death (or severe calamity) by the machinations of fate. For instance, if he misses a ferry crossing to the nearby Isle of Sadonne due to a strange premonition that caused him to tarry overlong at the landing, and learns that the ferry was lost with all aboard to a sudden storm, it can be said that fate has spared him.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier

Class Features

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

Weapon and Armor Proficiency: A fatespinner gains no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the

fatespinner class, as well as at 7th level, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a fatespinner, he must decide to which class he adds the new level for purposes of determining spells per day.

Spin Fate (Ex): The mage of many fates understands that "chance" is less random than many believe, and he can adjust the probability of certain events. This is an extraordinary ability.

When a fatespinner casts a spell that allows a saving throw, he can choose to subtract 2 from the spell's save DC (making it easier for the target to resist)—neither more nor less. He stores the 2 points as a sort of spell karma called "spin". Each time he so adjusts a spell, he accumulates another 2 points of spin. At any one time, the fatespinner can store a maximum spin value equal to his caster level (the total of all spellcasting class levels, including this prestige class). For example, a 5th-level wizard/1st-level fatespinner can store up to 6 points of spin at any one time.

The fatespinner can use accumulated spin to boost the save DC of other spells he casts, adding up to 3 points of spin to any one spell. Thus, the above 5th-level wizard/1st-level fatespinner can increase the Will save DC of a *charm person* spell he casts by up to +3. If he spends all 3 points, his spin «balance» drops to 3.

Sometimes more points are subtracted from save DCs than can be accumulated as spin. In this case, the excess is lost. If the above spellcaster were to reduce the save DCs of two spells before using his spin again, he would accumulate 4 points of spin. Since his maximum is 6 not 7, the extra point is lost.

Note: You can't cheat fate. A fatespinner accumulates no spin from casting spells on targets who voluntarily fail their saving throws. Nor can he accumulate spin by reducing the save DC of a benign spell cast on a friend or a meaningless inanimate object. Only where the outcome of the spell is important to the fatespinner's own fate can he use this ability.

TABLE 3-10: THE FATESPINNER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Spin fate	
2 nd	+1	+0	+0	+3	Resist fate	+1 level of existing class
3 rd	+1	+1	+1	+3	Fickle finger of fate	
4 th	+2	+1	+1	+4	As fate would have it	+1 level of existing class
5 th	+2	+1	+1	+4	Spin destiny	
6 th	+3	+1	+2	+5	Deny fate	+1 level of existing class
7 th	+3	+2	+2	+5	Luck of the wind	+1 level of existing class
8 th	+4	+2	+2	+6	As fate would have it	+1 level of existing class
9 th	+4	+3	+3	+6	Seal fate	
10 th	+5	+3	+3	+7	Favored one	+1 level of existing class

Resist Fate (Ex): At 2nd level, the fatespinner develops extraordinary good luck. Once per day, may reroll one roll that he has just made. He must take the result of the reroll, even if it's worse than the original roll. If the fatespinner has levels of cleric with the Luck domain, this benefit stacks with that domain's granted power.

Fickle Finger of Fate (Ex): On reaching 3rd level, the fatespinner gains the extraordinary ability to affect the luck of others. Once per day, he may reroll one roll that another creature—friend or enemy—has just made. That creature must take the reroll, even if it's worse than the original roll.

Fickle finger of fate takes place outside the normal initiative order? but fatespinner still can't use it if he is caught flat-footed. He must be able to see the recipient to use this ability.

Note: The fatespinner must decide whether to reroll before the results of the roll in question are applied; otherwise he must wait for another opportunity. He is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The fatespinner player should notify the DM prior to a foe's roll, stating his intention to use this ability immediately if the outcome appears undesirable.

As Fate Would Have It: At 4th and 8th level, fate conspires with circumstance to bring about a useful, if rather mundane, result. The fatespinner learns a bonus metamagic feat.

Spin Destiny (Ex): Beginning at 5th level, the fatespinner more clearly apprehends the matrix of reality and can use accumulated spin to adjust other "random" events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to boost any skill check, attack roll, or saving throw. However, he can't subtract points from these checks to accumulate spin.

In addition, he can apply a number of points of spin up to his caster level (which is still the maximum spin he can store) to skill checks, attack rolls, or saving throws. For example, a 5th-level wizard/5th-level fatespinner could apply up to 10 points of spin to a desired check, assuming had enough scored.

Deny Fate (Ex): At 6th level, the fatespinner's control of chance becomes stronger. He can now reroll a roll, as with Resist Fate, twice per day. This also stacks with the Luck domains granted power.

Luck to the Wind (Ex): On reaching 7th level, the mage of many fates can appease chance by "throwing luck to the wind". This is an extraordinary ability. He chooses whether or not to use this power each time he casts a spell that allows a saving throw. The save DC for a spell so adjusted is 1d20+spell level+caster's Charisma or Intelligence modifier (whichever is greater). The fatespinner rolls the d20 when he casts the spell. He can also enhance the spells by adding up to 3 points of spin to the spell's save DC, or accumulate spin by deducting 2 points from it, but not both. This cannot be further adjusted by other abilities such as spin destiny.

Seal Fate (Sp): At 9th level, the fatespinner can meddle in matters literally of life and death. Once per day, he can

attempt to seal the fate of one other creature as a spell-like ability. As a standard action, the fatespinner selects a size Large or smaller target creature he can see within 100 feet and speaks the words, "Your fate is sealed". The target must make a successful Fortitude save (DC 20) or die. Even if the save is successful (or if the Target is Huge or larger), it instead takes 3d6+13 points of damage. The fatespinner may add spin to increase the Fortitude save DC, the amount of damage dealt, or both, as desired.

Favored One: On attaining 10th level, the fatespinner is favored by chance, rising above the common animal caught in the web of reality it can't see or appreciate. His type changes to "outsider", which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as *charm person*, but he can be hedged out by a *magic circle* spell against his alignment. The Favored One can store a maximum value of spin equal to twice his caster level.

Mage of the Arcane Order

"Wait... wait... I've just about got it".

Also called a "guildmage", this is a spellcaster who belongs to a academy and guild known as the Arcane Order (see Chapter 1). In casual conversation, the academy is called the Order, or sometimes «that college of wizardry». It is both a school for fledgling spellcasters and a guild for those of advanced knowledge and power.

The Arcane Orders charter is twofold, its first tenet is advancing magical knowledge through both ongoing research and archeological investigation of lost arcane disciplines. A good portion of research is centered around elucidating a "magical grammar" of the great power wielded in ages past, and this research has borne wondrous fruit: metamagic feats. The second tenet is the support and welfare of the Order's membership, initially through arcane schooling and later through companionship, resources, boarding, and access to the Spellpool (see below). Although nonwizards can benefit somewhat from what the Order has to offer, its emphasis on wizardry deters most applicants.

NPC guildmages often join adventuring companies of nonspellcasters who are not affiliated with the Order. Thus, they could be encountered anywhere adventure beckons. However, a guild member in good standing returns when he can to the campus, pay his required dues, and does his part in the upkeep of the Spellpool.

Hit Die: d4.

Requirements

To qualify to become a mage of the Arcane Order, a character must fulfill all the following criteria.

Knowledge (Arcana): 8 ranks.

Feats: Two metamagic feats, one of which must be Cooperative Spell.

Spells: Ability to prepare and cast arcane spells of 2nd level or higher, fee of 750 gp.

Special: Prospective members must pay an initiation fee of 750 gp.

Class Skills

The mage of the Arcane Order's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the mage of the Arcane Order prestige class.

Weapon and Armor Proficiency: Arcane Order casters gain no additional proficiency in any weapon or armor.

Spells per Day: When a new mage of the Arcane Order level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class.

He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mage of the Arcane Order, he must decide to which class he adds the new level for purposes of determining spells per day.

Guild member: A «guild-level» mage of the Arcane Order pays monetary dues and accepts various duties in return for various benefits. The dues are 30 gp per month. Duties include putting in an appearance on campus at least once every six months and accepting any special commissions handed down by senior members. A guildmage who falls into arrears on his dues by more than three months has his membership revoked and loses access to the Spellpool. Reinstating membership is difficult. However, ex-members do not lose any spells or metamagic feats they had gained while in good standing.

A member in good standing may board at the Arcane Order campus between adventures, paying only 5 sp per day for common-quality meals and lodging. At his leisure, he may browse the Order's well-respected library, which is stocked with tomes on both mundane and arcane lore (though no spells are located here). Likewise, he may use the common laboratory facilities when creating a minor or medium magic item (although material costs remain out-of-pocket). Furthermore, he is free to read and post notices to the «job-board», a mundane medium whereby fellow members of the Order pass information, advertise their interest in a research topic or adventure, or attempt to sell an interesting oddity,

TABLE 3-11: THE MAGE OF THE ARCANE ORDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Guild member, Spellpool I	+1 level of existing class
2nd	+1	+0	+0	+3	Research breakthrough	+1 level of existing class
3rd	+1	+1	+1	+3	Bonus language	+1 level of existing class
4th	+2	+1	+1	+4	Spellpool II	+1 level of existing class
5th	+2	+1	+1	+4	New spell	+1 level of existing class
6th	+3	+2	+2	+5	Bonus language	+1 level of existing class
7th	+3	+2	+2	+5	Spellpool III	+1 level of existing class
8th	+4	+2	+2	+6	New spell	+1 level of existing class
9th	+4	+3	+3	+6	Research breakthrough	+1 level of existing class
10th	+5	+3	+3	+7	Regent	+1 level of existing class

magical or otherwise. Last but not least, members form professional ties with their fellow wizards, possibly leading to lasting friendships or at least allies.

Spellpool (Sp): Beginning at first level, mages of the Arcane Order can call spells from a common source, the Spellpool. This is a spell-like ability. New members receive a special focus (a small trinket chosen by the spellcaster, such as a ring, brooch, scarf, or other portable item) at the time of their initiation. The focus allows access to the Spellpool and works only for its owner. If he loses his focus, he must undergo another initiation. The range of available spells increases at levels 4 and 7. See the Spellpool section, below.

Research Breakthrough: At 2nd and 9th levels, a mage of the Arcane Order gains sudden insight from studying the reconstructed texts of ancient magical grammars. He gains a bonus metamagic feat.

Bonus Language: At 3rd and 6th levels, the guildmage's access to the Order's superb library and resources allow him to learn a new language.

New Spell: When a mage of the Arcane Order reaches 5th and 8th level, a fellow wizard allows the character to copy a spell from his or her spellbook (chosen by the player, subject to the DM's approval). He does not need to make a Spellcraft check, although specialist wizards still cannot learn spells from prohibited schools.

Regent: A 10th-level mage of the Arcane Order is awarded the status of regent. He no longer pays dues but continues to receive all the benefits of guild membership. A regent gains a +2 competence modifier on all Charisma-based interaction checks when dealing with lower-level members of the Order.

The regents set the Arcane Order's rules and policies, meeting each month in the Council of Regents. A regent must attend six Council meetings in one year or be removed from the Council and lose his regent status (he loses no other benefits of guild membership). Enacting new policies or eradicating old ones requires a three-fifths majority vote to pass.

Generally, the Council hands out commissions for lower-level mages of the Arcane Order to perform on behalf of the guild. An individual regent may also head up a special group of lower-level members to accomplish a specific goal, such as investigating a crime committed using magic, undertaking an archeological dig of an ancient site of wizardry, or some other important task.

The Spellpool

A magical reservoir of spell energy is bound into a special matrix in a guarded vault in Mathghamhna's sublevel. Using his guild focus, a mage of the Arcane Order can «call» spells from this common resource at need.

Calling a Spell: Calling a spell from the Spellpool can be done at any distance but requires the caster to have an open, unused spell slot of the appropriate level. Wizards preparing spells for the day decide at that time whether to leave some spell slots open. The spellcaster can call only for spells of a level that he could normally cast. He can call a number of spells per day whose total levels are equal to or less than half his caster level (minimum of one). For example, a 5th-level wizard can call one 2nd-level spell or two 1st-level spells per day, assuming he has slots available and his Spellpool Debt isn't too high (see below).

When the caster calls a spell, he takes a full-round action to concentrate on his focus (which draws attacks of opportunity). The spell appears in the caster's mind at the beginning of his next turn in the round and can be used immediately. However, if he does not cast the called spell within 1 minute per caster level, it fades from his mind as though cast. Wizards cannot learn the called spell, despite its temporary presence, though of course they could later attempt to learn a spell of the same name through standard means.

Spell Availability: Three stages of access to the Spellpool exist. A member first joining the Order gains Spellpool I privileges, which grants access to spells of 1st to 3rd level. Spellpool II allows 4th- to 6th-level spells, and Spellpool III grants 7th- to 9th-level spells. No 0-level spells are available, but the Spellpool can provide any other spell on the wizard/sorcerer spell list in the *Player's Handbook*, as well as any additional spells designated by the DM.

Spellpool Debt: Every time a spellcaster calls a spell, he incurs a debt. He must return an «energy packet» to the Spellpool: a spell he has prepared (or can cast in the sorcerer's case) of equal level to that called, or a number of spells whose combined levels total the level of the spell called. For instance, the Spellpool debt for a 5th-level spell is 5 levels, which could be paid off with another 5th-level spell or any combination of spells whose levels total 5. Returning a spell is a full-round action, like calling a spell, and depletes a prepared spell slot, or uses up a spell slot for the day, as if the spell had been cast.

The debt need not be repaid immediately. In fact, a spellcaster can accumulate a Spellpool debt equal to three times his caster level (including levels in this prestige class) before facing penalties. Thus, 5th-level sorcerer/5th-level mage of the Arcane Order could call up to 30 levels of spells from the Spellpool. However, upon incurring 31 or more spell-levels of debt, his access to the Spellpool is automatically suspended until he reduces the debt to 30 or below.

Nothing prevents a spellcaster from paying ahead of time, giving him a «positive balance», so to speak. Likewise, another guild member may agree to pay off or make a payment toward a caster's Spellpool debt in return for a service, money, or other consideration. A spell currency of a sort has developed within the Arcane Order, where spellcasters often pay each other with levels of Spellpool debt (informally called «charms»).

Mindbender

"You're doing splendidly. Keep up the good work!"

Mindbenders seek to control the thoughts and dreams of others. From an early age, those destined to walk this path learn little tricks of manipulation to get their way. Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage. Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up advancing in caster level, but they instead gain ever-greater ability to alter and eventually command the will of others. Anyone who is ready to sacrifice magic for manipulation is a suitable candidate.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest. It is not unknown for one mindbender to secretly control another - such is considered the perfect front. Possessing the power to control other's minds doesn't ensure immunity to the same treatment.

Hit Die: d4.

Requirements

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

Bluff: 4 ranks.

Diplomacy: 4 ranks.

Intimidate: 4 ranks.

Sense Motive: 4 ranks.

Feat: Leadership (see page 45 of *DUNGEON MASTER'S Guide*).

Spells: Ability to cast arcane spells of 3rd level or higher.

Class Skills

The mindbender's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

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

Weapon and Armor Proficiency: A mindbender gains no additional proficiency in any weapon or armor.

Spells per Day: At 1st, 3rd, 5th, 6th, 7th, and 9th level gained in the mindbender class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mindbender, he must decide to which class he adds the new level for purposes of determining spells per day.

Telepathy (Su): At 1st level, the mindbender unlocks one of the most basic elements of his mental craft, gaining the supernatural ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): The mindbender is a consummate student of manipulation, be it magical or mundane. At 1st, 5th, and 7th level, he receives a +6 competence modi-



TABLE 3-12: THE MINDBENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Telepathy, skill boost	+1 level of existing class
2nd	+1	+3	+0	+3	Suggestion	
3rd	+1	+3	+1	+3	Mindread	+1 level of existing class
4th	+2	+4	+1	+4	Beguile	
5th	+2	+4	+1	+4	Skill boost	+1 level of existing class
6th	+3	+5	+2	+5	Friends forever	+1 level of existing class
7th	+3	+5	+2	+5	Skill boost	+1 level of existing class
8th	+4	+6	+2	+6	Dominate	
9th	+4	+6	+3	+6	Mass beguile	+1 level of existing class
10th	+5	+7	+3	+7	Thrall	

fier on any of the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. The character can apply the entire bonus to one skill or split it among several, as he desires.

Suggestion (Su): At 2nd level, the mindbender can influence the actions of a living creature of size Large or smaller twice per day. Also called «pushing», this is a supernatural, mind-affecting ability that suggests a course of activity (limited to a sentence or two). A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion. The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first. It is otherwise identical to the *suggestion* spell (see page 257 of the *Player's Handbook*).

Mindread (Su): At 3rd level, the mindbender learns to read the surface thoughts of a living creature. Twice per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 17) to resist the effect. Reading the mind of a creature requires concentration but draws no attack of opportunity. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect lasts for up to 10 minutes, or when the mindbender ceases concentration.

Beguile (Su): At 4th level, the mindbender can beguile any single living creature of size Large or smaller. Once per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 18) to resist the effect. The creature gains a +5 modifier on its saving throw if it is currently being attacked by the mindbender or his allies. Beguiling a creature is a standard action that does not draw an attack of opportunity. If successful, the creature regards the mindbender as its trusted friend and ally, as though under the effect of a *charm person* spell (see page 183 of the *Player's Handbook*). It is not necessary to know the creature's language—the ability is exercised telepathically.

Friends Forever (Su): On reaching 6th level, the mindbender tightens his mental control over others. A creature he has beguiled using that supernatural ability (see above) becomes his permanent friend, unless the mindbender does something obviously harmful to the creature or orders it to take an action that is suicidal or

utterly against its nature (which breaks the friendship). This is a supernatural, mind-affecting ability. A mindbender can have only two such friends at one time. The effect is temporarily suppressed if the target is warded by *protection from evil*. It is permanently broken by a successful *dispel magic* against caster level 14.

Dominate (Su): At 7th level, the mindbender can dominate any single living creature of size Large or smaller once per day. He chooses a target within 100 feet, which must succeed at a Will save (DC 19) to resist the effect. This is a supernatural, mind-affecting ability, creating a compulsion effect, and takes a standard action that does not draw an attack of opportunity. The effect lasts for 3 days. It is otherwise identical to the *dominate person* spell (see page 197 of the *Player's Handbook*).

Mass Beguile (Su): On reaching 9th level, the mindbender can extend his influence to several beings. Once per day, he can use his beguile ability (see above) against a number of appropriate targets whose combined Hit Dice do exceed 40. This is a supernatural, mind-affecting ability that can be used in addition to beguiling a single creature. If more potential targets exist than the mindbender can affect, he chooses them one at a time until he exceeds the Hit Die limit.

Thrall (Su): At 10th level, the mindbender's mental mastery reaches its pinnacle. Any creature that he has dominated (see above) becomes his permanent thrall. A mindbender can have only one thrall at a time. A *protection from evil* spell does not interrupt this influence, but it can be permanently broken by a successful *dispel magic* against caster level 18.

Pale Master

"The dead aren't so bad once you get to know them"

Necromancy is usually a poor choice for arcane spellcasters—those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead but refuse to give up their arcane craft completely. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

Many pale masters still end up supplementing their arcane power with levels of divine magic. The mixture of "pale lore" and clerical abilities to sway, create, command,

and destroy undead can be a potent one.

NPC pale masters head special strike groups comprising lesser undead, supplemented as needed with more powerful, summoned undead. Sometimes they serve or act in collusion with powerful evil characters, such as true necromancers or divine spellcasters with Death as one of their domains. Wherever pale masters go, undead follow. Often it is difficult to tell a pale master from the undead that he surrounds himself with.

Hit Die: d6.

Requirements

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

Alignment: Any nongood.

Knowledge (Religion): 8 ranks.

Feat: Skill Focus (Knowledge [religion]).

Spells: Ability to cast arcane spells of 3rd level or higher.

Special: The candidate must have spent three or more days locked in a tomb with animate undead. This contact may be peaceful or violent. A character who is slain by the undead and later raised still meets the requirement, although the resulting level loss may delay compliance with other prerequisites.

Class Skills

The pale master's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the pale master prestige class.

Weapon and Armor Proficiency: Pale masters gain no additional proficiency in any weapon or armor.

Spells per Day: At every second level gained in the pale master class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have

gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a pale master, he must decide to which class he adds the new level for purposes of determining spells per day.

Bonemail: The pale master has an instinctive feel for bone and can craft necromantic armor composed of interlocking bones. His appreciation for all things dead allow him to wear the bonemail like a second skin—that is, natural armor, which does not interfere with arcane spellcasting. Only pale masters gain any benefit to Armor Class from wearing bonemail.

At 1st level, the bonemail grants a +2 natural armor bonus to its wearer. At 4th level, the pale master's mastery over this unusual medium allows him to move more naturally within the armor, granting him a +4 natural armor bonus. Finally, at 8th level, the pale master becomes a true bone artisan, receiving a +6 natural armor bonus from his bonemail. These increased bonuses are the result of greater expertise in wearing the armor, so bonemail created by a higher-level pale master confers only the natural armor bonus appropriate to the wearer's level.

Animate Dead (Sp): At 2nd level, the pale master begins to exercise control over the undead. Once per day as a spell-like ability, he can use *animate dead* without need of a material component. Levels of this prestige class count as caster levels for this purpose. All other level restrictions of *animate dead* still apply. For example, a 6th-level sorcerer/2nd-level pale master can only animate up to 8 HD of undead with a single use of this ability. Likewise, he can only control up to 16 total HD of undead created using this ability at one time.

Darkvision (Ex): At 3rd level, the dark begins to lose its mysteries to the pale master, who gains darkvision with a 60-foot range. This is an extraordinary ability. If he already has darkvision, its range increases by 60 feet.

Summon Undead (Su): On reaching 4th level, the pale master can summon two undead creatures twice per day as a supernatural ability. This is a standard action that does not provoke an attack of opportunity. The undead appear at the beginning of the pale master's next action, at a point he designates (and can see) within 60

TABLE 3-13: THE PALE MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Bonemail +2	+1 level of existing class
2nd	+1	+3	+0	+3	Animate dead	
3rd	+1	+3	+1	+3	Darkvision	+1 level of existing class
4th	+2	+4	+1	+4	Summon undead, bonemail +4	
5th	+2	+4	+1	+4	Deathless vigor	+1 level of existing class
6th	+3	+5	+2	+5	Undead graft	
7th	+3	+5	+2	+5	Tough as bone	+1 level of existing class
8th	+4	+6	+2	+6	Graft upgrade, bonemail +6	
9th	+4	+6	+3	+6	Summon greater undead	+1 level of existing class
10th	+5	+7	+3	+7	Deathless mastery	

feet, and they act immediately. The pale master may verbally direct the undead to attack, not attack, attack particular enemies, or perform other actions. Summoned undead remain for 1 round per caster level, after which time they disappear (sooner if destroyed in combat). Summoned undead do not count against the pale master's HD total for controlling undead with his animate dead ability (see above).

The pale master's caster level determines the type of undead he can summon, as noted below. Character caster levels count as caster levels for this purpose. If desired, he can summon three less powerful undead in place of the highest-level undead available (for example, instead of two wights, he could summon three ghouls, shadows, or ghosts). All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay.

Caster Level	Undead Summoned
5th	Ghoul
6th	Shadow
7th	Ghast
8th	Wight
9th	Wraith

Deathless Vigor: At 5th level, the pale master's body becomes more akin to the undying flesh of those creatures he associates with. The character gains +3 hit points as though from the Toughness feat.

Undead Graft: At 6th level, the pale master gives in to necrophagic urges too terrible to verbalize. He cuts off his arm and replaces it entirely with an undead prosthetic, which may

be completely skeletal or preserved flesh stitched in place like that of a flesh golem. Regardless of its composition, the limb grants a +4 inherent modifier to the character's Strength. Additionally, the undead graft allows him to use up to two of the following touch attacks per day. These are supernatural abilities, and he can use the same one twice in one day. A touch attack that misses does not count against the daily limit.

Paralyzing Touch (Su): A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes (elves are immune).

Weakening Touch (Su): A living foe hit by the pale master's touch attack takes 1d6 points of temporary Strength damage. A creature reduced to Strength 0 dies.

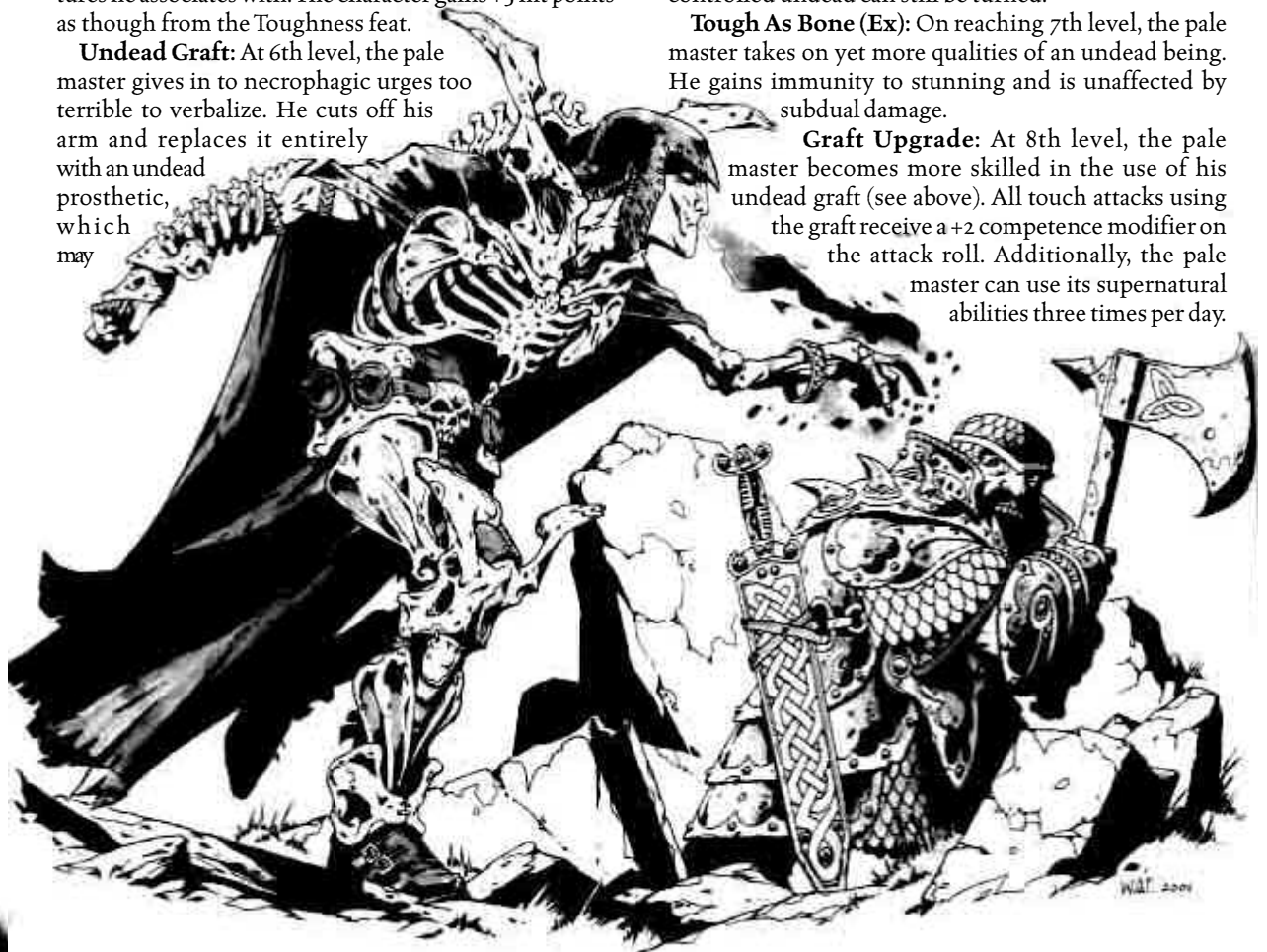
Degenerative Touch (Su): A living foe hit by the pale master's touch attack receives one negative level. The Fortitude save to remove the negative level has a DC of 14.

Destructive Touch (Su): A living foe hit by the pale master's touch attack must succeed at a Fortitude save (DC 14) or take 1d6 points permanent Constitution drain.

Commanding Touch (Su): If the pale master makes a successful touch attack against an undead foe with HD equal to or less than his caster level, it comes under his command for a number of rounds equal to his caster level. When the duration expires, the undead creature returns to its former allegiance, if any. The newly controlled undead can still be turned.

Tough As Bone (Ex): On reaching 7th level, the pale master takes on yet more qualities of an undead being. He gains immunity to stunning and is unaffected by subdual damage.

Graft Upgrade: At 8th level, the pale master becomes more skilled in the use of his undead graft (see above). All touch attacks using the graft receive a +2 competence modifier on the attack roll. Additionally, the pale master can use its supernatural abilities three times per day.



Summon Greater Undead (Su): At 9th level, the pale master may summon one powerful undead creature once per day as a supernatural ability. The pale master's caster level determines the type of creatures he can summon, as noted below. If desired, he can summon two less powerful undead in place of the highest-level undead available (for example, instead of one vampire, he could summon two mummies or spectres).

All summoned undead have +4 turn resistance, in addition to any turn resistance they already possess, for the duration of their stay. This ability is otherwise identical to the summon undead ability (see above).

Caster Level	Undead Summoned
9th	Mummy
10th	Spectre
11th	Vampire*
12th	Ghost**

* Summoned vampires have a CR equal to 1 less than the pale master's effective caster level.

** Summoned ghosts have the following ghostly abilities in addition to manifestation: malevolence, horrific appearance, and corrupting gaze.

Deathless Mastery: On reaching 10th level, the pale master is now a scion of the deathless arts. His body becomes partly mummified, and he is no longer subject to critical hits. Moreover, he gains access to the pale master touch using his undead graft (see below) and can call on the powers granted by the prosthetic four times per day.

The pale master is now served constantly by an undead vassal with total HD no greater than his caster level (including levels of this prestige class). He chooses an undead type from those he can personally animate or summon, and it obeys his every command. The vassal gains +4 turn resistance (which stacks with any turn resistance it already possesses but not with the +4 turn resistance of summoned undead). The vassal's HD do not count against the pale master's HD total for controlling undead (see above).

Deathless Master Touch (Su): A living foe of size Large or smaller hit by the pale master's touch attack must succeed at a Fortitude save (DC 17) or die. A slain creature automatically animates 1 round later as though with the pale master's animate dead ability (see above) and is under his control. Undead created using this power do count against the pale master's HD total for controlling undead.

Spellsword

"I've got your magic sword right here"

The dream of melding magic and weaponplay is fulfilled in the person of the Spellsword. A student of both arcane rituals and martial techniques, the Spellsword gradually learns to cast spells in armor with less chance of failure. Moreover, she can cast spells through her weapon, as well as store spells there for later use.

Despite the name, a Spellsword can use any weapon or even switch weapons. «Spellaxe», «spellspear», and other appellations for this prestige class are certainly possible but not commonly used. The requirements for this prestige class make it most attractive to multiclassed wizard/fighters or sorcerer/fighters, although bard/fighters can meet the requirements just as easily.

Fearing by mages for her ability to cast in armor, and by common swordsmen for her ability to use spells, a Spellsword often walks the world alone.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +4.

Knowledge (any): 6 ranks.

Weapon and Armor Proficiency: All simple and martial weapons and all armor (heavy, medium, and light).

Spells: Ability to cast arcane spells of 2nd level or higher.

Special: Must have defeated a foe through force of arms alone, without recourse to spellcasting or special class abilities.

Class Skills

The Spellsword's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Knowledge (Int), Jump (Str), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

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

Spells per Day: At every second level gained in the Spellsword class, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Spellsword, she must decide to which class she adds the new level for purposes of determining spells per day.

Channel Spell (Su): Once per day as a free action, the Spellsword can cast a spell through her weapon (melee or ranged) as she attacks with it. This is a supernatural ability. The channeled spell counts against the spellsword's normal daily limit and must specify a target. Thus, *sleep* is not eligible since it does not affect a "target creature".

The maximum allowable spell level increases as noted below.



Channel Spell	Maximum Spell Level
I	1 st
II	2 nd
III	3 rd

If desired, the Spellsword can cast two spells of one level lower or three spells of two levels lower. (A 0-level spell is treated as equivalent to a 1st-level spell for purposes of this ability.)

A channeled spell targets the creature hit by the Spellsword's weapon, which still gets a saving throw if the spell allows one. Even if a spell can target more than one creature, channeling it through the weapon limits its effect to the single opponent attacked. If the weapon attack misses, the channeled spell is wasted.

Ignore Spell Failure (Ex): Beginning at 2nd level, the Spellsword's hard work and practice at merging spellplay with weaponplay starts to pay off. As an extraordinary ability, she ignores a portion of the arcane spell failure chance associated with using armor. This reduction starts at 10% and gradually increases to 30% as shown on Table 3-14 above. The Spellsword subtracts the listed percentage value from her total spell failure chance, if any. For instance, a character with scalemail and a small shield normally has a spell failure chance of 30%, but this drops to only 20% for a 2nd-level Spellsword.

Spellsword Cache: At 6th level, the Spellsword learns how to store spells of up to 3rd level in her weapon. Effectively, she gains the Brew Potion feat using an alternative medium (see page 80 of the *Player's Handbook*). All rules,

TABLE 3-14: THE SPELLSWORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Channel spell I	
2nd	+1	+3	+0	+3	Ignore spell failure 10%	+1 level of existing class
3rd	+2	+3	+1	+3	Ignore spell failure 15%	
4th	+3	+4	+1	+4	Channel spell II	+1 level of existing class
5th	+3	+4	+1	+4	Ignore spell failure 20%	
6th	+4	+5	+2	+5	Spellsword cache	+1 level of existing class
7th	+5	+5	+2	+5	Ignore spell failure 25%	
8th	+6	+6	+2	+6	Bonus feat	+1 level of existing class
9th	+6	+6	+3	+6	Ignore spell failure 30%	
10th	+7	+7	+3	+7	Channel spell III	+1 level of existing class

XP costs, and expenses that apply to Brew Potion also apply to this ability, with the following exceptions. Once cached, the spell remains intangible, resonating within the Spellsword's weapon until it is needed. To call on the desired spell, she holds her weapon forth as a standard action that draws an attack of opportunity. The Spellsword absorbs the cached spell's effect through the weapon's pommel. By touching her weapon to another willing individual, she can confer a cached spell on that target.

The Spellsword can store a number of spells in her weapon equal to her level in this prestige class plus her Intelligence score. Cached spells are never accidentally lost during combat. If the weapon is ever broken, all the spells cached therein are immediately ruined.

Bonus Feat: At 8th level, the Spellsword perfects her art, gaining a bonus feat. This must be either a metamagic feat or one drawn from the list of bonus feats allowed to a fighter (see page 37 of the *Player's Handbook*).

True Necromancer

«First, I kill you».

Power corrupts. Power over life and death corrupts absolutely. The power to raise an undying, unkillable servant from the husk of the formerly living is seductively, darkly tempting—and certainly evil. Those who seek such unyielding obedience from the dead willingly tread the path of necromancy.

A character who wishes to become a true necromancer must take levels in both arcane and divine spellcasting classes. Only then does she begin her sinister schooling, learning how to combine the foulest of both into a single, necromantic whole.

NPC true necromancers are usually found singly-living in abandoned graveyards, hidden in the depths of centuries-old catacombs, or lurking in an unhallowed mausoleum. Occasionally necromancers gather into small societies or evil associations, but sooner or later most such groups are stamped out. At least, so think those concerned with the triumph of good over evil in the world. But they have never seen the Bleak Academy.

Hit Die: d4.



Requirements

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

Alignment: Any nongood.

Knowledge (arcana): 8 ranks.

Knowledge (religion): 8 ranks.

Spells: Ability to cast divine spells, one of which must be *animate dead*, and arcane spells, which must include *spectral hand* and *vampiric touch*.

Special: Must have access to the Death domain.

TABLE 3-15: THE TRUE NECROMANCER

Class Level	Base		Fort	Ref	Will	Special	Spells per Day
	Attack Bonus	Save	Save	Save	Save		
1st	+0	+0	+0	+0	+2	Rebuke, necromancer	+1 level of existing class
2nd	+1	+0	+0	+0	+3	Zone of desecration	+1 level of existing class
3rd	+1	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+1	+4	Create undead	+1 level of existing class
5th	+2	+1	+1	+1	+4	Major desecration	+1 level of existing class
6th	+3	+2	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+2	+5	Create greater undead	+1 level of existing class
8th	+4	+2	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+3	+6		+1 level of existing class
10th	+5	+3	+3	+3	+7	Energy drain	+1 level of existing class

Class Skills

The true necromancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier

Class Features

All the following are class features of the true necromancer prestige class.

Weapon and Armor Proficiency: A true necromancer gains no additional proficiency in any weapon or armor.

Spells per Day: When a new true necromancer level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on). She does still gain effective levels for purposes of rebuking undead (see Rebuke below) and casting certain spells (see Necromancer below). If a character had more than one spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day.

Rebuke (Su): The true necromancer has great influence over the living dead. Whenever she gains a level in this prestige class, she also gains an effective level for purposes of rebuking undead. For instance, if a 5th-level cleric/5th-level wizard takes 2 levels of true necromancer, she rebukes undead as a 7th-level cleric.

Necromancer: The true necromancer has unsurpassed power over death. When she casts necromantic spells (from the school of Necromancy or the domain of Death), all her spellcaster levels stack for purposes of determining their effect. She does not gain access to higher-level spells any faster than normal, but the specified spells behave as though cast by someone of that higher level.

For example, a 5th-level cleric/5th-level wizard/2nd-level true necromancer has added her two effective level increases to her wizard class. If she casts an arcane, nonnecromancy spell, her caster level is 7th, while for a divine, nondeath spell, it is 5th. However, if she casts a spell from the Necromancy school or Death domain, her effective caster level is 12th (equal to her character level).

Zone of Desecration (Su): At 2nd level, the true necromancer begins to exert her authority over undead. As a supernatural ability, she is continuously surrounded by a 20-foot-radius area of negative energy. The effect is otherwise identical to the *desecrate* spell (see page 192 of the *Player's Handbook*).

Create Undead (Sp): On attaining 4th level, the true necromancer can *create undead* as a spell-like ability, once per day (see page 189 of the *Player's Handbook*). She must still supply the requisite material components. This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

Major Desecration (Su): At 5th level, the true necromancer extends her authority over undead. The supernatural area of negative energy surrounding her (see Zone of Desecration above) now extends to a radius of 10 feet per spellcaster class level.

Create Greater Undead (Sp): On reaching 7th level, the true necromancer can *create greater undead* once per day as a spell-like ability (see page 189 of the *Player's Handbook*). She must still supply the requisite material component. This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

Energy Drain (Sp): At 10th level, the true necromancer acquires one of the most dreaded powers of the undead. Once per day, she can use *energy drain* as a spell-like ability (see page 199 of the *Player's Handbook*). This ability is considered a necromantic spell (see Necromancer above), so the character's effective caster level is the total of all her spellcaster class levels.

Wayfarer Guide

"Where to?"

The wayfarer guide focuses on honing her skills at instantaneous magical transportation. Unlike spellcasters of other prestigious associations, a wayfarer guide need not devote years of her life to the art of teleportation nor focus her attention overmuch on the pursuit of perfection. Still, she learns secrets of the trade that are only available through employment with the Wayfarers' Union (see Chapter 3: Prestige Classes).

The Union is, at its heart, a transportation service that specialty spellcasters provide for those willing to pay. Wayfarers' Union offices are generally found in large cities, staffed by wayfarer guides who offer a variety of standard services. Particularly qualified wayfarer guides, called «danger wayfarers», are sometimes available to teleport bold clients into dangerous locales, though the price is commensurately higher.

Hit Die: d4.

Requirements

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

Knowledge (arcana): 10 ranks.

TABLE 3-16: THE WAYFARER GUIDE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced capacity	+1 level of existing class
2nd	+1	+0	+0	+3	Extra teleportation	
3rd	+1	+1	+1	+3	Enhanced accuracy	+1 level of existing class

Knowledge (geography): 10 ranks.

Feats: Sanctum Spell, Skill Focus (Knowledge [geography]).

Spells: Ability to cast *teleport*.

Special: A prospective wayfarer guide must join the Wayfarers' Union (although she can later quit without losing previously acquired levels).

Class Skills

The wayfarer guide's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language, and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2+Int modifier.

Class Features

All the following are class features of the wayfarer guide prestige class.

Weapon and Armor Proficiency: Wayfarer guides gain no additional proficiency in any weapon or armor.

Spells per Day: When a wayfarer guide reaches 1st and 3rd level, she gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain all the benefits a character of that class would have gained (metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on). She does still gain effective spellcaster levels. If a character had more than one spellcasting class before becoming a wayfarer guide, she must decide to which class she adds the new level for purposes of determining spells per day.

Enhanced Capacity (Ex): A wayfarer guide can transport material more efficiently. When casting any spell with the «teleportation» descriptor, the wayfarer guide's maximum weight capacity is 100 pounds per caster level (normally 50).

Extra Teleportation: At 2nd level, the wayfarer guide gains an extra 5th-level spell slot, which can be used only for a *teleport* spell. This extra spell slot is gained as if through having a high ability score.

Enhanced Accuracy (Ex): On reaching 3rd level, the wayfarer guide becomes more skilled at arriving on target. When casting any spell with the «teleportation» descriptor, roll d% and consult the Wayfarer's Teleport table below (instead of the Teleport table on page 264 of the *Player's Handbook*).

WAYFARER'S TELEPORT

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01-100	—	—	—
Studied carefully	01-99	100	—	—
Seen casually	01-94	95-97	98-99	100
Viewed once	01-88	89-94	95-98	99-100
Description	01-76	77-88	89-96	97-100
False destination*	—	—	81-92	93-100

* Roll 1d20+80 to determine the result.

CHAPTER 4: TOOLS OF THE TRADE

Arcane spellcasters live and die by their magic, but even the most accomplished wizard or sorcerer needs a little help now and then.

MUNDANE ITEMS

These items have proven popular with many arcane spellcasters. Prices for the items described here are shown on Table 4-1: Mundane Items.

Arcane Lab: This is similar to an alchemist's lab. It includes beakers, bottles, mixing and measuring equipment, cutting tools, and miscellaneous chemicals and substances. It's only absolutely necessary for creating golems, but many sorcerers and wizards have one for potion making and spell research. The lab grants a +2 modifier on Spellcraft checks to determine if a new spell is viable (see Researching New Spells in Chapter 5: Spells).

Arcane Library: This is a collection of at least 200 rare volumes used in spell research. Due to its size and cost, most wizards depend on various professional organizations (see Chapter 1: Arcane Lore) to provide access to a suitable library. Booksellers in large cities and metropolises sometimes have sufficient numbers of the right books, but even then, whole libraries are seldom accumulated at once. It can take a week or more to purchase all the necessary volumes, depending on supply and available transportation.

Familiar Carrier: This is a sturdy hutch or box for safely transporting a familiar. The carrier is made of metal lined with wood and padding to cushion the familiar from impacts. It is equipped with a door that the familiar can open from inside or outside, as well as an internal latch so the familiar can lock itself in. The carrier also has viewports that the familiar can shutter: It offers nine-tenths cover when unshuttered and total cover when shuttered. The carrier has hardness 10, 15 hit points, and a break DC of 23.

Portable Writing Desk: This compact wooden box folds out into a firm writing surface. It has folding legs that let you set it across your lap or prop it up on the ground. It also contains drawers for quills, ink, and other writing supplies.

Reading Lamp: Similar to a bullseye lantern, this lamp comes with an adjustable stand so you can shine the light on the document you're reading.

Scroll Organizer: This long strip of leather has an overlapping series of fifteen pockets sewn along one side, each large enough to hold a scroll of a single spell. When slipped into a pocket, only the top of a scroll shows, allowing you to scan all the titles. The outside is fitted with a clip and a sewn-in pouch so that the organizer can be rolled up into a cylinder, slipped in its own pouch, and sealed against the elements.



SWORD
AND FIST

CHAPTER 2: PRESTIGE CLASSES

"How do you do that?"

—Regdar

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

CAVALIER

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

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

to other nobles often serve their master beyond the battlefield as well, performing such duties as their skills, and their noble lord, see fit.

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

Hit Die: d10.

Requirements

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

Alignment: Lawful.

Base Attack Bonus: +8.

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

Handle Animal: 4 ranks.

Knowledge (Nobility and Royalty): 4 ranks.

Ride: 6 ranks.

Equipment: Masterwork heavy armor and masterwork large shield.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-1: THE CAVALIER

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

Class Features

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

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

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

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

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

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

Burst of Speed: At 3rd level, the cavalier can urge his mount to greater than normal speeds. This ability

doubles the distance of the mount's normal charge movement. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount taking 2d6 points of damage.

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

DEVOTED DEFENDER

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



double the distance of the mount's normal charge movement. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a Will save (DC 20) immediately after the conclusion of the additional charge; failure results in the mount taking 2d6 points of damage.

TABLE 2-2: THE DEVOTED DEFENDER

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

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

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

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

Hit Die: d12.

Requirements

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

Base Attack Bonus: +5.

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

Search: 4 ranks.

Sense Motive: 4 ranks.

Spot: 4 ranks.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

Harm's Way: Beginning at 1st level, the devoted defender may elect to place herself in the path of

danger in order to protect her single charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You

select your charge when you roll initiative, and it is a free action to do so. You may not change your charge for the duration of that combat.

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

Deflect Attack: Beginning at 3rd level, the devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and holding a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic

bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.



DRUNKEN MASTER

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

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

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

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

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

Hit Die: d8

Requirements

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

Base Attack Bonus: +4.

Base Unarmed Attack Bonus: +4.

Feats: Great Fortitude, Dodge.

Tumble: 6 ranks.

Other: Evasion ability, must be chosen by existing drunken masters and survive night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

TABLE 2-3: THE DRUNKEN MASTER

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

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



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

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

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

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

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

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

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

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

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

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

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

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

DUELIST

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

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

Duelists are most often fighters or rangers, but almost as often are rogues or bards. Wizards, sorcerers and



monks make surprisingly good duelists due to the lack of the class's reliance on armor. They benefit greatly from the weapon skill the duelist offers. Paladins and barbarians who deviate a good deal from their archetypes become duelists. Elves are more likely to become duelists than dwarves, and halfling and gnome duelists are not uncommon. Half-orc duelists are very rare.

TABLE 2-4: THE DUELIST

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

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

Hit Die: d10.

Requirements

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

Base Attack Bonus: +6.

Perform: 3 ranks.

Tumble: 5 ranks.

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

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

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

FIST OF HEXTOR

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

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

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

Hit Die: d10.

Requirements

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

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

Base Attack Bonus: +5.

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

Intimidate: 4 ranks.

Spot: 4 ranks.

Knowledge (religion): 4 ranks.

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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



TABLE 2-5: THE FIST OF HEXTOR

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

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

GHOSTWALKER

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

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

point to some underlying, mysterious mysticism that surrounds and accompanies these wanderers, and they often appear just when and where they are needed.

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

Hit Die: d10.

Requirements

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

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

Base Attack Bonus: +6.

Feats: Endurance, Iron Will, Toughness.

Intimidate: 4 ranks.

Move Silently: 4 ranks.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

TABLE 2-6: THE GHOSTWALKER

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

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

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

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

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

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

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

GLADIATOR

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

Gladiators are trained warriors who fight in front of spectators in arenas large and small. Usually they face other gladiators in single combat, but larger arenas sometimes offer group battles. Some even feature man vs. monster matches, pitting one or more gladiators against a beast captured from the wilderness. The spec-

tators cheer wildly for their favorite gladiators, and many bet vast sums on a combat's outcome. No one wagers more than the gladiator herself does, for often a match ends only when the loser dies.

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

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

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

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

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

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

TABLE 2-7: THE GLADIATOR

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

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

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

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

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

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

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

The Crowd Goes Wild: With each blow you strike, the spectators cheer more loudly. If you have already engaged the spectators with roar of the crowd, you gain a +2 morale bonus to damage on your first

successful blow. This bonus increases by +2 for each successive consecutive blow that deals damage to your opponent. The bonus resets to +2 if you miss.

HALFLING OUTRIDER

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

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

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

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

Hit die: d10.

Requirements

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

Base Attack Bonus: +5.

Race: Halfling.

Listen: 4 ranks.

Ride: 6 ranks.

Spot: 4 ranks.

Feats: Mounted Combat, Mounted Archery.

Class Skills

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

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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

Defensive Ride: The nature of the halfling outrider's responsibilities has taught him the tricks of defensive riding, provided that he does nothing else (he cannot attack when riding defensively).

He gains +2 Dexterity and a +4 AC dodge bonus. In addition, his mount gains: ×2 speed, a +2 bonus on all Will saves, and a +4 AC dodge bonus.

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

Deflect Attack: Beginning at 3rd level, the outrider can attempt to parry a melee attack against his mount. He must be holding a melee weapon or shield to deflect the attack. Once per round when your mount would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magical bonus to attack, the DC increases by that amount.)

You gain a competence bonus to your Reflex save as indicated on the chart. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.



TABLE 2–8: THE HALFLING OUTRIDER

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

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

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

KNIGHT PROTECTOR OF THE GREAT KINGDOM

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

Like paladins, knight protectors adhere to a rigid code of behavior that expresses such values as honor, honesty, chivalry, and courage. Unlike paladins, the Protector's first duty is to this code and the vanished nation for which it stands, rather than to a deity or holy order. The Protector is expected to display

these ideals in all aspects of his behavior, and throughout all his actions and deeds, however arduous they may be. A Knight who unwillingly or unknowingly violates this code, or violates it willingly in the belief that doing so contributes to an act of greater good, may redeem himself by undertaking and completing a quest or other dangerous mission

assigned by the order's leadership. A Protector who willingly and knowingly violates this code for no adequate reason is removed from the order, and may no longer advance in levels as a Knight Protector.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +4.

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

Diplomacy: 6 ranks.

Knowledge (Nobility and Royalty): 4 ranks.

Ride: 6 ranks.

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

Heavy armor proficiency.

Alignment: Lawful.

Other: Gain membership in the order.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Defensive Blow: Whenever

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

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

The Code of the Knight Protector

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

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

The Code:

Courage and enterprise in obedience to the Order.

Defense of any mission unto death.

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

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

Personal glory above all in battle.

Death to those who oppose the Great Kingdom.

Death before dishonor.



TABLE 2-9: THE KNIGHT PROTECTOR

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

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

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

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

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

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

LASHER

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

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

As NPCs, lashers are individuals who love to display the crack and snap of their whip skills. Though they

consider the use of the whip an art form, they recognize it is a martial art used primarily for combat.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Rope Use: 2 ranks.

Craft (leatherworking): 2 ranks.

Weapon Focus: Whip.

Exotic Weapon Proficiency: Whip.

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

TABLE 2-10: THE LASHER

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

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

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

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

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

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

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

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

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

Third Hand: At 2nd level, a lasher's precision with the whip or whip dagger allows her to use it almost

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

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

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

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

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

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

Stunning Snap: A lasher can use a whip or whip dagger to stun a creature instead of inflicting subdual or normal damage. The lasher can use this ability once per round, but no more than once per level per day. The lasher must declare she is using a stun attack before making an attack roll. (A missed attack roll ruins the attempt.) A foe struck by a whip or whip dagger must make a Fortitude saving throw (DC 10 + the lasher's level + Strength modifier), in addition to receiving normal

damage (subdual or standard). If the saving throw fails, the opponent is stunned for one round. A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls against a stunned opponent. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned by the lasher's stunning attack.

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

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

MASTER OF CHAINS

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

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

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

TABLE 2-11: THE MASTER OF CHAINS

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

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

Hit Die: d10.

Requirements

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

Alignment: Any nongood.

Escape Artist: 6 ranks.

Open Lock: 4 ranks.

Intimidate: 4 ranks.

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

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

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

Chain Bind: At 4th level, the master of chains can use his weapon and a quick application of a lock (the whole process requiring a full-round action) to bind a

single Small, Medium, or Large creature. This should be treated as an attack with a net, except that the Escape Artist check to escape has a DC of 25, and the burst DC is 30. A chain at least 10 feet long is required to accomplish this. If it is a spiked chain, the entangled creature suffers 1 point of damage per round while entangled unless they remain motionless.

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

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

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

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

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

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

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

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

MASTER SAMURAI

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

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

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

Hit Die: d12.



Requirements

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

Base Attack Bonus: +5.

Knowledge (nobility and royalty): 4 ranks.

Ride: 4 ranks.

Intimidate: 4 ranks.

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-12: THE MASTER SAMURAI

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

Class Features

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

Code of Conduct: The master samurai must be of a lawful alignment, and must adhere to the martial code of honor (see sidebar). If the master samurai violates this code, he may be required to atone by performing some arduous or disagreeable task; if the violation was

particularly egregious, he may be invited to commit ritual suicide. In some cultures, when a feudal overlord is killed, defeated, or disgraced, his master samurai retainers are expected to follow him into death.

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

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

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

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

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

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

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

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

Ki Attack: Beginning at 6th level, the master samurai gains the supernatural ability to imbue his melee attacks with *ki* energy for one successful attack as a free action. The damage from such an attack can harm even a creature with damage reduction. When using this ability,

consider the master samurai's weapon to be a magic weapon with a bonus equal to the character's Wis modifier for of harming a creature with damage reduction. Once activated, this bonus remains until the master samurai hits once with the weapon charged with *ki*.

NINJA OF THE CRESCENT MOON

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

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

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

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

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

Hit Die: d8.

Requirements

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

Base Attack Bonus: +6.

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

Move Silently 10 ranks.

Hide 10 ranks.

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

Class Skills

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

The Master Samurai's Code

The master samurai is obedient to his lord.

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

The master samurai is ready to die at any time.

There is no failure, only success or death.

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

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

All debts, of honor or vengeance, are repaid.

An enemy deserves no mercy.

Cowardice is dishonorable.

TABLE 2-13: NINJA OF THE CRESCENT MOON

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

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

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

Improved Evasion: At 2nd level, a ninja's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as

a dragon's breath weapon or a fireball, but henceforth she only takes half damage on a failed save.

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

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

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

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

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

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

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

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

TABLE 2-14: THE ORDER OF THE BOW INITIATE

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

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

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

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

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

ORDER OF THE BOW INITIATE

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

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

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

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

When asked, "What is Truth?", a Master Archer picks up his bow, fires an arrow and, without saying a word, lets his mastery of the bow serve as the gauge of

the archer's progress along the "way," thereby showing the archer's knowledge of reality, or "truth" itself.

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

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

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Knowledge (religion): 2 ranks.

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

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armor Proficiency: None.

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

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

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

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

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

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

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

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

RAVAGER

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

Ravagers who come from the ranks of fighters and monks find that the Ravager's offensive capabilities

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

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

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

Hit Die: d10.

Requirements

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

Alignment: Chaotic evil, chaotic neutral, neutral evil.

Base Attack Bonus: +5.

Feats: Dirty Fighting, Power Attack, Sunder.

Intimidate: 3 ranks.

Knowledge (religion): 3 ranks.

Wilderness Lore 4 ranks.

Other: Must survive the Ravager initiation rites. (See the Ravager organization description on page 50 of this book.)

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

TABLE 2-15: THE RAVAGER

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

Class Features

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

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

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

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

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

RED AVENGERS

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

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

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

Hit Die: d8.

Requirements

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

Base Attack Bonus: +5.

Feats: Improved Unarmed Strike, Stunning Fist.

Listen: 8 ranks.

Tumble: 8 ranks.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

TABLE 2-16: THE RED AVENGER

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



Red Avenger to be able to vocalize in order to use the ability.

Ki Save: At 2nd level, the Red Avenger gains the ability to channel her *ki* into protecting herself from adverse effects. She gains a bonus equal to her Wisdom bonus on *any* one saving throw of her choice.

You must declare that you are using this ability before you make the saving throw. You can use this once per day per Avenger level.

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

Ki Healing: At 4th level, the Red Avenger gains the ability to channel *ki* into healing energy.

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

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

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

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

Class Features

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

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

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

TRIBAL PROTECTOR

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

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

TABLE 2-17: THE TRIBAL PROTECTOR

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

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

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

Hit Die: d10.

Requirements

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

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

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

Base Attack Bonus: +5.

Feats: Power Attack, Cleave, Great Cleave.

Wilderness Lore: 4 ranks.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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

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

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

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

WARMASTER

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

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

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

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

This prestige class may not be suitable for all campaigns, due to the responsibilities that warmasters have thrust on them and the complexities

involved in maintaining a keep or castle. As in all things, your DM decides on the viability of this class in your game.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +7.

Diplomacy: 5 ranks.

Alignment: Any nonchaotic, nonevil.

Feats: Leadership (found in the *DUNGEON MASTER'S Guide*), Martial Weapon Proficiency, Weapon Specialization.

Class Skills

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

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

TABLE 2-18: THE WARMASTER

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

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

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

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

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

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

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

Battle Standard: The mere sight of your coat of arms or other heraldic display is enough to turn the tide of battle. Allies within 30 feet of your standard gain the effects of both Battle Cry and Rally Troops

(above) as long as the standard is within range and held by you. If your standard is captured in battle, all allies within range aware of its loss suffer a -1 morale penalty to attacks and damage until it is

recovered in addition to losing the benefits described above.

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

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

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



WEAPON MASTER

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

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

TABLE 2-19: THE WEAPON MASTER

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

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

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

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

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Intimidate: 4 ranks.

Proficiency: With your weapon of choice.

Weapon: Masterwork weapon (unless unarmed).

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

Ki Damage: After you score a hit with your weapon of choice, you do not roll dice to determine the

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

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

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

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

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

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

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



MASTER OF
THE WILD

CHAPTER 5: PRESTIGE CLASSES

Combat

Pounce (Ex): If a legendary tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Crab (Ex): To use this ability, the legendary tiger must first hit with a bite attack. If it succeeds, it has grabbed its prey and can then rake.

Rake (Ex): A legendary tiger can make two attacks (+29 melee) against a held creature with its hind legs for 2d6+5 points of damage each. If the legendary tiger pounces on an opponent, it can also rake.

Skills: A legendary tiger receives a +8 racial bonus on both Hide and Move Silently checks. *In areas of tall grasses or heavy undergrowth, the Hide bonus improves to +16.

Legendary Shark

The legendary shark hunts anything it finds in the sea.

Combat

Improved Grab (Ex): To use this ability, the legendary shark must hit with a bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A legendary shark can try to swallow a grabbed opponent of Large or smaller size by making a successful grapple check. Once inside the legendary shark, the opponent takes 2d8+13 points of crushing damage plus 1d8+4 points of acid damage per round from the creature's digestive juices. A swallowed creature can climb out of the stomach with a successful grapple check. This returns it to the legendary shark's mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by dealing 50 or more points of damage to the stomach (AC 18) with claws or a Tiny slashing weapon. Once that swallowed creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The shark's gullet holds up to two Large, three Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Keen Scent (Ex): A legendary shark notices creatures by scent in a 180-foot radius and detects blood in the water at ranges of up to a mile.

"Yes, yes, I am the famous slayer of the demon-wyrm Korthos. Be awed and move on."

—The dragon hunter Jalyn

Introduced in the *DUNGEON MASTER'S Guide*, prestige classes are character classes with prerequisites. Unless noted otherwise, you must follow all standard rules for multiclassing when adding prestige classes to your PCs.

ANIMAL LORD

For the animal lord, a humanoid form is simply an accident of birth. In spirit, she belongs with the wild pack of wolves, the running herd of horses, or the dancing school of fish. Her nearly hairless, two-legged form is just a hindrance to being one with her true kind, but it is a hindrance she can overcome.

Each animal lord forms a bond with one group of animals. Apelords, bearlords, birdlords, catlords, equinelords, marinelords, snakelords, and wolflords all exist. Animals in her selected group accept the animal lord as a sister and a leader. They offer her their support, and she in turn watches over them.

Individual animal lords may approach their calling in very different ways. Some are simple defenders of their kind, content to live as part of the natural cycle of predator and prey. Others, believing that nature's creatures are meant to guard and ultimately improve this world, use their gifts to do good. Still others lead their animal brothers and sisters down the path of selfishness or vengeance.

Because they are so close to nature, elves and half-elves are the most likely races to lay aside

Special Prestige Classes

Three of the prestige classes presented here—the animal lord, the foe hunter, and the king/queen of the wild—have a special rule. They each require a specialization that defines the character's focus. For example, a character who becomes a foe hunter must select a hated enemy. This choice defines her class—a hater of goblins becomes a goblin hunter, for example. Similarly, an animal lord with a bond to cats is a catlord. A queen of the wild who has focused on deserts is a queen of the desert.

TABLE 5-1: THE ANIMAL LORD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+2	+2	+0	Animal bond, animal sense	0	—	—	—
2nd	+1	+3	+3	+0	Animal speech, first totem	1	—	—	—
3rd	+2	+3	+3	+1	Lesser wild shape	1	0	—	—
4th	+3	+4	+4	+1	Animal farspeech, summon animal (1/day)	1	1	—	—
5th	+3	+4	+4	+1	Second totem, share lesser form	1	1	0	—
6th	+4	+5	+5	+2	Animal perception, summon animal (2/day)	1	1	1	—
7th	+5	+5	+5	+2	Lesser wild shape (dire)	2	1	1	0
8th	+6	+6	+6	+2	Third totem, summon animal (dire, 2/day)	2	1	1	1
9th	+6	+6	+6	+3	Share greater form	2	2	1	1
10th	+7	+7	+7	+3	Lesser wild shape (legendary)	2	2	2	1



the burdens of the humanoid form. Halflings and gnomes rarely become animal lords because of their strong community ties, and half-orcs are even less likely to do so because of their typically rapacious attitudes. Though rangers, druids, and barbarians are the most likely characters to adopt this class, some arcane spellcasters (especially bards) choose to become animal lords late in their adventuring careers.

A character can choose this prestige class more than once but must select a different group of associated animals and start at 1st level each time. Levels of different animal lord classes do not stack when determining level-based class features.

Eight animal lords are presented here (the DM is free to create others). The various kinds of animals from the *Monster Manual* they are associated with are as follows.

Apelord: ape, baboon, monkey.

Bearlord: black bear, brown bear, polar bear.

Birdlord: eagle, hawk, owl, raven.

Catlord: cat, cheetah, leopard, lion, tiger.

Equinelord: donkey, heavy horse, heavy warhorse, light horse, light warhorse, mule, pony, warpony.

Marinelord: crocodile, giant crocodile, octopus, giant octopus, porpoise, shark (all), squid, giant squid, whale (all).

Snakelord: constrictor, giant constrictor, viper (all).

Wolflord: dog, riding dog, wolf.

Hit Die: d8.

Requirements

To become an animal lord, a character must fulfill the following criteria.

Alignment: Neutral good, lawful neutral, neutral, chaotic neutral, or neutral evil.

Skills: Animal Empathy 6 ranks, Wilderness Lore 8 ranks, plus 2 ranks in the appropriate skill from the following list: Apelord—Climb; Bearlord—Intimidate; Birdlord—Intuit Direction; Catlord—Move Silently; Equinelord—Jump; Marinelord, Swim; Snakelord—Escape Artist; Wolflord—Hide.

Feats: Animal Control and the appropriate feat from the following list: Apelord, Skill Focus (Climb); Bearlord, Power Attack; Birdlord, Improved Flight; Catlord, Weapon Finesse (any); Equinelord, Run; Marinelord, Skill Focus (Swim); Snakelord, Resist Poison; Wolflord, Expertise.

Class Skills

The animal lord's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the animal lord prestige class.

Weapon and Armor Proficiency: Animal lords gain no weapon or armor proficiencies.

Spells: An animal lord can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spells level. The DC for saving throws against these

spells is 10 + spell level + the animal lord's Wisdom modifier. When the table indicates that the animal lord is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows. An animal lord prepares and casts spells just like a druid does, but she must choose them from the spell list below.

Animal Bond: Beginning at 1st level, the animal lord develops a bond with animals of her selected group (see above). For instance, the bearlord bonds with brown bears, black bears, and polar bears, and the apelord with monkeys, baboons, and apes. The marinelord's bond extends to porpoises, whales, and other aquatic mammals as well as fish. Because of this bond, all animals of the appropriate kinds automatically have a friendly attitude toward the animal lord.

Animal bond also allows the animal lord to have one or more animal companions chosen from among her selected group. This aspect of animal bond is a spell-like ability that functions like the druid's *animal friendship* spell, except that the animal lord can acquire companions only from among her selected group, and her maximum Hit Dice of animal companions (whether or not she adventures) equals twice her animal lord level. The character can train these animal companions just as the druid does (see Chapter 4 for details).

Animal Sense (Su): At 1st level, an animal lord can sense any animals of her selected group within a radius of miles equal to her animal lord level squared. For example, a 6th-level bearlord can sense brown bears, black bears, and polar bears within thirty-six miles. This ability does not allow the character to communicate with the animals she senses.

Animal Speech (Ex): At 2nd level, an animal lord can converse at will with any animals of her selected group as though a *speak with animals* spell were in effect. The creatures' responses, of course, are limited by their intelligence and perceptions.

First Totem: At 2nd level, the animal lord gains a benefit related to her selected group from the list below.

Lesser Wild Shape (Sp): At 3rd level, an animal lord can use *wild shape* to take the form of any kind of natural animal in her selected group. This ability otherwise functions like the druid's *wild shape*, except that the animal lord can use it as often as desired. At 7th level, an animal lord can use this ability to adopt the dire form of an animal in her selected group, and at 10th level, she can use it to adopt the legendary form of an animal in her selected group.

Animal Farspeech (Sp): At 4th level, an animal lord can use her animal speech ability to converse telepathically with any animal of her selected group that she can sense (see animal sense, above).

Summon Animal (Sp): Also at 4th level, an animal lord can summon 1d3 animals of her selected group once per day. This ability functions like the appropriate *summon nature's ally* spell, except that the duration is 1 round per animal lord level. At 6th level, the animal lord can use this ability twice per day, and at 8th level, she can use it to summon 1d3 dire animals of her selected group.

Share Laser Form (Sp): Beginning at 5th level, an animal lord can share whichever animal form she is cur-

rently using with a number of willing individuals equal to her animal lord level. This effect is identical to that of the *polymorph other* spell, except that its duration is 1 hour per animal lord level.

Second Totem: At 5th level, an animal lord gains a benefit related to her selected group from the list below.

Animal Perception (Sp): At 6th level, an animal lord can share the sensory input of any animal of her selected group that is within range of her animal sense.

Third Totem: At 8th level, an animal lord gains a benefit related to her selected group from the list below.

Share Greater Form (Sp): At 9th level, an animal lord can share her dire form with her allies. This ability is otherwise identical to *share lesser form*, above.

Animal Lord Spell List

Animal lords choose their spells from the following list.

1st level—*alarm*, *animal trick**, *culm animals*, *camouflage**, *cure light wounds*, *defect animals or plants*, *pass without trace*, *purify food and drink*, *speak with animals*.

2nd level—*adrenaline surge**, *animal reduction**, *cure moderate wounds*, *animal trance*, *endure elements*, *hold animal*, *invisibility to animals*, *natures favor**.

3rd level—*cure serious wounds*, *embrace the wild**, *lesser restoration*, *neutralize poison*, *protection from elements*, *remove disease*.

4th level—*awaken* (animals in selected group only), *animal growth* (animals in selected group only), *commune with nature*, *cure critical wounds*, *freedom of movement*.

*New spell described in Chapter 6 of this book.

Totems

Each animal lord gains special abilities according to her selected animal type as she rises in level.

Apelord

First Totem: The apelord gains Brachiation as a bonus feat.

Second Totem: The apelord gains a +2 inherent bonus to Intelligence.

Third Totem: The apelord gains the spell-like ability to scare by howling, hooting, and beating her chest. The Will save DC against this ability is 10 + the apelord's class level + her Charisma modifier. In all other ways, this effect is identical to the *scare* spell.

Bearlord

First Totem: The bearlord gains a +2 inherent bonus to Strength.

Second Totem: The bearlord gains Great Fortitude as a bonus feat.

Third Totem: The bearlord gains damage reduction 2/-. If she already has damage reduction, this does not stack with it.

Birdlord

First Totem: The birdlord gains a +2 inherent bonus to Dexterity.

Second Totem: The birdlord gains a +8 conditional bonus on Spot checks made in daylight.

Third Totem: The birdlord gains Improved Critical (claw) as a bonus feat.

Catlord

First Totem: The catlord gains Skill Focus (Move Silently) as a bonus feat.

Second Totem: Once per hour, the catlord can use the sprint extraordinary ability to move at ten times her normal speed as a charge action.

Third Totem: The catlord gains a +2 inherent bonus to Dexterity.

Equinelord

First Totem: The equinelord gains a bonus to her speed of +10 feet.

Second Totem: The equinelord gains a +2 inherent bonus to Constitution.

Third Totem: The equinelord gains Trample as a bonus feat.

Marinelord

First Totem: The marinelord gains the extraordinary ability to breathe water in her normal form. (She cannot, however, breathe air while in a form that can breathe only water.)

Second Totem: The marinelord gains Improved Swimming (see Chapter 2) as a bonus feat.

Third Totem: The marinelord gains a +2 inherent bonus to Wisdom.

Snakelord

First Totem: The snakelord gains Resist Poison (see Chapter 2) as a bonus feat.

Second Totem: The snakelord gains the extraordinary ability to produce poison once per day (Fortitude save DC 10 + class level; initial and secondary damage 2d6 temporary Constitution). She can produce only one dose of poison per day. The snakelord is skilled in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Third Totem: The snakelord gains a +2 inherent bonus to Charisma.

Wolflord

First Totem: The wolflord gains Scent (see Chapter 2) as a bonus feat.

Second Totem: The wolflord gains a +4 circumstance bonus on Wilderness Lore checks made for tracking. This bonus stacks with any modifier provided by Scent.

Third Totem: The wolflord gains a +2 inherent bonus to Constitution.

BANE OF INFIDELS

The bane of infidels is the leader of a xenophobic tribe. He wants nothing to do with the outside world because the way his people do things is the way they have always done them, and the way they always will. Alone among his compatriots, the bane of infidels sees the possibilities of the outside world, but he considers progress dangerous. Allowing his people to advance would surely endanger them and imperil his leadership. Since visitors bring danger of change, they must die—and what better way than as sacrifices in the name of his tribe's religion?

The act of sacrifice empowers and rewards the bane of

infidels and his tribe. Usually visitors and conquered foes serve as sacrifices, though in a pinch a criminal will do (or even an innocent, though this a risky move).

Though he is often ruthless, the bane of infidels is nonetheless respected by the members of his tribe, to whom he provides healing, guardianship, and unwavering direction in return for absolute loyalty. Druids are the most likely characters to embrace this lifestyle, though clerics, high-level rangers, and adepts can also adopt this prestige class. The tribe of a bane of infidels often includes fighters, rangers, barbarians, bards, and sorcerers, but other classes may not be as welcome.

Hit Die: d8.

Requirements

To become a bane of infidels, a character must fulfill the following criteria.

Alignment: Any nongood.

Skills: Intimidate 4 ranks; Knowledge (religion) 6 ranks or Knowledge (nature) 6 ranks.

Feats: Iron Will, Leadership.

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

Class Skills

The bane of infidels's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (any) (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the bane of infidels prestige class.

Weapon and Armor Proficiency: A bane of infidels gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each bane of infidels level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like), if the character had more than one spellcasting class before becoming a bane of infidels, the player must decide to which class to add each level for determining spells per day and spells known.

Energumen (Sp): Beginning at 1st level, the character may bestow a low-powered form of barbarian rage in any follower (as defined in Chapter 2 of the *DUNGEON MASTER'S Guide*) who is an adherent of the same religion. The follower gains a +2 bonus to both Strength and Constitution, as well as a +1 morale bonus on Will saves. In all other respects, this effect is like barbarian rage. *Energumen* is usable once per day per bane of infidels level.

Pyre (Sp): At 1st level, the bane of infidels may cause a 5-foot-square area to burst into flame. Anyone in that



area must succeed at a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) or suffer 1d4 points of damage per bane of infidels level. This ability is usable once per day.

Hearth Protection (Sp): At 2nd level, the bane of infidels may perform an 8-hour ritual to designate an area with a radius of up to 5 feet per bane of infidels level as a hearth. This area then functions as a permanent *zone of truth*, though the bane of infidels is immune to that effect. The character may have only one hearth at a time.

Sacrifice (Su): Beginning at 2nd level, the bane of infidels may sacrifice any humanoid by killing it with a coup de grace in his hearth. This ritual increases his effective caster level for all spells by +2 for 1 hour. If the bane of infidels sacrifices a follower, he must make a Diplomacy check (DC 20). Failure indicates that all his remaining followers desert; success means he retains their loyalty. This effect does not stack with the bonuses gained from major sacrifice or mass sacrifice (see below). Sacrifice is usable once per day.

Secrets of Stone (Sp): At 3rd level, the bane of infidels gains the ability to discern the affected spell and necessary sacrifice of any *standing stone* (see Chapter 3) within 100 feet of him as a free action.

Detect Loyalty (Sp): At 4th level, the bane of infidels may examine a follower for faithfulness. If that individual has grossly violated the code of conduct that the bane of infidels has established or otherwise acted in a manner opposed to the latter's purposes and directions in the last 24 hours, the bane of infidels discovers it (no save, but spell resistance applies) and gains a +5 circumstance bonus on his Diplomacy check when sacrificing that follower. Using *detect loyalty* does not provoke an attack of opportunity.

Major Sacrifice (Su): This ability, gained at 5th level, is like sacrifice, except that the bane of infidels can increase his effective caster level for all spells by +4 for 1 hour by sacrificing a sentient creature with 5 or more Hit Dice. This effect does not stack with that of sacrifice or mass sacrifice.

Wicker Man (Sp): At 6th level, the bane of infidels learns to create a sacrificial totem trap. This ability produces the same effect as the *wall of thorns* spell, except as follows. The thorny briars form a humanoid shape 10 feet square, with a height equal to 10 feet per bane of infidels level. Anyone in that area when the *wicker man* appears gets a Reflex save (DC 10 + bane of infidels level + Wisdom bonus of bane of infidels) to avoid being caught in its body at a point halfway up its height. The *pyre* and *bonfire* abilities of the bane of infidels count as magical fire for purposes of igniting the wicker man and do their normal damage to everyone trapped inside each round until the *wicker man* burns away (per the *wall of thorns* spell) or they escape. This ability is usable once per day.

Bonfire (Sp): This ability, gained at 7th level, functions like *pyre*, except that it affects a 10-foot-square area.

Antipathy field (Sp): At 8th level, the bane of infidels may protect his hearth with an *antipathy field* once per day. This functions like an *antipathy* spell, except that the target is the entire area of the hearth and the duration is 24 hours.

Mass Energumen (Sp): This ability (gained at 9th level) functions like *energumen* (above), except that it affects up to ten followers at once.

Mass Sacrifice (Su): At 10th level, the bane of infidels can increase his effective caster level by +2 (up to a maximum of +10) for each humanoid sacrificed within 10 rounds. This ability is otherwise like sacrifice. Its effect does not stack with that of sacrifice or major sacrifice.

TABLE 5-2: THE BANE OF INFIDELS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	<i>Energumen, pyre</i>	+1 level of existing class
2nd	+1	+3	+0	+3	<i>Hearth protection, sacrifice</i>	+1 level of existing class
3rd	+2	+3	+1	+3	<i>Secrets of stone</i>	+1 level of existing class
4th	+3	+4	+1	+4	<i>Detect loyalty</i>	+1 level of existing class
5th	+3	+4	+1	+4	Major sacrifice	+1 level of existing class
6th	+4	+5	+2	+5	<i>Wicker man</i>	+1 level of existing class
7th	+5	+5	+2	+5	<i>Bonfire</i>	+1 level of existing class
8th	+6	+6	+2	+6	<i>Antipathy field</i>	+1 level of existing class
9th	+6	+6	+3	+6	<i>Mass energumen</i>	+1 level of existing class
10th	+7	+7	+3	+7	Mass sacrifice	+1 level of existing class

BLIGHTER

When a druid turns away from the land, the land turns away from her. Some ex-druids make peace with this change; others seek to restore the bond. A few, however, actually embrace their disconnection from nature and become forces of destruction. These few, called blighters, leave their mark wherever they tread.

A blighter gains her spellcasting ability by stripping the earth of life. A swath of deforested land always marks her path through the wilderness.

The vast majority of blighters are nomadic loners constantly in search of green lands to destroy. Some are grim; others laugh at the destruction they wreak. Almost all, however, are friendless and mad. What puts them over the edge is the knowledge that nature gets the last laugh: To gain their spells, they must seek out the richest Forests of the land, even if it's only to destroy them. Thus, even though they've turned away from nature, they must constantly return to it.

Only human ex-druids seem attracted in any number to the blighter's path. Legends say that a few elven druids have also turned to destruction over the millennia—a terrifying prospect given how much land they could destroy in their long lifetimes.

Hit Die: d8.

Requirements

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

Alignment: Any non-good.

Special: The character must be an ex-druid previously capable of casting 3rd-level druid spells.

Class Skills

The blighter's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (herbalist) (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the blighter prestige class.

Weapon and Armor Proficiency: Blighters gain no weapon or armor proficiencies.

Spells per Day: At each blighter level, the character gains spells per day according to Table 5-3. She does not, however, gain any other benefit that a druid of that level would have gained. She must choose her spells from the blighter spell list, below. The blighter's caster level is equal to her blighter level plus her druid level.

The blighter gains access to her daily spells through *deforestation* (see below), if she goes more than 24 hours without deforesting a wooded area, she cannot cast spells until she does so.

The default divine focus for any spell cast by a blighter is a desiccated sprig of holly or



TABLE 5-3: THE BLIGHTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spells per Day Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	<i>Deforestation</i>	2	1	0	—	—	—	—
2nd	+1	+3	+0	+3	Burning hands, sustenance	2	2	1	0	—	—	—
3rd	+2	+3	+1	+3	<i>Undead wild shape</i> 1/day	3	2	2	0	—	—	—
4th	+3	+4	+1	+4	<i>Speak with dead animal</i> , <i>undead wild shape</i> 2/day	3	3	2	1	0	—	—
5th	+3	+4	+1	+4	Contagious touch 1/day, <i>undead wild shape</i> (Large)	4	3	3	2	0	—	—
6th	+4	+5	+2	+5	<i>Animate dead animal</i> , <i>undead wild shape</i> 3/day	4	4	3	3	1	0	—
7th	+5	+5	+2	+5	Contagious touch 2/day, <i>undead wild shape</i> (incorporeal)	5	4	4	3	2	0	—
8th	+6	+6	+2	+6	<i>Unbond. undead wild shape</i> 4/day	5	5	4	4	2	1	0
9th	+6	+6	+3	+6	Contagious touch 3/day, <i>undead wild shape</i> (Huge)	6	5	5	4	3	2	1
10th	+7	+7	+3	+7	Plague, <i>undead wild shape</i> 5/day	6	6	5	5	3	2	2

mistletoe. Any material component for a blighter's spell must have been dead for at least a day before use.

Deforestation (Sp): Beginning at 1st level, the blighter can kill all nonsentient plant life within a radius of 50 feet per blighter level as a full-round action once per day. If a potentially affected plant is under the control of another (such as a druid's *liveoak* or a dryad's home tree), the controller can make a Fortitude save (DC 10 + blighter level + blighter's Wisdom bonus) to keep it alive. Affected plants immediately cease photosynthesis, root tapping, and all other methods of sustenance. Like picked flowers, they appear vibrant for several hours, but within a day, they turn brown and wither. Except for plants saved by a controller, nothing can grow in a deforested area until it has a hallow spell cast upon it and it is reseeded.

Deforestation enables the blighter to cast her daily allotment of spells. This ability works in any terrain, but *deforesting* a sandy desert, ice floe, or other environment with only sparse vegetation does not empower the character to cast spells.

Burning Hands (Su): This ability, gained at 2nd level, functions like the *burning hands* spell, except that the blighter can use it as often as desired, turning it on or off as a move-equivalent action, and it does 1d4 points of fire damage per round.

Sustenance (Ex): At 2nd level, the blighter no longer needs food or water to survive.

Undead Wild Shape (Sp): At 3rd level, the blighter regains a version of the *wild shape* ability. *Undead wild shape* functions like *wild shape*, except that the forms available are those of undead creatures (specifically skeletons) formerly of the animal type. A skeletal animal has the statistics of a skeleton of the appropriate animal's size category (see the skeleton entry in the *Monster Manual*).

The blighter gains one extra use per day of this ability for every two additional blighter levels she acquires. In addition, she gains the ability to take the shape of a Large skeletal animal at 5th level, an incorporeal skeletal animal (see *Incorporeality* in Chapter 3 of the *DUNGEON MASTER'S Guide*) at 7th level, and a Huge skeletal animal at 9th level.

Speak with Dead Animal (Sp): At 4th level, the blighter can converse with dead animals. This ability functions like a *Speak with Dead* spell cast by a cleric of a level equal to the total of the character's druid and blighter levels, except that it affects only corpses of animal creatures. It is usable once per day.

Contagious Touch (Su): At 5th level, the blighter can produce an effect like that of a *contagious touch* spell once per day. She gains 1 extra use per day of this ability for every two additional blighter levels she acquires.

Animate Dead Animal (Sp): This ability, gained at 6th level, functions like an *animate dead* spell, except that it affects only corpses of animal creatures and requires no material component. It is usable once per day.

Unbond (Sp): At 8th level, the blighter can temporarily separate a bonded animal or magical beast (such as an animal companion, familiar, or mount) from its master once per day. The target creature must be within 40 feet of both its master and the blighter. If the master fails a Will save (DC 10 + blighter level + blighter's Wisdom modifier), the bond terminates as if the servitor had died,

though this does not cause experience loss in the case of a familiar. Normally hostile creatures attack their masters but are otherwise unaffected. The bond returns after 5 rounds per blighter level, restoring all benefits. Alternatively, the master can regain the servitor through the normal methods of acquisition.

Plague (Su): At 10th level, the blighter can spread disease over a large area. This ability functions like the contagious touch ability, except that no attack roll is required and it affects all targets the blighter designates within a 20-foot radius. Plague is usable once per day and costs one daily use of the contagious touch ability.

Blighter Spell List

Blighters choose their spells from the following list.

0 level—*darkseed**, *detect magic*, *detect poison*, *flare*, *ghost sound*, *inflict minor wounds*, *read magic*.

1st level—*bane*, *burning hands*, *curse water*, *decomposition**, *detect undead*, *doom*, *endure elements*, *inflict light wounds*, *invisibility to animals*, *ray of enfeeblement*.

2nd level—*chill metal*, *chill touch*, *darkness*, *death knell*, *fire trap*, *flaming sphere*, *heat metal*, *inflict moderate wounds*, *miasma**, *produce flame*, *resist elements*, *warp wood*.

3rd level—*contagion*, *deeper darkness*, *desecrate*, *diminish plants*, *dispel magic*, *inflict serious wounds*, *poison*, *protection from elements*, *stinking cloud*, *vampiric touch*.

4th level—*antiplant shell*, *animate dead*, *blight**, *death ward*, *flame strike*, *inflict critical wounds*, *kiss of death**, *languor**, *repel vermin*, *rusting grasp*, *transmute mud to rock*, *transmute rock to mud*, *unhallow*, *wall of fire*.

5th level—*acid fog*, *untilife shell*, *circle of death*, *contagious touch**, *create undead*, *firestorm*, *forbiddance*, *greater dispelling*, *protection from all elements**, *repel wood*.

6th level—*antipathy*, *control undead*, *earthquake*, *epidemic**, *finger of death*, *forcsight*, *horrid wilting*, *invulnerability to elements**.

*New spell described in Chapter 6 of this book.

BLOODHOUND

A bandit king is raiding caravans on the road. An ogre is pillaging the farms to the north. A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh. And the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a bloodhound.

The bloodhound tracks down wrongdoers and brings them to whatever justice awaits them. Low-level bloodhounds depend on their keen senses and careful training to hunt their targets. As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Most bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark. Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Though some bloodhounds leave calling cards or even brands on their marks, most don't kill their targets if they can help it. They prefer instead to subdue their marks and bring them in. For those of good alignment, this

TABLE 5-4: THE BLOODHOUND

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Determination, mark, no subdual penalty
2nd	+2	+0	+3	+0	Dead or alive, fast tracking, ready and waiting
3rd	+3	+1	+3	+1	Pacekeeping, restlessness
4th	+4	+1	+4	+1	Improved subdual, move like the wind
5th	+5	+1	+4	+1	Shatter, traceless track
6th	+6	+2	+5	+2	Ignore scrying, <i>locate creature</i>
7th	+7	+2	+5	+2	Fracture, see invisibility
8th	+8	+2	+6	+2	Subdual resistance
9th	+9	+3	+6	+3	Ignore magical barriers
10th	+10	+3	+7	+3	<i>Find the path</i>

practice satisfies some deeply held belief in the cause of justice. For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same marks over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally a paladin shoulders the mantle, but never for money. Most bloodhounds are human, though elves and half-elves sometimes find this lifestyle satisfying. Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Hit Die: d10.

Requirements

To become a bloodhound, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Wilderness Lore 4 ranks.

Feats: Run, Track.



Class Skills

The bloodhound's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the bloodhound prestige class.

Weapon and Armor Proficiency: Bloodhounds are proficient with light armor, shields, and both simple and martial weapons.

Determination (Ex): At 1st level, the character gains an insight bonus equal to his bloodhound level on Gather Information, Spot, and Wilderness Lore checks made to determine the whereabouts of a mark (see below).

Mark (Ex): At 1st level, the character can target, or mark, an individual humanoid foe. To do so, the bloodhound must focus on a foe who is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark, and the bloodhound receives a variety of advantages against him or her (see below). A bloodhound may have up to one mark per two bloodhound levels (rounded up) at once, but only if all of them are within 30 feet of one another for the duration of the marking process. For example, a 6th-level bloodhound could mark three bugbears in such a group, but not a bugbear on one side of the kingdom and a troll on the other. If a bloodhound chooses a new mark before apprehending an existing one, the latter is unmarked, and the bloodhound loses XP equal to the amount he would have gotten for defeating that creature. The bloodhound can mark an individual once a week.

No Subdual Penalty (Ex): Also at 1st level, the bloodhound can use a melee weapon that deals normal damage to deal subdual damage instead without suffering the usual -4 penalty on his attack roll.

Dead or Alive (Ex): At 2nd level, the bloodhound learns to strike for subdual at just the right moment to

avoid killing a mark. Immediately after striking a blow that would reduce a mark from positive to negative hit points, the bloodhound may convert the normal damage dealt by that blow to subdual damage before it takes effect. The bloodhound cannot use this ability while raging or after 1 round has passed.

Fast Tracking: At 2nd level, the bloodhound no longer suffers a -5 penalty on Wilderness Lore checks for tracking while moving at normal speed.

Ready and Waiting (Ex): Also at 2nd level, the bloodhound may, as a free action, designate a particular move-equivalent, standard, or full-round action that a mark who is flat-footed might perform, if the mark actually performs this action within 10 minutes thereafter, the bloodhound can make an attack of opportunity against him or her with a drawn weapon, either melee or ranged. This counts against the bloodhound's attacks of opportunity for that round.

Facekeeping (Ex): At 3rd level, a bloodhound tracking a mark can raise his own speed by up to +5 feet per bloodhound level, to a maximum value equal to the mark's speed.

Restlessness (Ex): When the bloodhound reaches 3rd level, he gains damage reduction 5/- against subdual damage from a forced march while in pursuit of a mark.

Improved Subdual (Ex): At 4th level, the bloodhound uses his Intelligence bonus on the damage roll for any attack that deals only subdual damage.

Move Like the Wind (Su): At 4th level, the bloodhound ignores armor check penalties on his Move Silently and Hide checks. In addition, he no longer suffers the -5 penalty on those checks when moving at speeds between half and full.

Traceless Track (Su): At 5th level, the bloodhound can track a creature moving under the influence of *pass without trace* or a similar effect, though he suffers a -10 circumstance penalty on his Wilderness Lore checks.

Shatter (Su): At 5th level, the bloodhound can destroy an object that stands between himself and his mark when the latter is within 100 feet. This ability functions like a *shatter* spell cast by a sorcerer of the character's bloodhound level.

Ignore Scrying (Ex): At 6th level, the bloodhound gains spell resistance equal to 10 + his bloodhound level against divination spells. This stacks with any other spell resistance he has that includes spells of that school.

Locate Creature (Sp): Once per day, the bloodhound can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of the bloodhound's character level.

Fracture (Su): At 7th level, the character can use his shatter ability to destroy weight-equivalent portions of larger objects, such as doors and walls, regardless of their construction.

See Invisibility (Su): This ability, gained at 7th level, functions like a *see invisibility* spell, except that it is constantly in effect and it reveals only marks.

Subdual Resistance: At 8th level, the bloodhound gains damage reduction 20/+3 against subdual damage.

Ignore Magical Barriers (Ex): At 9th level, the bloodhound gains spell resistance equal to 15 + his bloodhound level against magical barriers (*wall of force*, *entangle*, *prismatic wall*, and so forth).

Find the Path (Sp): At 10th level, the bloodhound can produce an effect like a *find the path* spell cast by a druid of the bloodhound's character level. It is usable three times per day.

Organization: The Bloodhounds

"Eyes... I saw his eyes before he pounced. That was all. He had no body until he was upon me. If he had meant to kill me, I would have been as helpless as a babe."

—Tordek, on meeting a Bloodhound

The organization known as the Bloodhounds is dedicated to finding people and bringing them to justice (or whatever fate awaits them). Some Bloodhounds limit themselves to tracking down criminals; others are willing to hunt anyone for a client who can pay the price. The group's leaders don't concern themselves with such issues, only with maintaining the organization's reputation as the place to go to find someone.

Membership in the Bloodhounds is by invitation only. Members report on capable trackers they encounter in their travels, and from these reports the organization's leaders select candidates for membership. A member of the organization tracks each candidate surreptitiously for a while. If the Bloodhound reports that the candidate had the necessary fervor and talents, the leaders offer him or her a chance to try out for membership. A candidate who actually noticed the Bloodhound following is almost guaranteed an offer.

To be accepted for membership, the candidate must track a Bloodhound considerably more experienced than himself. The Bloodhound makes the job difficult by leaving false trails, telling locals deceitful stories, and even hiring brigands to ambush the candidate along the way. The Bloodhound must not assist the candidate in this task; otherwise the test is void. A candidate who succeeds in finding the target passes the test and may join the organization.

Bloodhounds can take any assignments they choose. Some jobs come directly from clients who contact individual Bloodhounds. Others come through the grapevine, since members pass word to each other. Individual bloodhounds are fiercely competitive, and should one succeed where another has failed, the winner gloats over the victory. In fact, Bloodhounds often tell each other about the assignments they've taken, in effect challenging their compatriots to beat them to the quarry. Members may work together, but most work alone or with nonmembers so that word spreads of their personal fame. Thus, whenever several Bloodhounds form a posse to catch a particularly elusive foe, word spreads far and wide.

Despite this rivalry, when a mark is too important to go free, a Bloodhound can spread the word of a "free" bounty among the membership. This means that any member who brings in the mark can claim the prize. Members who spread free bounties lose no face in the organization for doing so.

Bloodhounds resent the concept of giving their earnings to anyone. Thus, the organization does not demand a piece of its members' earnings. No Bloodhounds guildhalls or strongholds exist because no self-

respecting Bloodhound would limit himself to one base of operations.

Since so many of the Bloodhounds' marks are human, ranger Bloodhounds who have taken humans as favored enemies have an advantage in assignments. Thus, a large percentage of the membership is nonhuman, and differing alignments are rarely an impediment to teaming up. In fact, rumor has it that a good elven Bloodhound and an evil gnoll Bloodhound regularly work together, since between them they can function in any society. The gulf between their alignments is simply not as wide as the bridge of their common goals.

DEEPWOOD SNIPER

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive.

A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true.

Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8.

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bow-making) (Int), Escape Artist (Dex), Intuit Direction



(Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

TABLE 5-5: THE DEEPWOOD SNIPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 ft./level
2nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3rd	+3	+1	+3	+1	Safe poison use
4th	+4	+1	+4	+1	Take aim +2
5th	+5	+1	+4	+1	Consistent aim 1/day
6th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8th	+8	+2	+6	+2	Take aim +4
9th	+9	+3	+6	+3	Consistent aim 3/day
10th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19–20 instead of 20. This effect does not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet \times 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a *magic weapon* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Projectile Improved Critical (Ex): When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1. Thus, an arrow that normally deals damage $\times 3$ on a critical hit instead does damage $\times 4$ in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see Perils of Using Poison in Chapter 3 of the *DUNGEON MASTER'S Guide*).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a *true strike* spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

EXOTIC WEAPON MASTER

Swords and axes do not a warrior make. Such might be the unvoiced motto of the exotic weapon master—a student of her world's most unusual and bizarre weapons. For the exotic weapon master, the intricacies of the shuriken, the siangham, the dire flail, and the hand crossbow pose no difficulty at all. These unusual weapons are her trade, and in her hands, they become instruments of destruction.

Characters of any race or background can become exotic weapon masters; the only real requirement is commitment and perseverance. Nevertheless, most are human, because members of that race have the most exposure to new cultures and thus the most opportunities to take up exotic weapons.

Hit Die: d10.

Requirements

To become an exotic weapon master, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (any three).

Special: Ability to rage.

Class Skills

The exotic weapon master's class skills (and the key ability for each skill) are Craft (any) (Int) and Profession (any) (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the exotic weapon master prestige class.

Weapon and Armor Proficiency: Exotic weapon masters gain no weapon or armor proficiencies.

Partial Exotic Proficiency: At 1st level, the exotic weapon master can use any exotic weapon with which she is not already proficient at a –2 penalty instead of a –4 penalty on the attack roll. This penalty is reduced to –1 at 2nd level.

Full Exotic Proficiency: At 3rd level, the exotic weapon master becomes proficient with all exotic weapons.

Improvised Throwing Weapons: At 3rd level, the exotic weapon master can use artisan's tools to fashion a usable throwing weapon from any object (rock, branch, melee weapon, or the like) that she can lift. This process takes at least 1 hour, or more if conditions are poor. The range increment for such an improvised weapon is 10 feet. It deals 1d6 points of damage ($\times 2$ on a critical hit), and its threat range is 20. The exotic weapon master is au-

TABLE 5–6: THE EXOTIC WEAPON MASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Partial exotic proficiency +2
2nd	+2	+3	+0	+0	Partial exotic weapon proficiency+3
3rd	+3	+3	+1	+1	Full exotic proficiency, improvised throwing weapons
4th	+4	+4	+1	+1	Exotic focus, improvised melee weapons
5th	+5	+4	+1	+1	Exotic specialization, greater improvised weapons

tomatically proficient with her improvised throwing weapon; anyone else who wishes to use it must spend an Exotic Weapon Proficiency feat to avoid the -4 nonproficiency penalty. Most objects do bludgeoning damage; sharp items do piercing damage instead.

Exotic Focus: At 4th level, the exotic weapon master gains a +1 bonus on her attack rolls when using any exotic weapon. This bonus does not stack with that provided by the Weapon Focus feat.

Improvised Melee Weapons: Also at 4th level, the exotic weapon master can use artisan's tools to fashion a usable melee weapon from any object (rock, branch, projectile weapon, or the like) that she can lift. This process takes at least 1 hour, or more if conditions are poor. Such an improvised melee weapon deals 1d6 points of damage (×2 on a critical hit), and its threat range is 20. The exotic weapon master is automatically proficient with her improvised melee weapon; anyone else who wishes to use it must spend an Exotic Weapon Proficiency feat to avoid the -4 nonproficiency penalty. Most objects do bludgeoning damage; sharp items do piercing damage instead. Long items (such as ladders) have reach according to their length, and items with many protrusions (such as chairs) give the exotic weapon master a +2 bonus on disarm attempts.

Exotic Specialization: At 5th level, the exotic weapon master gains a +2 bonus on damage rolls when using any exotic weapon. (For ranged weapons, this damage bonus applies only if the target is within 30 feet.) This modifier does not stack with that provided by the Weapon Specialization feat.

Greater Improvised Weapons: At 5th level, the exotic weapon master can make an improvised throwing or melee weapon that deals 2d6 points of damage. This ability otherwise functions

like the improvised throwing weapons or improvised melee weapons ability, depending on the kind of weapon desired.

EYE OF GRUUMSH

Most people think they've seen the worst that orcs can breed when an orc barbarian comes raging over a hilltop—at least until they see a one-eyed orc barbarian come raging over a hilltop. This creature may well be an eye of Gruumsh, an orc so devoted to his evil deity that he has disfigured himself in Gruumsh's name.

In an epic battle at the dawn of time, the elven deity Corellon Larethian stabbed out Gruumsh's left eye. Filled with rage and hatred, the orc deity called for followers loyal enough to serve in his image. Those who heeded this call are known as the eyes of Gruumsh. They sacrifice their right eyes instead of their left ones so that their impaired vision balances that of their deity. Thus, symbolically at least, they can see what he cannot. These living martyrs to Gruumsh are some of the toughest orcs and half-orcs in the world.

The eye of Gruumsh is a true prestige class in the sense that all orcs respect those who achieve it. If a candidate proves capable with the brutal orc double axe and has no moral code to stand in the way of his service, only the test remains—to put out his own right eye in a special ceremony. This is a bloody and painful ritual, the details of which are best left undescribed. If the candidate makes a sound during the process, he fails the test.

No consequences for failure exist, except that he can never become an eye of Gruumsh — and he's lost one eye.



Barbarians gain the most value from this prestige class, since it encourages raging as a fighting style. Fighters, clerics, rangers, and even rogues also heed this calling; orcs and half-orcs are the obvious candidates for the class, and some orc tribes whisper of barbarians from other races who have adopted this mantle. Of course, these may just be legends meant to inspire young orcs to jealous rage.

Hit Die: d12.

Requirements

To qualify as an eye of Gruumsh, a character must fulfill the following criteria.

Race: orc or half-orc. (A character of another race who grows up among orcs may also adopt this prestige class if the DM permits.)

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (orc double axe), Weapon Focus (orc double axe).

Special: The character must be a worshiper of Gruumsh and must put out his own right eye in a special ritual. None of the eye of Gruumsh's special abilities function if he regains sight in both eyes.

Class Skills

The eye of Gruumsh's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the eye of Gruumsh prestige class.

Weapon and Armor Proficiency: Eyes of Gruumsh are proficient with light and medium armor, shields, and all simple and martial weapons.

Blind-Fight: At 1st level, the eye of Gruumsh gains Blind-Fight as a bonus feat.

Follow Orders Blindly: At 1st level, the eye of Gruumsh may grant a +2 morale bonus on Will saves to any nongood orcs or half-orcs with HD lower than his character level within 30 feet of him. Any recipient who willingly goes against the eye of Gruumsh's directions loses this bonus immediately. Using this ability is a standard action, and the effect lasts for 1 hour per eye of Gruumsh level.

Rage: Also at 1st level, the eye of Gruumsh gains the ability to rage as a barbarian of a level equal to the total of his barbarian and eye of Gruumsh levels. Thus, a Bbn14/eye of Gruumsh2 can use rage 5 times per day.

Ritual Scarring: Through frequent disfiguration of his own skin, the eye of Gruumsh gains a +1 natural armor bonus at 3rd level. This bonus increases by +1 for every three eye of Gruumsh levels gained thereafter.

Swing Blindly (Ex):

At 2nd level, the eye of Gruumsh gains an additional +2 bonus to his Strength score while raging. While this ability is in effect, the character provokes attacks of opportunity as though he were casting a spell whenever he takes any kind of attack action.

Blinding Spittle (Ex): The eye of Gruumsh can launch blinding spittle at any opponent within 20 feet. Using a ranged touch attack (at a -4 penalty), he spits his stomach acid into the target's eyes. An opponent who fails a Reflex save (DC 10 + eye of Gruumsh level + eye of



TABLE 5-7: THE EYE OF GRUUMSH

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Blind-Fight, follow orders blindly, rage
2nd	+2	+3	+0	+0	Swing blindly
3rd	+3	+3	+1	+1	Ritual scarring +1
4th	+4	+4	+1	+1	Blinding spittle 1/hour
5th	+5	+4	+1	+1	Blindsight, 5-foot radius
6th	+6	+5	+2	+2	Ritual scarring +2
7th	+7	+5	+2	+2	Blinding spittle 2/hour
8th	+8	+6	+2	+2	Blindsight, 10-foot radius
9th	+9	+6	+3	+3	Ritual scarring +3
10th	+10	+7	+3	+3	Sight of Gruumsh

Gruumsh's Constitution bonus) is blinded until he or she can rinse away the spittle. This attack has no effect on creatures that don't have eyes or don't depend on vision. Blinding spittle is usable once per hour at 4th level and twice per hour at 7th level.

Blindsight (Ex): At 5th level, the eye of Gruumsh gains blindsight in a 5-foot radius. This ability is otherwise identical to the hearing-based version described in the introduction of the *Monster Manual*. Its range increases to 10 feet at 8th level.

Sight of Gruumsh: At 10th level, the eye of Gruumsh sees the moment of his own death through his missing eye. This foreknowledge gives him a +2 morale bonus on all saving throws from then on. (Whether or not the vision is accurate is irrelevant—the character believes it to be true.)

Organization: The Eyes Of Gruumsh

"The cycle of my father's people is a simple one. You kill, you get better at killing, and you kill again. Break the cycle, and you die."

—Krusk

Though orcs revere eyes of Gruumsh for their unique clarity of vision, the average eye of Gruumsh isn't particularly well qualified to think for an entire tribe—even though he often assumes leadership of a tribe early in his career. Thus, he relies on a cleric of Gruumsh for wise counsel. To discourage any unhealthy confusion among their followers about who is in charge, both the eye of Gruumsh and the cleric encourage war against other races at every opportunity.

Since eyes of Gruumsh seek to avenge Corellon Larethian's insult to their deity, most are so obsessed with the destruction of elves that they attack any elven community on sight. Inspired by their leaders' rage, other orcs often throw themselves heedlessly at elven hordes.

Multiple eyes of Gruumsh usually don't work well together because they commonly have competing ideas about which course of action serves their deity best. Every few decades or so, however, several eyes of Gruumsh get the same idea in their heads—a crusade! (After all, a holy crusade involving hundreds of tribes under the command of dozens of eyes of Gruumsh is just the thing to inspire the younger generation to the deity's service.) When this occurs, the eyes of Gruumsh meet and declare truces between competing tribes by closing their functional left eyes all at once—thus

blinding them to their own bickering. Then they go out and try to eradicate some other species.

FOE HUNTER

The foe hunter has but one purpose in life: to kill creatures of the type she hates. She is willing to pay any price or risk any danger to prevail against this hated foe. Her blade is anathema to such creatures, and her body is more often than not proof against their attacks. Though her hatred of this enemy is boundless and unending, it is not unthinking or rash. She lives to put an end to her hated foe, but she does not throw away her own life needlessly.

The foe hunter's path is open to any creature, good or evil. Some hunt humans or even celestials; others hunt the foulest spawn of the underworld. NPC foe hunters can be fierce allies against formidable enemies or implacable opponents dedicated to killing those the heroes love.

A character can choose this prestige class more than once but must select a different hated enemy and start again at 1st level each time. Levels of different foe hunter classes do not stack when determining level-based class features.

Hit Die: d10.

Requirements

To become a foe hunter, a character must fulfill the following criteria.

Base Attack Bonus: +7.

Feats: Track, Weapon Focus (any).

Language: The language (if any) of the intended hated enemy.

Special: The character must have a favored enemy.

Class Skills

The foe hunter's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the foe hunter prestige class.

TABLE 5–8: THE FOE HUNTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Hated enemy, rancor +1d6
2nd	+1	+3	+3	+0	Hated enemy damage reduction 3/–
3rd	+2	+3	+3	+1	Rancor +2d6
4th	+3	+4	+4	+1	Hated enemy damage reduction 5/–, hated enemy spell resistance
5th	+3	+4	+4	+1	Rancor +3d6
6th	+4	+5	+5	+2	Hated enemy damage reduction 7/–
7th	+5	+5	+5	+2	Rancor +4d6
8th	+6	+6	+6	+2	Hated enemy damage reduction 9/–
9th	+6	+6	+6	+3	Rancor +5d6
10th	+7	+7	+7	+3	Death attack, hated enemy damage reduction 11/–



Weapon and Armor Proficiency: Foe hunters gain no weapon or armor proficiencies.

Hated Enemy: At 1st level, the foe hunter chooses one creature type that she has already selected as a favored enemy to be the target of her hatred. This choice determines what kind of foe hunter she becomes—orc hunter, giant hunter, or the like. The choice of hated enemy is irreversible.

Rancor (Su): The foe hunter can deliver a powerful blow to her hated enemy. Once per round, on her action, she can designate one of her attacks against a hated enemy as a rancor attack before the attack roll is made. A successful rancor attack by a 1st-level foe hunter deals +1d6 points of extra damage. This amount increases by +1d6 points for every two additional foe hunter levels the attacker acquires. Should the foe hunter score a critical hit with a rancor attack, this extra damage is not multiplied. The extra damage from a rancor attack applies even if that hated enemy is immune to critical hits.

With a sap or an unarmed strike, the foe hunter can deal subdual damage instead of normal damage with a rancor attack. She cannot, however, do subdual damage with a weapon that deals normal damage in a rancor attack, even when taking the usual -4 penalty.

Hated Enemy Damage Reduction (Ex): At 2nd level, the foe hunter can shrug off 3 points of damage from each successful attack by her hated enemy. This damage reduction increases by 2 points for every two additional foe hunter levels she has. Damage reduction can reduce damage to 0, but not below that. Hated enemy damage reduction does not stack with any other damage reduction the character has.

Hated Enemy Spell Resistance (Ex): Beginning at 4th level, the foe hunter can avoid the effects of spells and spell-like abilities that would directly affect her, as long as they originate from her hated enemy. Against such effects, the foe hunter has spell resistance equal to $15 +$ her foe hunter class level. This stacks with any other applicable spell resistance the character may have.

Death Attack (Ex): At 10th level, the foe hunter can make a death attack against a hated enemy that is denied its Dexterity bonus to AC (whether or not it actually has one). This ability functions like the assassin's death attack (see Assassin in Chapter 2 of the *DUNGEON MASTER'S Guide*), except that the foe hunter need only make a melee attack that successfully does damage, not a sneak attack.

FORSAKER

Magic is evil. Magic tempts. Magic perverts. Magic corrupts. Anyone who cannot embrace these truths has no business considering the path of the forsaker.

The forsaker rebels against the magic of the fantastic world around him. It's not that he doesn't believe in it; he knows full well that magic is real. He has felt its all too tangible power burn over his skin or wrest control of his mind from him. While others may ignore the dangers of magic and succumb to its siren call of power, the forsaker knows better. To him, sorcery is nothing but a crutch that coddles and weakens its users. By depending upon his own resources alone, the forsaker becomes stronger, tougher, smarter, and more nimble than any of his companions. To that end, he treads a lonely path, deliberately depriving himself of magic's benefits and destroying any magic items he finds.

Forsakers can take up any standard or philosophy, though they tend more toward chaos than law. Evil forsakers hunt down and kill the most powerful users of magic that they can find, as if to demonstrate the ultimate weakness of the wizard and the sorcerer. Good forsakers commit themselves to expunging evil sorcery from their world, but they too see themselves as examples of how mundane strength can conquer foul enchantments.

Though forsakers do their best to resist all spells—even beneficial ones—cast upon them, some eventually learn to tolerate their companions' magic. A few claim that they are leading by example; others rationalize that only by consorting with lesser villains can they defeat greater ones. Whatever justification they use, the alliance between forsaker and spellcaster, no matter how temporary or how necessary, is seldom a peaceful one.

Few characters other than dwarven fighters and human or half-orc barbarians can appreciate the lifestyle of the forsaker. Elves, half-elves, and gnomes are surrounded by the benefits of magic from birth, so they are unlikely to choose this path. Dwarves, on the other hand, are naturally suspicious of sorcery, and many rural humans are just as distrustful. Certainly, no spellcaster should consider this career choice, since it means the virtual end of advantages gained from a former class. Even paladins and rangers must think hard before leaving behind their spells and spell-like abilities. Fighters and rogues occasionally take up this prestige class, but most forsakers are barbarians. Some say that only such a prim-

itive, focused mind could ever manage to forsake magic for good.

Hit Die: d12.

Requirements

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

Feats: Great Fortitude, Iron Will, Lightning Reflexes.

Special: The character must once have been the victim of a magical attack that seriously wounded him or threatened his life. He must also sell or give away all his magic items (including magic weapons, armor, and potions) and renounce the use of any spellcasting and spell-like abilities he previously used.

Class Skills

The forsaker's class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Handle Animal (Wis), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Swim (Str), Tumble (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the forsaker prestige class.

Weapon and Armor Proficiency: Forsakers gain no weapon or armor proficiencies.

Ability Bonus (Ex): Beginning at 1st level, the character gains a +1 inherent bonus to any desired ability score for each forsaker level.

Fast Healing (Ex): Forsakers regain hit points at an exceptionally fast rate. At 1st level, the character regains 1 hit point per round, to a maximum of 10 hit points per day. The number of hit points regained per round increases by +1 for every four forsaker levels, and the maximum restorable per day increases by 10 for every two forsaker levels. Except as noted above, this ability works like the fast healing ability described in the introduction of the *Monster Manual*.

Forsake Magic: In addition to avoiding all use of spellcasting, spell-like abilities, and magic items, the forsaker must also refuse any benefits from others' magic—including magical healing.

Thus, he must attempt a saving throw against any spell that allows one. For most beneficial spells, such as *displacement* or *neutralize poison*, a successful save negates the spell's effects; for a cure spell, it halves the

benefit. Any forsaker who unwittingly uses a magic item or casts a spell (while under the influence of a charm person or dominate person spell, for example) loses all the special abilities of the prestige class for one week.

Spell Resistance (Ex): At 1st level, the forsaker gains spell resistance 11. This value increases by +1 with each forsaker level gained and stacks with any other applicable spell resistance he has.



TABLE 5-9: THE FORSAKER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Ability bonus +1, fast healing 1 (10), forsake magic, SR 11
2nd	+2	+3	+0	+3	Ability bonus +1, damage reduction 3/+1, magic destruction, SR 12
3rd	+3	+3	+1	+3	Ability bonus +1, fast healing 1 (20), natural weapons, SR 13, tough defense
4th	+4	+4	+1	+4	Ability bonus +1, damage reduction 5/+2, SR 14
5th	+5	+4	+1	+4	Ability bonus +1, fast healing 2 (30), SR 5
6th	+6	+5	+2	+5	Ability bonus +1, damage reduction 7/+3, slippery mind, SR 16
7th	+7	+5	+2	+5	Ability bonus +1, fast healing 2 (40), SR 7
8th	+8	+6	+2	+6	Ability bonus +1, damage reduction 9/+4, SR 18
9th	+9	+6	+3	+6	Ability bonus +1, fast healing 3 (50), SR 19
10th	+10	+7	+3	+7	Ability bonus +1, damage reduction 11/+5, SR 20

Damage Reduction (Ex): At 2nd level, the forsaker gains damage reduction 3/+1. This damage resistance rises by 2/+1 for every two forsaker levels he gains thereafter. This ability remains in effect only as long as the forsaker destroys the required value of magic items every 24 hours (see *Magic Destruction*, below). This does not stack with any other damage reduction he already has.

Magic Destruction: The forsaker gains access to his damage reduction ability (see above) through the destruction of magic items, if he goes more than 24 hours without destroying magic items whose market prices total at least 100 gp per point of damage reduction, he loses that ability until he does so.

Tough Defense (Ex): At 3rd level, a forsaker gains a natural armor bonus equal to his Constitution bonus (if any).

Natural Weapons (Ex): Beginning at 3rd level, the forsaker can fight as though he and his weapon were one. Any weapon he uses functions as if it were a natural weapon for overcoming damage reduction (see *Damage Reduction* in the introduction of the *Monster Manual*). That is, if the forsaker has damage reduction 3/+1, any weapon he uses functions as if it were a +1 weapon for overcoming a foe's damage reduction.

Slippery Mind (Ex): At 6th level, the forsaker can wriggle free from magical effects that would otherwise control or compel him. If he fails his saving throw against an enchantment effect, he can attempt his saving throw again 1 round later. He gets only one extra chance to succeed at his saving throw.

Ex—Forsakers

Forsakers can multiclass normally, as long as they continue to abide by the strictures of the prestige class. Any forsaker who willingly violates those strictures by using magic items or casting spells loses all special abilities of the prestige class and can progress no further as a forsaker. If he thereafter remains pure (uses no magic) for a period of a year and a day, his abilities are reinstated at their previous levels and he may once again progress in the prestige class.

FRENZIED BERSERKER

The random madness of the thunderstorm and the unpredictability of the *slaadi* come together in the soul of the frenzied berserker. Unlike most other characters, she does not fight to achieve some heroic goal or defeat a loathsome villain. Those are mere excuses—it is the thrill of combat that draws her. For the frenzied barbarian, the insanity of battle is much like an addictive drug—she must constantly seek out more conflict to feed her craving for battle.

Along the wild borderlands and in the evil kingdoms of the world, frenzied berserkers often lead warbands that include a variety of character types—and even other frenzied berserkers. Some such groups turn to banditry and brigandage; others serve as specialized mercenaries. Whatever their origin, such warbands naturally gravitate toward situations of instability and conflict, because wars and civil strife are their bread and butter. Indeed, the

coming of a frenzied berserker is the most obvious herald of troubled times.

The frenzied berserker's path is unsuited for most adventurers—a fact for which the peace-lovers of the world can be thankful. Because of their traditional love for battle, orc and half-orc barbarians are the ones who most frequently adopt this prestige class, though human and dwarven barbarians also find it appealing. It might seem that elves would be good candidates because of their chaotic nature, but the elven aesthetic and love of grace are at odds with the frenzied berserker's devaluation of the self. Spellcasting characters and monks almost never become frenzied berserkers.

Hit Die: d12.

Requirements

To become a frenzied berserker, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +6.

Feats: Cleave, Destructive Rage, Intimidating Rage, Power Attack.

Class Skills

The frenzied berserker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each level: 2 + Int modifier.

Class Features

The following are class features of the frenzied berserker prestige class.

Weapon and Armor Proficiency: Frenzied berserkers gain no weapon or armor proficiencies.

Frenzy (Ex): Beginning at 1st level, the frenzied berserker can enter a frenzy during combat. While frenzied, she gains a +6 bonus to Strength and a single extra attack each round at her highest bonus. (This latter effect is not cumulative with haste.) However, she also suffers a –4 penalty to AC and takes 2 points of subdual damage per round. A frenzy lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier. To end the frenzy before its duration expires, the character may attempt a Will save (DC 20) once per round as a free action. Success ends the frenzy immediately; failure means it continues. The effects of frenzy stack with those from rage.

At 1st level, the character can enter a frenzy once per day. Thereafter, she gains one additional use per day of this ability for every two frenzied berserker levels she acquires. The character can enter a frenzy as a free action. Even though this takes no time, she can do it only during her action, not in response to another's action. In addition, if she suffers damage from an attack, spell, trap, or any other source, she automatically enters a frenzy at the start of her next action, as long as she still has at least one daily usage of the ability left. To avoid entering a frenzy in response to damage, the character must make a successful Will save (DC 10 + points of damage suffered since her last action) at the start of her next action.

TABLE 5–10: THE FRENZIED BERSERKER

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+1	+2	+0	+0	Frenzy 1 /day, Remain Conscious
2nd	+2	+3	+0	+0	Supreme cleave
3rd	+3	+3	+1	+1	Frenzy 2/day
4th	+4	+4	+1	+1	Deathless frenzy
5th	+5	+4	+1	+1	Frenzy 3/day, improved power attack
6th	+6	+5	+2	+2	Inspire frenzy 1/day
7th	+7	+5	+2	+2	Frenzy 4/day
8th	+8	+6	+2	+2	Greater frenzy, inspire frenzy 2/day
9th	+9	+6	+3	+3	Frenzy 5/day
10th	+10	+7	+3	+3	Inspire frenzy 3/day, no longer winded after frenzy, supreme power attack

While frenzied, the character cannot use skills or abilities that require patience or concentration (such as Move Silently), nor can she cast spells, drink potions, activate magic items, or read scrolls. She can use any feat she has except Expertise, item creation feats, metamagic feats, and Skill Focus in a skill that requires patience or concentration. She can, however, use her special ability to inspire frenzy (see below) normally.

During a frenzy, the frenzied berserker must attack those she perceives as foes to the best of her ability. Should she run out of enemies before her frenzy expires, her rampage continues. She must then attack the nearest creature (determine randomly if several potential toes are equidistant) and fight that opponent without regard to friendship, innocence, or health (the target's or her own).

When a frenzy ends, the frenzied berserker is fatigued (–2 penalty to Strength and Dexterity, unable to charge or run) for the duration of the encounter, or until she enters another frenzy, whichever comes first. At 10th level, she is no longer fatigued after a frenzy, though she still suffers the subdual damage for each round it lasts.

Starting at 8th level, the character's frenzy bonus to Strength becomes +10 instead of +6.

Remain Conscious: The frenzied berserker gains Remain Conscious as a bonus feat.

Supreme Cleave: At 2nd level, the frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. She is still limited to one such adjustment per round, so she cannot use this ability during a round in which she has already taken a 5-foot step.

Deathless Frenzy (Ex): At 4th level, the frenzied berserker can scorn death and unconsciousness while in a frenzy. Should her hit points fall to 0 or below because of hit point loss, she continues to fight normally until her frenzy ends. At that point, the effects of her wounds apply normally. This ability does not prevent death from spell effects such as *slay living* or *disintegrate*.

Improved Power Attack: Beginning at 5th level, the frenzied berserker gains a +3 bonus on her melee damage rolls for every –2 penalty she takes on her melee attack rolls when using the Power Attack feat.

Inspire Frenzy (Su): Beginning at 6th level, the frenzied berserker can inspire frenzy in her allies while she herself is frenzied. When she uses this ability, all allies within 10 feet of her gain the benefits and the disadvantages of frenzy as if they had that ability themselves.

Those who do not wish to be affected can make a Will save (DC 10 + frenzied berserker level + frenzied berserker's Charisma modifier) to resist the effect. The frenzy of affected allies lasts for a number of rounds equal to 3 + the frenzied berserker's Constitution modifier, regardless of whether they remain within 10 feet of her.

The frenzied berserker gains one additional use of this ability per day for every two additional frenzied berserker levels she acquires, though the ability is still usable only once per encounter.

Supreme Power Attack: At 10th level, the frenzied berserker gains a +2 bonus on her melee damage rolls for every –1 penalty she takes on her melee attack rolls when using the Power Attack feat. This effect does not Stack with that of Improved Power Attack.

GEOMANCER

The cleric reaches out to a higher power. The wizard trusts only in eldritch tomes. The druid looks to nature for her spells. To the geomancer, however, all magic is the same.

Geomancy is the art of channeling magical energy from many sources through the land itself. A geomancer may research like a wizard, pray like a cleric, or sing like a bard, but he casts spells as only a geomancer can. In the area he calls home (be it high on a mountain, deep in a forest, or even beneath an ocean) he weaves ley lines—powerful connections to the land itself. The spells he casts through these connections with the earth are reflections of his own strength of will. As the geomancer progresses, however, the effort of gathering magic through the earth takes a physical toll on him, making him more and more like the land and its creatures.

Only characters with more than one spellcasting class can become geomancers. The most popular combinations are druid sorcerer and druid wizard. Clerics with arcane spellcasting ability can also qualify, those with access to the Plant or Animal domain are the most likely to consider this path. A bard or a ranger who picks up a second, more focused spellcasting class can also adopt this lifestyle.

Hit Die: d6.

Requirements

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

Skills: Knowledge (arcana) 6 ranks, Knowledge (nature) 6 ranks.

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

Class Skills

The geomancer's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (arcana), Knowledge (nature), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the geomancer prestige class.

Weapon and Armor Proficiency: Geomancers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each geomancer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). Since the character had more than one spellcasting class before becoming a geomancer, the player must decide to which class to add each geomancer level for determining spells per day and spells known.

Spell Versatility: At 1st level, the geomancer learns to blend divine and arcane magic. He still acquires and prepares his spells in the normal manner for his individual spellcasting classes. When he casts them, however, he can mix or match spellcasting parameters from any of his classes to gain the maximum possible advantage for any spell with a spell level equal to or less than his spell versatility score. Thus, as a 4th-level geomancer, he can cast any of his 3rd-level or lower sorcerer/wizard spells with no chance of arcane spell failure from armor. (The druidic prohibition against metal armor still applies to druid/geomancers, however, since this stricture stems from a spiritual oath rather than a practical limitation.) The geomancer may use his Wisdom bonus to set the save DC for arcane spells, or his Charisma or Intelligence bonus (whichever he would normally use for arcane



spells; to set the save DC for divine spells. If a spell requires either an arcane material component or a divine focus, he may use either. A cleric/geomancer who also has levels of wizard, sorcerer, or bard can spontaneously convert any prepared arcane or divine spell (except a domain spell) of an appropriate level into a *cure* or *inflict* spell of equal or lower level, though he must be capable of casting the latter as a cleric.

Drift: The character slowly becomes closer to nature. At each geomancer level, choose a drift from the appropriate stage (see Drift, below).

Ley Lines: At 2nd level, the geomancer learns to create magical connections with a specific type of terrain. Choose one of the following terrain types: aquatic, desert, Forest, hills, marsh, mountains, or plains. In that terrain, the geomancer's effective caster level for all spells increases by +1. At 6th level and again at 10th level,

TABLE 5-11: THE GEOMANCER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Drift 1, spell versatility 0	+1 level of existing class
2nd	+1	+3	+0	+3	Drift 1, ley lines +1, spell versatility 1	+1 level of existing class
3rd	+2	+3	+1	+3	Drift 2, spell versatility 2	+1 level of existing class
4th	+3	+4	+1	+4	Drift 2, spell versatility 3	+1 level of existing class
5th	+3	+4	+1	+4	Drift 3, spell versatility 4	+1 level of existing class
6th	+4	+5	+2	+5	Drift 3, ley lines +2, spell versatility 5	+1 level of existing class
7th	+5	+5	+2	+5	Drift 4, spell versatility 6	+1 level of existing class
8th	+6	+6	+2	+6	Drift 4, spell versatility 7	+1 level of existing class
9th	+6	+6	+3	+6	Drift 5, spell versatility 8	+1 level of existing class
10th	+7	+7	+3	+7	Drift 5, ley lines +3, spell versatility 9	+1 level of existing class

the character may either choose a new terrain in which to receive the benefit (at +1), or increase his effective caster level in a previously chosen terrain by an additional +1.

Drift

Drift is a gradual devolution into some other natural form. Those who experience this phenomenon gain attributes of animals and plants as time goes by. Geomancers experience drift at every level. As a variant rule, high-level druids who spend all their lives away from civilization may also experience drift at the Dungeon Master's discretion—perhaps once every ten years.

Drift is divided into stages. You must choose one drift from stage 1 the first time you experience the phenomenon. Your second drift must also be from stage 1. Thereafter, you may choose from a higher stage only after you have acquired at least two drifts from the previous stage. For example, a stage 4 drift may be chosen only after you have at least two stage 1 drifts, two stage 2 drifts, and two stage 3 drifts. You may, however, choose drifts from stages below your maximum whenever you wish. For example, you if you have two stage 1 drifts, you may choose a third stage 1 rather than a stage 2, if desired.

Stage 1 drifts have no game effect. Each drift of stage 2 and beyond grants a permanent extraordinary ability. Natural attacks allow for Strength bonuses on damage rolls, except in the case of poison and acid.

Stage 1

1. Leopard spots appear on your body.
2. You grow a cat's tail.
3. You sprout feathers (but not wings).
4. Your eyebrows become green and bushy.
5. Your hair becomes a tangle of short vines.
6. Light, downy fur covers your skin.
7. Your skin turns green and scaly.
8. Your touch causes flowers to wilt.
9. Your voice sounds like a dog's, though it is still intelligible.
10. Zebra stripes appear on your body.

Stage 2

1. A small camel's hump grows on your back. (You can go without water for up to five days.)
2. You grow a coat of white fur like a polar bear's. (You gain a +8 bonus on Hide checks in snowy areas.)
3. The pads of your feet become sticky, like those of a lizard. (You gain a +4 bonus on Climb checks.)
4. You become as swift as an elk. (Your land speed increases by +5 feet.)
5. You become as comely as a dryad. (You gain a +4 bonus on Diplomacy checks.)
6. You become as graceful as a cat. (You gain a +4 bonus on Balance checks.)
7. You sprout leaves and become photosynthetic. (You can subsist on 1 hour/day of sunlight in lieu of food, though you still require the same amount of water as before.)
8. Your blood flows as slowly as tree sap. The speed at which progressive damage, such as that from *wounding* or *decomposition* (see Chapter 6), affects you is halved.

9. Your eyes become as sharp as a rat's. (You gain low-light vision.)
10. Your skin adapts like that of an octopus. (You can change color to blend with your surroundings, gaining a +4 bonus on Hide checks.)

Stage 3

1. Deer antlers grow from your forehead. (You gain a gore attack for 1d6 points of damage.)
2. Thorns grow on your body. (Your unarmed attacks do piercing damage, and those striking you with natural weapons suffer 1d3 points of piercing damage per successful hit.)
3. You can constrict like a snake. (You deal 1d3 points of damage with a successful grapple check against a creature of your size category or smaller.)
4. You can spin a web like a spider. (You can use your web to snare prey as described in the monstrous spider entry in the *Monster Manual*, but you cannot attack with it.)
5. You sprout fish gills. (You can breathe both water and air.)
6. Your eyes become as sharp as an eagle's. (You gain a +4 bonus on Spot checks in daylight.)
7. Your eyes become as sharp as an owl's. (You gain a +4 bonus on Spot checks in dusk and darkness.)
8. Your fingers grow hawklike talons. (You gain Weapon Finesse [claw] and can make two claw attacks per round for 1d3 points of damage each.)
9. Your mouth extends like a crocodile's. (You gain a bite attack for 1d6 points of damage.)
10. Your toes grow lionlike claws. (You can make two rake attacks for 1d4 points of damage each if you gain a hold on your target.)

Stage 4

1. You grow an acid stinger like that of a giant ant. (You can sting for 1d4 points of piercing damage + 1d4 points of acid damage.)
2. You can trip like a wolf. (If you hit with a natural attack, you can attempt to trip your target as a free action; see the wolf entry in the *Monster Manual*.)
3. You can rage like a wolverine. (If you take damage, you rage as a 1st-level barbarian—see Barbarian in the *Player's Handbook*—or gain +1 effective level of any class you have that grants rage as a class feature, but only for determining the benefits of rage.)
4. You gain a boar's ferocity. (You continue to fight without penalty even while disabled or dying.)
5. You can grab like a bear. (You gain the improved grab ability as described in the introduction of the *Monster Manual*.)
6. You can pounce like a leopard. (If you leap on a foe in the first round of combat, you can make a full attack action even if you have already taken a move action.)
7. Your hands become as strong as a gorilla's. (You gain a +2 bonus on Strength checks to break objects.)
8. Your jaw becomes as powerful as a weasel's. (You can attach to an opponent with a successful bite and inflict 1d3 points of damage per round until unattached. However, you lose your Dexterity bonus to AC while attached.)
9. You can fire an ink cloud as does a squid. (In water, you can emit a cloud of jet-black ink 10 feet on a side once

per minute as a free action; this provides total concealment and those within the cloud suffer the effects of total darkness.)

10. Your nose becomes as sensitive as a hound's. (You gain the Scent feat; see Chapter 2.)

Stage 5

1. You grow a unicorn horn. (You gain a +4 bonus on Fortitude saves against poison and a gore attack for 1d8 points of damage.)
2. Feathered or batlike wings grow from your back. (You gain a fly speed of 60 feet.)
3. You can curl into a spiny ball like a hedgehog. (When curled, you gain a +4 natural armor bonus to AC, but you may not move or attack. Curling or uncurling is a standard action.)
4. You are as graceful as a pixie. (You gain a +2 bonus on Reflex saves.)
5. You gain the tremorsense of an earthworm. (You can sense anything in contact with the ground within 30 feet of you.)
6. Your canine teeth exude poison. (If you hit with a bite attack, your target must make a Fortitude save (DC 10 + 1/2 your character level + your Constitution modifier) against poison. Initial damage is 1d2 points of temporary Dexterity damage; secondary damage is 1d4 points of temporary Dexterity damage.)
7. Your senses become as sharp as a bat's. (You gain the Blindsight feat; see Chapter 2.)
8. Your feet extend to elephantine width. (You gain the trample ability as described in the introduction of the *Monster Manual*. Your trample attack does 2d4

points of bludgeoning damage, and the Reflex save DC is 10 + 1/2 your character level + your Strength modifier.)

9. You can move like a cheetah. (Once per hour, you can take a charge action to move ten times your normal speed.)
10. Your skin becomes tree bark. (You gain a +1 natural armor bonus to AC.)

HEXER

“Do not meet the gaze of the shaman with the evil eye,” warn townsfolk who have crossed paths with a hexer. Unfortunately, the typical intrepid adventurer rarely hears such advice in time. The hexer profits by this ignorance, surprising his victims with the power of his gaze. Many hexers inflict curses that follow their victims like a plague. The more powerful practitioners can engender fear, cause magical slumber, or enthrall their victims as slaves with a mere glance.

Hexers are unknown among civilized peoples; they are found only among tribes of goblins, ogres, and orcs. Prior to pursuing the path of the hexer, most of them were adepts who served as witch doctors for their tribes. Hexers often assume leadership of their tribes as well—who would dare to gainsay them, after all?

Most hexers are villainous, evil cretins lacking any code of morality, and the vast majority of them hate humans, elves, dwarves, and other civilized races. Neutral hexers are no less dangerous, especially when something threatens the welfare of their tribes.

Hit Die: d6.



TABLE 5–12: THE HEXER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+0	+0	+2	<i>Hex</i> 1/day	+1 level of existing class
2nd	+2	+0	+0	+3	Bonus spell, <i>hex</i> 2/day	+1 level of existing class
3rd	+3	+1	+1	+3	<i>Sicken hex</i>	+1 level of existing class
4th	+4	+1	+1	+4	Bonus spell, <i>hex</i> 3/day	+1 level of existing class
5th	+5	+1	+1	+4	<i>Fear hex</i>	+1 level of existing class
6th	+6	+2	+2	+5	Bonus spell, <i>hex</i> 4/day	+1 level of existing class
7th	+7	+2	+2	+5	<i>Sleep hex</i>	+1 level of existing class
8th	+8	+2	+2	+6	Bonus spell, <i>hex</i> 5/day	+1 level of existing class
9th	+9	+3	+3	+6	<i>Charm hex</i>	+1 level of existing class
10th	+10	+3	+3	+7	Bonus spell, <i>hex</i> 6/day	+1 level of existing class

Requirements

To become a hexer, a character must fulfill the following criteria.

Race/Type: Monstrous humanoid, giant, goblinoid, or other primitive humanoid, such as orc or gnoll.

Alignment: Any nongood.

Skills: Knowledge (arcana) 10 ranks, Spellcraft 8 ranks, Wilderness Lore 10 ranks.

Spellcasting: Able to cast lightning bolt as a divine spell.

Class Skills

The hexer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Handle Animal (Cha), Heal (Wis), Knowledge (any) (Int), Profession (any) (Wis), Scry (Int, exclusive skill) Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the hexer prestige class.

Weapon and Armor Proficiency: Hexers gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each hexer level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like), if the character had more than one spellcasting class before becoming a hexer, the player must decide to which class to add each hexer level for determining spells per day and spells known.

Hex (Sp): At 1st level, the hexer gains a gaze attack. He can use this ability once per day at 1st level and twice per day at 2nd level. Thereafter, he gains one additional use per day of this ability for every two hexer levels he acquires.

Activating this power is a standard action, and it lasts for a number of rounds equal to the character's hexer level. Each round, the hexer's gaze attack automatically works against one creature within 30 feet that is looking at (attacking or interacting with) him. Targets who avert their eyes have a 50% chance of avoiding the gaze,

but the hexer gains one-half concealment (20% miss chance) relative to those who successfully avoid the gaze. Targets can also close their eyes or turn away entirely; doing so prevents the *hex* from affecting them but grants the gazer total concealment (50% miss chance) relative to them.

An affected target must make a Will save (DC 10 + hexer level + hexer's Wisdom modifier) or suffer a –4 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks. These effects are permanent until removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. This is an enchantment effect and cannot be dispelled.

A *hex* does not affect undead creatures or extend beyond the plane that the hexer occupies. The hexer is subject to the effects of his own reflected gaze and is allowed a saving throw against them.

Bonus Spell: At 2nd level, the hexer adds a new spell of his choice to his spell list. This spell must come from the wizard/sorcerer spell list and must be of a spell level that the hexer can cast. He can prepare this new spell at the same spell level as it appeared on the wizard/sorcerer list. He gains one additional bonus spell for every two hexer levels he has.

Sicken Hex (Sp): At 3rd level, the hexer can use his gaze attack to inflict a debilitating illness. This ability functions like the *hex* ability (above), except that the target must make a Fortitude save instead of a Will save to resist, and the effect is as described below. A *sicken hex* requires one daily use of the character's *hex* ability.

A target who fails the save is overcome with pain and fever, which causes him or her to move at one-half normal speed, lose any Dexterity bonus to Armor Class, and suffer a –2 circumstance penalty on attack rolls. These effects are permanent until removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. A *sicken hex* is a necromancy effect that cannot be dispelled.

Fear Hex (Sp): At 5th level, the hexer can use his gaze attack to engender fear. This ability functions like the *hex* ability (above), except that target is affected as if by a *fear* spell. A *fear hex* is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's *hex* ability.

Sleep Hex (Sp): At 7th level, the hexer can use his gaze to generate a sleep effect. This ability functions like the *hex* ability (above), except that duration is 10 minutes × the character's hexer level and the target is affected as if

by a *sleep* spell. A *sleep hex* is a mind-influencing, compulsion, enchantment effect, and it requires one daily use of the character's *hex* ability.

Charm Hex (Sp): At 9th level, the hexer can use his gaze attack to generate a *charm monster* effect. This ability functions like the *hex* ability (above), except that duration is 1 day per hexer level and the target is affected as if by a *charm monster* spell. (Should the hexer fall victim to his own reflected gaze attack, he is affected as if by a *hold monster* spell.) A *charm hex* is a mind-influencing, charm, enchantment effect, and it requires one daily use of the character's *hex* ability.

KING/QUEEN OF THE WILD

Few are brave enough to climb the highest mountains and tread the deepest deserts. But where nature's fury is at its height, there you'll find the kings and queens of the wild, undaunted by the challenges before them—that is, if you're strong enough to look for them there.

When choosing this prestige class, you must specify one of the following eight terrain types: desert, forest, hills, marsh, mountain, plains, sea, skies, or underground. Other terrain types are not harsh enough to engender this kind of survivalism.

Anyone with a tie to nature and sufficient hardiness can become a king or queen of the wild. Rangers, barbarians, and druids tend to be the most comfortable with this lifestyle. However, many adventurers have clashed with snow wizards and desert sorcerers who

have augmented their powers by adopting this prestige class.

A character can choose this prestige class more than once but must select a different terrain type and start again at 1st level each time. Levels of different king/queen of the wild classes do not stack for determining level-based class features.

Hit Die: d12.

Requirements

To become a king or queen of the wild, a character must fulfill the following criteria.

Base Fortitude Save Bonus: +4.

Skills: Hide 4 ranks, Intuit Direction 4 ranks, Wilderness Lore 8 ranks, terrain-dependent prerequisite skill (see below) 4 ranks.

Feats: Endurance, Track.

Special: The character must choose a terrain type (see below) and live in or near such an area.

Class Skills

The king/queen of the wild's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (any) (Int), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the king/queen of the wild prestige class.

Weapon and Armor Proficiency: Kings and queens of the wild gain proficiency with simple weapons and light armor.

Terrain Skill Bonuses: At 1st level, a king or queen of the wild gains a +2 insight bonus on both Wilderness Lore checks and checks made with his or her terrain-dependent prerequisite skill while in the chosen terrain.

Endure Elements (Ex): The king or queen of the wild can ignore some damage from the element associated with the chosen terrain type (see Terrain-Dependent Features, below) as though under a permanent *endure elements* effect. At 2nd level, the character ignores the first 5 points of damage from that element. (The terrain elements correspond to the five energy types: acid, cold, electricity, fire, and sonic.) This amount increases by an additional +5 at 5th, 8th, and 10th level.

Terrain Movement (Ex): At 2nd level, if the chosen terrain is land-based, the king or queen of the wild can move overland through it as if it were plains. A king of the sea or a queen of the marsh swims along the surface of water at one-half his or her land speed.

Attack Native Creatures (Ex): The king or queen of the wild gains a competence bonus on attack rolls against any creature that has the character's chosen terrain listed in the Climate/Terrain section of its statistics. (In the



TABLE 5–13: THE KING/QUEEN OF THE WILD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Terrain skill bonuses
2nd	+2	+3	+0	+3	Endure elements 5, terrain movement
3rd	+3	+3	+1	+3	Attack native creatures +1, terrain camouflage
4th	+4	+4	+1	+4	Bonus feat
5th	+5	+4	+1	+4	Attack native creatures+2, endure elements 10
6th	+6	+5	+2	+5	<i>Detect animals or plants</i>
7th	+7	+5	+2	+5	Adaptation, attack native creatures +3
8th	+8	+6	+2	+6	Bonus feat, endure elements 15
9th	+9	+6	+3	+6	Attack native creatures +4
10th	+10	+7	+3	+7	Endure elements 20, freedom of movement

case of a king or queen of the skies, this means any naturally flying creature who lives outdoors.) A creature with a listing of “Any land” does not trigger these bonuses. This bonus is +1 at 3rd level, and it increases by +1 for every two king/queen of the wild levels the character gains thereafter.

Terrain Camouflage (Ex): At 3rd level, kings and queens of the wild may use the raw materials of their chosen terrains to conceal their presence from others. This full-round action grants a character a +10 competence bonus on Hide checks in the chosen terrain.

Bonus Feat: At 4th and 8th level, a king or queen of the wild may choose a bonus feat from the list for his or her terrain type (see below). This is in addition to the feats that a character of any class normally gets every three levels. The character must still meet any prerequisites for these bonus feats.

Detect Animals and Plants (Sp): At 6th level, the character can use *detect animals or plants* within the chosen terrain as a druid of his or her king/queen of the wild level. This ability is usable three times a day.

Adaptation (Su): At 7th level, the character can function as if wearing a *necklace of adaptation* for a total of up to 30 minutes per day.

Freedom of Movement (Su): At 10th level, the king/queen of the wild can function as if under the influence of a *freedom of movement* spell for up to 30 minutes. This ability is usable once per day.

Terrain–Dependent Features

Each of the nine prestige classes derived from king/queen of the wild has different features depending on the terrain type chosen.

King/Queen of the Desert

Terrain Type: Desert.

Prerequisite Skill: Spot.

Terrain Element: Fire.

Bonus Feats: Great Fortitude, Mounted Combat, Run, Skill Focus (Spot), Toughness.

King/Queen of the Forest

Terrain Type: Forest.

Prerequisite Skill: Climb.

Terrain Element: Fire.

Bonus Feats: Alertness, Brachiation, Point Blank Shot, Run, Skill Focus (Climb).

King/Queen of the Hills

Terrain Type: Hills.

Prerequisite Skill: Climb.

Terrain Element: Cold.

Bonus Feats: Alertness, Far Shot, Run, Skill Focus (Climb), Toughness.

King/Queen of the Marsh

Terrain Type: Marsh.

Prerequisite Skill: Swim.

Terrain Element: Acid.

Bonus Feats: Alertness, Blind-Fight, Great Fortitude, Skill Focus (Swim), Toughness.

King/Queen of the Mountain

Terrain Type: Mountains.

Prerequisite Skill: Climb.

Terrain Element: Cold.

Bonus Feats: Alertness, Great Fortitude, Jump, Skill Focus (Climb), Toughness.

King/Queen of the Plains

Terrain Type: Plains.

Prerequisite Skill: Move Silently.

Terrain Element: Electricity.

Bonus Feats: Alertness, Far Shot, Point-Blank Shot, Run, Skill Focus (Move Silently).

King/Queen of the Sea

Terrain Type: Aquatic.

Prerequisite Skill: Swim.

Terrain Element: Cold.

Bonus Feats: Alertness, Blind-Fight, Exotic Weapon Proficiency (net), Silent Spell, Skill Focus (Swim).

King/Queen of the Skies

Terrain Type: Air.

Prerequisite Skill: Balance.

Terrain Element: Electricity.

Bonus Feats: Flyby Attack, Hover, Skill Focus (Balance), Snatch, Wingover.

King/Queen of the Underground

Terrain Type: Underground.

Prerequisite Skill: Escape Artist.

Terrain Element: Sonic.

Bonus Feats: Alertness, Blind-Fight, Extra Turning, Great Fortitude, Toughness.

OOZEMASTER

Seeping out of every crack and crevice in the dungeon is some foul, monochromatic substance that adventurers wish wasn't there. Just when they get around the yellow mold, green slime drips from the ceiling. Quite often, such abominations well up naturally, but occasionally they are placed by a more deliberate hand—that of the oozemaster.

The oozemaster is not a class for stable individuals. It involves relating one-on-one with things that relate to nothing at all. Unlike the animal lord's kindred creatures, the oozemaster's charges have nothing to say. No one has yet developed a *Speak with Ooze* spell—or if someone has, the oozes haven't responded. Given that oozemasters exude everything but confidence, most of them have few sentient friends and even fewer guests. Thus, they tend to gibber and talk to themselves a lot.

Characters of any spellcasting class can become oozemasters, though the class tends to be most appealing to druids, wizards, and—oddly—bards (who usually end up taking another direction before this one gets too creepy). Assassins, already masters of poison, find the benefits of this pres-

tige class highly compatible with their line of work. Clerics, however, had better think about what their followers might say before taking this path. A cleric of Vecna's followers might think him clever for becoming an oozemaster, while followers of a cleric of Pelor might seek a new spiritual leader. Racially, half-orcs and gnomes are more suited to this class than elves and half-elves, most of whom consider themselves too refined for this basest of prestige classes. The dwarf, of course, are exceptions, since it was they who created this class in the first place. Certainly, the first oozemaster was a dark elf, though how this magic got out of the subterranean depths is a mystery best left unprobed.

Hit Die: d8.

Requirements

To qualify as an oozemaster, a character must fulfill the following criteria.

Skills: Alchemy 4 ranks, Swim 4 ranks.

Feats: Great Fortitude.

Spellcasting: Able to cast 3rd-level arcane or divine spells.

Class Skills

The oozemasters class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (any) (Wis), Spellcraft (Int), Swim (Str) and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

TABLE 5-14: THE OOZEMASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+0	Minor oozy touch 1	
2nd	+1	+3	+0	+0	Charisma penalty -1, <i>oozy glob</i> 1 /day, slithery face	+1 level of existing class
3rd	+2	+3	+3	+1	Minor oozy touch 2	
4th	+3	+4	+1	+1	Charisma penalty -2, <i>oozy glob</i> 2/day, malleability	+1 level of existing class
5th	+3	+4	+1	+1	Major oozy touch 1	
6th	+4	+5	+2	+2	Charisma penalty -3, <i>oozy glob</i> 3/day, indiscernible anatomy	+1 level of existing class
7th	+5	+5	+2	+2	Major oozy touch 2	
8th	+6	+6	+2	+2	Charisma penalty -4, <i>oozy glob</i> 4/day, <i>slime wave</i>	+1 level of existing class
9th	+6	+6	+3	+3	Major oozy touch 3	
10th	+7	+7	+3	+3	Charisma penalty -5, <i>oozy glob</i> 5/day, one with the ooze	+1 level of existing class

Class Features

The following are class features of the oozemaster prestige class.

Weapon and Armor Proficiency: Oozemasters gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At 2nd level and every other oozemaster level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming an oozemaster, the player must decide to which class to add each oozemaster level for determining spells per day and spells known.

Minor Oozy Touch (Su): At 1st level, the oozemaster's hands can secrete a specific kind of ooze. Choose one kind of oozy touch from the table below. The character may, as a full attack action, make a melee touch attack that has the effect listed for that kind of ooze on the table below. The oozemaster can use this ability as often as desired. At 3rd level, he may choose one additional oozy minor oozy touch.

In addition, the oozemaster is immune to the effects of that particular kind of ooze, even in the form of oozy touch attacks from another oozemaster. Thus, an oozemaster with brown mold oozy touch is immune to the effects of all brown mold. This ability confers no special resistance to similar effects that do not stem from the character's selected kind of ooze, so the aforementioned oozemaster is still subject to cold subdual damage from other sources—such as cold weather.

Minor Oozy Touch Options

Kind	Damage/Effect
Brown mold	1d6 + oozemaster level points of cold subdual damage to flesh
Cray ooze	1d6 + oozemaster level points of acid damage to flesh, metal, or wood
Ochre jelly	1d4 points of stunning damage and 1d4 + oozemaster level points of acid damage to flesh only
Phosphorescent fungus	Touched area emits a soft violet glow as a light spell until the fungus is wiped off

Oozy Glob (Sp): The oozemaster can throw a glob of the same material as any oozy touch gained at a previous level, with a range increment of 10 feet. This is treated as a grenadelike weapon. He can throw one oozy glob per round. (A character attacks with a grenadelike weapon as a ranged touch attack. Direct hits deal direct hit damage as noted on the table above. All creatures within 5 feet suffer 1 point of the appropriate splash damage. See Grenadelike Weapon Attacks in Chapter 8 of the *Player's Handbook* for more details.) This ability is usable once per day at 2nd level. Thereafter, the oozemaster gains one additional use per day of this ability for every two oozemaster levels he acquires.

Slithery Face (Su): At 2nd level, the oozemaster learns to manipulate his facial features, gaining a compe-

tence bonus equal to his oozemaster level on Disguise checks.

Malleability (Su): At 4th level, the oozemaster can compress his body enough to squeeze through an inch-wide crack. He cannot expand inside a space that offers any resistance, such as an occupied suit of armor.

Major Oozy Touch (Su): At 5th, 7th, and 9th level, the oozemaster chooses a kind of major oozy touch from the table below, or from the choices in the Minor Oozy Touch Options table above. This ability is otherwise identical to minor oozy touch (above).

Major Oozy Touch Options

Kind	Damage/Effect
Black pudding	2d6 + oozemaster level points of acid damage to flesh, metal, wood, or stone
Gelatinous cube	Fort save (DC 15) or paralyzed for a number of rounds equal to 1d6 + oozemaster level
Green slime	1d6 temporary Constitution damage to flesh and 1d6 + oozemaster level points of acid damage to metal or wood
Yellow mold	2d4 points of temporary Constitution damage to flesh (DC 15 Fort save for half)

Indiscernible Anatomy (Su): At 6th level, the oozemaster's anatomy becomes difficult to discern. Treat all critical hits and sneak attacks against him as though he were wearing armor with the *light fortification* power.

Slime Wave (Sp): At 8th level, the oozemaster may use *slime wave* (see Chapter 6) once per day as the spell cast by a 13th-level druid.

One with the Ooze: At 10th level, the oozemaster is as slimy as the creatures he favors. His type changes to ooze for determining what effects and items can affect him. He gains the Blindsight feat (hearing-based version, see Chapter 2) and becomes immune to flanking, poison, sleep, paralysis, stunning, and all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). In addition, he is immune to *polymorph other*, but he retains any shapechanging ability he previously possessed.

SHIFTER

The shifter has no form that she calls her own. Instead, she clothes herself in whatever shape is most expedient at the time. While others base their identities largely on their external forms, the shifter actually comes closer to her true self through all her transformations. Of necessity, her sense of self is based not on her outward form, but on her soul, which is truly the only constant about her. It is the inner strength of that soul that enables her to take on any shape and remain herself within.

At first, the shifter can risk only humanoid forms and familiar animal shapes. As she grows more comfortable with her own true shapelessness, however, she can assume more outlandish forms. Eventually, she knows herself so well that she feels just as comfortable in the shape of a completely different creature type as she does in her own. At that point, her past—even her race—becomes irrelevant, since external form no longer matters to her.

TABLE 5-15: THE SHIFTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	<i>Greater wild shape</i> 1 /day (Small or Medium-size, humanoid shape)
2nd	+1	+3	+3	+0	<i>Greater wild shape</i> (animal shape, monstrous humanoid shape)
3rd	+2	+3	+3	+1	<i>Greater wild shape</i> 3/day (Large or Tiny, beast shape, plant shape)
4th	+3	+4	+4	+1	<i>Greater wild shape</i> (giant shape, vermin shape)
5th	+3	+4	+4	+1	<i>Greater wild shape</i> 5/day (Diminutive, magical beast shape)
6th	+4	+5	+5	+2	<i>Greater wild shape</i> (aberration shape, ooze shape), supernatural ease
7th	+5	+5	+5	+2	<i>Greater wild shape</i> 7/day (Huge, dragon shape)
8th	+6	+6	+6	+2	<i>Greater wild shape</i> (undead shape, construct shape)
9th	+6	+6	+6	+3	<i>Greater wild shape</i> 9/day (Fine, elemental shape, outsider shape)
10th	+7	+7	+7	+3	<i>Greater wild shape</i> (Gargantuan), evershifting form

The shifter's path is ideal for a spellcaster of any race who has experienced shapeshifting and yearns for more of it. Such a character can be a great force for either good or ill in the world; an evil shifter in particular poses a terrible threat, for she can appear anywhere, in any form. The same opponents may face her again and again, in one shape after another, never realizing that they actually face a single, formless enemy.

Hit Die: d8.

Requirements

To become a shifter, a character must fulfill the following criteria.

Feats: Alertness, Endurance.

Spells: Able to cast 3rd-level spells.

Special: Alternate Form—must either know *polymorph self* or have a natural alternate form, *alter self*, *polymorph self*, *shapechange*, or *wild shape* ability.



Class Skills

The shifter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the shifter prestige class.

Weapon and Armor Proficiency: Shifters gain no weapon or armor proficiencies.

Greater Wild Shape (Sp): Beginning at 1st level, the shifter can take the form of another creature. *Greater wild shape* works like *wild shape*, with the following exceptions. As she rises in level, the shifter gains the ability to assume the forms of creatures with types other than animal (see Table 5-15 for details), though she cannot choose a form that normally has more Hit Dice than she herself does. She can designate at the time of the change which pieces of her equipment meld into her new form and which do not. Nonmelded equipment alters its size to match that of her new form, but retains its functionality. The shifter cannot, however, use any equipment unless she has either an appropriate appendage or a magical means of compensating for the lack of one. Any piece of equipment that is separated from her reverts to its original form.

At 1st level, the shifter is limited to humanoid forms of Small and Medium-size. Thereafter, she can use *greater wild shape* two more times per day for every two shifter levels she gains, and her range of available creature sizes and types increases as shown on Table 5-15. When she gains the ability to adopt an undead shape at 5th level, she may become incorporeal if she chooses the form of a creature with that subtype.

If the shifter already has the *wild shape* ability from another class, she may convert her uses per day of *wild shape* to uses per day of *greater wild shape* on a one-for-one basis. She may also mix and match the benefits of the two abilities as desired to gain the maximum advantage for any daily use. Thus, a Drd8/shifter1 has up to four uses per day of *greater wild shape*, and she could use the ability to become a Large humanoid (because an 8th-level druid can become a Large

creature and a 1st-level shifter can adopt the form of a humanoid). In the same manner, a Drd8/Shifter2 could become a Large monstrous humanoid if she wished.

Supernatural Ease: At 6th level, the character's *greater wild shape* ability becomes supernatural rather than spell-like. It still requires a standard action and can be suppressed in an *antimagic field*, but its use no longer provokes attacks of opportunity and never requires a Concentration check.

Evershifting Form: At 10th level, the shifter has reached the pinnacle of her shapechanging abilities. From this point on, she can use *greater wild shape* once per round, as a move-equivalent action, as many times per day as she wishes. Her type changes to shapechanger for determining what effects and items can affect her, and she gains darkvision (60 feet), which remains in effect regardless of her form.

In addition, the shifter no longer suffers ability penalties for aging and is not subject to magical aging, though any aging penalties she may already have suffered remain in place. Bonuses still accrue, and the shifter still dies of old age when her time is up.

TAMER OF BEASTS

The ability to bond with animals opens up a new way of life for some druids and rangers. By exploring and strengthening their bonds with their animal companions, they can improve not only the creatures' lives, but their own as well.

Though a character who follows this path is called a tamer of beasts, this is perhaps a misnomer, since he does not truly master, tame, or domesticate his companions. Rather, through his magic and his overwhelming concern for his charges, he can make them tougher and more intelligent. Ultimately, he can even converse with them as equals.

This class appeals primarily to rangers and druids. A member of another class may feel some longing for the path of the tamer, but without first developing a deep relationship with an animal, it is impossible to embrace this prestige class. Tamers of beasts have been known among all races. Elves, half-elves, and gnomes are the most likely to take up this path because of their affinity for nature, and dwarves are the least likely. The philosophy of a tamer of beasts is compatible with any alignment.

Unlike most druids, tamers of beasts usually reside close to civilization. Some NPC tamers of beasts conceal their special relationships with animals and beasts by



finding employment in a common circus or zoo. More typically, however, tamers of beasts adopt creatures that are threatened by growing populations of humanoids, protecting and shielding them from harm. If these creatures have suffered greatly at the hands of humanoids, tamers of beasts may also try to exact retribution.

Hit Die: d8.

Requirements

To become a tamer of beasts, a character must fulfill the following criteria.

Skills: Animal Empathy 10 ranks.

Feats: Skill Focus (Animal Empathy).

Spells: Able to cast *animal friendship*.

Class Skills

The tamer of beasts's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis),

TABLE 5-16: THE TAMER OF BEASTS

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+2	+0	Animal mastery, Int 4	
2nd	+1	+3	+3	+0	Empathic link	
3rd	+2	+3	+3	+1	Blood bond, Int 6, natural armor+2	+1 level of existing class
4th	+3	+4	+4	+1	Animal senses (hearing, smell), speak with master	
5th	+3	+4	+4	+1	<i>Beast mastery</i> , Int 8	
6th	+4	+5	+5	+2	Natural armor +4, share saving throws	+1 level of existing class
7th	+5	+5	+5	+2	Animal senses (vision), Int 10, share spells	
8th	+6	+6	+6	+2	<i>Command creatures of kind</i>	
9th	+6	+6	+6	+3	Int 12, <i>magical beast mastery</i> , natural armor +6	+1 level of existing class
10th	+7	+7	+7	+3	Inspire greatness	

Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Jump (Str), Listen (Wis), Ride (Dex), Scry (Int, exclusive skill), Spellcraft (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the tamer of beasts prestige class. All modifications and bonuses granted to the tamers animal companions are immediately negated upon their release or the death of the tamer.

Weapon and Armor Proficiency: Tamers of beasts gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At 3rd, 6th, and 9th level, the tamer of beasts gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a tamer of beasts, the player must decide to which class to add each tamer of beasts level for determining spells per day and spells known.

Animal Mastery: Beginning at 1st level, the tamer of beasts can have animal companions whose Hit Dice total no more than the sum of twice his tamer of beasts level plus twice his caster level for *animal friendship*. For example, a Drd7/tamer of beasts3 can have up to 20 Hit Dice of animal companions. No individual animal companion can have more Hit Dice than the tamer of beasts does.

Intelligence: Through constant exposure to the tamer of beasts, his animal companions become more intelligent than the average for their species. When the tamer of beasts is 1st level, the Intelligence score of each of his companions rises to 4, and the creature's type changes to magical beast. This minimum Intelligence score rises by 2 points for every two tamer of beasts levels the character gains thereafter. This improved Intelligence may allow the companion to follow more complex instructions than it could before. Also, the tamer of beasts can teach each companion three tricks per point of Intelligence it has (see the Animal Companions sidebar in Chapter 2 of the *DUNGEON MASTER'S Guide* and Chapter 2 of this book for more information on training animals).

Empathic Link (Su): At 2nd level, the tamer of beasts gains an empathic link that allows him to communicate telepathically with his companions to a maximum distance of one mile. The tamer of beasts and the companion can understand one another as if a *speak with animals* effect were in force. Of course, intelligence is still a factor in the content of such conversations, and misunderstandings on that basis are still possible.

Blood Bond: At 3rd level, each of the tamer of beast's companions gains a +2 bonus on all attack rolls, checks, and saves after witnessing any threat or harm to the tamer. This bonus lasts as long as the threat is immediate and apparent.

Natural Armor: Also when the tamer of beasts reaches 3rd level, each of his companions gains a +2 en-

hancement bonus to its natural armor. This bonus rises to +4 at 6th level and +6 at 9th level.

Animal Senses (Su): At 4th level, the tamer of beasts can hear through any designated companion's ears or smell through its nose. At 7th level, he can see through a companion's eyes. The tamer can activate his animal senses as a standard action, and he does not lose the ability to sense events around him by doing so.

Speak with Master (Ex): Also at 4th level, the tamer of beasts gains the ability to communicate verbally with his companions in a language of his own. Creatures other than his companions cannot understand this communication without magical aid.

Beast Mastery (Sp): At 5th level, the tamer of beasts can use the *animal friendship* spell to affect beasts in addition to animals, regardless of the target's Intelligence score. Beast companions count against the tamer's total allowed Hit Dice of companions just as animals do.

Share Saving Throws: When the tamer of beasts reaches 6th level, his companions can use either his base saves or their own, mixing and matching to gain the highest value for each.

Share Spells: At 7th level, the tamer of beasts may have any spell he casts on himself also affect one companion of his choice within 5 feet of him. A spell with a duration other than instantaneous stops affecting the companion if it moves farther than 5 feet away, and the effect is not reinstated even if that companion again comes within 5 feet of the character before the spell's duration expires. Additionally, the tamer may cast a spell with a target of "You" on a companion (as if the spell had a range of touch) instead of on himself. The tamer of beasts and the companion can share even spells that do not normally affect creatures of the companion's type.

Command Creatures of Kind (Sp): When the tamer of beasts reaches 8th level, his companions can use *command* as a spell-like ability at will against other creatures of their kind. This ability affects only creatures with fewer Hit Dice than that particular companion has. Each companion can use this ability once per day per two levels of the tamer, and the ability functions just like the spell *ami ma mi* (for purposes of this spell, the companion can make itself understood).

Magical Beast Mastery (Sp): At 9th level, the tamer of beasts can use the *animal friendship* spell to affect magical beasts in addition to beasts and animals, regardless of the target's Intelligence. Magical beast companions count as double their own Hit Dice against the tamer's total allowed Hit Dice of companions. For example, a cockatrice with 5 Hit Dice accounts for 10 Hit Dice of companions.

Inspire Greatness (Su): At 10th level, the tamer of beasts can grant extra lighting ability to all his companions within 30 feet. An inspired companion gains +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. Apply the companion's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining the effects of spells such as *sleep*. The tamer of beasts can inspire his companions once per day, and the effects last for 5 rounds. This is a supernatural, mind-affecting, enchantment ability.

TEMPEST

The tempest is the point of calm within a whirling barrier of deadly blades. Poets use colorful terms such as dancer to describe the movement of a tempest and her two blades, but mastery of this fighting style is not about dancing. Nor is it about impressing anyone—least of all poets. The tempest focuses on learning the ultimate secrets of two-weapon fighting for a single purpose—the destruction of her enemies.

Typically hardy individualists, tempests rarely learn their skills through any sort of formal training. Instead, they master their art through constant application of its disciplines and experimentation on their foes. Similarly, no matter how famous tempests become, it's rare for them to take on students. Their art, they say, is one that can be learned but never taught.

This prestige class is open to all classes and races. Though tempests are rare, every humanoid race has boasted at least a few. Elves make for nimble, clever tempests whose dexterity works to their advantage. Dwarves, perhaps because they favor heavy armor and heavy weapons, are the least likely characters to become tempests. Even members of the smaller races can find the tempest's path appealing.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +9.

Feats: Ambidexterity, Dodge, Mobility, Spring Attack, Two-Weapon Fighting, and Weapon Finesse (any) or Weapon Focus (any).

Class Skills

The tempest's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the tempest prestige class.

Weapon and Armor Proficiency: Tempests gain no weapon or armor proficiencies.

Improved Two-Weapon Fighting: Beginning at 1st



level, a tempest can fight with two weapons as if she had the Improved Two-Weapon Fighting feat when she is wearing light armor or no armor. She loses this ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

Off-Hand Parry: At 2nd level, the tempest gains Off-Hand Parry as a bonus feat. As she gains tempest levels, her AC bonus from this feat increases, rising to +4 at 4th level and to +6 at 6th level.

Greater Two-Weapon Fighting: At 5th level, a tempest can fight with two weapons as if she had the Greater Two-Weapon Fighting feat when she is wearing light armor or no armor. She loses this ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

Absolute Ambidexterity: Beginning at 8th level, the tempest's attack penalties for fighting with two weapons lessen by 2 when she is wearing light armor or no armor. Thus, if she fights with a light weapon in her off hand, she suffers no penalties on her attack rolls for

TABLE 5-17: THE TEMPEST

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Improved Two-Weapon Fighting
2nd	+2	+3	+0	+0	Off-Hand Parry +2
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Off-Hand Parry +4
5th	+5	+4	+1	+1	Greater Two-Weapon Fighting
6th	+6	+5	+2	+2	
7th	+7	+5	+2	+2	Off-Hand Parry +6
8th	+8	+6	+2	+2	Absolute ambidexterity
9th	+9	+6	+3	+3	
10th	+10	+7	+3	+3	Supreme two-weapon fighting

fighting with two weapons. (If the off-hand weapon is not light, she suffers a -2 penalty on attack rolls with both her primary hand and her offhand.)

Supreme Two-Weapon Fighting: At 10th level, a tempest gains an additional attack with her off-hand weapon when she is wearing light armor or no armor. In addition to the three attacks she already has each round with her off-hand weapon (for Improved Two-Weapon Fighting and Greater Two-Weapon Fighting) at penalties of 0, -5 , and -10 , respectively, she is also entitled to a fourth attack with her off-hand weapon at a -15 penalty (see Table 8–2: Two-Weapon Fighting Penalties in the *Player's Handbook*). She loses this special ability when fighting in medium or heavy armor, or when using a double weapon (such as a two-bladed sword).

VERDANT LORD

Saying the verdant lord has a green thumb is like calling a red dragon a creature with a slight affinity for fire. The verdant lord is the final defender of the Forest. He has left behind the druid's search for global understanding of nature's secrets to focus all his energies on the world's plant life.

Elven and half-elven druids are the most likely characters to embrace the role of the verdant lord. Druids of other races, rangers, and the occasional priest of Obad-Hai or Ehlonna have also been known to adopt this prestige class. It's almost impossible for characters without such ties to become verdant lords because they have neither the interest in nor the required understanding of seeds, saplings, and trees.

Since most verdant lords have little use for civilization, they tend to be loners, watching the years pass by from their groves. Adventuring verdant lords are rare, but those who do exist are marvelous to behold. They tend to take their gardens with them, often bringing several plant creatures, such as animated trees and treants, along on adventures. Verdant lords tend to be sodd-spoken, easygoing individuals—right up until someone lights a torch and threatens living plants.

Hit Die: d8.

Requirements

To qualify as a verdant lord, a character must fulfill the following criteria.

Alignment: Any nonevil.

Skills: Profession (herbalist) 8 ranks, Wilderness Lore 8 ranks.



Feats: Plant Control, Plant Defiance.

Spells: Able to cast *control plants*.

Class Skills

The verdant lord's class skills (and the key ability for each skill) are Animal Empathy (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the verdant lord prestige class.

TABLE 5–18: THE VERDANT LORD

Class Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+0	+2	Create Infusion	+1 level of existing class
2nd	+2	+3	+0	+3	Expert infusion, sun sustenance	+1 level of existing class
3rd	+3	+3	+1	+3	Spontaneity	+1 level of existing class
4th	+4	+4	+1	+4	Plant facility	+1 level of existing class
5th	+5	+4	+1	+4	Fast healing	+1 level of existing class
6th	+6	+5	+2	+5	Treant wild shape	+1 level of existing class
7th	+7	+5	+2	+5		+1 level of existing class
8th	+8	+6	+2	+6	Animate tree	+1 level of existing class
9th	+9	+6	+3	+6		+1 level of existing class
10th	+10	+7	+3	+7	Caea's embrace	+1 level of existing class

Weapon and Armor Proficiency: Verdant lords gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each verdant lord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional *wild shape* options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a verdant lord, the player must decide to which class to add each verdant lord level for determining spells per day and spells known.

Create Infusion: At 1st level, the verdant lord gains Create Infusion as a bonus feat.

Expert Infusion: At 2nd level, the character can automatically identify the spell contained in an infusion and the caster level of that spell (see Infusions in Chapter 3). He also gains a bonus equal to his verdant lord level on both Profession (herbalist) checks and Wilderness Lore checks related to plants, including the use of this skill to forage for herbs.

Sun Sustenance (Ex): Also at 2nd level, the verdant lord gains the ability to draw energy from the sun. As long as he spends at least 4 hours of the day outdoors, he can draw sustenance from the sun itself, and thus he requires no food that day. He still thirsts, however, and needs the standard amount of water to survive.

Spontaneity: Beginning at 3rd level, the verdant lord can channel stored spell energy into certain healing spells that he hasn't prepared ahead of time. This works like the cleric's spontaneous casting ability, with the following exceptions. He can "lose" a prepared spell to cast any *regenerate* spell of the same level or lower (a *regenerate* spell is any one with "regenerate" in its name; these spells are presented in Chapter 6). For example, a verdant lord who has prepared *faerie fire* (a 1st-level spell) may lose that spell to cast *regenerate light wounds* (also a 1st-level spell) instead. Domain spells, if the character has access to them, cannot be converted into *regenerate* spells.

Plant Facility: At 4th level, the verdant lord can rebuke or command plants with Plant Control as if he were three levels higher than the actual caster level he uses to determine the benefits of that feat. This means that he can also command 3 additional HD of plant creatures.

Fast Healing: At 5th level, the verdant lord gains Fast Healing as a bonus feat.

Treant Wild Shape (Sp): Beginning at 6th level, the verdant lord can use *wild shape* to take the form of a treant and back again once per day. This ability otherwise works like *wild shape*. Since a treant has a voice and manipulative appendages, the verdant lord can cast spells normally while in *treant wild shape*.

Animate Tree (Sp): At 8th level, a verdant lord can animate a tree within 180 feet of him once per day. It takes a full round for a tree to uproot itself; thereafter it has a speed of 30 feet and fights as a treant with respect to attacks and damage. The animated tree gains a number of bonus Hit Dice equal to the number of verdant lord levels the character possesses. Though its Intelligence score is only 2 while animated, the tree automatically understands the verdant lord's commands. The character can

return the animated tree to its normal state at will, and it automatically returns to its normal state if it dies or if the verdant lord who animated it is incapacitated or moves out of range. Once the tree returns to its normal state by any means, the verdant lord cannot animate another tree for 24 hours.

Gaea's Embrace: At 10th level, the verdant lord permanently becomes a plant creature, though all forms of *wild shape* that the character could previously use remain available to him. His type changes to plant, and as a result he gains low-light vision, is immune to poison, sleep, paralysis, stunning, and polymorphing, and is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, or morale effects). He no longer suffers penalties for aging and cannot be magically aged. Any aging penalties he may already have suffered, however, remain in place. Bonuses still accrue, and the verdant lord still dies of old age when his time is up.

Organized Druids: The Order of the Verdant Grove

"You cannot decide to be pure, novice."

—An elder of the Order, to a young Vadiana

The Order of the Verdant Grove is a loose organization of about one hundred seventy druids and verdant lords who share certain interests and are committed to gaining and disseminating information about nature. The organization doesn't have much of a hierarchy, and the typical member also owes allegiance to some other druid circle in his or her local area. Many druids have heard of the Order of the Verdant Grove, but they often assume it is the name of some regional druid circle.

An applicant for membership must be invited and sponsored by a current member, and all available members periodically vote on whether to admit the current applicants. Once accepted, the new member (called an initiate) undergoes a rite of acceptance during which he or she receives a hoop earring bearing a green orb. Not only does this allow members to identify one another, but it is also a pearl of power (1st-level). The initiate is expected to make a donation that covers the cost of creating this talisman.

What makes the order different from other organizations is that its members intentionally spread themselves out over the world. A few are just as tied to a single sacred grove or woodland as any other druid or verdant lord would be, but most are travelers. They may be active adventurers out to address wrongs in the world or scholars in search of information that they can share with fellow members.

In this sense, the Order of the Verdant Grove is the closest thing druids have to a ring of spies. Of course, most of the information that its members acquire and disseminate within the organization would bore a typical spy to tears. They share information about their explorations of distant lands, discoveries of new creatures (animals and beasts), and of previously unknown wonders of the natural world. They also share knowledge of new spells and magic items that have come into use. Members of the Order of the Verdant Grove are encouraged to share whatever information they discover, but they are

required to report on new druid communities, *standing stones*, or druid circles that they find. The Order of the Verdant Grove must occasionally act as a messenger service between independent druid circles in times of regional or greater crisis, so it's important for its members to know where the druids of the world can be found.

The origins of the order harken back to a day when a druid circle broke apart following a war against a wizard cabal and its demonic servants. Many members of the original group became verdant lords—perhaps from a desire to form a deeper and more personal bond with nature after being dragged into a fight against outsiders. Thus, they tended to be somewhat reclusive. Now verdant lords have become rare, and they are found only among the older members of the organization. The druids and the verdant lords in the order do not compete—they share too much to become embroiled in petty rivalries.

WATCH DETECTIVE

When thieves and murderers strike in the night, citizens always wonder whether anyone can track down the perpetrators and set things straight. When the watch detective is on the case, they can rest easy.

The watch detective specializes in solving mysteries. Using a battery of clue-ferreting skills and abilities, he evaluates and discards possibilities until only one remains—the truth. The Rule of Evidence to which he ascribes (see sidebar) restrains him from using his gifts to gain the truth through unfair means, demanding that he focus only on tangible facts as proof. Of course, once the watch detective solves the mystery, it's likely that the guilty party won't want to be brought to justice. Thus, it's also important for the watch detective to know the techniques of combat.

Fighters and warriors make up the bulk of any city watch force, but watch detectives often begin their careers as rangers or rogues. The vast majority of the rangers who opt for this prestige class are urban rangers (see Chapter 1). Wizards, sorcerers, clerics, and bards make especially good watch detectives when they can qualify for the class, though they may find that the Rule of Evidence hampers their ability to get at the truth. Elves find this lifestyle especially gratifying because it celebrates the mind in a not-too-subtle show of intellectual superiority. Gnomes and halflings have the inquisitive streak necessary for this career, and they have established many an effective city watch force in lands

where their size would otherwise be a detriment.

Hit Die: d8.

Requirements

To become a watch detective, a character must fulfill the following criteria.

Alignment: Any nonevil.

Skills: Gather Information 4 ranks, Knowledge (any) 4 ranks, Search 8 ranks.

Feats: Track.

Special: The watch detective must honor the Rule of Evidence (see sidebar). If he abandons this code, he loses all special abilities of the prestige class until he retrains for six months under a local authority.

Class Skills

The watch detective's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (any) (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the watch detective prestige class.

Weapon and Armor Proficiency: Watch detectives are proficient with light armor and simple weapons.

City Watch Training: At 1st level, the watch detective gains a +2 insight bonus on all Listen, Search, Sense Motive, and Spot checks.

Expertise: At 2nd level, the character gains the Expertise feat, regardless of his Intelligence score.

The Rule of Evidence

Proof, not suspicion, is the only evidence that matters. A suspect may not be charged with a crime until unimpeachable evidence of his or her involvement has been uncovered, or a confession has been obtained.

Unnecessary violence in the apprehension of a suspected criminal is not permitted. A suspect should be brought to justice rather than killed whenever possible.

Seizure of a suspect's goods is not permitted, unless such constitute evidence to be used in prosecuting that suspect or another.

Evidence gained by detection magic, psionic powers, or other magical or supernatural means must be backed up with either physical proof or uncoerced confession. Only concrete forms of evidence satisfy all members of a community.

Interrogation of a suspect is not permitted unless he or she consents or is charged with a crime.

Detention of a person suspected of a crime is not permitted unless a specific charge has been made.

Protection of the innocent takes precedence over apprehension of a suspected criminal.

A watch detective may not knowingly commit crimes.

Violation of these codes may result in the release of a suspect and/or the dismissal of the watch detective.

TABLE 5-19: THE WATCH DETECTIVE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	City watch training
2nd	+1	+0	+3	+3	Expertise, obsessive specialty, profile
3rd	+2	+1	+3	+3	Cooperative interrogation, superior disarming
4th	+3	+1	+4	+4	<i>Deductive augury</i> 1/day, skill synergy
5th	+3	+1	+4	+4	No subdual penalty, sense secret doors
6th	+4	+2	+5	+5	<i>Locate object</i>
7th	+5	+2	+5	+5	<i>Deductive augury</i> 2/day, improved subdual
8th	+6	+2	+6	+6	Forensics
9th	+6	+3	+6	+6	<i>Discern lies</i> , <i>locate creature</i>
10th	+7	+3	+7	+7	<i>Deductive augury</i> 3/day, instant knowledge

Obsessive Specialty: When the watch detective reaches 2nd level, he obsessively seeks knowledge about a particular topic. Choose one Knowledge skill for his specialty. The character thereafter gains a bonus equal to his watch detective level on all Knowledge checks of this sort.

Profile (Ex): Also at 2nd level, the watch detective may compose an image of someone accused of a crime. By making a successful Gather Information check (DC 15) when talking with a witness to a crime, the watch detective can gain a roughly accurate mental picture of the perpetrator, even if the witness did not see him or her. The character may, if desired, try to commit this image to paper using the Craft (painting) skill. Either a verbal or a visual depiction grants a +2 insight bonus on any further Gather Information checks made when dealing with witnesses to that crime or persons acquainted with the perpetrator.

Cooperative Interrogation: At 3rd level, when the watch detective succeeds in a Bluff check against someone, he automatically grants any one other person a +4 circumstance bonus on one Intimidate check against that same target for 1 round. When the watch detective succeeds in an Intimidate check, he can give a similar +4 circumstance bonus on someone else's Bluff check. (Two watch inspectors can support each other with this maneuver for many rounds.)

Superior Disarming: At 3rd level, the watch detective is always considered armed when making a disarm attempt, and he gains a +4 bonus on any attack roll made to disarm an opponent.

Deductive Augury (Sp): The watch detective may ask for a hint to a mystery, puzzle, or trap. As a standard action, the player makes an assertion that can be true or untrue (such as "The half-orc did it" or "If I pull the red lever, the door will open"). The DM makes a secret percentile roll (chance of success = 70% + 1% per watch inspector level), if the roll is successful, the Dungeon Master gives the player a correct "true" or "untrue" answer to the assertion, though no reason need be given for why the response is correct. If the roll fails, the DM provides no information. The Dungeon Master is always free to determine that the watch detective doesn't have enough information to make an educated guess, but in this case the attempt doesn't count



against the allowed uses per day of the ability. The watch detective can use this ability once per day at 4th level. Thereafter, he gains one extra use per day for every three additional watch detective levels gained.

Skill Synergy: At 4th level, the watch detective may choose one of the following skill combinations: Bluff-Gather Information, Bluff-Diplomacy, Climb-Move Silently, Diplomacy-Gather Information, Disguise-Gather Information, Gather Information-Sense Motive, Hide-Move Silently, Listen-Read Lips, Listen-Spot, Sense Motive-Spot, Spot-Disable Device, Spot-Open Lock, or Spot-Search. If he has at least 5 ranks in both of the selected skills, he gains a +2 synergy bonus on checks involving both.

No Subdual Penalty

(Ex): At 5th level, the watch detective can deal subdual damage with a weapon that deals normal damage without suffering a -4 penalty on the attack.

Sense Secret Doors (Ex): A 5th-level or higher watch detective who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it. An elven watch detective gains a +2 insight bonus on any Search check made to find a secret or concealed door.

Locate Object (Sp): At 6th level, the watch detective can produce an effect identical to that of a *locate object* spell cast by a sorcerer of his watch detective level.

Improved Subdual (Ex): At 7th level, the watch detective adds his Intelligence bonus on the subdual damage he deals whenever he makes an attack that can cause subdual damage only.

Forensics (Su): With a successful Search check (DC 20), an 8th-level or higher watch detective can discern the cause of death of any corpse he examines. Given time, he may take 20 on this roll. Success indicates that he knows what killed the person, the size and approximate strength of any attacker responsible, and any other key information the DM wishes to impart.

Discern Lies (Sp): At 9th level, the watch detective can produce an effect identical to that of a *discern lies* spell cast by a sorcerer of his watch detective level. This ability is usable once per day.

Locate Creature (Sp): At 9th level, the watch detective can produce an effect identical to that of a *locate creature* spell cast by a sorcerer of his watch detective level. This ability is usable once per day.

Instant Knowledge (Su): Once per day, a 10th-level watch detective may make an Intelligence check (DC 20). He may not take 10 or take 20 on this check. If successful, he gains a +10 insight bonus on one Knowledge check of any category. If he has no ranks in that particular Knowledge skill, he may make the check untrained.

WINDRIDER

The windrider is a specialist in mounted combat, but hers is no ordinary mount. The creature she rides is at least unusual and often rare—sometimes even bizarre. Although an experienced windrider can ride anything that runs, swims, or flies, the typical member of this prestige class settles on one particular kind of mount as a personal favorite.

Some windriders are no more than swaggering, arrogant adventurers looking for a good fight. Perhaps their pride is justified, considering the creatures they've turned into mounts. Many, however, are just as happy to sit back and tell stories of how they got their mounts and the adventures they've had since, no matter who buys the ale. The typical windrider cheerfully shares her knowledge about her various mounts with those who seek to ride similar creatures.

Since the skills they develop vary as widely as the abilities and natures of their mounts, windriders are a very independent bunch. Thus, they rarely form or belong to close-knit groups. Even a paladin windrider tends to be something of a knight-errant.

All races have produced windriders, though the class is particularly popular with humans and giants. Rangers, paladins, fighters, and barbarians all make excellent windriders because they can easily accumulate the prerequisites.

Hit Die: d10.

Requirements

To become a windrider, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Handle Animal 8 ranks, Knowledge (nature) 6 ranks, Ride 8 ranks.

Feats: Mounted Combat.

Special: Must have a mount.

Class Skills

The windrider's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (nature), Profession (any) (Wis), and Ride (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the windrider prestige class. For the abilities described below, a mount is a creature that fits the criteria in the What's a Mount? section below.

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

Spells per Day: A windrider can cast a small number of divine spells. Her spells are based on Wisdom, so casting any given spell requires a Wisdom score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the windrider's Wisdom modifier. When the table indicates that the windrider is entitled to 0 spells of a given level (such as 0 1st-level spells at 1st level), she gets only those bonus spells that her Wisdom score allows. A windrider prepares and casts spells just like a druid does, but she must choose them from the spell list, below.

Appraise Mount (Ex): At 1st level, a windrider can compare two mounts of the same kind and tell at a glance which one is superior (stronger, faster, more intelligent, better stamina, and so on). If desired, the windrider can also conduct a point-by-point comparison of two mounts. By spending 1 round examining both, she can determine which has the higher score in any single ability of her choice. After a second round of study, a windrider familiar with that kind of creature can also determine whether each mount's score in that ability is average, above average, or below average for the species. After a third round of study, the windrider can tell how extreme that ability score is—that is, whether the modifier it generates is more than 4 points higher or lower than the average for that species. The appraise mount ability never produces a numerical rating; DMs must describe the windrider's findings.

TABLE 5–20: THE WINDRIDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Appraise mount, chosen mount, empathic link, mount proficiency 4 HD	0	–	–	–
2nd	+2	+3	+0	+3	Mount assistance, mount feat 1	1	–	–	–
3rd	+3	+3	+1	+3	Bonus feat, mount healing	1	0	–	–
4th	+4	+4	+1	+4	Mount proficiency 8 HD	1	1	–	–
5th	+5	+4	+1	+4	Mount feat 2, mount friendship	1	1	0	–
6th	+6	+5	+2	+5	Mount proficiency 12 HD	1	1	1	–
7th	+7	+5	+2	+5	Bonus feat, mount link	2	1	1	0
8th	+8	+6	+2	+6	Mount proficiency 16 HD	2	1	1	1
9th	+9	+6	+3	+6	Mount feat 3, mount luck	2	2	1	1
10th	+10	+7	+3	+7	Mount proficiency (all)	2	2	2	1

Chosen Mount: The windrider may designate any one mount she has previously ridden as her chosen mount. This creature may not be a bonded companion (such as a familiar, paladin's mount, or animal companion) to anyone else at the time, and if its Intelligence score is 3 or higher, it must also agree to this relationship. The windrider can use any means desired to obtain this agreement—the Diplomacy skill, bribery, or even magical persuasion—but the creature must be willing.

The windrider must spend a minimum of three days training her chosen mount before any benefits accrue. Thereafter, the creature gains the advantages listed on Table 5–21 based on the windrider's level. The creature retains its own type and gains no abilities other than those listed, though it is considered a bonded companion for the *unbond* ability (see the blighter prestige class earlier in this chapter).

TABLE 5–21: THE WINDRIDER'S MOUNT

Windrider Level	Bonus Hit Dice	Natural Armor Bonus	Strength Adjustment
1–3	+2	+4	+2
4–6	+4	+6	+2
7–9	+6	+8	+4
10	+8	+10	+4

Windrider Level: The character's windrider levels only. If the mount suffers a level drain, treat the creature as the mount of a lower-level windrider.

Bonus Hit Dice: These are extra eight-sided (d8) Hit Dice, each of which provides a Constitution modifier, as normal. Remember that extra Hit Dice also improve the mount's base attack and base save bonuses.

Natural Armor: The amount by which the creature's natural armor bonus is increased.

Strength Adjustment: Add this figure to the mount's Strength

The windrider may have only one chosen mount at a time, and either party may sever this relationship at any time without penalty. Once it ends, the mount loses the benefits it gained according to Table 5–21. If the chosen mount is a paladin's warhorse, the rules in the Paladin's Mount sidebar in the *Player's Handbook* supersede those given here.

Empathic Link (Su): The windrider has an empathic link with her chosen mount. This ability works like the empathic link that a paladin has with her mount (see Paladin in Chapter 3 of the *Player's Handbook*).

Mount Proficiency: At 1st level, the windrider gains a +2 competence bonus on any check to avoid being unseated while riding her chosen mount. In addition, she can ride any mount with 4 Hit Dice or less at the full benefit of her Ride skill, suffering neither the –2 penalty for riding similar mounts nor the –5 penalty for riding dissimilar mounts. The Hit Dice of the mounts to which this latter benefit applies increase with windrider level: 8 Hit Dice at 4th level, 12 Hit Dice at 6th level, 16 Hit Dice at 8th level, and any mount at 10th level.

Mount Assistance (Ex): At 2nd level, the windrider can assist any mount she is riding in one of two ways per use of the ability. First, she can use the cooperation and aid another rules (Chapter 4 and Chapter 8 respectively of the *Player's Handbook*) to provide a +4 bonus



(double the usual amount) to her mount's Armor Class or on any single attack roll or any skill or ability check the mount attempts. Alternatively, she can provide her mount a +10 competence bonus to speed for 1 full round. Mount assistance is usable once per round and requires a standard action.

Mount Feat: At 2nd level, a windrider can grant her chosen mount one bonus feat from the Mount Feats list, below. This feat does not count against the creature's normal feat capacity, though it must still meet all prerequisites for it, as noted in the appropriate feat description in this book or Chapter 5 of the *Player's Handbook*. To grant a bonus feat, the windrider must spend one month training the mount. The windrider can bestow a second bonus feat on the same mount at 5th level, and a third at 9th level. These additional bonus feats require the same training time as the first. The windrider can train only one mount at a time.

Bonus Feat: At 3rd and again at 7th level, a windrider may take a bonus feat from the windrider bonus feats list below. This feat does not count against the windrider's normal feat capacity, though she must still meet all prerequisites for it, as noted in the appropriate feat description in this book or Chapter 5 of the *Player's Handbook*.

Mount Healing (Ex): At 3rd level, A windrider gains a +4 competence bonus on any Heal checks she makes on a creature of the same species as her current mount and a +2 bonus on any Heal checks made on other creatures capable of serving her as mounts (see sidebar).

Mount Friendship: At 5th level, the windrider gains a +4 circumstance bonus on Animal Empathy and Diplo-

TABLE 5–22: HANDLE ANIMAL DCs FOR TRAINING MOUNTS

Creature Is...	Example	Task Counts as...	Handle Animal DC
Domestic animal of a kind typically used for riding	Horse	Teach an animal tasks	15
Domestic animal of a kind not typically used for riding	Dog	Teach an animal unusual tasks	20
Wild animal	Tiger	Train a wild animal	20 + creature's HD
Beast	Tyrannosaurus	Train a beast	25 + creature's HD
Any other creature of Intelligence 2 or lower*	Carriion crawler	Train a beast	25 + creature's HD

*Windrider only

macy checks when dealing with creatures of the same species as her current mount and a +2 bonus when dealing with any other creatures capable of serving her as mounts (see sidebar).

Mount Link (Su): At 7th level, the windrider can establish an empathic link (see above) with any mount that she rides for at least 1 hour, as long as its Intelligence score is at least 1. She can maintain only one such link at a time with a mount other than her chosen one.

Mount Luck (Su): At 9th level, the windrider can, as a free action, confer a luck bonus equivalent to her Charisma bonus on the saving throw of any mount within 60 feet with which she has an empathic link.

Windrider Bonus Feats List

The following bonus feats are available to mounts and windriders.

Mount feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Dragon's Toughness**, Dwarf's Toughness****, Endurance, Flyby Attack**, Giant's Toughness**, Great Fortitude, Hover*, Improved Critical*, Improved Flight**, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack**, Power Attack, Run, Snatch**, Toughness**, Weapon Finesse*, Weapon Focus*, Wingover**.

Windrider Feats: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expertise, Improved Critical*, Improved Initiative, Improved Unarmed Strike, Mounted Combat, Point Blank Shot, Power Attack, Quick Draw, Weapon Finesse*, Weapon Focus*.

*This feat may be taken more than once, but for a different kind of weapon each time.

**Described in Chapter 2 of this book.

Windrider Spell List

Windriders choose their spells from the following list.

1st Level—alarm, animal trick†, calm animals, detect poison, endure elements, know direction, remove fear, resistance, speak with animals,

2nd Level—bottle of smoke†, delay poison, endurance, resist elements, magic fang, mage armor, nature's favor†, protection from arrows, shield other.

3rd Level—heal mount, neutralize poison, pass without trace, phantom steed, protection from elements.

4th Level—freedom of movement, greater magic fang, greater magic weapon, repel vermin.

†New spell described in Chapter 6 of this book.

Ex—Windriders

A windrider who intentionally mistreats any mount she has ridden loses all windrider prestige class abilities, and her chosen mount immediately terminates that relationship. Until she atones (see the atonement spell descrip-

tion in the *Player's Handbook*), creatures of the same species as her last chosen mount treat her with enmity, which manifests as a –4 racial penalty on interactions with creatures of the same species as that mount and a –2 racial penalty on interactions with any other creature capable of serving her as a mount.

What's a Mount?

You can't just hop on and ride any creature, even if you have the Ride skill for that creature type. A mount must have all the following characteristics.

- Be able and willing to carry its rider in a typical fashion. (A camel trained with the Handle Animal skill to bear a rider is able and willing. A tiger might be able but not willing. A giant might be willing but not truly able. An intelligent creature whose alignment differs significantly from yours is unlikely to be willing.)
- Be at least one size category larger than you. Also, a flying mount can carry no more than its maximum light load aloft. (This is a change from the *Monster Manual*, which says that a flying creature's carrying capacity is equal to its medium load limit.)
- Have a CR no higher than your character level –3. If the mount can fly, its CR can be no higher than your character level –4.

Any animal or beast can be trained to bear a rider with the Handle Animal skill, as described in the appropriate skill description in the *Player's Handbook*. In addition, the windrider can use this skill to train a creature of any other type that has an Intelligence score of 2 or below to bear a rider. The category of the task and its Handle Animal DC are as given on Table 5–22.

Any creature not of the animal type counts as a beast for this check, regardless of its actual type. Any of these forms of training requires two months, as noted in the skill description.

Any creature with an Intelligence score of 3 or higher needs no Handle Animal check to learn how to bear a rider. If it is willing to serve as a mount, it can determine for itself how it must move to manage the additional weight, how to interpret its rider's directional commands, and so forth. It does, however, require at least one week of training with a rider before it can perform as a mount.

Other Mount Feats

The DM might decide to make additional feats available to mounts. The feats given in the windrider class description are from the core books and this book. You might consider the following as well:

From *Sword and Fist*: Blind-sight 5-foot Radius, Close Quarters Fighting, Dirty Fighting, Dual Strike, Improved Overrun, Power Lunge.

From *Defenders of the Faith*: Extra Smiting.

From *Song and Silence*: Dash, Fleet of Foot.



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7th level—*creeping doom, finger of death, insanity, liveoak, repel wood, transport via plants.*

8th level—*antipathy/sympathy, discern location, horrid wilting, polymorph any object, prophesy, trap the soul.*

9th level—*earthquake, foresight, refuge, shape change, wail of the banshee, weird.*

CREATING NEW CLASSES

Of course, it's possible to create entirely new classes, or rather, to alter existing classes so drastically that they're no longer recognizable. For example, you could make the following adjustments to the ranger:

- Limit his weapon selection to resemble the rogue's list of weapon proficiencies.
- Change his favored enemy ability so that he gets it only once and the bonuses come into play whenever the character fights undead.
- Give him the rogue's sneak attack, but change it so that it's usable against undead (and only against undead).
- Change his spell list so that it consists of spells that deal strictly with undead or that are used for subterfuge and sneaking.
- At 3rd level, give him the paladin's smite evil ability, usable only against undead.

Now the class is the undead stalker, a stealthy character skilled in tracking and slaying undead.

This method of mixing and matching abilities from different classes is the best way to go should you want to create an entirely new class. It gives you a starting point and an idea of what you should and shouldn't do to create a balanced character.

PRESTIGE CLASSES

In the City of Greyhawk, a shadowy guild of hired killers wields power and fear like deadly weapons. Only the most ruthless and yet subtle women and men can join the guild as members. These assassins must pass rigorous tests and trials to prove their worth, so that they may learn the art of dealing death as only assassins can. Meanwhile, far to the south, a small, secret cabal of spellcasters called loremasters practice their arts of divination and focus on their deep studies. Only the most talented and deeply inquisitive can join their mystical ranks.

Assassins and loremasters are among the many types of prestige classes. Characters who qualify can choose a prestige class as a multi-class to pick up as they advance in level. Taking a prestige class does not incur the experience point penalties normally associated with multiclassing. Prestige classes allow DMs to create campaign-specific, exclusive roles and positions as classes. These special roles offer abilities and powers otherwise inaccessible to PCs and focus them in specific, interesting directions. A character with a prestige class is more specialized yet perhaps slightly better than one without one.

A newly created, 1st-level character cannot be a member of a prestige class. Abilities granted by prestige classes are inappropriate for 1st-level characters. Prestige classes are acquired only by meeting the requirements specific to each example. This almost always requires—in effect—that a character be at least mid-level (say, around 5th or 6th level). Additionally, the character must meet nonrule-related requirements in-game, such as group membership fees, special training exercises, quests, and so forth.

Allowing PCs access to prestige classes is purely optional and always under the purview of the DM. Even though a few examples can be found below, prestige classes are idiosyncratic to each campaign, and DMs may choose to not allow them or to use them only for NPCs.

Dungeon Masters should use prestige classes as a tool for world-building as well as a reward for achieving high level. They set characters in the milieu and put them in the context of the world.

Creating Prestige Classes

Prestige classes are like regular classes, except that they have requirements that must be met before one can attain the class.

Requirements vary, but here are some general rules. Most characters should have a chance of working toward qualifying. Thus, class or level should never be used as a requirement. A prestige class based around being the champion of Heironeous, for example, wouldn't require a prospective member to be a fighter or a paladin of a given level, although those might seem the most appropriate candidates. Instead, the prestige class might require a base attack bonus of +8. Thus, fighters and paladins at 8th level could take up the prestige class, but clerics and rogues could qualify at 11th level and wizards at 16th level. This requirement then encourages certain types (and levels) of characters but precludes none.

Sometimes, however, prestige classes can be created to be more discriminating. A gnome tinkerer prestige class would require that the qualifying character be a gnome. This sort of restriction further develops the differences in races and helps quantify the game world in very tangible ways.

Examples of good requirements include any of the following:

- Race
- Alignment
- Base attack bonus
- Number of ranks in a specific skill
- Specific feats, including specific weapon proficiencies
- The ability to cast divine (or arcane) spells
- The ability to cast a specific spell
- Specific special abilities such as sneak attack (with a certain number of dice of additional damage), turning/rebuking undead, or evasion

Should a character find herself in a position (changed alignment, lost levels, and so on) where she no longer meets the requirements of a prestige class, she loses all special abilities (but not HD, base attack bonus, or base save bonus) gained from levels of the prestige class.

Prestige classes should offer a number of special abilities, including at least some not available in any other way. Qualifying for a prestige class is difficult, and advancing levels in the new class is a sacrifice, so the rewards should be substantial. When designing a prestige class, look to character class special abilities and use them, modify them, and build upon them for guidelines. A prestige class should be at least as beneficial and powerful as a normal character class, and—if the requirements are high—it might even be more powerful. Always balance the power of a prestige class with its requirements. If the requirements are such that a particular prestige class is not available to characters below 10th level, it can be better than one available to characters at 5th level. (Six examples of prestige classes follow this section.)

Use prestige classes to establish and develop the following themes in your campaign.

Racial Distinctions: Each race might have a number of different prestige classes, ranging from dwarven smiths to halfling scouts to elven warrior-poets.

Cultural Distinctions: If the Torrashi barbarians of the frigid north ride wolves and work with them on their hunts, create a prestige class (wolfriders) that allows a character to speak with and befriend wolves, fight on wolfback, and so on.

Religious Orders: Conceivably, every religion in your campaign might have a prestige class based on being the champion of a specific deity.

Guild or Group Membership: Joining the Band of the Blade, the Slayers, or the Mage's Cabal provides allies and other benefits for those who qualify, making this an obvious way to install a prestige class specific to your campaign.

TABLE 2-8: THE ARCANE ARCHER

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

Arcane Archer

Master of the elven warbands, the arcane archer is a warrior skilled in using magic to supplement her combat prowess. Beyond the woods, arcane archers gain renown throughout entire kingdoms for their supernatural accuracy with a bow and their ability to imbue their arrows with magic. In a group, they can strike fear into an entire enemy army.

Fighters, rangers, paladins, and barbarians become arcane archers to add a little magic to their combat abilities. Conversely, wizards and sorcerers may take this prestige class to add combat capabilities to their repertoire. Monks, clerics, druids, rogues, and bards rarely become arcane archers.

NPC arcane archers often lead units of normal archers or form small, elite units formed entirely of arcane archers. These units are one of the prime reasons that the elves are so feared in battle.

Hit Die: d8.

Requirements

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

Race: Elf or half-elf.

Base Attack Bonus: +6.

Feats: Weapon Focus (any bow other than a crossbow), Point Blank Shot, Precise Shot.

Spellcasting: Ability to cast 1st-level arcane spells.

Class Skills

The arcane archer's class skills (and the key ability for each skill) are Craft (Int), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the arcane archer prestige class.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons, light armor, medium armor, and shields. Note that armor check penalties for armor heavier than leather apply to

the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Enchant Arrow: At 1st level, every nonmagical arrow an arcane archer nocks and lets fly becomes enchanted, gaining a +1 enhancement bonus. Unlike magic weapons enchanted by normal means, the archer need not spend experience points or money to accomplish this task. However, an archer's magic arrows only function for her. For every two levels of arcane archer the character advances past 1st level in the prestige class, the magic arrows she creates gain +1 greater potency (+1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 7th level, and +5 at 9th level).

Imbue Arrow: At 2nd level, an arcane archer gains this spell-like ability, allowing her to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered upon where the arrow lands, even if the spell could normally be centered only on the caster.

An
arcane archer

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

Seeker Arrow: At 4th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target even around corners. Only an unavoidable obstacle or the end of the arrow's range prevents the arrow's flight. For example, if the target is within a windowless chamber with the door closed, the arrow cannot enter. This

ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. This is a spell-like ability. (Shooting the arrow is part of the action.)

Phase Arrow: At 6th level, the arcane archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any nonmagical barrier or wall in its way. (A wall of force, a wall of fire, or the like stops the arrow.)

This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally. This is a spell-like ability. (Shooting the arrow is part of the action.)

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

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



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Assassin

The assassin is the master of dealing quick, lethal blows. Assassins also excel at infiltration and disguise. Assassins often function as spies, informants, killers for hire, or agents of vengeance. Their training in anatomy, stealth, poison, and the dark arts allows them to carry out missions of death with shocking, terrifying precision.

Rogues, monks, and bardic assassins make for the classic skulking assassin in the shadows with a blade carrying certain death. Fighters, ex-paladins, rangers, druids, and barbarians operate as warrior assassins, with as much ability to kill in combat as from the shadows. Sorcerers, wizards, and clerics may be the most terrifying assassins of all, for with their spells they can infiltrate and slay with even greater impunity.

As NPCs, assassins work in guilds or secret societies found hidden in cities or based in remote fortresses in the wilderness. Sometimes they serve more powerful evil characters singly or in a group. Occasionally an assassin works alone, but only the most capable are willing to operate without any sort of support or backup.

Hit Die: d6.

Requirements

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

- Alignment:** Any evil.
- Move Silently:** 8 ranks.
- Hide:** 8 ranks.
- Disguise:** 4 ranks.
- Special:** In addition, he must kill someone for no other reason than to join the assassins.

Class Skills

The assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive

skill), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: An assassin's weapon training focuses on weapons suitable for stealth and sneak attacks. Assassins are proficient with the crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword.

Assassins are proficient with light armor but not with shields.

Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a check penalty on Swim checks.

Sneak Attack: If an assassin can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the assassin's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the assassin's attack deals +1d6 points of damage.

This extra damage increases by +1d6 points every other level (+2d6 at 3rd level, +3d6 at 5th level, and so on).

Should the assassin score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can

only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the assassin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.



An assassin

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TABLE 2-9: THE ASSASSIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+0	Sneak attack +1d6, death attack, poison use	0	—	—	—
2nd	+1	+0	+3	+0	+1 save vs. poison, uncanny dodge (Dex bonus to AC)	1	—	—	—
3rd	+2	+1	+3	+1	Sneak attack +2d6	1	0	—	—
4th	+3	+1	+4	+1	+2 save vs. poison	1	1	—	—
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)	1	1	0	—
6th	+4	+2	+5	+2	+3 save vs. poison	1	1	1	—
7th	+5	+2	+5	+2	Sneak attack +4d6	2	1	1	0
8th	+6	+2	+6	+2	+4 save vs. poison	2	1	1	1
9th	+6	+3	+6	+3	Sneak attack +5d6	2	2	1	1
10th	+7	+3	+7	+3	+5 save vs. poison, uncanny dodge (+1 vs. traps)	2	2	2	1

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

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

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

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

Spells: Beginning at 1st level, an assassin gains the ability to cast a small number of arcane spells. To cast a spell, the assassin must have an Intelligence score of at least 10 + the spell's level, so an assassin with an Intelligence of 10 or lower cannot cast these spells. Assassin bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the assassin's Intelligence modifier (if any). When the assassin gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the assassin gets only bonus spells. An assassin without a bonus spell for that level cannot yet cast a spell of that level. The assassin's spell list appears below. An assassin prepares and casts spells just as a wizard does.

Saving Throw Bonus vs. Poison: Assassins train with poisons of all types and slowly grow more and more resistant to their effects. This is reflected by a natural saving throw bonus to all poisons gained at 2nd level that increases by +1 for every two levels the assassin gains (+1 at 2nd level, +2 at 4th level, +3 at 6th level, and so on).

Uncanny Dodge: Starting at 2nd level, the assassin gains the extraordinary ability to react to danger before his senses would

normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 5th level, the assassin can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the assassin. The exception to this defense is that a rogue at least four levels higher than the assassin can flank him (and thus sneak attack him).

At 10th level, the assassin gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

If the assassin has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Assassin Spell List

Assassins choose their spells from the following list:

1st level—change self, detect poison, ghost sound, obscuring mist, spider climb.

2nd level—alter self, darkness, pass without trace, undetectable alignment.

3rd level—deeper darkness, invisibility, misdirection, nondetection.

4th level—dimension door, freedom of movement, improved invisibility, poison.

Blackguard

The blackguard epitomizes evil. He is nothing short of a mortal fiend. The quintessential black knight, this villain carries a reputation of the foulest sort that is very well deserved. Consorting with demons and devils and serving dark deities, the blackguard is hated and feared by all. Some people call these villains anti-paladins due to their completely evil nature.

The blackguard has many options available to him—sending forth dark minions and servants to do his bidding, attacking with stealth and honorless guile, or straightforward smiting of the forces of good that stand in his way. Fighters, ex-paladins, rangers, monks, druids, and barbarians make for indomitable combat-oriented blackguards, while rogues and bardic blackguards are likely to stress the subtle aspects of their abilities and spells. Sorcerers, wizards, and clerics who become blackguards are sometimes called diabolists and favor dealing with fiends even more than other blackguards do.

As NPCs, blackguards usually lead legions of undead, evil outsiders, or other monsters to conquer their own doomed demesne or expand their existing territory. Sometimes they serve more powerful evil characters as dark lieutenants. On occasion they operate alone as hired killers or wandering purveyors of ill, destruction, and chaos.

Hit Die: d10.

TABLE 2-10: THE BLACKGUARD

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

Requirements

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

Alignment: Any evil.

Base Attack Bonus: +6.

Knowledge (religion): 2 ranks.

Hide: 5 ranks.

Feats: Cleave, Sunder.

Special: The blackguard must have made peaceful contact with an evil outsider who was summoned by him or someone else to have contracted the taint of true evil.

Class Skills

The blackguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Blackguards are proficient with all simple and martial weapons, with all types of armor, and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocker, and Tumble.

Detect Good: At will, the blackguard can detect good as a spell-like ability. This ability duplicates the effects of the spell *detect good*.

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

Dark Blessing: A blackguard applies his Charisma modifier (if positive) as a bonus to all saving throws.

Spells: Beginning at 1st level, a blackguard gains the ability to cast a small number of divine spells. To cast a spell, the blackguard must have a Wisdom score of at least 10 + the spell's level, so a blackguard with a Wisdom of 10 or lower cannot cast these spells. Blackguard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. When the blackguard gets 0 spells of a given level, such as 0 1st-level spells at 1st level, he gets only bonus spells. (A blackguard without a bonus spell for that level cannot yet cast a spell of that level.) The blackguard's spell list appears below. A blackguard has access to any spell on the list and can freely choose which to prepare, just like a cleric. A blackguard prepares and casts spells just as a cleric does (though the blackguard cannot spontaneously cast *cure* or *inflict* spells).

Smite Good: Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. For example, a 9th-level blackguard armed with a longsword would deal 1d8+9 points of damage, plus any additional bonuses from high Strength or magical effects that normally apply. If the blackguard accidentally smites a creature that is not good, the smite

FIENDISH SERVANT

Upon or after reaching 5th level, a blackguard can call a fiendish bat, cat, dire rat, horse, pony, raven, or toad to serve him. (See the *Monster Manual* for these creatures' basic statistics.) This creature may be used as a guardian (such as a bat), a helper (such as a cat), or a mount (such as a horse). The blackguard's servant further gains HD and special abilities based on the blackguard's character level.

The blackguard may have only one fiendish servant at a time. Should the blackguard's servant die, he may call for another one after one day. The new fiendish servant has all the accumulated abilities due a servant of the blackguard's current level.

TABLE 2-11: FIENDISH SERVANTS

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

Blackguard Character Level: The character level of the blackguard (his blackguard level plus his original class level).

Bonus Hit Dice: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the servant's base attack and base save bonuses, as normal.

Natural Armor: This is a bonus to the servant's natural armor rating.

Str Adj: Add this figure to the servant's Strength score.

Int: The servant's Intelligence score. (The fiendish servant is smarter than normal animals of its kind.)

Improved Evasion: If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Spells: At the blackguard's option, he may have any spell he casts on himself also affect his servant. The servant must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. The blackguard and the servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Empathic Link: The blackguard has an empathic link with the servant out to a distance of up to one mile. The blackguard cannot see through the servant's eyes, but they can communicate telepathically. Even intelligent servants see the world differently from humans, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Share Saving Throws: The servant uses its own base save or the blackguard's, whichever is higher.

Speak with Blackguard: The blackguard and servant can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Blood Bond: The servant gains a +2 bonus to all attacks, checks, and saves if it witnesses the blackguard threatened or harmed. This bonus lasts as long as the threat is immediate and apparent.

Spell Resistance: The servant's spell resistance equals the blackguard's level + 5. To affect the servant with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the servant's spell resistance.

has no effect but it is still used up for that day. Smite good is a supernatural ability.

Aura of Despair: Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to suffer a -2 morale penalty on all saving throws. Aura of despair is a supernatural ability.

Command Undead: When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead (see the *Player's Handbook*, pages 139-140). He commands undead as would a cleric of two levels lower.

Sneak Attack: If a blackguard can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the blackguard's target would be denied her Dexterity bonus to AC (whether she actually has

a Dexterity bonus or not), the blackguard's attack deals +1d6 points of damage at 4th level and an additional +1d6 points for every three levels thereafter (-2d6 at 7th level, +3d6 at 10th level, and so on). Should the blackguard score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks only count as sneak attacks if the target is 30 feet away or less. A blackguard cannot make a sneak attack to deal subdual damage. The blackguard must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

A blackguard can only sneak attack living creatures with discernible anatomies. Undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is not subject to sneak attacks.

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

Blackguard Spell List

Blackguards choose their spells from the following list:

1st level—*cause fear, cure light wounds, doom, inflict light wounds, magic weapon, summon monster I*.*

2nd level—*bull's strength, cure moderate wounds, darkness, death knell, inflict moderate wounds, shatter, summon monster II*.*

3rd level—*contagion, cure serious wounds, deeper darkness, inflict serious wounds, protection from elements, summon monster III*.*

4th level—*cure critical wounds, freedom of movement, inflict critical wounds, poison, summon monster IV*.*

*Evil creatures only.

Fallen Paladins

Blackguards who possess levels of paladin (that is to say, are now ex-paladins) gain extra abilities the more levels of paladin they possess. Those who have tasted the light of goodness and justice and turned away make the foulest villains.

Dwarven Defender

The defender is a sponsored champion of a dwarven cause, a dwarven aristocrat, a dwarven deity, or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone, and much more dangerous.

Most dwarven defenders are fighters, paladins, rangers, or clerics, although ex-barbarians, sorcerers, wizards, and druids can certainly all benefit from the defensive capabilities of this prestige class. Rogues, bards, and monks usually depend too heavily on mobility to really use the abilities of the dwarven defender class to their fullest.

NPC dwarven defenders are usually soldiers in a dwarven citadel, segregated into their own units separate from regular warriors or fighters. Occasionally, a lone, wandering dwarven defender can be encountered on some mission, although he

TABLE 2-12: FALLEN PALADIN BLACKGUARD ABILITIES

Paladin Levels	Extra Ability
1-2	Smite good once per day. (This is in addition to the ability granted to all blackguards at 2nd level, so that a fallen paladin blackguard can smite good a total of twice per day.)
3-4	<i>Lay on hands</i> . Once per day, the blackguard can cure himself of damage equal to his Charisma bonus times his level. The blackguard can only cure himself or his fiendish servant with this spell-like ability.
5-6	Sneak attack damage increased by +1d6.
7-8	Fiendish summoning. Once per day, the blackguard can use a <i>summon monster I</i> spell to call forth an evil creature. For this spell, the caster level is double the blackguard's class level.
9-10	Undead companion. In addition to the fiendish servant, the blackguard gains (at 5th level) a Medium-size skeleton or zombie as a companion. This companion cannot be turned or rebuked by another and gains all special bonuses as a fiendish servant when the blackguard gains levels.
11+	Favored of the dark deities. Evil deities like nothing more than to see a pure heart corrupted, and thus a fallen paladin of this stature immediately gains a blackguard level for each level of paladin he trades in. For example, a character who has twelve levels of paladin can immediately become a 10th-level blackguard with all abilities if he chooses to lose ten levels of paladin. The character level of the character does not change. This, of course, is in every way a profitable trade for the evil character, since he has already lost most of the benefits he gained from having those paladin levels. However, with the loss of paladin levels, the character no longer gains extra abilities found on this table. Thus, a fallen paladin of 15th level could become a 10th-level blackguard/5th-level paladin with the first three extra abilities on this chart because of those five levels of paladin.



usually guards his words so closely that it's difficult to learn what his quest actually entails.

Hit Die: d12.

Requirements

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

Alignment: Any lawful.

Race: Dwarf.

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the dwarven defender prestige class.

Weapon and Armor Proficiency:

The dwarven defender is proficient with all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Defensive Stance: When he needs to, the defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but he cannot move from the spot he is defending. He gains the following benefits:

- +2 Strength
- +4 Constitution
- +2 resistance bonus on all saves
- +4 dodge bonus to AC

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary

hit points are. While defending, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for 3 rounds, plus the character's (newly improved) Constitution modifier. The defender may end the defense voluntarily prior to this limit. At the end of the defense, the defender is winded and suffers a -2 penalty to Strength for the duration of that encounter. The defender can only take his defensive stance a certain number of times per day as determined by his level (see Table 2-13: The Dwarven Defender). Taking the stance takes no time itself, but the defender can only do so during his action. (A defender can't, for example, take the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution.)

Defensive Awareness: Starting at 2nd level, the dwarven defender gains the extraordinary ability to react to danger before his senses would normally allow him to even be aware of it. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

At 5th level, the dwarven defender can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the dwarven defender. The exception to this defense is that a rogue at least 4 levels higher than the dwarven defender can flank him (and thus sneak attack him).

At 10th level, the dwarven defender gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps.

Defensive awareness is cumulative with uncanny dodge. If the dwarven defender has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant these two abilities and determine the character's defensive awareness ability on that basis.



A dwarven defender

Annie

TABLE 2-13: THE DWARVEN DEFENDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1st	+1	-2	+0	+2	+1	Defensive stance 1/day
2nd	+2	+3	+0	+3	+1	Defensive awareness (Dex bonus to AC)
3rd	+3	+3	+1	+3	+1	Defensive stance 2/day
4th	+4	+4	+1	+4	+2	
5th	+5	+4	+1	+4	+2	Defensive stance 3/day
6th	+6	+5	+2	+5	+2	Damage reduction (3), defensive awareness (can't be flanked)
7th	+7	+5	+2	+5	+3	Defensive stance 4/day
8th	+8	+6	+2	+6	+3	
9th	+9	+6	+3	+6	+3	Defensive stance 5/day
10th	+10	+7	+3	+7	+4	Damage reduction (6), defensive awareness (+1 vs. traps)

Damage Reduction: At 6th level, the dwarven defender gains the extraordinary ability to shrug off some amount of injury from each blow or attack. Subtract 3 from the damage the dwarven defender takes each time he is dealt damage. At 10th level, this damage reduction rises to 6. Damage reduction can reduce damage to 0 but not below 0. (That is, the defender cannot actually gain hit points in this manner.)

Loremaster

Loremasters are spellcasters who concentrate on knowledge, valuing lore and secrets over gold. They uncover secrets that they then use to better themselves mentally, physically, and spiritually.

Characters without at least one level of wizard, sorcerer, cleric, or druid gain little benefit to becoming a loremaster. Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

Loremasters sometimes gather in secluded cabals but are more likely to be located as an order attached to a university, a library, or some other source of information. They're likely to earn extra money as sages and information brokers, pouring their wages in their own research. A loremaster might also adopt a position as a wise one in a community, or even as its leader, drawing upon her knowledge to help others.

Hit Die: d4.

Requirements

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

Spellcasting: Ability to cast seven different divinations, one of which must be 3rd level or higher.

Two Knowledge Skills (Any Type): 10 ranks in each.

Feats: Any three metamagic or item creation feats, plus Skill Focus (Knowledge [any individual Knowledge skill]).

Class Skills

The loremaster's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Handle Animals (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Loremasters gain no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: A loremaster continues training in magic as well as her field of research. Thus, when a new loremaster level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of loremaster to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Gremda, an 8th-level wizard,

gains a level in loremaster, she gains new spells as if she had risen to 9th level in wizard, but uses the other loremaster aspects of level progression such as attack bonus and save bonus. If she next gains a level of wizard, making her a 9th-level wizard/1st-level loremaster, she gains and casts spells as if she had risen to 10th-level wizard.

If a character had more than one spellcasting class before she became a loremaster, she must decide to which class she adds each level of loremaster for purposes of determining spells per day when she adds the new level.

Secret: In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets. At 1st level and every two levels afterward (3rd, 5th, 7th, and 9th levels), the loremaster chooses one secret from Table 2-15: Loremaster Secrets. Her level plus Intelligence modifier determines which secrets she can choose. She can't choose the same secret twice.

Lore: Loremasters gather knowledge. At 2nd level, they gain the ability to know legends or information regarding various topics, just like a bard can with bardic knowledge. The loremaster adds her level and her Intelligence modifier to the Knowledge check. See page 29 in the *Player's Handbook* for more information on bardic knowledge.

Bonus Languages: Loremasters, in their laborious studies, learn new languages in order to access more knowledge. The loremaster can choose any new language at 4th and 8th level.

Greater Lore: At 6th level, a loremaster gains the ability to identify magic items, as the spell, as an extraordinary ability. She may do this once per item examined.

True Lore: At 10th level, once per day a loremaster can use her knowledge to gain the affects of a *legend lore* spell or an *analyze dweomer* spell. True lore is an extraordinary ability.

Shadowdancer

Operating in the border between light and darkness, shadowdancers are nimble artists of deception. They are mysterious and



A loremaster

TABLE 2-14: THE LOREMASTER

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

TABLE 2-15: LOREMASTER SECRETS

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

*As if gained through having a high ability score.

unknown, never completely trusted but always inducing wonder when met.

Rogues, bards, and monks make excellent shadowdancers, but fighters, barbarians, rangers, and paladins also find shadowdancer abilities allow them to strike at their opponents with surprise and skill. Wizard, sorcerer, cleric, and druid shadowdancers employ the defensive capabilities inherent in the prestige class to allow them to cast their spells from safety and move away quickly. Despite their link with shadows and trickery, shadowdancers are as often good as evil. They may use their incredible abilities as they wish.

Shadowdancers often work in troupes, never staying in one place too long. Some use their abilities to entertain. Others operate as thieves, using their abilities to infiltrate past defenses and dupe others. All shadowdancer troupes maintain an aura of mystery among the populace, who never know whether to think well or ill of them.

Hit Die: d8.

Requirements

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

Move Silently: 8 ranks.

Hide: 10 ranks.

Perform: 5 ranks.

Feats: Dodge, Mobility, Combat Reflexes.

Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger (any type), dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Hide in Plain Sight: Shadowdancers can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, shadowdancers can hide themselves from view in the open without anything to actually hide behind. They cannot, however, hide in their own shadows. Hide in plain sight is a supernatural ability.

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

Darkvision: At 2nd level, a shadowdancer can see in the dark as though she were permanently under the affect of a *darkvision* spell. This is a supernatural ability.

Uncanny Dodge: Starting at 2nd level, the shadowdancer gains the extraordinary ability to react to danger before her senses would normally allow her to even be aware of it. At 2nd level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

At 5th level, the shadowdancer can no longer be flanked, since she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack the shadowdancer. The exception to this defense is that a rogue at least 4 levels higher than the shadowdancer can flank her (and thus sneak attack her).

At 10th level, the shadowdancer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus to Reflex saves made to avoid traps.

If the shadowdancer has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Shadow Illusion: When a shadowdancer reaches 3rd level, she can create visual illusions from surrounding shadows. This spell-like ability is identical to the arcane spell *silent image* and may be employed once per day.

Summon Shadow: At 3rd level, a shadowdancer can summon a shadow, an undead shade. (See the *Monster Manual* for the shadow's statistics.) Unlike a normal shadow, this shadow's alignment matches that of the shadowdancer. The summoned shadow cannot be turned, rebuked, or commanded by any third

TABLE 2-16: THE SHADOWDANCER

Class	Base	Fort	Ref	Will	Special
Level	Attack Bonus	Save	Save	Save	
1st	+0	+0	+2	+0	Hide in plain sight
2nd	+1	+0	+3	+0	Evasion, darkvision, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Shadow illusion, summon shadow
4th	+3	+1	+4	+1	Shadow jump (20 ft.)
5th	+3	+1	+4	+1	Defensive roll, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	Shadow jump (40 ft.), summon shadow
7th	+5	+2	+5	+2	Slippery mind
8th	+6	+2	+6	+2	Shadow jump (80 ft.)
9th	+6	+3	+6	+3	Summon shadow
10th	+7	+3	+7	+3	Shadow jump (160 ft.), improved evasion, uncanny dodge (+1 vs. traps)

party. This shadow serves as a companion to the shadowdancer and can communicate intelligibly with the shadowdancer. Every third level gained by the shadowdancer allows her to summon an additional shadow and adds +2 HD (and the requisite base attack and base save bonus increases) to all her shadow companions. For example, a 9th-level shadowdancer can have three shadow companions, each with 6 HD.

If a shadow companion is destroyed, or the shadowdancer chooses to dismiss it, the shadow-

dancer must attempt a Fortitude saving throw (DC 15).

If the saving throw fails, the shadowdancer loses 200 experience points per shadowdancer level. A successful saving throw reduces the loss by half, to 100 XP per prestige class level.

The shadowdancer's experience can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for a year and a day.

Shadow Jump: At 4th level, the shadowdancer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. The shadowdancer can jump up to a total of 20 feet each day in this way, although this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels thereafter, the distance a shadowdancer can jump each day doubles (40 feet at 6th level, 80 feet at 8th level, and 160 feet at 10th level). This amount can be split up among many jumps, but each jump, no matter how small, counts as a 10-foot increment. (For instance, a 6th-level shadowdancer who jumps 32 feet cannot jump again until the next day.)

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

any Dexterity bonus to AC, she can't attempt the defensive roll.

Slippery Mind: This extraordinary ability, gained at 7th level, represents the shadowdancer's ability to wriggle free from magical effects that would otherwise control or compel her. If the shadowdancer is affected by an enchantment and fails her saving throw, 1 round later she can attempt her saving throw again. She only gets this one extra chance to succeed at her saving throw. If it fails as well, the spell's effects proceed normally.

Improved Evasion: This extraordinary ability, gained at 10th level, works like evasion (see above). The shadowdancer takes no damage at all on successful saving throws against attacks that allow a Reflex saving throw for half damage (breath weapon, fireball, and so on). What's more, she takes only half damage even if she fails her saving throw, since the shadowdancer's reflexes allow her to get out of harm's way with incredible speed.

NPC CLASSES

The *Player's Handbook* extensively describes adventurers. But what about the rest of the world? Surely not everyone's a fighter, rogue, or wizard. Presented below are NPC classes.

None of them, with the possible exceptions of the expert and the aristocrat, stands up as a playable class for PCs. Instead, they represent the rest of the people in the world around the PCs who don't train to go on adventures and explore dungeons.

Treat these classes as you would any other. They get feats every three levels and ability score increases every four levels (see Table 3-2: Experience and Level-Dependent Benefits, page 22 in the *Player's Handbook*). Most NPCs take feats such as Endurance, Skill Focus, Track, and other noncombat-related abilities. It's possible for NPCs to multiclass, and even to obtain PC classes if you so desire.

The fact that each NPC class has differing levels provides the DM with a means to measure NPCs against each other. A typical blacksmith might only be a 3rd-level commoner, but the world's greatest blacksmith is probably a 20th-level expert. That 20th-level blacksmith is a capable person with great skill, but she can't fight as well as a fighter equal to her level (or even one much lower in level), nor can she cast spells or do the other things that characters with PC classes can do.

NPCs gain experience the same way that PCs do (see Chapter 7: Rewards for details). Not being adventurers, however, their oppor-



A shadowdancer

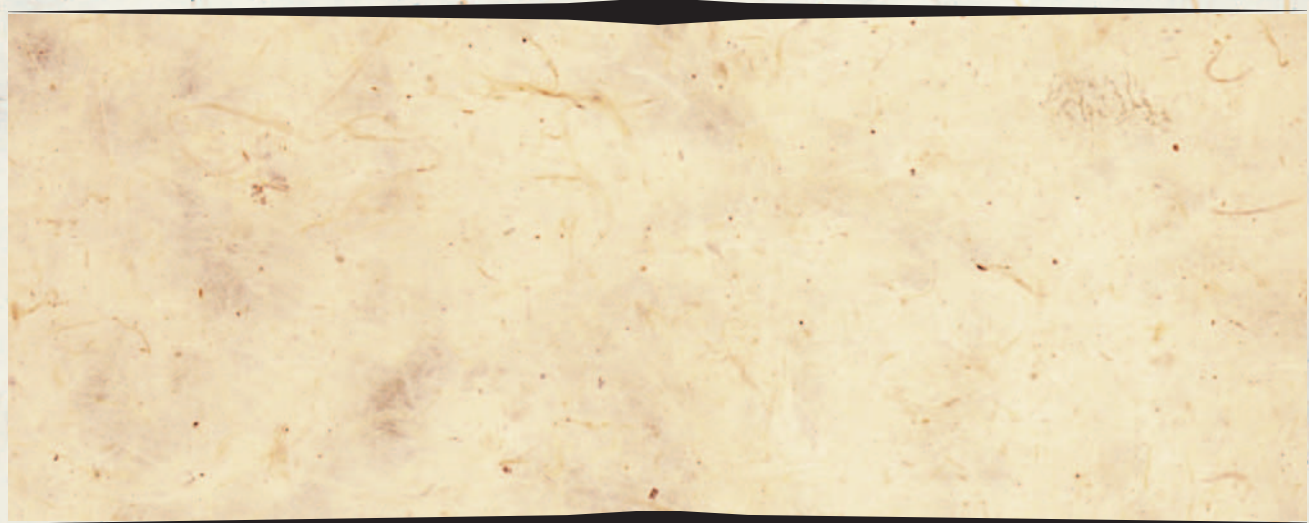


TABLE 3-1: LEVEL ADJUSTMENTS

Race	Level Adjustment	Race	Level Adjustment
Aasimar	+1	Githzerai	+2
Bariaur	+1	Spinagon	+4
Canoloth	+5	Tiefling	+1
Githyanki	+2	Urdezu	+5

Creating Characters Using ECL: Only let a player create a character of a nonstandard race when you would otherwise allow that player to create a higher-level standard character of equivalent power. Thus, a 1st-level tiefling sorcerer with an ECL of 2 could not enter the game until you would normally allow standard 2nd-level characters to enter the game.

Advancing Characters Using ECL: As a measure of a character's power, ECL is equivalent to character level. Normally, character level is the sum of all the characters' classes. Thus, a multiclass human 3rd-level sorcerer/4th-level rogue has a character level of 7. When next he goes up a level, he'll have a character level of 8; this requires 7,000 more XP, as shown on Table 3-2 in the *Player's Handbook*.

A character with an ECL due to a nonstandard race requires more XP to advance. For instance, a tiefling 3rd-level sorcerer/4th-level rogue has an ECL of 8 (+1 level adjustment for being a tiefling, +7 for the character level). To go up a level, the tiefling uses her ECL on the Character Level column on Table 3-2 in the *Player's Handbook*. The tiefling needs 8,000 more XP to advance to the next level (as she goes from ECL 8 to ECL 9).

TABLE 3-2: ECL EXPERIENCE REQUIREMENTS

XP	ECL = Level (Normal)	ECL = Level +1 (Aasimar, Bariaur, Tiefling)	ECL = Level +2 (Githyanki, Githzerai)	ECL = Level +4 (Canoloth)	ECL = Level +5 (Urdezu)
0	1st	—	—	—	—
1,000	2nd	1st	—	—	—
3,000	3rd	2nd	1st	—	—
6,000	4th	3rd	2nd	—	—
10,000	5th	4th	3rd	1st	—
15,000	6th	5th	4th	2nd	1st
21,000	7th	6th	5th	3rd	2nd
28,000	8th	7th	6th	4th	3rd
36,000	9th	8th	7th	5th	4th
45,000	10th	9th	8th	6th	5th
55,000	11th	10th	9th	7th	6th
66,000	12th	11th	10th	8th	7th
78,000	13th	12th	11th	9th	8th
91,000	14th	13th	12th	10th	9th
105,000	15th	14th	13th	11th	10th
120,000	16th	15th	14th	12th	11th
136,000	17th	16th	15th	13th	12th
153,000	18th	17th	16th	14th	13th
171,000	19th	18th	17th	15th	14th
190,000	20th	19th	18th	16th	15th
210,000	—	20th	19th	17th	16th
231,000	—	—	20th	18th	17th
253,000	—	—	—	19th	18th
276,000	—	—	—	20th	19th
300,000	—	—	—	—	20th

Essentially, the experience point requirement for a nonstandard character to reach the next level is different. Instead of needing character level × 1,000 XP to reach the next level, a nonstandard character needs ECL × 1,000. This adjustment is summarized on Table 3-2: ECL Experience Requirements.

PRESTIGE CLASSES

With the right spell or portal, any character can make a career traveling from plane to plane. But characters who desire a closer connection to dimensions beyond the Material Plane might try to qualify for the divine agent, gatecrasher, planar champion, and planeshifter prestige classes.

DIVINE AGENT

God's Strong Right Hand. The Goddess's Voice. Servant of the Greater Powers. The divine agent is a specially selected agent of her deity, and she acts in the service of that power or deity. Divine agents are unrestricted by dogma or hierarchy, other than their accountability to their immediate (and highest) superior.

Clerics and paladins make excellent divine agents, but the class is not limited to them. The deities have need for a variety of abilities and a variety of viewpoints. A divine agent is often sent across the planes by her deity to attend to a crucial or delicate matter. On such occasions, she is usually welcome to bring comrades along.

A low-level divine agent is often found on her native plane or the plane of her deity. As divine agents progress in level, they are more common on other planes, where they perform missions at the behest of their deity.

Hit Dice: d8.

Requirements

To become a divine agent, the character must fulfill the following criteria:

Base Attack Bonus: +4.

Skills: Knowledge (religion) 7 ranks.

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

Special: The divine agent must have made peaceful contact with her deity or its direct agents (sometimes other divine agents acting on the deity's behalf). Furthermore, a potential divine agent must have completed a specific task assigned by her deity in order to become a divine agent. Once the task is completed, the character can become a divine agent at any point thereafter.

After a character has embarked on this path (as a 1st-level divine agent), a divine agent cannot become the divine agent of another deity.

Class Skills

The divine agent's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int),

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

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the divine agent prestige class.

Weapon and Armor Proficiency: Divine agents are proficient with all simple weapons, and with all types of armor. Furthermore, a divine agent gains proficiency with her deity's favored weapon, if she does not already have it.

Granted Domain: A divine agent gains access to one domain chosen from among those her deity offers, and with it the granted power of that domain. Divine agents who were once clerics essentially gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish.

No matter what their prior class was, divine agents gain the granted power of the domain they choose. In cases where the granted ability relies on cleric levels or allows turning or rebuking, use the sum of a character's cleric and divine agent levels to determine the ability's effect.

Contact (Su): A divine agent of 2nd level or higher may be contacted mentally by her deity or its agents, usually to impart particular knowledge and orders to the divine agent. This contact only functions one way; the divine agent cannot initiate the contact, question the orders, or ask for clarifications. The nature

of the contact depends on the deity: Dreams, ghostly visions, and illuminations from above are all possibilities. Contact from the deity rarely interrupts the divine agent's normal actions.

Spells per Day: A divine agent continues training in magic as well as gaining power from her deity. At 2nd, 4th, 6th, 8th, and 10th level, the divine agent gains new spells per day as if she had also gained a level

in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained.

This essentially means that she adds the level of divine agent to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class before she became a divine agent, she must decide to which class she adds each level of divine agent for the purposes of determining spells per day when she adds the new level.

Menacing Aura (Ex): At 3rd level, a divine agent gains the ability to generate an intangible, invisible aura of menace that weakens hostile creatures within a 20-foot radius. Anyone about to attack the divine agent must attempt a Will save (DC = the divine agent's character level). Those who fail the saving throw suffer a -2 morale penalty on attacks, checks, and saves for one full day or until they successfully damage the divine agent generating the aura. A creature that made its initial save or

damaged the divine agent is immune to that divine agent's aura for one day.

Godly Gift: At 3rd, 6th, and 9th levels, the deity bestows on the divine agent a gift. Each deity's gift



TABLE 3-3: THE DIVINE AGENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Granted domain	
2nd	+1	+0	+0	+3	Contact	+1 spellcaster level
3rd	+2	+1	+1	+3	Menacing aura, godly gift	
4th	+3	+1	+1	+4	Altered appearance	+1 spellcaster level
5th	+3	+1	+1	+4	<i>Commune</i> , <i>plane shift</i> to deity's plane	
6th	+4	+2	+2	+5	Godly gift	+1 spellcaster level
7th	+5	+2	+2	+5	<i>Plane shift</i> to any plane	
8th	+6	+3	+3	+6	<i>Audience</i> , alignment shift	+1 spellcaster level
9th	+6	+3	+3	+6	Mystic union, godly gift	
10th	+7	+3	+3	+7	<i>Gate</i>	+1 spellcaster level

varies, but it is usually the ability to use a spell from one of the divine agent's domains as a spell-like ability. The deity offers a spell of the divine agent's level or lower. In other words, a 3rd-level divine agent would gain one of her 1st-level, 2nd-level, or 3rd-level domain spells as a spell-like ability. The divine agent may use this ability once per day. The spell-like ability functions as a spell cast by a cleric of a level equal to the divine agent's character level.

Altered Appearance (Ex): At 4th level, a divine agent begins to show prominent physical modification to match the desires of her deity. For good-aligned deities, this often takes the form of golden skin, hair, or eyes. Divine agents of evil-aligned deities might gain horns, antlers, or a pointed tail. Neutral deities may provide a copper or silver tone to the skin, while nature deities may cause a greenish pallor and barklike hair. Elemental powers may alter their divine agents' appearance by giving a texture to the skin reflecting the element involved. All such alterations are permanent, though disguise or spells may hide them.

Commune (Sp): A divine agent of 5th level or higher can activate this spell-like ability (as the spell of the same name) once per week. This spell-like ability functions as a spell cast by a cleric of a level equal to the divine agent's character level.

Plane Shift to Deity's Plane (Sp): A divine agent of 5th level or higher may *plane shift* to her deity's home plane once per day, and from that plane to the divine agent's native plane. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

Plane Shift to Any Plane (Sp): Upon reaching 7th level, a divine agent may *plane shift* to any plane of existence, as per the spell, once per day. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

Audience (Sp): Up to twice per year a divine agent of 8th level or higher may request an audience with her deity, which functions as a double-duration *commune* spell allowing a number of questions equal to double the divine agent's character level.

Alignment Shift: If a divine agent is not the same alignment as her deity, then her alignment shifts to match it as soon as the divine agent reaches 8th level.

Mystic Union: At 9th level, a divine agent becomes a magical creature. She is treated as an outsider of the deity's home plane rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the divine agent gains damage reduction 20/+1. This damage reduction does not stack with other forms of damage reduction.

Despite this outsider status, a divine agent may still be brought back from the dead if slain.

Gate (Sp): A 10th-level divine agent can activate this spell-like ability (as the spell of the same name, except it only reaches the home plane of the divine agent's deity) once per day. This spell-like ability functions as the spell cast by a cleric of a level equal to the divine agent's character level.

Fallen Divine Agents

Not all who follow a deity achieve that deity's goals. It is possible to be cast out from (or to walk out on) service to one's deity. The effects of being a fallen divine agent are as follows:

- The character loses all *commune*, *gate*, and *audience* abilities.
- The former divine agent retains her mystic union properties, altered appearance, and any godly gifts.
- Depending on the circumstances of the departure, the divine agent may or may not be hunted by agents of the deity in question.
- The divine agent class is forbidden to the character. Another deity will not sponsor a former divine agent.
- The divine agent may be reinstated by the deity only upon completing some great quest determined by the DM. Often the deity makes the entire process more difficult, just to test the devotion of the fallen divine agent.

GATECRASHER

Gatecrashers see themselves as cosmic free agents, independent forces who can influence the natives of the planes and even the dynamic forces of magic itself. They are the tricksters of the multiverse, often testing the valiant, derailing the grasping, and deflating the egotistical. Their instinctive understanding of the nature of the universe allows them to perform actions that would otherwise be beyond them.

Gatecrashers see what they do as an art, not a science. The ability to choose the right moment to strike, the correct word to utter, the right rock to move, is more intuition than conscious thought. Gatecrashers can come from any class, although many learned the mischievous attitude of a gatecrasher when they were rogues or bards.

Gatecrashers can be found among other planar travelers, usually picking at the fabric of the universe and seeing what unravels.

Hit Dice: d6.

Requirements

To become a gatecrasher, the character must fulfill the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Knowledge (the planes) 4 ranks, Use Magic Device 8 ranks.

Special: To qualify for the gatecrasher class, the character must have visited two planes of existence other than his native plane.

Class Skills

The gatecrasher's class skills (and the key ability for each) are: Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit

Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Speak Language (None), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All the following are features of the gatecrasher prestige class.

Armor and Weapon Proficiency: Gatecrashers are proficient with all simple weapons and with light armor (but not shields).

Analyze Portal (Sp): A gatecrasher gains the ability to use *analyze portal* as a spell-like ability. He may do this once per gatecrasher level per day. This ability otherwise functions as the spell cast by a sorcerer of the gatecrasher's character level.

Bonus Language: A gatecrasher gains a free language commonly spoken on other planes. Such languages include Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, and Terran. The DM may expand this list to fit the cosmology of the campaign. Additional bonus languages are gained at 4th, 7th, and 10th levels.

Comprehension: Upon reaching 2nd level, a gatecrasher understands the basic conflicts of forces and energies and can use this instinctive understanding to assist certain skills. The gatecrasher gains a +2 insight bonus on Decipher Script and

Use Magic Device checks. The gatecrasher also gains a +2 insight bonus when searching for or disabling magic traps.

Open Portal (Su): At 3rd level, a gatecrasher's understanding of planar forces extends to the workings of magic portals, such that he may force them open without the correct device, spell, or key. The gatecrasher makes an Open Lock check using his Intelligence modifier instead of his Dexterity modifier. Portals typically have the following DCs:

Portal	DC
Typical keyed portal	30
Portal sealed by <i>seal portal</i> spell	20 + caster's level
Portal created by deity	50

Opening a portal takes 1 round of work and a successful check. It is a full-round action. The portal remains open for 1d4+1 rounds afterward.

Summon Spell Dampening (Su)

Gatecrashers often aggravate demons and devils by inhibiting their ability to summon reinforcements. Three times per day, a gatecrasher of 4th level or higher can create a dampening field that extends 100 feet in every direction.

Summoning and calling spells and spell-like abilities are suppressed within this radius, though creatures summoned outside the dampening field can enter it normally. The dampening field lasts 10 rounds. Creatures summoned or called before the gatecrasher creates the dampening field are unaffected.

Silver Tongue (Ex): A gatecrasher of 5th level or higher can deal with a variety of creatures and characters, gaining a +2 insight bonus on Bluff,



Illus. by W. Reynolds

TABLE 3-4: THE GATECRASHER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	<i>Analyze portal</i> , bonus language
2nd	+1	+0	+3	+3	Comprehension
3rd	+2	+1	+3	+3	Open portal
4th	+3	+1	+4	+4	Summon spell dampening, bonus language
5th	+3	+1	+4	+4	Silver tongue
6th	+4	+2	+5	+5	Planar survival
7th	+5	+2	+5	+5	Bonus language, damage reduction 5/+1
8th	+6	+2	+6	+6	Scramble portal
9th	+6	+3	+6	+6	<i>Plane shift</i>
10th	+7	+3	+7	+7	Bonus language, planar dampening

Diplomacy, Gather Information, Intimidate, and Sense Motive checks.

Planar Survival (Ex): At 6th level, a gatecrasher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The gatecrasher is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him. Because this extraordinary ability is the result of attuning himself to a particular plane, the gatecrasher remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

Damage Reduction: A gatecrasher of 7th level or higher has damage reduction 5/+1. This means that the character ignores (instantly regenerates) the first 5 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on). This ability does not stack with other damage reduction abilities.

Scramble Portal (Sp): At 8th level, a gatecrasher gains the ability to scramble a portal (as the *scramble portal* spell cast by a sorcerer of the gatecrasher's level). This ability is usable three times a day.

Plane Shift (Sp): At 9th level, a gatecrasher may move from plane to plane once per day as a spell-like ability. This functions as the *plane shift* spell cast by a 15th-level sorcerer.

Planar Dampening (Sp): A 10th-level gatecrasher can emit a field that suppresses spells and spell-like abilities within a 30-foot radius that access other planes. Existing spells and spell-like abilities are unaffected; a gatecrasher can't end a foe's *astral projection* just by moving nearby. But spells cast after the gatecrasher emits the planar dampening field are affected: An opponent within 30 feet couldn't escape the gatecrasher with a *dimension door* spell or get reinforcements with a *summon monster* spell, for example.

The gatecrasher can activate *planar dampening* three times per day. It lasts for 10 rounds.

The gatecrasher's *planar dampening* ability affects the following spells and spell-like abilities: *astral projection*, *banishment*, *blink*, *commune*, *contact other plane*, *dimension door*, *dismissal*, *ethereal jaunt*, *etherealness*, *gate*, *interplanar message*, *Leomund's secret chest*, *make manifest*, *mass manifest*, *maze*, *Mordenkainen's magnificent mansion*, *plane shift*, *reality maelstrom*, *rope trick*, *teleport*, *teleportation circle*, *teleport without error*, and *vanish*.

Furthermore, summoning and calling spells can only reach creatures from the same plane, and spells from the shadow subschool only work on the Plane of Shadow. The banishment effects of *blasphemy*, *dictum*, *holy word*, and *word of chaos* are suppressed, although the spells otherwise function normally.

PLANAR CHAMPION

Warrior of a hundred worlds. Mercenary captain of the Blood Wars. Sword of celestial vengeance. The planar champion moves between the planes, always driven to battle. She may be driven by a quest for justice or a thirst for blood, but she is feared throughout the known universes for her prowess.

All planar champions were renowned for their martial prowess before they entered the prestige class, so those classes skilled with weapons gravitate to this class. They specialize in fighting the natives of particular planes, learning as much as they can about their foes in order to defeat them.

Nonplayer character (NPC) planar champions are battling, recovering from a battle, or preparing for the next one. They often travel from plane to plane on missions that further their larger crusade.

Hit Dice: d10.

Requirements

To become a planar champion, the character must fulfill all the following criteria:

Base Attack Bonus: +6.

Skills: Knowledge (the planes) 4 ranks.

Feats: Weapon Specialization.

Special Requirements: The planar champion must have visited at least two planes other than her native plane before taking this prestige class. The champion does not need to have been the instigator of these travels.

Class Skills

The planar champion's class skills (and the key ability for each) are: Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Speak Language (None), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the planar champion prestige class.

Weapons and Armor Proficiency: Planar champions are proficient with all simple and martial weapons, with all types of armor, and with shields.

Favored Plane: The planar champion has studied the natives of a particular plane extensively. She gains a +1 bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against a native of that plane. Likewise, the planar champion gets the same bonus on weapon damage rolls against creatures native to the favored plane. The planar champion only gets the damage bonus with ranged weapons if the target is within 30 feet. The

damage bonus does not apply to creatures immune to critical hits.

The champion chooses only one favored plane, and even identical creatures from other planes are not affected. For example if a planar champion chooses the Nine Hells as her favored plane, she would gain the bonus against devils native to that plane, but not devils from the adjacent plane of Acheron.

The planar champion's studies help in noncombat settings as well. The planar champion gets a +1 bonus on Diplomacy and Gather Information checks when interacting with natives of the favored plane. Intuit Direction checks get a +1 bonus when performed on the favored plane.

The planar champion gains a second favored plane when reaching 5th level and a third favored plane when reaching 10th level. When gaining a new favored plane, the bonuses for previous favored planes increase by +1. For example, a 5th-level planar champion could choose Acheron as a new favored plane, earning a +1 bonus against its natives, and her bonus against natives of the Nine Hells would increase to +2. The planar champion may not choose her native plane as a favored plane.

The bonuses from this ability stack with the ranger's favored enemy ability. A ranger/planar champion with a favored enemy of devils and a favored plane of the Nine Hells adds both bonuses together when fighting a devil native to the Nine Hells.

See Invisibility (Su): Upon reaching 2nd level, a planar champion has the ability to see invisibility at will,

as per the spell cast by a 5th-level sorcerer. This ability allows her to see (but not affect) ethereal creatures.

Attack Ethereal (Su): A planar champion of 3rd level or higher can transform her weapon into a material force effect at will, enabling her to attack creatures on the Ethereal Plane. The planar champion begins and ends this ability as a free action, but must use it on a melee weapon she has Weapon Specialization in. If the planar champion is wielding a magic weapon, this ability also eliminates the 50% miss chance when attacking an incorporeal foe.

Planar Survival (Ex): At 4th level, a planar champion becomes attuned to the nature of the planes she visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planar champion is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect her. Because this extraordinary ability is the result of attuning herself to a particular plane, the planar champion remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect her normally.

Ethereal Jaunt (Sp): A planar champion of 6th level or higher may step onto the Ethereal Plane three times per day. This functions as the *ethereal jaunt* spell cast by a 13th-level sorcerer.

Rip Portal (Sp): Once per day, a planar champion of 7th level or higher can rip a portal through the Astral Plane



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TABLE 3-5: THE PLANAR CHAMPION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Favored plane
2nd	+2	+3	+3	+0	See invisibility
3rd	+3	+3	+3	+1	Attack ethereal
4th	+4	+4	+4	+1	Planar survival
5th	+5	+4	+4	+1	Favored plane
6th	+6	+5	+5	+2	Ethereal jaunt
7th	+7	+5	+5	+2	Rip portal
8th	+8	+6	+6	+2	Sunder portal
9th	+9	+6	+6	+3	Damage reduction 20/+1
10th	+10	+7	+7	+3	Favored plane

to another plane of existence. By tearing a hole in the fabric of the plane she's on, the champion may open a portal onto the Astral Plane or any plane that the Astral Plane touches that the champion has visited before. As per the *plane shift* spell, the planar champion has no control over the precise destination on whatever plane she rips a portal to. The portal appears as a ragged hole in space adjacent to the planar champion and lasts for 1d4+1 rounds before healing over.

Sunder Portal (Sp): Once per day, a planar champion of 8th level or higher has the ability to seal a dimensional gate or portal by severing the connection to the destination. She may do with a successful level check (DC 5 + the caster level of the gate or portal). The *gate* spell is destroyed as if dispelled, while portals are suppressed for 1d6 days.

Damage Reduction (Su): At 9th level, a planar champion gains damage reduction 20/+1. This means that the character ignores (instantly regenerates) the first 20 points of damage from any attack unless the damage is dealt by a weapon with a +1 or higher enhancement bonus, by a spell, or by a form of energy (fire, cold, and so on). This ability does not stack with other damage reduction abilities.

PLANESHIFTER

The planeshifter is a magical scholar and expert in planar travel, and through arcane research develops not only the ability to sense planar portals, but also the ability to create his own demiplane. (Being around long enough to use it is another matter.)

Wizards and sorcerers, steeped in their arcane knowledge, make the best planeshifters, and some degree of arcane spellcasting ability is required to join their numbers. They form loose organizations with titles such as the Eternal Book or the Study Group of Planar Entities. These organizations are more like fraternal organizations than guilds or power groups, and they seem to appear (and disappear) with great frequency.

NPC planeshifters are rarely in the same place for long. They're always going to see some new planar sight or phenomenon. They sometimes hire adventurers as bodyguards, assistants, or troubleshooters.

Hit Dice: d4.

Requirements

To become a planeshifter, a character must fulfill the following criteria.

Skills: Concentration 10 ranks, Knowledge (the planes) 4 ranks, Spellcraft 10 ranks.

Feats: Craft Wondrous Item.

Spells: Able to cast 5th-level arcane spells.

Special: Must have visited an Inner or Outer Plane before taking this prestige class.

Class Skills

The planeshifter's class skills (and the key ability for each) are: Alchemy (Int), Concentration (Con), Craft

(Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Search (Int), Speak Language (none), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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

Plane Shift (Sp): A planeshifter has the ability to plane shift (as the spell cast by a sorcerer of his character level) once per day. At 8th level, the planeshifter can use this ability at will.

Spells per Day: A planeshifter continues training in magic as well as gaining power in the planes. Thus, when a new level is gained (except for 1st, 5th, and 9th), the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds the level of planeshifter to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

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

Analyze Portal (Sp): At 2nd level, a planeshifter gains the ability to use *analyze portal* as a spell-like ability. He may do this once per planeshifter level per day. This ability otherwise functions as the spell cast by a sorcerer of a level equal to the planeshifter's highest caster level.

Planar Survival (Ex): A planeshifter of 3rd level or higher becomes attuned to the nature of the planes he visits and personally immune to their natural planar effects. Any effect that would be negated by the *avoid planar effects* spell is negated by the planar survival ability as well.

The planeshifter is immune to the "normal" fires of the Elemental Plane of Fire, but fire-based attack forms and unusually fiery areas there still affect him. Because this extraordinary ability is the result of attuning himself to a particular plane, the planeshifter remains vulnerable to the same sort of damage in other planes where that attack form is not part of the natural order. Fires on other planes, including the Material Plane, affect him normally.

Morphic Stability (Ex): At 4th level, a planeshifter gains the ability to impose his will on his surroundings

to a limited extent. On planes with the highly morphic trait (such as Limbo in the D&D cosmology) or the magically morphic trait (such as the Plane of Shadow), the terrain stabilizes around the planeshifter. The planeshifter automatically calms the terrain within a radius of 30 feet per planeshifter level. This area moves with the planeshifter and is centered on him. Permanent structures within the plane are unaffected, and the terrain can still be changed through normal activity.

Grant Planar Survival (Su): A planeshifter of 5th level or higher can extend the planar survival ability by touch to a number of others equal to his planeshifter level. Once granted, the survival ability lasts for 24 hours. Should the planeshifter's companions wind up on a different plane than the planeshifter, their protection fades immediately.

Control Planar Flux (Su): At 6th level, a planeshifter gains an intuitive understanding of how creatures interact with the planes they're on, and he can exploit small changes in the barriers between planes. The planeshifter's caster level is considered four levels higher when casting *dimensional anchor* and *dismissal* spells.

Telepathy (Su): A planeshifter of 7th level or higher can communicate telepathically with any creature within 100 feet that can speak a language.

Planar Area Swap (Sp): At 9th level, a planeshifter gains the ability to move sections of the landscape from one plane to another. A spherical area of up to a 100-foot radius per planeshifter level, centered on the planeshifter, may be so moved. Any unwilling individuals within the sphere can make a Will saving throw (DC 20) to negate the swap completely.

As with the *plane shift* spell, fine control of the destination is impossible.

When the fragment is brought onto the new plane, the traits of the new plane apply themselves within 1d4 rounds. A part of the Elemental Plane of Fire brought onto the Material Plane burns briefly (1d4 rounds), for example, then dissipates.

Because it's a swap, an equal area of the destination plane appears in the plane of origination. The plane of origination applies its planar traits to the new area in 1d4 rounds.

The swapped areas switch back in a number of days equal to 10 + planeshifter level.

Demiplane Seed: The demiplane seed is a small pocket dimension grown by a planeshifter who has reached 10th level. This pocket dimension is often used as a base of operation. A planeshifter can own only one demiplane at a time, and cannot construct a new one unless all portals to the old one are



TABLE 3-6: THE PLANESHIFTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+0	<i>Plane shift</i> 1/day	
2nd	+1	+3	+0	+0	<i>Analyze portal</i>	+1 1 level of existing class
3rd	+1	+3	+1	+1	Planar survival	+1 1 level of existing class
4th	+2	+4	+1	+1	Morphic stability	+1 1 level of existing class
5th	+2	+4	+1	+1	Grant planar survival	
6th	+3	+5	+2	+2	Control planar flux	+1 1 level of existing class
7th	+3	+5	+2	+2	Telepathy	+1 1 level of existing class
8th	+4	+6	+2	+2	<i>Plane shift at will</i>	+1 1 level of existing class
9th	+4	+6	+3	+3	<i>Planar area swap</i>	
10th	+5	+7	+3	+3	Demiplane seed	+1 1 level of existing class

destroyed. The planeshifter must have a single flawless gemstone of at least 1,000 gp value and work on the demiplane for 100 consecutive days, for 8 hours per day.

Upon completion of the work, the seed opens into a minuscule spherical demiplane, 1 foot in radius. It grows quickly, gaining 1 foot in radius per day up to a maximum radius of 10 feet \times the planeshifter's highest caster level. After reaching that size, the demiplane continues to grow slowly, gaining 2 feet of radius per year. If its creator perishes, the demiplane stops growing.

The planeshifter's demiplane has the following planar traits: normal time, alterable, and normal magic. At creation, the planeshifter can set whatever gravity trait, elemental traits, and alignment traits he likes, and can choose whether the plane is finite or self-contained. While the demiplane isn't morphic, the planeshifter has total control over the landscape at the moment of creation, so he can decide whether it will be a foreboding, mountainous wasteland or a bucolic forest. The terrain set at creation extends itself as the demiplane grows. While it's not possible to fit jagged peaks into a 1-foot sphere, cliffs and summits appears as the demiplane grows.

The demiplane grown from the seed is unfurnished, so the planeshifter must provide what construction is necessary. It has a single portal entry, which the planeshifter may control for access. Demiplanes are often used as hiding places, research labs, and prisons for particular beasts.

MAGIC ON THE PLANES

A number of spells affect or use planes beyond the Material Plane. What follows is a summary of spells that have a planar aspect. If you wish to modify or eliminate particular planes, you may wish to change or remove these spells from play as well.

Spells marked with an asterisk (*) are new spells described in this chapter.

Spells marked with (F) are spells that use force effects, so they affect the Ethereal Plane in addition to the Material Plane. If you choose not to use the Ethereal Plane in your campaign, they are still useful.

You can have spells that create elements without having elemental planes in your cosmology. Similarly, you can have spells that use negative or positive energy without requiring energy planes, and spells that affect alignments without having specific planes for those alignments.

ASTRAL PLANE SPELLS

Astral projection
Dimensional anchor
Dimension door
*Interplanar message**
Summon monster spells (I–IX)
Teleport
Teleportation circle
Teleport without error

Vanish
*Zone of respite**

ETHEREAL PLANE SPELLS

*Blink, chamber**
Dimensional anchor
Ethereal jaunt
Etherealness
Explosive runes (F)
Forcecage (F)
Invisibility purge
Leomund's secret chest
Leomund's tiny hut (F)
Mage armor (F)
Magic missile (F)
*Make manifest**
*Mass manifest**
Maze (F)
Mordenkainen's sword (F)
Otiluke's resilient sphere (F)
Otiluke's telekinetic sphere (F)
See invisibility
Sepia snake sigil (F)
Shield (F)
Spiritual weapon (F)
Tenser's floating disk (F)
True seeing
Vanish
Wall of force (F)
*Zone of respite**
*Zone of revelation**

PLANE OF SHADOW SPELLS

Dimensional anchor
Greater shadow conjuration
Greater shadow evocation
Shades
Shadow conjuration
Shadow evocation
Shadow walk
Summon monster (I–IX)
*Zone of respite**

ELEMENTAL PLANE SPELLS

*Avoid planar effects**
Elemental swarm
*Elemental body**
*Safety**
Summon monster (I–IX)

SPELLS THAT AFFECT EXTRAPLANAR CREATURES

Banishment
Blasphemy
Dictum
Dismissal
Forbiddance
Greater planar ally



**EPIC LEVEL
HANDBOOK**

NEW EPIC PRESTIGE CLASSES

There are prestige classes, and then there are truly prestigious classes—epic prestige classes, to be exact. These are classes that characters cannot pursue until they have already become epic characters in some other fashion. Characters add levels of epic prestige classes using the same rules as when multiclassing into a new character class at epic levels. In other words, base save and attack bonus progressions are replaced by epic save and attack bonus progressions. As with other epic classes, you can take as many levels in an epic prestige class as you desire.

AGENT RETRIEVER

Finding items, especially long-lost ones, is an agent retriever's specialty. A member of this class has a knack for hunting down unique and valuable items, unrelentingly following every clue, every whispered rumor, and every trail, no matter how cold, until the object (or person) is in hand. He is the ultimate bounty hunter, able to move among the planes in his quest.

Although a focused set of skills paves the way to becoming an agent retriever, several classes exhibit the talents needed to excel at this endeavor. Rangers, bards, and rogues most commonly take this epic prestige class, but spellcasters, especially those with scrying capabilities, also make good agent retrievers. Other classes rarely become agent retrievers.

While many agent retrievers function independently, working for hire on a freelance basis, most work with the Gleaners (see Chapter 6), an organization that trains them in their unique abilities.

Hit Die: d6.

Requirements

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

Alignment: Any lawful.

Skills: Gather Information 24 ranks, Knowledge (the planes) 15 ranks.

Feats: Track.

Class Skills

The agent retriever's class skills (and the key ability for each skill) are Appraise (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Listen (Wis), Search (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the agent retriever prestige class.

Weapon and Armor Proficiency: An agent retriever gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At each agent retriever level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming an agent retriever, the player must decide to which class to add the new level for the purpose of determining spells per day.

Uncanny Location (Sp): When a agent retriever spends one day attuning himself to a person or object he is seeking

BEHIND THE CURTAIN: BUILDING AN EPIC PROGRESSION

Even though the classes are relatively balanced at levels 1st through 20th, simply continuing normal progression after 20th level would severely unbalance the classes. That's because not all class features continue to accumulate after 20th level. For example, many of the monk's special abilities are gained only at a certain level and never improve after that point.

That's why every class gets a bonus feat progression in addition to the class features that accumulate. For some classes, such as the fighter, this bonus feat progression is essentially the only class feature available at epic levels, so it is very rapid at one feat every other level. For other classes, such as the monk or rogue, this feat progression is only one of several class features, so it is much slower at only one feat every four levels.

If you're creating an epic progression for a class other than the ones described in this book, you'll need to compare it to the classes here to assign an appropriate bonus feat progression. For example, if your class has essentially no class features (or a few very weak features) after 20th level, it's probably similar to the fighter. Thus, you might assign it a bonus feat progression of one feat per two levels. A class with plenty of features (or extremely powerful features) after 20th level might have a bonus feat progression of one feat per four or even five levels.

The size of the bonus epic feats list is also significant, but not nearly as important as the rate a class gains bonus feats. A larger list (such as the druid's) is worth more than a smaller list (such as the arcane archer's).

(speaking with others who knew the person or object, examining items that belonged to that person or written descriptions of the object, researching histories, or the like), he automatically determines that person's or item's location as the *discern location* spell. Once he has established a sense of the location, the agent retriever can maintain this uncanny link even if the target moves, but only so long as he hunts down this person or item to the exclusion of all other pursuits. If he ever turns aside to undertake a second pursuit, the *uncanny location* ends, and the agent retriever must spend another day to reattune himself to the target.

Tracking Bonus (Ex): The agent retriever develops a keen sense of the path his quarry is likely to take and a better understanding of how that quarry will attempt to shake pursuit. This keen sense gives the agent retriever a +10 insight bonus on Wilderness Lore checks to track the quarry. This bonus increases by +10 every five levels thereafter (+20 at 6th level, +30 at 11th level, +40 at 16th level, and so on).

Plane Shift (Sp): The agent retriever can use *plane shift* as a 14th-level caster once per day starting at 2nd level, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

Force Sphere (Sp): Without the ability to capture a target, finding it does no good. Gleaner training allows the agent retriever to call forth a *force sphere*. The agent retriever can attempt to enclose any creature or object he can see within 30 feet. The target is allowed a Reflex saving throw (DC 20 + 1/2 the class level of the agent retriever + the agent retriever's Dexterity modifier). Those who fail are then encapsulated in a sphere of force with a radius of up to 50 feet (the sphere is only as large as it needs to be, up to its maximum radius). Those trapped inside cannot escape except with methods that can bypass or destroy a *wall of force*. The sphere persists as long as the agent retriever

desires, up to a maximum of seven days. A captured target does not count toward the capacity of the agent retriever's *plane shift* ability, and the agent retriever can *plane shift* with the target despite the presence of the *force sphere*.

The agent retriever can use this power once per day at 3rd level, plus one additional time per day every five levels thereafter (8th, 13th, and so on).

Ethereal Jaunt (Sp): The agent retriever can use *ethereal jaunt* as a 14th-level caster once per day at 4th level, plus one additional time per day every five levels thereafter (9th, 14th, 19th, and so on).

Bonus Feats: The agent retriever gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, and Uncanny Accuracy.

TABLE 1-24: THE AGENT RETRIEVER

Agent Retriever Level	Special	Spells per Day
1st	<i>Uncanny location</i> , tracking bonus +10	+1 level of existing class
2nd	<i>Plane shift</i> 1/day	+1 level of existing class
3rd	<i>Force sphere</i> 1/day	+1 level of existing class
4th	<i>Ethereal jaunt</i> 1/day	+1 level of existing class
5th	Bonus feat	+1 level of existing class
6th	Tracking bonus +20	+1 level of existing class
7th	<i>Plane shift</i> 2/day	+1 level of existing class
8th	<i>Force sphere</i> 2/day	+1 level of existing class
9th	<i>Ethereal jaunt</i> 2/day	+1 level of existing class
10th	Bonus feat	+1 level of existing class

EPIC CHARACTERS IN THE FORGOTTEN REALMS CAMPAIGN SETTING

The FORGOTTEN REALMS Campaign Setting presents basic rules for characters above 20th level. While those basic rules formed a starting point for the rules in this book, characters created using the material in that book won't match characters created with the *Epic Level Handbook*. If you are using such FORGOTTEN REALMS characters in your campaign, feel free to change their abilities to take full advantage of the new rules presented here (particularly the epic feats).

If you don't want to change the characters, that's fine too. The characters adhere closely enough to these rules that you shouldn't have problems. If they're only interacting with other characters of 21st level or higher who were also created using those basic rules, they'll be relatively balanced against one another.

Updated versions of the epic characters in the FORGOTTEN REALMS Campaign Setting are presented in Appendix 1 of this book. You'll also find bonus GREYHAWK campaign setting NPCs of renown in Appendix 2 of this book.

MONSTERS AS EPIC CHARACTERS

As first introduced in the FORGOTTEN REALMS Campaign Setting (and discussed in detail in *Savage Species*), the effective character level (ECL) of any creature more powerful than the standard races in the *Player's Handbook* is equal to the creature's Hit Dice and class levels (if any) plus its level adjustment. This replaces the rule in the *Monster Manual* that states that a creature's "monster level" is equal to its Hit Dice.

Regardless of its ECL, a monster with class levels uses the base attack bonus and base save bonus progressions of its class (rather than the progression shown on Table 1-1) until it has 20 character levels. Beginning with its 21st character level, it uses the progressions shown on Table 1-1.

In any other place in this book where "character level" is indicated, you can use effective character level instead. For example, a creature with a level adjustment of +5 who is also a 13th-level fighter/3rd-level blackguard is ECL 21 and eligible to select an epic feat provided he meets the prerequisites.

Savage Species has level adjustments for most monsters in the *Monster Manual*. Use these modifiers to estimate appropriate modifiers for other nonstandard PC races that you might choose to include.

COSMIC DESCRYER

The cosmic descryer is interested in the infinite variety of the planes and fascinated by the different layers of the multiverse. She uses experimentation to grow knowledgeable in the whirl and gyre of the cosmos, developing an extraordinary affinity for all things planar. Furthermore, she derives power from that fundamental understanding. She is particularly adept in the summoning arts, able to call and command the most powerful outsiders known. She can travel to other planes with ease, adapting herself to those otherworldly environments no matter how alien.

By necessity, spellcasters are the only classes eligible to become cosmic descryers. But most spellcasters, whether divine or arcane in nature, can eventually advance into this epic prestige class.

The cosmic descryer can serve a variety of capacities in an ongoing campaign. She is a useful part of an adventuring group that travels to different planes of existence or that has frequent need of an outsider's help. Even if she doesn't travel very often, a cosmic descryer can help anyone who seeks knowledge through scrying or communication with outsiders. The Gleaners employ cosmic descryers, as does the Planar Cartographic Society (see Chapter 6).

Hit Die: d4.

Requirements

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

Skills: Knowledge (the planes) 24 ranks.

Feats: Spell Focus (Conjuration).

Epic Feats: Energy Resistance.

Spells: Ability to cast *gate* and any *planar ally* spell.

Special: Must have previously traveled to any other plane of existence.

Class Skills

The cosmic descryer's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the cosmic descryer prestige class.

Weapon and Armor Proficiency: A cosmic descryer gains no proficiency with any weapons, armor, or shields.

Spells per Day/Spells Known: At every other cosmic descryer level, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class level. If

already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a cosmic descryer, the player must decide to which class to add the new level for the purpose of determining spells per day.

Superior Planar Summoning (Ex): Beginning at 1st level, the cosmic descryer can increase the power of any of the following spells—*elemental swarm*, *gate*, *greater planar ally*, *greater planar binding*, *summon monster IX*, or *summon nature's ally IX*—to affect or summon outsiders of 4 Hit Dice higher than the spell's normal limit or conjure creatures with 4 Hit Dice of advancement. Thus, *greater planar binding* summons an outsider of 28 HD rather than just 24 HD. Every four levels thereafter, the cosmic descryer can increase the number of extra Hit Dice by 4.

Naturalization (Ex): Starting at 2nd level, the cosmic descryer develops a natural affinity for one plane that she has visited, becoming resistant to any spells and spell-like effects that would normally affect any creature not native to that plane (such as *banishment*). Every two levels thereafter, the cosmic descryer gains naturalization to one additional plane (two planes at 4th, three planes at 6th, four planes at 8th, and so on).

Enduring Gate (Su): Starting at 3rd level, as a full-round action, the cosmic descryer can make any casting of the *gate* spell remain for a full day, rather than disappearing after 1 round per caster level. Every three levels thereafter, the cosmic descryer can increase the duration of *gate* by one additional day (two days at 6th, three days at 9th, four days at 12th, and so on).

Bonus Feat (Ex): The cosmic descryer gains a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Cosmic Connection (Su): At 7th level, the cosmic descryer may join with the massive energy of the multiverse once per day, plus one additional time per day every five levels thereafter (12th, 17th, 22nd, and so on). The cosmic descryer can remain connected for a number of

minutes equal to her class level. The cosmic connection is a transcendent experience for the devotee, and she is transfigured by it.

While connected, she is immune to critical hits, is a native on any plane she visits, and can use *dimension door* at will as a 20th-level caster. Using her exceptional knowledge, the cosmic descryer can draw off excess energy from the multiverse itself to increase her effective caster level or enhance any attack roll, saving throw, skill check, or ability check. Drawing off excess energy from the multiverse is dangerous, and it deals the cosmic descryer 5 points of damage for each +1 bonus applied to a single roll or +1 caster level on a single spell. For instance, a cosmic descryer could add a +5 bonus on her next attack roll or saving throw, but in doing so she takes 25 points of damage.

TABLE 1-25: THE COSMIC DESCRYER

Cosmic Descryer Level	Special	Spells per Day
1st	Superior planar summoning (+4 HD)	
2nd	Naturalization (1 plane)	+1 level of existing class
3rd	Enduring gate (1 day)	
4th	Naturalization (2 planes)	+1 level of existing class
5th	Bonus feat, superior planar summoning (+8 HD)	
6th	Naturalization (3 planes), enduring gate (2 days)	+1 level of existing class
7th	Cosmic connection 1/day	
8th	Naturalization (4 planes)	+1 level of existing class
9th	Superior planar summoning (+12 HD), enduring gate (3 days)	
10th	Naturalization (5 planes), bonus feat	+1 level of existing class

DIVINE EMISSARY

Deities have need of powerful servants, many of whom are epic clerics, paladins, and other characters. Some gods also have special, handpicked agents who speak with their authority. However, the same deities may choose a single proxy through whom a little of their own power flows.

Called divine emissaries, these characters are second to none in the god's favor. They act with that god's full blessing and some of its divine power. Divine emissaries who abuse their powers (in the eyes of the deity) may be stripped of them.

Divine emissaries are often instruments of war, and thus paladins and blackguards are often chosen to serve this role. However, some deities also choose clerics. Despite being the highest representative of a deity, a divine emissary usually travels with comrades who supplement the emissary's strength.

When a deity gives an important decree to mortals, lesser agents often serve as that deity's voice. But when a god needs to back up its decrees with force, a divine emissary has a new mission.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +23.

Feats: Weapon Focus (deity's favored weapon).

Epic Feat: Great Smiting.

Skills: Knowledge (religion) 10 ranks.

Special: Must have a patron deity. Furthermore, the potential divine emissary must complete some quest that furthers his deity's goals so much that it impresses the deity. If the deity has no other divine emissary (or is willing to oust the current divine emissary), the god may choose the character. The DM makes this choice, not the player.

Class Skills

The divine emissary's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are features of the divine emissary prestige class.

Spells per Day/Spells Known: At each divine emissary level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a divine emissary, the player must decide to which class to add the new level for the purpose of determining spells per day.

Special Mount: If he has one, the divine emissary's special mount continues to increase in power. Every five levels after 1st (6th, 11th, 16th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the divine emissary's class level + the class level that provided the special mount + 5.

Granted Domain (Ex): A divine emissary gains access to one of his deity's domains, as well as the granted power of that domain. The extra domain expands a paladin's selection of spells, but he does not gain the ability to cast higher-level spells than he otherwise could. Clerics gain an additional domain but otherwise use the rules for preparing spells from their domains normally.

Divine Inspiration (Sp): A divine emissary gains a +2 luck bonus on his attack and damage rolls for 10 rounds, once per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 11th, and so on).

Extra Smite (Su): A divine emissary can use his smite ability two extra times per day, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on). To determine the damage with any smite attack, a divine emissary adds together his divine emissary levels and class levels that originally conferred the smite ability.

Greater Planar Ally (Sp): The emissary can call a *greater planar ally* (as the spell) once per day at 3rd level, plus one additional time per day every ten levels thereafter (13th, 23rd, 33rd, and so on). The ally does not request a return favor when a divine emissary uses this ability.

Bonus Feats: The divine emissary gains a bonus feat at 5th level and an additional bonus feat every ten levels thereafter (15th, 25th, 35th and so on). These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

Divine Hand (Su): Sometimes the divine emissary feels the touch of his deity. As a free action, the emissary gains a +20 sacred (or profane if appropriate) bonus on his next melee or ranged attack roll, as long as the attack is made with the deity's favored weapon. The emissary can use divine hand once per day at 9th level, plus one additional time per day every ten levels thereafter (19th, 29th, and so on).



TABLE 1-26: THE DIVINE EMISSARY

Divine Emissary Level	Special
1st	<i>Divine inspiration</i> 1/day, granted domain
2nd	Extra smite 2/day
3rd	<i>Greater planar ally</i> 1/day
4th	<i>Divine inspiration</i> 2/day
5th	Extra smite 3/day
6th	Bonus feat
7th	<i>Divine inspiration</i> 3/day
8th	Extra smite 4/day
9th	<i>Divine hand</i> 1/day
10th	<i>Divine inspiration</i> 4/day

EPIC INFILTRATOR

The epic infiltrator is an agent of espionage, an undercover operative, and sometimes a saboteur. He is the plant in the enemy's forces, going incognito to retrieve secret battle plans or steal a valuable item. He excels at pretending to be someone other than he is, convincing everyone around him through disguises and an uncanny ability to tell people what they want to hear. He may use special equipment to aid him in his mission, but his most important tool is his own ability to stay calm in a tight spot. His grace under pressure helps him get the information he needs to succeed without getting caught.

Rogues and bards are best suited for becoming epic infiltrators, but fighters, wizards, and sorcerers also work well undercover. Other classes turn to espionage less often. Barbarians, druids, and paladins do not usually work well as spies except in very unusual circumstances.

Epic infiltrators often work for governments or powerful merchant lords. Sometimes they accept short-term, one-shot missions, but often they engage in long-term infiltration operations. Many epic infiltrators operate freelance, taking contracts through a third party. Occasionally, an epic infiltrator may be found as part of an adventuring group, putting his talents to use as a scout. The Regulators have many epic infiltrators among their ranks, and the Gleaners, the Garrote, and the Godkissed all employ them from time to time (see Chapter 6).

Hit Die: d6.

Requirements

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

Alignment: Any nonchaotic.

Skills: Bluff 24 ranks, Diplomacy 10 ranks, Disguise 24 ranks, Read Lips 10 ranks.

Feats: Alertness.

Epic Feat: Polyglot.

Special: Must have successfully spent one month using the Disguise skill to pose as someone else.

Class Skills

The epic infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Scry (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the epic infiltrator prestige class.

Weapon and Armor Proficiency: An epic infiltrator is proficient with all simple and martial weapons, all armor, and shields.

Improved Cover Identity (Ex/Su): At 1st level, an epic infiltrator establishes three specific cover identities, plus one additional cover identity every four levels thereafter (5th, 9th, 13th, and so on). An epic infiltrator at work must keep his true identity secret, so he pretends to be a merchant, a stable boy, or an innkeeper, or possibly a fighter, a low-level wizard, or some other class. A cover identity allays others' suspicions and leads opponents to underestimate the epic infiltrator until it is too late.

While operating in a cover identity, the epic infiltrator gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks.

When the epic infiltrator has the option of adding a new cover identity, he may instead work on further perfecting a cover identity already possessed. An improved cover identity grants a +6 circumstance bonus on Disguise checks and a +4 circumstance bonus on Bluff and Gather Information checks while operating in that identity. A specific cover identity may be improved again and again, each time adding +2 to the bonuses.

The web of different cover identities inside the epic infiltrator's mind makes it impossible to detect his alignment with any form of divination. This ability functions exactly like an *undetected alignment* spell, except that it is always active as a supernatural ability. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the epic infiltrator normally.

Should the epic infiltrator wish to "retire" a cover identity and develop a new one, he must spend one week rigorously practicing subtle vocal intonations and body language before he earns the bonuses. Cover identities do not in themselves provide the epic infiltrator with additional skills, proficiencies, or class features that others might expect of the pretended professions; however, a successful Bluff check at the right time is enough to deter suspicion.

The epic infiltrator can switch cover identities or don a disguise using the Disguise skill in 1d3 minutes. He can also put on or take off armor in one-half the normal time.

Sneak Attack: If an epic infiltrator can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the epic infiltrator's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the epic infiltrator's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every three levels (+2d6 at 5th level, +3d6 at 8th level, +4d6 at 11th level, and so on). Should the epic infiltrator score a critical hit with a sneak attack, this extra damage is not multiplied.

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

With a sap or an unarmed strike, the epic infiltrator can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

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

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

Specialist Training (Ex): At 2nd level, the epic infiltrator gains the benefit of focusing his craft on a particular type of work, specializing in one of the following categories and receiving a +3 bonus on all checks with the listed skills. Every three levels thereafter (5th, 8th, 11th, and so on), the epic infiltrator gains specialist training again. He may select the same category more than once.

Concealment: Bluff, Disguise, Forgery, and Innuendo.

Subterfuge: Hide, Move Silently, Open Lock, and Pick Pocket.

Espionage: Listen, Read Lips, Search, and Spot.

Interaction: Diplomacy, Gather Information, Intimidate, and Sense Motive.

Read Thoughts (Su): Beginning at 3rd level, the epic infiltrator can "hear" the surface thoughts, once per day, of any single target he selects. Every four levels thereafter (7th, 11th, 15th, and so on), the epic infiltrator can perform this ability one additional time per day. This ability functions as the *detect thoughts* spell cast by a 15th-level caster, except that it targets a single mind.

Far Senses (Su): Starting at 4th level, the epic infiltrator can extend his vision or hearing into an area beyond his normal range, once per day, to a distance of 20 feet plus an additional 20 feet per epic infiltrator level. The epic infiltrator must have personally visited the physical location earlier to use far senses on it. Barriers do not impede far senses, and low-light vision or darkvision function normally if the epic infiltrator has one or both of those abilities. Far senses can also apply to the epic infiltrator's read thoughts ability. Every two levels beyond 4th (6th, 8th, 10th, and so on), the epic infiltrator can perform this ability one additional time per day. This ability functions as the *clairaudience/clairvoyance* spell cast by a 15th-level caster, except for the limit on range, the need to know the locale beforehand, and the ability to use the read thoughts ability.

Mind Blank (Sp): At 3rd level, the epic infiltrator can become immune to all mind-affecting spells and divinations by rigorously silencing his mind once per day, plus one additional time per day every eight levels thereafter (11th, 19th, 27th, and so on). This ability works as the *mind blank* spell cast by a 15th-level caster.

TABLE 1-27: THE EPIC INFILTRATOR

Epic Infiltrator Level	Special
1st	Improved cover identity (3), sneak attack -1d6
2nd	Specialist training
3rd	Read thoughts 1/day, <i>mind blank</i> 1/day
4th	Far senses 1/day, sneak attack +2d6
5th	Specialist training, improved cover identity (4)
6th	Far senses 2/day
7th	Read thoughts 2/day, sneak attack +3d6
8th	Far senses 3/day, specialist training
9th	Improved cover identity (5)
10th	Far senses 4/day, sneak attack +4d6

GUARDIAN PARAMOUNT

The guardian paramount is an extraordinary bodyguard, a protector of others who is skilled in preventing harm to his charge. He often places himself in danger, taking the brunt of attacks meant for the person he is protecting. He displays unparalleled prowess in defending his charge, keeping her from harm and returning her to health should she be injured.

Guardian paramounts most often come from the ranks of rogues, rogue/fighters, and rogue/clerics.

Rogue/wizards, sorcerers, and druids rarely answer the call to defend, because their martial skills are not up to the demands of such work.

The guardian paramount is a valued member of society, a mercenary willing to accept the dangers of attack in exchange for payment. Most guardian paramounts work independently, although some belong to the Order of the Shield (see Chapter 6). It is fairly uncommon to have a guardian paramount as part of an adventuring group, although a wizard or a sorcerer may employ one or recruit a guardian paramount as a cohort.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +15.

Skills: Spot 13 ranks.

Feats: Alertness, Lightning Reflexes.

Epic Feats: Blinding Speed, Superior Initiative.

Special: Uncanny dodge, evasion.

Class Skills

The guardian paramount's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the guardian paramount prestige class.

Weapon and Armor Proficiency: A guardian paramount is proficient with all simple and martial weapons, all armor, and shields.

Bonus Feats: The guardian paramount gets a bonus feat at 1st level and an additional bonus feat every three levels thereafter (4th, 7th, 10th and so on). These bonus feats must be selected from the following list: Blinding Speed, Bulwark of Defense, Combat Archery, Damage Reduction, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Fortitude, Epic Reflexes, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Will, Exceptional Deflection, Fast Healing, Great Dexterity, Improved Combat Reflexes, Improved Sneak Attack, Improved Spell Resistance, Infinite Deflection, Legendary Climber, Lingering Damage, Mobile Defense, Perfect Health, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity, Spell-casting Harrier, Superior Initiative, Trap Sense, and Uncanny Accuracy.

Uncanny Dodge Enabler (Ex): The guardian paramount must have the uncanny dodge class feature to qualify for the prestige class, so at a minimum the guardian paramount has the extraordinary ability to

retain his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. It is possible that the character has higher-level aspects of the uncanny dodge ability, such as a bonus to avoid traps. Whatever the level of uncanny dodge attained by the character, the guardian paramount can extend the features of his uncanny dodge ability to include any one creature he designates within 5 feet of him (he can designate a creature or change designations as a free action once per round). Thus, if a guardian paramount retains his Dexterity bonus to AC when flat-footed, the designated target retains it as well. The guardian paramount can extend his uncanny dodge ability three times per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 10th, and so on).

Evasive Preceptor (Ex): The guardian paramount must have the evasion class feature, which allows the character to take no damage from an area attack with a successful Reflex save. He may also have improved evasion, though this is not a prerequisite. The character can extend evasion or improved evasion to include any one creature he designates within 5 feet of him. The guardian paramount can extend his evasion ability once per day at 2nd level, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on).

Protective Aura (Sp): Starting at 3rd level, the guardian paramount can use a special form of *shield other* once per day, plus one additional time per day every three levels thereafter (6th, 9th, 12th, and so on). When a guardian paramount creates a *protective aura*, the transferred wounds are dealt to the guardian paramount as subdual damage, not normal damage, as with the *shield other* spell. Otherwise, the guardian paramount's *protective aura* functions like the *shield other spell* cast by an 8th-level cleric.

Adjust Probability (Ex): On reaching 5th level, the guardian paramount gains the ability to affect probability twice per day, plus one additional time per day per three levels thereafter (8th, 11th, 14th, and so on). The guardian paramount can force a reroll of one attack roll, check, or saving throw that another creature within 25 feet—friend or enemy—just made. The guardian paramount often uses this ability to allow his ward to reroll a saving throw, but he could also use the ability to make an enemy striking his ward reroll a successful attack.

The guardian paramount can find out whether the attack roll, check, or save would have succeeded before using this ability. The recipient must take the second roll, whether it's better or worse than the original roll. The use of this ability takes place outside the normal initiative order, but the paramount guardian can't use it if he is flat-footed or unable to see the situation resulting in the roll. The guardian paramount must decide whether to reroll as soon as the result of the attack roll, check, or save is known; otherwise he must wait for another opportunity. When possible,

the guardian paramount player should notify the DM prior to another character's roll, stating his intention to use this ability immediately if the outcome appears undesirable.

Call Back (Sp): On reaching 6th level, the guardian paramount gains the ability to return a dead creature that he has previously used any of his other class abilities on back to life, as if he had cast *true resurrection* as a 20th-level cleric. The character can use this ability once per day, plus one additional time per day every six levels (12th, 18th, 24th, and so on).

TABLE 1-28: THE GUARDIAN PARAMOUNT

Guardian Paramount Level	Special
1st	Bonus feat, uncanny dodge enabler 3/day
2nd	Evasive preceptor 1/day
3rd	Protective aura 1/day
4th	Bonus feat, uncanny dodge enabler 4/day
5th	Adjust probability 2/day, evasive preceptor 2/day
6th	Call back 1/day, protective aura 2/day
7th	Bonus feat, uncanny dodge enabler 5/day
8th	Evasive preceptor 3/day, adjust probability 3/day
9th	Protective aura 3/day
10th	Bonus feat, uncanny dodge enabler 6/day

HIGH PROSELYTIZER

The high proselytizer is the holy inspiration that begins religious movements. She is the word of her deity, spreading the teachings of her god and sharing her beliefs in a truly stirring display of rapture and fervor. All who listen to her preaching find it easy to accept her words as truth. They come to understand that committing themselves to the dogma of the high proselytizer's order will grant them enlightenment in her deity's name. Entire nations have fallen under the glorious sway of a high proselytizer's ardent zeal.

Clerics most often command the attention of the people well enough to begin the work of a high proselytizer, and paladins sometimes hear the calling as well. Druids and rangers rarely experience such a calling, and other characters simply do not have the proper relationship with their deities.

High proselytizers generally work within a society already worshiping the character's deity, although it is not uncommon for a high proselytizer to be at odds with the established religious leaders of the temple. Often, a high proselytizer's deity takes a particularly active role in the events of her world and leads the deity's followers to action.

Hit Die: d8.

Requirements

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

Skills: Diplomacy 12 ranks, Knowledge (religion) 24 ranks.

Feats: Leadership.

Epic Feats: Epic Leadership.

Spells: Ability to cast 5th-level divine spells.

Special: Must have a patron deity.

Class Skills

The high proselytizer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the high proselytizer prestige class.

Weapon and Armor Proficiency: High proselytizers are proficient with all simple weapons, all armor, and all shields.

Spells per Day: At every other high proselytizer level, the character gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of turning undead). If the character had more than one divine spellcasting class before becoming a high proselytizer, the player must decide to which class to add each high proselytizer level for the purpose of determining spells per day.

Proselytize (Sp): At 1st level, the high proselytizer gains the ability to preach the word of her deity to large crowds with great effect. She may speak in such a manner once per day, plus one additional time per day per ten class levels thereafter (11th, 21st, 31st, and so on).

Proselytize has three effects. First, any time the high proselytizer is speaking in this manner, she is treated as though affected by a *sanctuary* spell. Second, her voice can be heard clearly by anyone within a radius of 100 feet plus 50 feet per class level, regardless of background noise, and her speech can be understood as though the audience were affected by a *comprehend languages* spell. Finally, everyone in the range of the high proselytizer's voice immediately has a chance of becoming enraptured:

Type of Listener	Effect
Followers of the same deity	Automatic if 10 or fewer HD, otherwise Will save (DC 20 + 1/2 high proselytizer's class level + Wis modifier)
Others of the same alignment	Automatic if 5 or fewer HD, otherwise Will save (as above)
All others	Will save (as above)

Enraptured audience members act as though affected by a *symbol of persuasion* (see the *symbol* spell), changing

alignment as appropriate and otherwise functioning according to the *charm person* spell. The high proselytizer can inspire the crowd to take any of a number of actions depending on her alignment. She might urge an army to fight with courage or convince an urban crowd to do good deeds in the streets of the city. In the case of a chaotic or evil high proselytizer, she might incite a mob to wreak havoc and vandalize the city or seek out and punish nonbelievers. Any suicidal suggestion grants audience members a new saving throw to break the rapture (with the exception of low-level followers of the same deity, who never got a save in the first place). This rapture lasts for 10 minutes plus an additional 5 minutes per high proselytizer level.

At 3rd level, the high proselytizer's *proselytize* ability also includes *deific touch*. During her speech, she can move among the enraptured, shaking hands, caressing a brow, and otherwise touching audience members. Anyone so touched is healed of 1d4 points of damage and cured of any natural disease or poison. Up to six individuals per round can be so affected. An audience member can only benefit from *deific touch* once per *proselytize* session. The high proselytizer can use *deific touch* as long as her *proselytize* ability lasts.

At 5th level, the *proselytize* ability includes *deific word* once per day, plus one additional time per day per ten levels thereafter (15th, 25th, 35th, and so on). The words spoken by the high proselytizer can, if she chooses, function as a triple-strength *sound burst* spell (3d8 points of sonic damage and a Will save to avoid being stunned for 3 rounds) to all who are not enraptured, as the spell cast by a 20th-level cleric. The *deific word* can occur at any point during her *proselytize* speech.

At 7th level, the *proselytize* ability includes *deific face* once per day, plus one additional time per day per ten levels thereafter (17th, 27th, 37th, and so on). When the high proselytizer speaks, she can cause a blinding burst to shine from her face. *Deific face* functions against all in the audience who are not enraptured as the *sunburst* spell cast by a 20th-level cleric. The *deific face* can occur at any point during her speech.

At 9th level, the *proselytize* ability includes *deific aura* once per day, plus one additional time per day per ten levels thereafter (19th, 29th, 39th, and so on). When the high proselytizer speaks, she can cause a rolling wave of deific power to spring from her body that functions as either a *blasphemy*, *dictum*, *holy word*, or *word of chaos* spell (as appropriate for her alignment), affecting only those in the audience who have resisted becoming enraptured. *Deific aura* otherwise functions as the relevant spell cast by a 20th-level cleric. The *deific aura* can occur at any point during her speech.

Heal (Sp): At 2nd level, the high proselytizer can use *heal* on herself or another creature once per day, plus one additional time per day per four levels thereafter (6th, 10th, 14th, and so on).

Bonus Feats: The high proselytizer gets a bonus feat at 4th level and an additional bonus feat every four

levels thereafter (8th, 12th, 16th, and so on). These bonus feats must be chosen from the following list: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Leadership, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Extended Life Span, Great Charisma, Great Wisdom, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Polyglot, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

TABLE 1-29: THE HIGH PROSELYTIZER

High Proselytizer Level	Special	Spells per Day
1st	Proselytize 1/day	
2nd	Heal 1/day	+1 level of divine spellcasting class
3rd	Proselytize (deific touch) 1/day	
4th	Bonus feat	+1 level of divine spellcasting class
5th	Proselytize (deific word) 1/day	
6th	Heal 2/day	+1 level of divine spellcasting class
7th	Proselytize (deific face) 1/day	
8th	Bonus feat	+1 level of divine spellcasting class
9th	Proselytize (deific aura) 1/day	
10th	Heal 3/day	+1 level of divine spellcasting class

LEGENDARY DREADNOUGHT

The legendary dreadnought is the ultimate foot soldier, an absolute force of destruction, a total warrior who excels at sheer combat prowess. While some rely on cunning and reflexes in a fight, and others uphold a code of honor or engage in combat from horseback, the legendary dreadnought simply wades into battle, completely bent on relentless, steady destruction. When the tide of combat flows against him, he stands like a rock. It is the legendary dreadnought who has the might to breach the seemingly unbreachable gates.

Fighters, rangers, and barbarians most often seek to become legendary dreadnoughts, as do ex-paladins and blackguards. Clerics, paladins, and monks may occasionally change their focus and become legendary dreadnoughts, but druids, rogues, sorcerers, and wizards seldom do.

Legendary dreadnoughts may function as brute force in an adventuring group, but small groups of them make up the most devastating combat units in an army. On occasion, a legendary dreadnought might serve as a champion for a prominent ruler or noble,

acting as a strong-arm or engaging in staged combats for money.

Hit Die: d12.

Requirements

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

Base Attack Bonus: +23.

Skills: Intimidate 15 ranks.

Feats: Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical.

Class Skills

The legendary dreadnought's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the legendary dreadnought prestige class.

Weapon and Armor Proficiency: A legendary dreadnought is proficient with all simple and martial weapons, all armor, and all shields.

Unstoppable (Ex): At 1st level, the legendary dreadnought can concentrate his power, turning himself into an unstoppable force once per day, plus one additional time per day every five levels thereafter (6th, 11th, 16th, and so on). This ability grants the character a +20 bonus on his Strength check to break or burst a door or item (see Breaking Open Doors in Chapter 4: Skills and Breaking Items in Chapter 8: Combat in the *Player's Handbook*). As a special use of this ability, the legendary dreadnought can attempt to break a *wall of force* (Strength DC 32, and the character applies his unstoppable bonus to this check as well). Alternatively, the legendary dreadnought can apply the +20 bonus to a single attack roll.

Unmovable (Ex): At 2nd level, the legendary dreadnought can concentrate his power, making himself unmovable once per day, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on). This power grants the character a +20 bonus on any one of the following:

- A grapple check made to avoid being grabbed with the improved grab ability.
- A Strength check to avoid the effects of a bull rush, trip attempt, or similar effect.
- A Strength check against any effect that would move the character either physically or magically.
- Any one saving throw.

If an effect that would move the character either physically or magically does not normally allow a saving throw, the legendary dreadnought can use this ability to gain a Will saving throw. He still gains the +20 bonus on the saving throw in such a case.

Shrug off Punishment (Ex): The legendary dreadnought grows more and more able to withstand the injuries that would fell lesser men, gaining 12 bonus hit points at 3rd level and 12 more every five levels thereafter (8th, 13th, 18th, and so on).

Thick Skinned (Ex): At 4th level, the legendary dreadnought learns to ignore the minor nicks and cuts of battle, gaining damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, the Damage Reduction feat, and this ability itself. The damage reduction improves by 3 points every five levels thereafter (9th, 14th, 19th, and so on).

Bonus Feats: The legendary dreadnought gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (at 10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Dire Charge, Epic Fortitude, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Fast Healing, Great Constitution, Great Strength, Improved Combat Reflexes, Overwhelming Critical, Penetrate Damage Reduction.

TABLE 1-30: THE LEGENDARY DREADNOUGHT

Level	Special
1st	Unstoppable 1/day
2nd	Unmovable 1/day
3rd	Shrug off punishment
4th	Thick skinned
5th	Bonus feat
6th	Unstoppable 2/day
7th	Unmovable 2/day
8th	Shrug off punishment
9th	Thick skinned
10th	Bonus feat

PERFECT WIGHT

The perfect wight is a master of skulking, the ultimate prowler and thief. She has transcended the extraordinary, honing her talents to supernatural levels. She can bypass any protection and slip through any defense. Few see her coming, and she does not leave evidence of her passing. She quite literally is a shadow in the night.

Only the sneakiest and stealthiest of characters can become a perfect wight, so rogues are the most likely candidates. Assassins sometimes enhance their own skills by spending some time as a perfect wight, although the perfect wight's focus on stealth and evasion comes at the expense of some offensive abilities. Few other classes ever excel at the talents necessary to become perfect wights, although the occasional sorcerer or wizard might find herself in a position to do so.

Perfect wights are true thieves, cat burglars in the extreme. They have heightened the art of breaking and entering to a new level, and they consider it an exciting

challenge to test their mettle against the best security the multiverse has to offer. Most operate solo, although some may work with a group or perhaps use their talents to aid in protecting rather than stealing.

Hit Die: d6.

Requirements

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

Skills: Hide 24 ranks, Move Silently 24 ranks.

Epic Feats: Self-Concealment.

Special: Sneak attack +10d6.

Class Skills

The perfect wight's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

The following are class features of the perfect wight prestige class.

Weapon and Armor Proficiency: A perfect wight gains no proficiency with any weapons, armor, or shields.

Improved Invisibility (Su): Starting at 1st level, the perfect wight gains the benefit of *improved invisibility* once per day, plus one additional time per day every five levels thereafter (6th, 11th, 16th, and so on). The *improved invisibility* is as the spell cast by a 20th-level caster.

Improved Legerdemain (Su): A perfect wight can perform the following class skills at a range of 30 feet: Disable Device, Open Lock, Pick Pocket, and Search. If desired, the perfect wight can take 10 on the check. Any object manipulated during the skill check must weigh 100 pounds or less. Alternatively, the perfect wight can use improved legerdemain to make one melee sneak attack against any creature within 30 feet. The perfect wight executes the sneak attack (or death attack, if applicable) as if attacking from a flanking position. If the attack is successful, the victim is dealt the appropriate sneak attack damage despite the fact that the perfect wight and her weapon do not physically cross the intervening distance. A perfect wight can use improved legerdemain once per day at 2nd level, plus one additional time per day every five levels thereafter (7th, 12th, 17th, and so on).

Incorporeal (Su): At 3rd level, the perfect wight can become incorporeal once per day, plus one additional time per day every five levels thereafter (8th, 13th, 18th, and so on). A perfect wight can remain incorporeal

TABLE 1-31: THE PERFECT WIGHT

Perfect Wight Level	Special
1st	Improved invisibility 1/day
2nd	Improved legerdemain 1/day
3rd	Incorporeal 1/day
4th	Shadow form 1/day
5th	Bonus feat
6th	Improved invisibility 2/day
7th	Improved legerdemain 2/day
8th	Incorporeal 2/day
9th	Shadow form 2/day
10th	Bonus feat

for a number of rounds equal to 20 + her perfect wight level. As an incorporeal creature, the perfect wight can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. She is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, the perfect wight has a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with ghost touch weapons). An incorporeal perfect wight has no natural armor but has a deflection bonus equal to her Charisma modifier (always at least +1, even if her Charisma score does not normally provide a bonus).

An incorporeal perfect wight can pass through solid objects at will, but not force effects. Her attack passes through (ignores) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. An incorporeal perfect wight moves silently and cannot be heard with Listen checks if she doesn't wish to be. While incorporeal, the perfect wight has no Strength score, so her Dexterity modifier applies to both her melee and her ranged attacks.

Shadow Form (Su): At 4th level, the perfect wight can take shadow form once per day, plus one additional time per day every five levels thereafter (9th, 14th, 19th, and so on). The perfect wight's shadow form lasts 1 minute per level of the prestige class. The shadow form

is the ultimate expression of the perfect wight's power. She is incorporeal (see above), she is immune to critical hits, and she can fly at a speed of 100 feet (good).

The perfect wight can also use the substance of her own shadow to enhance her effective level on any attack roll, check, or saving throw. Drawing power from her own shadow form deals the perfect wight 7 points of damage for each +1 bonus on a single roll or +1 effective level for any other single use. For example, a perfect wight could add a +5 bonus on her next attack roll or saving throw, but in doing so she takes 35 points of damage.

Bonus Feats: The perfect wight gets a bonus feat at 5th level and an additional bonus feat every five levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy.

UNION SENTINEL

A Union Sentinel is a member of an elite police force that guards the demiplane-city of Union (see Chapter 6). Union Sentinels patrol the city streets, enforcing the laws of Union and ensuring that peace reigns supreme. A Union Sentinel is trained to capture lawbreakers and imprison them for trial rather than killing them. A Union Sentinel uses lethal force only as a last resort, or he calls in higher beings to aid him when his own power proves ineffective.

Union Sentinels often come from fighter, ranger, or cleric backgrounds, and paladins occasionally take up the mantle of union sentinel, too. Rogues and monks occasionally have enough battle prowess to serve as Union Sentinels, but druids, sorcerers, wizards, and barbarians lack either the raw fighting skill or the discipline necessary to serve in Union.

Union Sentinels are regular sights in Union, appearing in small units of two to five. They are stoically true to the law, serving the mercanes that run the city with unswerving loyalty. Off-duty Union



MS

Sentinels occasionally take up other professions and might even agree to join adventuring groups if the task at hand doesn't interfere with their duty. But in any case, they rarely leave the city.

Hit Die: d10.

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +21.

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

Feats: Alertness, Improved Disarm.

Epic Feats: Armor Skin.

Special: Must reside in the demiplane-city of Union.

Class Skills

The Union Sentinel's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Union Sentinel prestige class.

Weapon and Armor Proficiency: Union Sentinels are proficient with all simple and martial weapons, all armor, and all shields.

Sending (Sp): At 1st level, the Union Sentinel gains the use of the *sending* spell as a spell-like ability once per day, plus one additional time per day every seven levels thereafter (8th, 15th, 22nd, and so on). Union Sentinels normally use *sending* to contact their superiors if their patrol meets a threat they can't handle. This ability functions as the spell cast by a 15th-level caster.

Shield of Law (Sp): At 1st level, the Union Sentinel gains the use of the *shield of law* spell as a spell-like ability once per day, plus one additional time per day every three levels thereafter (4th, 7th, 10th, and so on). Union Sentinels normally use *shield of law* prior to confronting a threat in the streets. This ability functions as the spell cast by a 15th-level caster.

Freedom (Sp): At 2nd level, the Union Sentinel gains the use of the *freedom* spell as a spell-like ability once per day, plus one additional time per day every six levels thereafter (8th, 14th, 20th, and so on). This ability functions as the spell cast by an 18th-level caster.

Knock (Sp): At 2nd level, the Union Sentinel gains the use of the *knock* spell as a spell-like ability once per day, plus one additional time per day every four levels thereafter (6th, 10th, 14th, and so on). This ability functions as the spell cast by a 15th-level caster.

Dimensional Anchor (Sp): At 3rd level, the Union Sentinel gains the use of the *dimensional anchor* spell as a

spell-like ability once per day, plus one additional time per day every three levels thereafter (6th, 9th, 12th, and so on). This ability functions as the spell cast by a 15th-level caster.

Portal Guardian (Su): A 4th-level Union Sentinel can become a portal guardian once per day, plus one additional time per day every six levels thereafter (10th, 16th, 22nd, and so on). The Union Sentinel must position himself within 5 feet of a portal or gate, and while he remains, the portal cannot be activated from either side by any means. The Union Sentinel can defend himself and use any of his other abilities normally, as long as he remains adjacent to the blocked portal. This ability only functions against portals and the *gate* spell, not against creatures with other spell-like or supernatural interplanar traveling abilities.

Forcecage (Sp): At 5th level, the Union Sentinel gains the use of the *forcecage* spell as a spell-like ability once per day, plus one additional time per day every five levels thereafter (10th, 15th, 20th, and so on). This ability functions as the spell cast by a 20th-level caster.

Imprisonment (Sp): At 7th level, the Union Sentinel gains the use of the *imprisonment* spell as a spell-like ability once per week, plus one additional time per week every five levels thereafter (12th, 17th, 22nd, and so on). This ability functions as the spell cast by a 20th-level caster.

TABLE 1-32: THE UNION SENTINEL

Union Sentinel Level	Special
1st	<i>Sending</i> 1/day, <i>shield of law</i> 1/day
2nd	<i>Freedom</i> 1/day, <i>knock</i> 1/day
3rd	<i>Dimensional anchor</i> 1/day
4th	Portal guardian 1/day, <i>shield of law</i> 2/day
5th	<i>Forcecage</i> 1/day
6th	<i>Dimensional anchor</i> 2/day, <i>knock</i> 2/day
7th	<i>Imprisonment</i> 1/day, <i>shield of law</i> 3/day
8th	<i>Freedom</i> 2/day, <i>sending</i> 2/day
9th	<i>Dimensional anchor</i> 3/day
10th	<i>Knock</i> 3/day, <i>forcecage</i> 2/day, portal guardian 1/day, <i>shield of law</i> 4/day

EPIC LEADERSHIP

In the *DUNGEON MASTER'S Guide*, Table 2-25 notes that no additional effects are achieved with a Leadership score of greater than 25. However, by selecting the Epic Leadership feat, a character gains access to Table 1-33: Epic Leadership.

All epic characters should automatically qualify for the "reputation of special power" Leadership modifier as noted on Table 2-26 in the *DUNGEON MASTER'S Guide*, and most also qualify for the "reputation of great prestige" modifier as well.

Table 1-34: Example Special Epic Cohorts presents some powerful creatures that make good cohorts for epic characters.



EPIC-LEVEL PRESTIGE CLASS PROGRESSIONS

A Web Enhancement for the *Epic Level Handbook*

The *Epic Level Handbook* provides epic-level progressions—that is, information on the powers, abilities, and bonus feats gained by epic-level characters—for all 11 classes presented in the *Player's Handbook*, as well as the six prestige classes detailed in the *DUNGEON MASTER'S Guide*. But with the vast number of prestige classes published in other DUNGEONS & DRAGONS® products, the *Epic Level Handbook* couldn't address the needs of every single epic-level character.

That's where this web enhancement comes in. Here, you'll find epic-level progressions for a full two dozen prestige classes drawn from various core D&D prod-

ucts: specifically, *Defenders of the Faith*, *Manual of the Planes*, *Masters of the Wild*, *Song & Silence*, *Sword & Fist*, and *Tome & Blood*. While this doesn't encompass every prestige class presented to date (that would require an entire book all to itself!), it gives DMs a wide range of examples that should help them build other epic progressions as needed. Simply find a class (either here or in the *Epic Level Handbook*) that's roughly similar to your chosen prestige class and start there.

To use this web enhancement, you should already have the *Epic Level Handbook* accessory by Andy Collins, Bruce R. Cordell, and Thomas M. Reid. This bonus material is brought to you by the DUNGEONS & DRAGONS official website: <www.wizards.com/dnd>.

You'll note that every prestige class included in this enhancement is a 10-level class. That's no accident. In general, epic progressions work best when applied to prestige classes with at least 10 levels. Such classes truly represent the focus of the character's career in a way that shorter prestige classes (such as those with only five levels) simply can't. The *Wiz10/Lor10* probably calls herself a *loremaster* (even though her level distribution is equal), but the *Wiz17/Wayfarer Guide 3* almost certainly refers to herself as a *wizard*.

That said, in some cases building an epic progression for a shorter prestige class might be appropriate to your campaign. Be very careful when creating such a progression. From a rules standpoint, building an epic progression for short prestige classes is very hard, since many demonstrate increases in power that can't be accurately extrapolated beyond their natural endpoint. Some might simply be a collection of similar but unrelated class features, meaning that the epic progression would be little more than a list of bonus feats. Others might demonstrate power increases (such as skill bonuses) that simply aren't balanced when extended out to infinity.

Every epic-level progression includes a list of bonus feats. That's because most prestige classes simply don't

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accumulate class features at the same rate after 10th level. Most prestige classes gain bonus feats at a rate of one every three or four levels, based on their other features and abilities (don't forget to include Hit Dice, skill points, and class skill lists when evaluating a class's power level). In cases where the epic-level character has little else going for it, it might gain a bonus feat every two levels. On the other hand, classes that maintain most of their class feature accumulation might gain a bonus feat only every five levels.

The bonus feats help balance classes with one another, while maintaining the general feel of the prestige class. Don't be afraid to add to these lists if appropriate for your campaign, but try not to go overboard. A bonus feat list that includes half the epic feats in the game doesn't really limit choices, nor does it differentiate that character from those of other classes. Also, while the size of a list is significant in determining the class's power level, it's not nearly as important as its rate of gaining bonus feats.

Note that the epic feats described in the *Epic Level Handbook* are designed first and foremost for the character classes found in the *Player's Handbook* and *DUNGEON MASTER'S Guide*. For some of the classes below, particularly those with narrow niches, you may not find many epic feats to your liking. If you're playing such a character, work with your DM to create new epic feats tailored to your character's aptitudes. For instance, an epic cavalier might want more riding-based feats, while an epic elemental savant may desire feats that focus on her elemental magic.

One final note of advice: When your epic-level character is evaluating his options upon gaining a new level, remember that he has levels in at least one other class, so don't forget to check the advice from those classes as well.

EPIC ANIMAL LORD

From Masters of the Wild

The epic animal lord is a paragon of natural prowess, almost more animal than humanoid.

Regardless of your chosen animal, feats such as Fast Healing and Perfect Health help you get along in the wild. Ignore Material Components allows you to forego the awkwardness of transferring your component pouch to animal form. Select other feats based on your animal form and preferred mode of combat.

Your spellcasting is based on Wisdom, as are many of your skills. Your particular animal form may also direct

this choice to Strength, Dexterity, or any other ability.

Other Options: Diminutive Wild Shape and Fine Wild Shape may open up additional options for your lesser wild shape ability.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic animal lord's caster level is equal to her class level. The epic animal lord's number of spells per day increases until her caster level reaches 20th.

Animal Bond: The epic animal lord's maximum Hit Dice of animal companions equals twice her animal lord level.

Animal Sense: The range of the epic animal lord's animal sense ability is equal to her class level squared, in miles.

Summon Animal: The epic animal lord may use this ability one additional time per day for every six levels gained after 6th. Beginning at 12th level, she may use the ability to summon 1d3 legendary animals of her selected group.

Totem: The epic animal lord does not gain any additional totems after 8th level. Instead, she may select her bonus feats either from her class list or from a list unique to her associated animal.

Bonus Feats: The epic animal lord gains a bonus feat (selected from the list of epic animal lord feats, or from the list of bonus feats affiliated with her associated animal) every three levels after 8th.

Epic Animal Lord Bonus Feat List: Diminutive Wild Shape, Epic Weapon Focus (any natural weapon appropriate to chosen animal), Fast Healing, Fine Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Spell Capacity, Perfect Health.

Epic Apelord Bonus Feat List: Epic Toughness, Legendary Climber.

Epic Bearlord Bonus Feat List: Damage Reduction, Epic Weapon Focus (claw or bite),.

Epic Birdlord Bonus Feat List: Blinding Speed, Epic Skill Focus (Spot).

Epic Catlord Bonus Feat List: Epic Skill Focus (Move Silently), Superior Initiative.

Epic Equinelord Bonus Feat List: Epic Endurance, Epic Speed.

Epic Marinelord Bonus Feat List: Armor Skin, Epic Skill Focus (Swim).

Epic Snakelord Bonus Feat List: Armor Skin, Improved Combat Reflexes.

Epic Wolflord Bonus Feat List: Epic Skill Focus (Wilderness Lore), Legendary Tracker.

Level	Animal Lord Special
11	Bonus feat
12	Summon animal (legendary, 3/day)
13	—
14	Bonus feat
15	—
16	—
17	Bonus feat
18	Summon animal (4/day)
19	—
20	Bonus feat

EPIC ARCANE TRICKSTER

From Tome and Blood

Combining choice elements of the epic rogue and epic wizard, the epic arcane trickster is a force to be reckoned with, unless you're looking forward to having your vault looted.

In general, most epic arcane tricksters focus on slipping past potential combats, selecting such feats as Blinding Speed, Epic Skill Focus, and Self-Concealment. But since that doesn't always work, think about Improved Sneak Attack and Improved Combat Casting, too.

Dexterity and Intelligence are important abilities for your skills. Don't forget Charisma, particularly if that ability influences your spellcasting ability.

Other Options: Those arcane tricksters with particularly noteworthy spellcasting power should look to Automatic Silent Spell, Automatic Still Spell, and Spell Opportunity. Both Lingering Damage and Sneak Attack of Opportunity are great options if you can qualify for them.

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic arcane trickster's caster level increases by one per level gained above 10th. The epic arcane trickster's number of spells per day increases until his caster level reaches 20th.

Sneak Attack: The epic arcane trickster's sneak attack damage increases by +1d6 every 2 levels above 10th.

Impromptu Sneak Attack: The arcane trickster may use this ability one additional time per day for every four levels above 7th.

Ranged Legerdemain: The arcane trickster may use this ability one additional time per day for every four levels above 9th.

Bonus Feats: The epic arcane trickster gains a bonus feat (selected from the list of epic arcane trickster feats) every 4 levels after 10th.

Epic Arcane Trickster Bonus Feat List: Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Epic Skill Focus, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spell Knowledge, Spell Opportunity, Spell Stowaway.

Level	Arcane Trickster Special
11	Impromptu sneak attack 3/day
12	Sneak attack +8d6
13	Ranged legerdemain 4/day
14	Sneak attack +9d6, bonus feat
15	Impromptu sneak attack 4/day
16	Sneak attack +10d6
17	Ranged legerdemain 5/day
18	Sneak attack +11d6, bonus feat
19	Impromptu sneak attack 5/day
20	Sneak attack +12d6

EPIC BLADESINGER

From Tome and Blood

The epic bladesinger melds art, swordplay, and magic into a breathtaking, deadly display of combat prowess.

Epic Weapon Focus and Epic Prowess boost your offensive skills, as does Blinding Speed. Epic Toughness helps make up for your low hit points. Improved Combat Casting and Improved Spell Capacity help your arcane magic.

Dexterity, Strength, and Intelligence are your most important ability scores, so bump those up when you can.

Other Options: Automatic Still Spell proves quite valuable to the epic bladesinger who can qualify for it.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic bladesinger's caster level is equal to her class level. The epic bladesinger's number of spells per day does not increase after 10th level.

Bonus Feats: The epic bladesinger gains a bonus feat (selected from the list of epic bladesinger feats) every three levels after 8th.

Epic Bladesinger Bonus Feat List: Automatic Still Spell, Blinding Speed, Epic Prowess, Epic Spell Focus, Epic Toughness, Epic Weapon Focus (longsword), Improved Combat Casting, Improved Combat Reflexes, Improved Low-Light Vision, Improved Spell Capacity, Penetrate Damage Reduction, Permanent Emanation, Superior Initiative.

Bladesinger

Level	Special
11	Bonus feat
12	—
13	—
14	Bonus feat
15	—
16	—
17	Bonus feat
18	—
19	—
20	Bonus feat

Bloodhound

Level	Special
11	Determination
12	Determination, mark
13	Bonus feat, determination
14	Determination, mark
15	Determination
16	Bonus feat, determination, mark
17	Determination
18	Determination, mark
19	Bonus feat, determination
20	Determination, mark

EPIC BLOODHOUND

From Masters of the Wild

Once an epic bloodhound is on your trail, you might as well stop running, since nothing on the planet can keep him from tracking you down.

Legendary Tracker is a no-brainer, but Epic Skill Focus is another solid choice. Epic Endurance helps you stay on the trail, and Epic Prowess and Epic Toughness make sure you'll be able to handle your mark when you catch up.

Wisdom and Dexterity are important for a variety of reasons. Don't overlook Strength or Constitution, though.

Other Options: Epic bloodhounds often find themselves on the trail of powerful extraplanar creatures, so Penetrate Damage Reduction can be useful. And if you'd rather take out your mark from a safe distance, consider Distant Shot.

Hit Die: d10

Skill Points at Each Additional Level: 6 + Int modifier

Determination: The epic bloodhound's insight bonus to Gather Information, Spot, and Wilderness Lore checks made to determine the whereabouts of a mark increases by +1 for each level gained.

Mark: An epic bloodhound may have one additional mark per two levels gained above 10th (round up).

Bonus Feats: The epic bloodhound gains a bonus feat (selected from the list of epic bloodhound feats) every three levels after 10th.

Epic Bloodhound Bonus Feat List: Distant Shot, Epic Endurance, Epic Prowess, Epic Skill Focus, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Legendary Tracker, Penetrate Damage Reduction, Perfect Health.

EPIC CAVALIER

From Sword & Fist

The epic cavalier is a rider without peer, a true master of mounted combat.

Focus on feats that improve your combat prowess, such as Epic Weapon Focus or Overwhelming Critical. Armor Skin and Epic Toughness boost your defensive skills as well. And of course, no self-respecting epic cavalier passes up Epic Skill Focus (Ride).

Strength is the most important ability score for most cavaliers, although Dexterity (as the ability that affects your Ride skill modifier) is significant as well. It's hard to go wrong by adding points to Constitution from time to time.

Other Options: Command a powerful cohort or a legion of troops by selecting Epic Leadership or Legendary Commander. If you're good at mounted archery, consider some of the archery-based feats, such as Distant Shot or Swarm of Arrows.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Tall in the Saddle: The epic cavalier's bonus to Ride checks made to negate a hit against his mount increases by 1 point every odd-numbered level above 10th.

Deadly Charge: The epic cavalier may use this ability one additional time per day for every two levels above 10th.

Mounted Weapon Bonus: The epic cavalier's bonus to attack rolls when using a sword while mounted increases by 1 every even-numbered level above 10th. His bonus to attack rolls when using a lance while mounted increases by 1 every odd-numbered level above 10th.

Ride Bonus: The epic cavalier's competence bonus to Ride checks increases by 2 points every odd-numbered level above 10th.

Bonus Feats: The epic cavalier gains a bonus feat (selected from the list of epic cavalier feats) every four levels after 10th.

Epic Cavalier Bonus Feat List: Armor Skin, Devastating Critical (lance or any sword), Epic Leadership, Epic Prowess, Epic Reputation, Epic Skill Focus (Ride), Epic Toughness, Epic Weapon Focus, Legendary Commander, Legendary Rider, Overwhelming Critical (lance or any sword).

Cavalier	
Level	Special
11	Mounted weapon bonus lance +6, Ride bonus +10, tall in the saddle +6
12	Deadly Charge 6/day, mounted weapon bonus sword +6
13	Mounted weapon bonus lance +7, Ride bonus +12, tall in the saddle +7
14	Deadly Charge 7/day, mounted weapon bonus sword +7, bonus feat
15	Mounted weapon bonus lance +8, Ride bonus +14, tall in the saddle +8
16	Deadly Charge 8/day, mounted weapon bonus sword +8
17	Mounted weapon bonus lance +9, Ride bonus +16, tall in the saddle +9
18	Deadly Charge 9/day, mounted weapon bonus sword +9, bonus feat
19	Mounted weapon bonus lance +10, Ride bonus +18, tall in the saddle +10
20	Deadly Charge 10/day, mounted weapon bonus sword +10

10th, to a maximum of 50% reduction at 18th level. This can't reduce the miss chance to less than 0%.

Consistent Aim: The epic deepwood sniper may use this ability one additional time per day for every three levels gained after 9th.

Projectile Improved Critical: The critical damage multiplier of the epic deepwood sniper's projectile weapons increases by 1 for every five levels gained after 7th.

Bonus Feats: The epic deepwood sniper gains a bonus feat (selected from the list of epic deepwood sniper feats) every four levels after 10th.

Epic Deepwood Sniper Bonus Feat List: Combat Archery, Distant Shot, Epic Prowess, Epic Weapon Focus (any bow or crossbow), Improved Manyshot, Instant Reload, Penetrate Damage Reduction, Swarm of Arrows, Uncanny Accuracy.

Deepwood Sniper	
Level	Special
11	—
12	Consistent aim 4/day, projectile improved critical +3
13	—
14	Concealment reduction 40%, bonus feat
15	Consistent aim 5/day
16	—
17	Projectile improved critical +4
18	Consistent aim 6/day, concealment reduction 50%, bonus feat
19	—
20	—

EPIC DEEPWOOD SNIPER

From Masters of the Wild

The epic deepwood sniper has but to aim and fire, and her target's days are almost certainly over.

Since you're all about archery, you should focus on those feats that improve that aptitude, such as Distant Shot, Epic Weapon Focus, Improved Manyshot, Swarm of Arrows, and Uncanny Accuracy.

Dexterity is the bread and butter of the epic deepwood sniper. Wisdom is an acceptable second choice.

Other Options: For those unpleasant situations when you find yourself closer to a target than you'd prefer, pick up Combat Archery. Crossbow wielders should look to Instant Reload.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Concealment Reduction: An epic deepwood sniper's miss chance against opponents with concealment drops by 10% for every four levels gained after

EPIC DIVINE AGENT

From Manual of the Planes

The epic divine agent may well be her deity's most powerful mortal servant.

Since most divine agents are formidable spellcasters, look to the various feats that improve that ability, such as Epic Spell Penetration (particularly useful against the many outsiders you're likely to face), Improved Spell Capacity, and Epic Spellcasting. To help ensure your survival in dire circumstances, pick up Epic Toughness.

As a divine spellcaster, Wisdom is your most important ability score. Charisma is often a good option as well. Other choices may depend on your career before becoming a divine agent.

Other Options: Extremely powerful spellcasters can look to feats such as Automatic Quicken Spell and Intensify Spell. Planar Turning is a great choice for epic divine agents who began their career as clerics or paladins.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic divine agent's caster level increases by one level for every two levels gained above 10th. The epic divine agent's number of spells per day increases until her caster level reaches 20th.

Godly Gift: Every three levels after 9th, the epic divine agent gains another godly gift. This is usually the ability to use a spell from one of the epic divine agent's domains (up to 9th level) as a spell-like ability. Alternatively, the epic divine agent may gain one additional use per day of a godly gift she already possesses.

Bonus Feats: The epic divine agent gains a bonus feat (selected from the list of epic divine agent feats) every three levels after 10th.

Epic Divine Agent Bonus Feat List: Automatic Quickened Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Extended Lifespan, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Planar Turning, Permanent Emanation, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Level	Divine Agent Special
11	—
12	Godly gift
13	Bonus feat
14	—
15	Godly gift
16	Bonus feat
17	—
18	Godly gift
19	Bonus feat
20	—

EPIC DRAGON DISCIPLE

From Tome and Blood

The rare dragon disciple who continues his progress beyond apotheosis finds even greater draconic power awaiting him.

Mimic your draconic ancestor with feats such as Armor Skin, Damage Reduction, Epic Toughness, and Extended Lifespan. Epic Prowess and Perfect Multiweapon Fighting boost your combat abilities.

Improve your Strength and Charisma above all other ability scores.

Other Options: To become as legendary as the most powerful dragons themselves, select feats such as Epic Reputation and Epic Leadership.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic dragon disciple does not gain any bonus spells after 9th level.

Natural Armor: The epic dragon disciple's natural armor bonus increases by 1 point for every three levels after 10th.

Breath Weapon: For every three levels after 10th, the epic dragon disciple's breath weapon deals an additional two dice of damage (if his breath weapon inflicts six dice at 10th level) or an additional one die of damage (if his breath weapon inflicts three dice at 10th level). Any additional dice are of the same type (d4, d6, d8, or d10) as his breath weapon normally inflicts.

Bonus Feats: The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every four levels after 10th.

Epic Dragon Disciple Bonus Feat List: Armor Skin, Damage Reduction, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Extended Lifespan, Improved Combat Casting, Improved Darkvision, Improved Low-Light Vision, Improved Spell Capacity, Perfect Multiweapon Fighting.

Level	Dragon Disciple Special
11	—
12	—
13	Increased breath weapon, +5 natural armor
14	Bonus feat
15	—
16	Increased breath weapon, +6 natural armor
17	—
18	Bonus feat
19	Increased breath weapon, +7 natural armor
20	—

EPIC DUELIST

From Sword and Fist

The epic duelist darts and weaves in combat, relying on his extraordinary agility and cunning to win the day.

Combat-related feats should occupy most of your bonus slots. Look to Epic Weapon Focus, Epic Prowess, and Superior Initiative to gain the upper hand. Of course, no duelist is complete without widespread

recognition, and Epic Reputation does the trick well.

The epic duelist's most important ability score is Dexterity. Intelligence bumps help increase your canny defense. Strength isn't as significant for most duelists, since they tend to favor finesse weapons. A duelist who relies on interaction skills should consider increasing Charisma from time to time.

Other Options: Epic duelists favoring two-weapon combat should look to Perfect Two-Weapon Fighting and Two-Weapon Rend for a boost. To really show off against lesser mortals, pick up Exceptional Deflection or Infinite Deflection and watch the enemy archers gasp in awe.

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int modifier

Precise Strike: Every four levels above 10th, the extra damage inflicted by the epic duelist's precise strike increases by +1d6.

Bonus Feats: The epic duelist gains a bonus feat (selected from the list of epic duelist feats) every three levels after 10th.

Epic Duelist Bonus Feat List: Blinding Speed, Epic Prowess, Epic Reputation, Epic Skill Focus, Epic Speed, Epic Weapon Focus (rapier), Exceptional Deflection*, Improved Combat Reflexes, Improved Whirlwind Attack, Infinite Deflection*, Perfect Two-Weapon Fighting, Superior Initiative, Two-Weapon Rend.

*The epic duelist need not have Improved Unarmed Strike to qualify for these feats.

Trap Sense. You can't go wrong with Epic Skill Focus or Legendary Climber.

Dexterity and Intelligence help most of your important skills. Depending on your other aptitudes, Strength, Constitution, and Wisdom are all reasonable choices as well.

Other Options: Epic dungeon delvers who face combat frequently should consider Superior Initiative or Fast Healing.

Hit Die: d6

Skill Points at Each Additional Level: 8 + Int modifier

Danger Sense (Ex): The epic dungeon delver's insight bonus on Reflex saves to avoid traps, dodge bonus to Armor Class against attacks by traps, and insight bonus on Spot checks made to spot creatures at the beginning of an encounter increase by +2 every five levels gained above 6th.

Blindsight: The epic dungeon delver's blindsight range improves by 20 feet for every six levels gained above 8th.

Treasure Sense: The range of an epic dungeon delver's treasure sense increases by 200 feet for every level gained above 10th.

Bonus Feats: The epic dungeon delver gains a bonus feat (selected from the list of epic dungeon delver feats) every three levels after 10th.

Epic Dungeon Delver Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Fast Healing, Improved Darkvision, Legendary Climber, Superior Initiative, Trap Sense.

Duelist	
Level	Special
11	—
12	—
13	Bonus feat
14	Precise strike +4d6
15	—
16	Bonus feat
17	—
18	Precise strike +5d6
19	Bonus feat
20	—

Dungeon Delver	
Level	Special
11	Danger sense +6/+8, treasure sense
12	Treasure sense
13	Bonus feat, treasure sense
14	Blindsight (60 ft.) , treasure sense
15	Treasure sense
16	Danger sense +8/+10, bonus feat, treasure sense
17	Treasure sense
18	Treasure sense
19	Bonus feat, treasure sense
20	Blindsight (80 ft.) , treasure sense

EPIC DUNGEON DELVER

From Song and Silence

If you plan on venturing into trap-infested dungeon complexes, there's no one better to take along than the epic dungeon delver.

The epic dungeon delver appreciates the value of feats that keep her safe from harm, such as Epic Dodge and

EPIC ELEMENTAL SAVANT

From Tome and Blood

The epic elemental savant's quest for power need not end with her transformation into elemental form—instead, she can continue and discover even greater mysteries.

Spellcasting is your forte, so look to feats that increase that aptitude, such as Epic Spell Focus, Epic Spellcasting, and Improved Spell Capacity. Armor Skin and Damage Reduction boost your defensive prowess.

Focus on improving the ability score (Charisma, Intelligence, or Wisdom) that affects your spellcasting.

Other Options: Clerics following this path should consider Planar Turning, since they're likely to encounter many hostile extraplanar creatures.

Hit Die: d4

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic elemental savant's caster level increases by one per level gained above 10th, except for any level that ends in 0 (such as 20th or 30th). The epic elemental savant's number of spells per day increases until her caster level reaches 20th.

Elemental Focus: The save DC for any spell using the epic elemental savant's chosen type of energy increases by +1 for every three levels after 8th.

Elemental Penetration: The competence modifier to caster level checks made by the epic elemental savant when casting a spell using her chosen type of energy increases by +1 for every three levels after 9th.

Bonus Feats: The epic elemental savant gains a bonus feat (selected from the list of epic elemental savant feats) every three levels after 10th.

Epic Elemental Savant Bonus Feat List: Armor Skin, Damage Reduction, Epic Spell Focus, Epic Spellcasting, Extended Lifespan, Improved Combat Casting, Improved Spell Capacity, Planar Turning, Spell Knowledge, Spell Stowaway, Spontaneous Spell.

Level	Elemental Savant Special
11	Elemental focus +4
12	Elemental penetration +4
13	Bonus feat
14	Elemental focus +5
15	Elemental penetration +5
16	Bonus feat
17	Elemental focus +6
18	Elemental penetration +6
19	Bonus feat
20	Elemental focus +7

EPIC FRENZIED BERSERKER

From Masters of the Wild

Few mortal beings can surpass the destructive capabilities of the epic frenzied berserker.

Feats that augment your frenzy ability are obvious choices, but don't overlook more utilitarian options such as Epic Prowess and Fast Healing.

Your Strength and Constitution scores should benefit from ability boosts most often. Dexterity is a good third option.

Other Options: Those few frenzied berserkers who care about boosting their defenses can pick up Damage Reduction or Epic Toughness.

Hit Die: d12

Skill Points at Each Additional Level: 2 + Int modifier

Frenzy: The epic frenzied berserker may enter a frenzy one additional time per day for every two levels gained after 9th. In addition, at the DM's option, any epic feat that affects rage (such as Chaotic Rage) has the same effect on the frenzied berserker's frenzy ability.

Inspire Frenzy: The epic frenzied berserker may use this ability one additional time per day for every two levels gained after 10th.

Bonus Feats: The epic frenzied berserker gains a bonus feat (selected from the list of epic frenzied berserker feats) every three levels after 10th.

Epic Frenzied Berserker Bonus Feat List: Chaotic Rage, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Fast Healing, Overwhelming Critical, Penetrate Damage Reduction, Ruinous Rage, Terrifying Rage, Thundering Rage.

Level	Frenzied Berserker Special
11	Frenzy 6/day
12	Inspire frenzy 4/day
13	Frenzy 7/day, bonus feat
14	Inspire frenzy 5/day
15	Frenzy 8/day
16	Inspire frenzy 6/day, bonus feat
17	Frenzy 9/day
18	Inspire frenzy 7/day
19	Frenzy 10/day, bonus feat
20	Inspire frenzy 8/day

EPIC GATECRASHER

From Manual of the Planes

The epic gatecrasher is, quite honestly, a headache of cosmic proportions to those who seek to maintain order on the planes.

Since the epic gatecrasher can't help but get into trouble, he should look for feats useful in such situations, including Blinding Speed, Epic Toughness, and Superior Initiative. Energy Resistance, Epic Spell Pene-

tration, and Penetrate Damage Reduction help him deal with the denizens of the planes he visits.

Intelligence, Charisma, and Dexterity all help the epic gatecrasher keep his wits about him and his feet under him.

Other Options: Few gatecrashers would mind having an Epic Reputation, and once you've established that why not stick around with Extended Lifespan?

Hit Die: d6

Skill Points at Each Additional Level: 8 + Int modifier

Analyze Portal (Sp): The epic gatecrasher gains one additional daily use of this ability per level gained above 10th.

Bonus Language: The epic gatecrasher gains a free language every three levels after 10th, chosen from those commonly spoken on other planes.

Bonus Feats: The epic gatecrasher gains a bonus feat (selected from the list of epic gatecrasher feats) every two levels after 10th.

Epic Gatecrasher Bonus Feat List: Blinding Speed, Damage Reduction, Energy Resistance, Epic Reputation, Epic Skill Focus, Epic Spell Penetration, Epic Toughness, Extended Lifespan, Penetrate Damage Reduction, Polyglot, Superior Initiative.

Gatecrasher

Level	Special
11	Analyze portal
12	Bonus feat, analyze portal
13	Bonus language, analyze portal
14	Bonus feat, analyze portal
15	Analyze portal
16	Bonus language, bonus feat, analyze portal
17	Analyze portal
18	Bonus feat, analyze portal
19	Bonus language, analyze portal
20	Bonus feat, analyze portal

EPIC HOLY LIBERATOR

From Defenders of the Faith

The epic holy liberator is an enduring symbol of liberty and freedom from tyranny.

You can boost your offensive power with Epic Prowess, Overwhelming Critical, and similar feats, but don't overlook defensive boosts such as Armor Skin and Epic Toughness. Great Smiting and Holy Strike provide extra oomph for your smite evil ability.

Charisma, Strength, and Wisdom are all critical for your success.

Other Options: Epic holy liberators who like to turn undead may want to select Planar Turning or Positive Energy Aura. With Epic Leadership, you can obtain the service of a powerful ally to your cause.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic holy liberator's caster level is equal to his class level. The epic holy liberator's number of spells per day does not increase after 10th level.

Smite Evil (Su): The bonus damage inflicted by an epic holy liberator's smite evil attack increases by 1 point per level gained.

Turn Undead (Su): The epic holy liberator turns undead as a cleric of two levels lower, as normal.

Celestial Companion: The epic holy liberator's celestial companion continues to increase in power. Every five levels after 10th, the celestial companion gains +2 bonus HD, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The celestial companion's spell resistance equals the holy liberator's character level.

Bonus Feats: The epic holy liberator gains a bonus feat (selected from the list of epic holy liberator feats) every three levels after 10th.

Epic Holy Liberator Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Combat Casting, Improved Spell Capacity, Legendary Rider, Overwhelming Critical, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

Holy Liberator

Level	Special
11	Smite evil
12	Smite evil
13	Bonus feat, smite evil
14	Smite evil
15	Smite evil, celestial companion
16	Bonus feat, smite evil
17	Smite evil
18	Smite evil
19	Bonus feat, smite evil
20	Smite evil, celestial companion

EPIC HOSPITALER

From Defenders of the Faith

The epic hospitaler lives only to protect those of his faith, wherever in the world they might be.

In many cases, the epic hospitaler's sword and shield

are all that stand between her charges and the forces of evil. Epic Prowess, Armor Skin, Epic Toughness, Epic Weapon Focus, and Overwhelming Critical are all useful to you. Epic Reputation helps you get off on the right foot no matter what far-off land you visit.

The epic hospitaler depends on her Charisma and Strength above all else.

Other Options: Those epic hospitalers who find themselves facing undead with frequency should look to Positive Energy Aura or Spectral Strike. By selecting Epic Leadership, you can ensure that your quest won't be a solitary one.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic hospitaler's caster level increases by one per level gained above 10th. The epic hospitaler's number of spells per day increases until her caster level reaches 20th.

Lay on Hands: The amount of damage an epic hospitaler can cure by touch continues to increase as her level increases.

Turn Undead: The epic hospitaler turns undead as a cleric of two levels lower, as normal.

Bonus Feats: The epic hospitaler gains a bonus feat (selected from the list of epic hospitaler feats) every two levels after 10th.

Epic Hospitaler Bonus Feat List: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell.

Level	Hospitaler Special
11	—
12	Bonus feat
13	—
14	Bonus feat
15	—
16	Bonus feat
17	—
18	Bonus feat
19	—
20	Bonus feat

EPIC MASTER SAMURAI

From Sword and Fist

At rest, the epic master samurai is the calm within the storm. But in battle, he becomes the storm itself.

The epic master samurai should balance pure power—symbolized by such feats as Epic Weapon Focus and Overwhelming Critical—with cunning, using such

choices as Blinding Speed and Superior Initiative.

The epic master samurai values Strength above all, but Dexterity and Charisma are also important.

Other Options: To build an army, the epic master samurai is likely to need Epic Leadership and Legendary Commander. Taking Epic Reputation can't hurt, either.

Hit Die: d12

Skill Points at Each Additional Level: 2 + Int modifier

Ki Strength: The epic master samurai may use this ability one additional time per day for every two levels gained above 9th.

Ki Attack: The epic master samurai may use this ability one additional time per day for every two levels gained above 10th.

Bonus Feats: The epic master samurai gains a bonus feat (selected from the list of epic master samurai feats) every three levels after 10th.

Epic Master Samurai Bonus Feat List: Armor Skin, Blinding Speed, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus (bastard sword), Legendary Commander, Overwhelming Critical, Superior Initiative.

Level	Master Samurai Special
11	Ki strength 4/day
12	Ki attack 4/day
13	Ki strength 5/day, bonus feat
14	Ki attack 5/day
15	Ki strength 6/day
16	Ki attack 6/day, bonus feat
17	Ki strength 7/day
18	Ki attack 7/day
19	Ki strength 8/day, bonus feat
20	Ki attack 8/day

EPIC PLANAR CHAMPION

From Manual of the Planes

The epic planar champion's victories don't just span worlds, they span entire universes.

A smart epic planar champion balances offense with defense, alternating choices such as Epic Weapon Focus, Epic Prowess, and Penetrate Damage Reduction with Armor Skin, Damage Reduction, and Energy Resistance. Of course, it's a poor epic planar champion who doesn't take the time along the way to build an Epic Reputation for herself.

Depending on the epic planar champion's combat style, either Strength or Dexterity should be her first choice for ability increases. Her specific background may dictate other options as well.

Other Options: Once the epic planar champion has carved out her domain, Legendary Commander helps

attract an appropriate army and Epic Leadership ensures she'll have a powerful lieutenant at her side. Epic Spell Penetration or Planar Turning might also be good choices, if she has the right background.

Hit Die: d10

Skill Points at Each Additional Level: 4 + Int modifier

Favored Plane: The epic planar champion may select one additional favored plane for every five levels gained above 10th. Bonuses for previous favored planes increase by +1.

Bonus Feats: The epic planar champion gains a bonus feat (selected from the list of epic planar champion feats) every three levels after 10th.

Epic Planar Champion Bonus Feat List: Armor Skin, Damage Reduction, Energy Resistance, Epic Leadership, Epic Prowess, Epic Reputation, Epic Spell Penetration, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Extended Lifespan, Improved Favored Enemy*, Legendary Commander, Penetrate Damage Reduction, Perfect Health, Planar Turning.

*May instead apply to natives of one of the epic planar champion's favored planes.

Level	Planar Champion Special
11	—
12	—
13	Bonus feat
14	—
15	Favored plane
16	Bonus feat
17	—
18	—
19	Bonus feat
20	Favored plane

EPIC PLANESHIFTER

From Manual of the Planes

If the epic planeshifter hasn't visited it, it's probably not worth calling a plane.

The epic planeshifter is best off picking feats that boost his spellcasting prowess, such as Enhance Spell, Epic Spell Focus, and Epic Spellcasting. Energy Resistance and Epic Spell Penetration helps him deal with the inhabitants and hazards of the planes he visits.

Focus on improving the ability score (Intelligence or Charisma) that affects your arcane spellcasting ability. Anything else is a distant second.

Other Options: Extended Lifespan lets the epic planeshifter enjoy his demiplane for even longer than normal.

Hit Die: d4

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic planeshifter's caster level increases by

one level every time he gains a class level ending in 2, 3, 4, 6, 7, 8, and 0. The epic planeshifter's number of spells per day increases until his caster level reaches 20th.

Analyze Portal (Sp): The epic planeshifter gains one additional daily use of this ability per level gained above 10th.

Morphic Stability (Ex): The range of this ability increases by 30 feet per level gained above 10th.

Grant Planar Survival (Su): The epic planeshifter can extend his planar survival ability to one additional person per level gained above 10th.

Planar Area Swap (Sp): The radius of this effect increases by 100 feet per level gained above 10th.

Bonus Feats: The epic planeshifter gains a bonus feat (selected from the list of epic planeshifter feats) every three levels after 10th.

Epic Planeshifter Bonus Feat List: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Wondrous Item, Efficient Item Creation (wondrous item), Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Extended Lifespan, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Level	Planeshifter Special
11	Analyze portal, morphic stability, grant planar survival, planar area swap
12	Analyze portal, morphic stability, grant planar survival, planar area swap
13	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
14	Analyze portal, morphic stability, grant planar survival, planar area swap
15	Analyze portal, morphic stability, grant planar survival, planar area swap
16	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
17	Analyze portal, morphic stability, grant planar survival, planar area swap
18	Analyze portal, morphic stability, grant planar survival, planar area swap
19	Bonus feat, analyze portal, morphic stability, grant planar survival, planar area swap
20	Analyze portal, morphic stability, grant planar survival, planar area swap

EPIC NINJA OF THE CRESCENT MOON

From Sword and Fist

The epic ninja becomes like a living shadow, flitting between pools of darkness without leaving a trace—except her victim.

While combat feats such as Epic Prowess and Improved Sneak Attack are quite useful to the epic ninja, it's often better to bypass combat altogether. Epic Skill Focus, Legendary Climber, and Self-Concealment can mean the difference between success or failure on the hardest missions.

Dexterity is the epic ninja's best friend. Charisma helps her kuji-kiri ability, and Wisdom is good for helping her pick out hidden enemies.

Other Options: If you routinely face bow-wielding guards, pick up Infinite Deflection or Reflect Arrows. If you can meet the prerequisites—usually by picking up at least 10 levels of rogue—think hard about Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8

Skill Points at Each Additional Level: 4 + Int modifier

Sneak Attack (Ex): The epic ninja's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

AC Bonus: The epic ninja's Armor Class bonus increases by +1 for every five levels gained above 9th.

Spell-Like Abilities: The epic ninja can use kuji-kiri and invisibility one additional time per day per level gained above 10th. The duration of the epic ninja's gaseous form increases by 1 round per level gained above 10th.

Bonus Feats: The epic Ninja of the Crescent Moon gains a bonus feat (selected from the list of epic Ninja of the Crescent Moon feats) every three levels after 10th.

Epic Ninja of the Crescent Moon Bonus Feat List: Blinding Speed, Epic Dodge, Epic Prowess, Epic Skill Focus, Epic Speed, Exceptional Deflection, Improved Combat Reflexes, Improved Sneak Attack, Infinite Deflection, Legendary Climber, Lingering Damage, Reflect Arrows, Self-Concealment, Sneak Attack of Opportunity.

Level	Ninja of the Crescent Moon Special
11	Sneak attack +6d6
12	—
13	Sneak attack +7d6, bonus feat
14	AC bonus +3
15	Sneak attack +8d6
16	Bonus feat
17	Sneak attack +9d6
18	—
19	Sneak attack +10d6, AC bonus +4, bonus feat
20	—

EPIC SPYMASTER

From Song and Silence

The epic spymaster would be legendary for her ability to assume alternate identities—that is, if anyone knew who she was.

Epic Skill Focus and Polyglot can help you maintain cover identities. Dexterous Fortitude and Dexterous

Mind are great at helping you avoid dangerous spell effects. And for combat situations, there's no denying the value of Improved Sneak Attack or Superior Initiative.

The epic spymaster should keep three abilities in mind when selecting her ability increases: Charisma, Charisma, and Charisma. Barring that choice, think about Wisdom, Intelligence, or Dexterity.

Other Options: If you can qualify, consider Lingering Damage or Sneak Attack of Opportunity.

Hit Die: d8

Skill Points at Each Additional Level: 8 + Int modifier

Cover Identity (Ex): An epic spymaster can maintain one additional cover identity for every three levels gained above 10th.

Sneak Attack: The epic spymaster's sneak attack damage increases by +1d6 every odd-numbered level above 10th.

Required Ranks: At every spymaster level, the epic spymaster must spend at least 2 skill points on a Craft, Profession, or Knowledge skill relating to one of her chosen cover identities.

Bonus Feats: The epic spymaster gains a bonus feat (selected from the list of epic spymaster feats) every three levels after 10th.

Epic Spymaster Bonus Feat List: Dexterous Fortitude, Dexterous Mind, Epic Skill Focus, Improved Sneak Attack, Lingering Damage, Polyglot, Sneak Attack of Opportunity, Superior Initiative.

Level	Spymaster Special
11	Sneak attack +6d6, required ranks
12	Required ranks
13	Sneak attack +7d6, required ranks, bonus feat, cover identity
14	Required ranks
15	Sneak attack +8d6, required ranks
16	Required ranks, bonus feat, cover identity
17	Sneak attack +9d6, required ranks
18	Required ranks
19	Sneak attack +10d6, required ranks, bonus feat, cover identity
20	Required ranks

EPIC TEMPLAR

From Defenders of the Faith

The epic templar is a mighty chosen protector of her deity's holy grounds.

You live and die with your combat capabilities, so focus on feats such as Epic Prowess, Armor Skin, and Damage Reduction. Epic Weapon Focus and Epic Weapon Specialization demonstrate your devotion to your deity's chosen weapon. Great Smiting and Penetrate Damage Reduction help even the odds against powerful enemies.

Your Strength and Constitution keep you alive, so boost them whenever you can.

Other Options: Templars who favor spellcasting should look to Improved Combat Casting or Improved Spell Capacity.

Hit Die: d10

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic templar's caster level is equal to her class level. The epic templar's number of spells per day does not increase after 10th level.

Smite: The epic templar may use her smite ability one additional time per day for every five levels gained above 7th. The bonus damage is equal to her class level.

Damage Reduction: The epic templar's damage reduction increases by 1 point for every three levels above 9th.

Bonus Feats: The epic templar gains a bonus feat (selected from the list of epic templar feats) every four levels after 8th.

Epic Templar Bonus Feat List: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance, Epic Prowess, Epic Weapon Focus (deity's favored weapon), Epic Weapon Specialization (deity's favored weapon), Great Smiting, Improved Combat Casting, Improved Spell Capacity, Overwhelming Critical, Penetrate Damage Reduction.

Templar

Level	Special
11	—
12	Smite 3/day, DR 4/–, bonus feat
13	—
14	—
15	DR 5/–
16	Bonus feat
17	Smite 4/day
18	DR 6/–
19	—
20	Bonus feat

EPIC TEMPLE RAIDER OF OLIDAMMARA

From Song and Silence

The epic temple raider doesn't just swipe religious icons from shrines or wandering pilgrims—he's planning how to nick Boccob's own staff right out of his study!

Epic Skill Focus helps you get the job done like no other feat. Trap Sense and Epic Speed help you avoid or outrun danger. And for those times when you just can't avoid combat, try Improved Sneak Attack or Improved Combat Casting.

Improving your Dexterity and Intelligence help out

your most important skills, while an increased Wisdom boosts your spellcasting prowess.

Other Options: If you meet the prerequisites, consider picking up Lingering Damage or Sneak Attack of Opportunity. Those epic temple raiders who focus on spellcasting should think about Improved Spell Capacity.

Hit Die: d6

Skill Points at Each Additional Level: 4 + Int modifier

Spells: The epic temple raider's caster level is equal to his class level. The epic temple raider's number of spells per day does not increase after 10th level.

Sneak Attack: The epic temple raider's sneak attack damage increases by +1d6 every three levels above 8th.

Save Bonus: The epic temple raider's luck bonus to saving throws increases by 1 point for every three levels above 10th.

Bonus Feats: The epic temple raider of Olidammara gains a bonus feat (selected from the list of epic temple raider feats) every three levels after 10th.

Epic Temple Raider Bonus Feat List: Blinding Speed, Epic Skill Focus, Epic Speed, Improved Combat Casting, Improved Sneak Attack, Improved Spell Capacity, Lingering Damage, Sneak Attack of Opportunity, Trap Sense.

Temple Raider of Olidammara

Level	Special
11	Sneak attack +4d6
12	—
13	Save bonus +4, bonus feat
14	Sneak attack +5d6
15	—
16	Save bonus +5, bonus feat
17	Sneak attack +6d6
18	—
19	Save bonus +6, bonus feat
20	Sneak attack +7d6

EPIC THIEF-ACROBAT

From Song and Silence

Quite simply, the epic thief-acrobat can often get into (and out of) places no one else could even dream of entering.

Legendary Climber, Legendary Leaper, and Epic Skill Focus are key for boosting your primary areas of specialization. Blinding Speed, Improved Sneak Attack, and Superior Initiative are great to have when you must fight past an obstacle.

The epic thief-acrobat should boost her Strength and Dexterity whenever possible.

Other Options: For even greater stealth, look to Self-Concealment. Those thief-acrobats who can qualify often enjoy Sneak Attack of Opportunity.

Hit Die: d6

Skill Points at Each Additional Level: 6 + Int modifier

Slow Fall: The falling distance that an epic thief-acrobat can ignore increases by 10 feet for every three levels gained after 9th.

Sneak Attack: The epic thief-acrobat's sneak attack damage increases by +1d6 for every five levels above 9th.

Bonus Feats: The epic thief-acrobat gains a bonus feat (selected from the list of epic thief-acrobat feats) every two levels after 10th.

Epic Thief-Acrobat Bonus Feat List: Blinding Speed, Epic Dodge, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Legendary Leaper, Self-Concealment, Sneak Attack of Opportunity, Superior Initiative.

Thief-Acrobat	
Level	Special
11	—
12	Slow fall (50 ft.), bonus feat
13	—
14	Sneak attack +3d6, bonus feat
15	Slow fall (60 ft.)
16	Bonus feat
17	—
18	Slow fall (70 ft.), bonus feat
19	Sneak attack +4d6
20	Bonus feat

EPIC WARPRIEST

From Defenders of the Faith

The epic warpriest lives for the sound of battle, often commanding armies that stretch to the horizon and beyond.

For building and keeping an army, you can't beat Epic Leadership, Epic Reputation, and Legendary Commander. Armor Skin and Epic Toughness keep you alive and well in the most chaotic of battles. Feats such as Bonus Domain, Improved Spell Capacity, and Spontaneous Domain Access boost your spellcasting powers.

Your spellcasting depends on Wisdom, but you shouldn't neglect your Charisma. Strength and Constitution make reasonable options for ability boosts as well.

Other Options: Evil warpriests should consider Negative Energy Burst, Undead Mastery, and Zone of Animation to build and support armies of undead minions.

Hit Die: d8

Skill Points at Each Additional Level: 2 + Int modifier

Spells: The epic warpriest's caster level increases by one level for every two levels gained above 10th. The epic warpriest's number of spells per day increases until his caster level reaches 20th.

Turn or Rebuke Undead: Levels of warpriest count toward cleric or paladin levels when turning or rebuking undead.

Rally: The morale bonus this ability grants to the epic warpriest's allies increases by 1 point per level gained above 10th.

Inflame: The morale bonus this ability grants increases by +2 at each even-numbered level above 10th. The effect's duration increases by one minute per level gained.

Fear Aura: The DC to resist this ability increases by 1 point every two levels gained above 10th (rather than by 1 point every level). The epic warpriest may use this ability one additional time per day for every three levels gained after 9th.

Bonus Feats: The epic warpriest gains a bonus feat (selected from the list of epic warpriest feats) every four levels after 10th.

Epic Warpriest Bonus Feat List: Armor Skin, Bonus Domain, Epic Leadership, Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Toughness, Improved Combat Casting, Improved Spell Capacity, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Domain Access, Undead Mastery, Zone of Animation.

Warpriest	
Level	Special
11	Rally
12	Fear aura (3/day), rally, inflame
13	Rally
14	Bonus feat, rally, inflame
15	Fear aura (4/day)
16	Inflame, rally
17	Rally
18	Fear aura (5/day), bonus feat, rally, inflame
19	Rally
20	Inflame, rally

ABOUT THE AUTHOR

Andy Collins designs and edits roleplaying games for Wizards of the Coast, including the new *Epic-Level Handbook*. Read all about him at his website <www.andycollins.net>.



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