

by Monte Cook • illustration by Jeff Laubenstein

With so many distractions in the world, like combat training, learning the art of stealth, or studying interesting bits of history, it's easy for a spellcaster to stray from the art of magic. A few dedicated individuals manage to focus on spells above all else. Magic is their meat and drink—the very air they breathe. Welcome to the world of the mystic.

Mystics are spellcasters who focus solely on the pursuit of magic. Only the most diligent student of the magical arts joins the ranks of the mystics, who reward the hard work and study of devoted spellcasters with secrets of magic unavailable elsewhere. Characters without at least one level of wizard, sorcerer, cleric, or druid gain almost no benefit from

becoming a mystic. Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

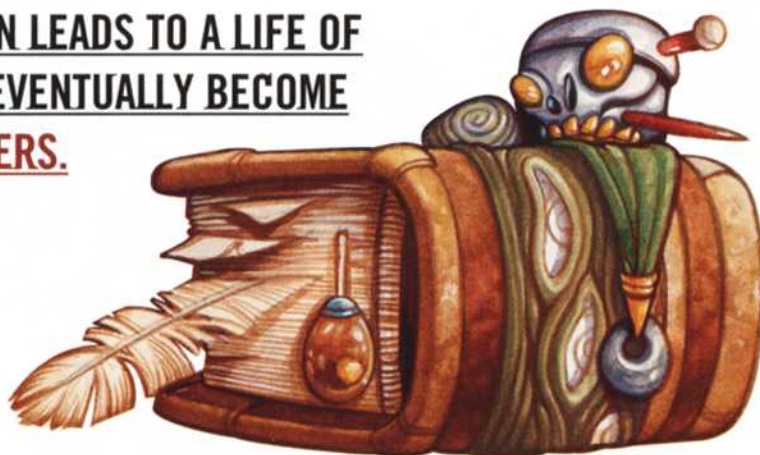
Mystics often gather in isolated covens or secluded ascetic orders to harbor their secrets and emphasize their studies. Mystics study magic for magic's sake and become formidable spellcasters because of it. Sometimes a lone mystic removes herself even from the company

Requirements

- Spellcraft Ranks: 10
- Knowledge (arcana) Ranks: 10
- Knowledge (religion) Ranks: 5
- Heroic Feats: Spell Penetration, Spell Focus, one metamagic feat, and one item creation feat

MYSTICS ARE COMPLETELY DEVOTED TO THE STUDY OF MAGIC.

THOUGH THIS PATH OFTEN LEADS TO A LIFE OF UTTER ISOLATION, THEY EVENTUALLY BECOME FORMIDABLE SPELLCASTERS.



Mystic (Hit Die: d6)							
Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Bonus Spells	Class Skills
1	+0	+0	+0	+2	Spell secret	2	2 + Int mod/level
2	+1	+0	+0	+3	Bonus language	3	Alchemy (Int)
3	+1	+1	+1	+3	Spell secret	2	Concentration (Con)
4	+2	+1	+1	+4	Bonus language	3	Craft (Int)
5	+2	+1	+1	+4	Spell secret	2	Knowledge (any) (Int)
6	+3	+2	+2	+5	Bonus language	3	Scry (Int, exclusive skill)
7	+3	+2	+2	+5	Spell secret	2	Spellcraft (Int)
8	+4	+2	+2	+6	Permanent maximum, bonus language	3	
9	+4	+3	+3	+6	Spell secret	2	
10	+5	+3	+3	+7	Permanent quicken, bonus language	3	

of her peers to study in utter isolation. She might, on rare occasions, take disciples and train them with the knowledge that she has learned.

Class Features

- **Weapon and Armor Proficiency:**

Mystics are not skilled with any weapons, armor, or shields.

- **Bonus Spells:** Similar to bonus spells for high ability scores, for each level of mystic that a spellcasting character attains, she gains bonus spells to the number of spells per day she normally casts. These bonus spells can be added to whatever levels of spells the caster can currently cast, but no more than one can be



added to the caster's highest current spell level. Example: Mialee is a 9th-level wizard who takes one level in mystic. She can give herself one bonus 5th-level spell (her highest as a 9th-level wizard), and one bonus spell in one other level, zero through fourth.

If a mystic has two spellcasting classes already, he must choose which previous class of spells gains the bonus. For example, Unthor is a 10th-level cleric/9th-level wizard, with one level of mystic. Conceivably, Unthor could have a bonus 5th-level wizard spell and a bonus 5th-level cleric spell, or you could put both spells in either cleric or wizard, but only one of them could be 5th level. Once a mystic has chosen how to apply his bonus spells, they cannot be shifted again.

- **Spell Secret:** At every other level, mystics can choose one spell known to them that then becomes permanently modified as though affected by one of

the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the mystic goes up in level, he can choose the same spell to be modified in different ways with multiple spell secrets.

- **Bonus Languages:** Mystics, in their laborious studies, learn new languages to access more knowledge. The mystic can choose to learn any new language every two levels.

- **Permanent Maximum:** Like with spell secrets, at 8th level the mystic can choose one spell to permanently modify so that it is always maximized as with the metamagic feat Maximize Spell.

- **Permanent Quicken:** Like with spell secrets, at 10th level the mystic can choose one spell to permanently modify so that it is always quickened as with the metamagic feat Quicken Spell.

Class Acts

The Duelist

by Monte Cook • illustration by Greg Baker

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 avoid getting hit in the first place.

Most duelists are fighters, rangers, rogues, or bards. Wizards, sorcerers, and monks make surprisingly good duelists due to their lack of reliance on armor. They also benefit greatly from the weapon skills the duelist offers. Paladins and barbarians who deviate a good deal from their archetypes might be duelists. Elves are more likely to become duelists than dwarves, and halfling and gnome duelists are not uncommon. Half-orc duelists are very rare.

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.

THE DUELIST					
Lvl.	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+0	Canny Defense
2	+2	+0	+3	+0	Precise Strike +1d6
3	+3	+1	+3	+1	Enhanced Mobility
4	+4	+1	+4	+1	Grace
5	+5	+1	+4	+1	Acrobatic Attack
6	+6	+2	+5	+2	Precise Strike +2d6
7	+7	+2	+5	+2	Elaborate Parry
8	+8	+2	+6	+2	Improved Reflexes
9	+9	+3	+6	+3	Deflect Arrows
10	+10	+3	+7	+3	Precise Strike +3d6

HIT DICE
D10

Lvl. The level of the duelist.

Attack Bonus The duelist's attack bonus, added to the character's normal attack bonus.

Fort. Save The save bonus on Fortitude saving throws, added to the character's normal save bonus.

Ref. Save The save bonus on Reflex saving throws, added to the character's normal save bonus.

Will Save The save bonus on Will saving throws, added to the character's normal save bonus.

Special Level-dependent class features.

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

Base Attack +6.
bonus

Skills Perform 3 ranks,
Tumble 5 ranks.

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

CLASS SKILLS Skill Points at Each Level: 4 + Int modifier.

The duelist's class skills (and the key ability for each skill) are:

Balance (Dex)

Bluff (Cha)

Escape Artist (Dex)

Innuendo (Wis)

Intuit Danger (Wis, exclusive skill)

Jump (Str)

Listen (Wis)

Perform (Cha)

Sense Motive (Wis)

Spot (Wis)

Tumble (Dex)

THE DUELIST ALWAYS TAKES FULL ADVANTAGE OF HIS QUICK REFLEXES AND WITS IN A FIGHT.

CLASS FEATURES

Weapon and Armor Proficiency: The duelist is proficient with all simple and martial weapons, but no type of armor or shield.

Canny Defense: When not wearing armor, duelists add their Intelligence bonus to their Dexterity bonus to modify Armor Class while wielding a weapon. As with normal Dexterity AC modifications, positive modifiers are lost when the duelist is caught flat-footed.

Precise Strike: At 2nd level, the duelist gains the extraordinary ability to strike precisely with a light piercing weapon, gaining a bonus +1d6 points of 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 shield). Like critical hits and sneak attacks, Precise Strike is ineffective against constructs, undead, oozes, and fortified armor. Every four duelist levels gained thereafter, she increases the extra damage by +1d6. If the duelist also has the rogue's sneak attack ability, the precise strike damage stacks with the sneak attack damage.


Enhanced Mobility: When not wearing armor, the duelist gains an additional +4 dodge bonus to AC against attacks of opportunity caused when he moves out of or within a threatened area.

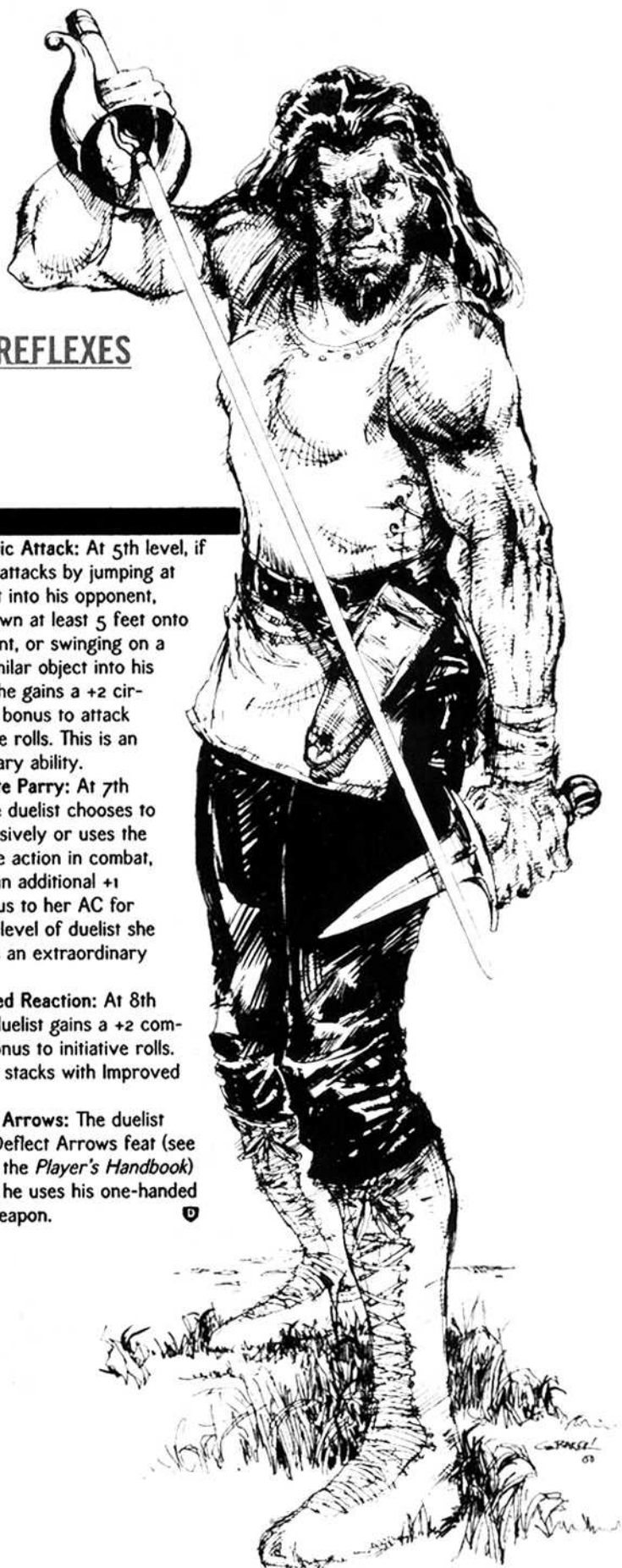
Grace: At 4th level, the duelist gains an additional +2 competence bonus to all Reflex saving throws. This ability functions for the duelist only when wearing no armor.

Acrobatic Attack: At 5th level, if the duelist attacks by jumping at least 5 feet into 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 circumstance bonus to attack and damage rolls. This is an extraordinary ability.

Elaborate Parry: At 7th level, if the duelist chooses to fight defensively or uses the full defense action in combat, she gains an additional +1 dodge bonus to her AC for each class level of duelist she has. This is an extraordinary ability.

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

Deflect Arrows: The duelist gains the Deflect Arrows feat (see page 81 of the *Player's Handbook*) only when he uses his one-handed piercing weapon. 



ELDRITCH MASTER

by Monte Cook · illustrated by Dennis Cramer

"Speak not of the eldritch masters, for their ways are mysterious and dangerous. Taught by creatures most would never dream of speaking with, they live their lives in a realm higher than that of other mortals. But do not envy them, for they often pay a great price for their power."

—The Book of the Pale

Eldritch Master

The eldritch master is usually spoken of in whispers, for many have heard the legends that you cannot speak the name of one without her knowledge. Eldritch masters have an unnerving aura about them, as well as a stare that can freeze you in your tracks.

Most eldritch masters are sorcerers, but sometimes bards take up the mantle. To join their elite ranks, a character must contact and make a pact with a

powerful outsider or other magical creature such as a lammasu, celestial, fiend, slaad, lich, hag, rakshasa, or titan.

As NPCs, eldritch masters are usually loners, occasionally taking on a single disciple or aide. They never join guilds or other such organizations, and often avoid the company of arcane spellcasters altogether.

Class Features

Weapon and Armor Proficiency:

Eldritch masters are proficient with no weapons, armor, or shields.

Spells Known: These are bonus arcane spells (see the *Player's Handbook*, Chapter 12) known to the character, gained as a sorcerer gains new known spells. These are not bonus spells added to the total number that the character can cast. The character must already cast spells as a sorcerer

to benefit from these extra spells known (such as a sorcerer or bard). A character cannot benefit from bonus spells known if she cannot cast spells of that level.

Detect Magic: At will, the eldritch master can *detect magic* as a spell-like ability. This ability duplicates the effects of the spell *detect magic* cast at the eldritch master's level.

Combined Levels: Add the character's eldritch master levels to the levels of any other arcane spell casting class he has when determining the level-based effects of spells. For example, a 7th-level sorcerer with three levels of eldritch master casting a *fireball* spell inflicts 10d6 points of damage with a range of 800 feet. This is an extraordinary ability.

True Spell: An eldritch master gains the ability to select one spell known to

THE ELDRITCH MASTER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Known				
						1	2	3	4	5
1	+0	+0	+0	+2	<i>Detect Magic</i> , Combined Levels	+3	-	-	-	-
2	+1	+0	+0	+3	True Spell (0th)	+2	+2	-	-	-
3	+1	+1	+1	+3	Metamagic feat, Spell boost	-	+2	+2	-	-
4	+2	+1	+1	+4	Spell Dilettante	-	-	+2	+2	-
5	+2	+1	+1	+4	True Spell (1st)	-	-	-	+2	+2
6	+3	+2	+2	+5	Powerful Presence, Metamagic feat, Spell boost	+3	-	-	-	-
7	+3	+2	+2	+5	True Spell (2nd)	+2	+2	-	-	-
8	+4	+2	+2	+6	Knowing Stare, Spell Dilettante	-	+2	+2	-	-
9	+4	+3	+3	+6	Metamagic feat, Spell boost	-	-	+2	+2	-
10	+5	+3	+3	+7	Mastered Name	-	-	-	+2	+2



REQUIREMENTS

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

Knowledge (arcana) ranks: 8

Spellcraft ranks: 6

Diplomacy ranks: 2

Intimidation ranks: 2

Spellcasting: Must be able to cast arcane spells

Special: The eldritch master must have made a pact or bargain with some powerful, otherworldly entity. In exchange for teaching the character the ways of the eldritch master, the entity must be rewarded with a special task, a great (magical) treasure, or some special payment determined by the DM.

her to be a "true spell." The eldritch master can cast this spell once per day in addition to the normal number of spells she can cast in a day. At 2nd level, the eldritch master can select one 0-level spell. At 5th, she can select one 1st- or 0-level spell. At 7th, she can choose a 2nd-, 1st-, or 0-level spell. Once the spell is chosen, it cannot be changed. This is a supernatural ability.

Metamagic Feat: At 3rd, 6th, and 9th level, the eldritch master gains one free metamagic feat.

Spell Boost: At 3rd, 6th, and 9th level, the eldritch master gains the

ability to cast a spell one level higher than his current highest level spell once per day. The eldritch master also gains a single spell known for that level if he does not otherwise know any spells of that level. For example, a 7th-level sorcerer who gains three levels of eldritch master can cast one 4th-level spell per day, and he gains a new spell of 4th level that he knows. A 5th-level sorcerer who gains three levels of eldritch master gains the ability to cast one additional 3rd-level spell per day, but gains no additional spells known because he already also gained +2 3rd-level spells known at that same level.

Spell Dilettante: At 4th level, the eldritch master can choose one other character class whose spell list she can choose from when selecting new spells that are known to her as she gains levels. At 8th level, she can select a second such class. Once a class has been chosen, it cannot be changed. Even if the character class chosen is divine in nature, the spells count as arcane for the eldritch master. This is a supernatural ability.

Powerful Presence: The eldritch master gains +2 to Diplomacy and Intimidate checks. Once per day, as a standard action, she can force all living beings within a 30-foot radius to make a Will save (DC 10 + eldritch master class levels + Charisma bonus) or suffer a -2 morale penalty on attacks, saves, and skill checks for 1

round/eldritch master level. This is a supernatural ability.

Knowing Stare: Once per day, the eldritch master can invoke a 30-foot gaze attack that *holds* all living creatures. Those affected must make a Will saving throw (DC 10 + eldritch master class levels + Charisma bonus) or be *held* for 1 round/eldritch master level. This is a supernatural ability.

Mastered Name: Upon reaching 10th level, an eldritch master can sense when another being speaks her name. When this occurs, the eldritch master knows the exact location and the name of the speaker. She is free to ignore such knowledge, retaining the details for when they seem significant. This awareness is sufficient to allow the eldritch master to *scry* on the individual as if he had just met the speaker (DC 10). It does not convey enough information to allow the eldritch master to immediately *teleport* to the speaker's location, though such information could be gathered through other magical means, including scrying.

CLASS SKILLS

Skill Points at Each Level:

4 + Int mod

The eldritch master's class skills (and the key ability for each skill) are:

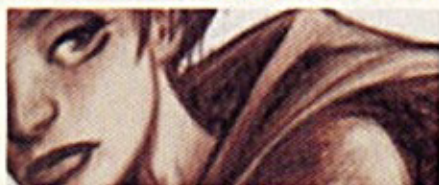
Alchemy (Int)
Concentration (Con)
Craft (Int)
Diplomacy (Cha)
Intimidate (Cha)
Knowledge (any) (Int)
Listen (Wis)
Profession (Wis)
Scry (Int)
Sense Motive (Wis)
Spellcraft (Int)
Spot (Wis)

See the *Player's Handbook* Chapter 6 for skill descriptions.



CHAMPIONS OF VIRTUE

New Prestige Classes for Clerics



by James Wyatt • illustrated by Mike May

Heironeous, Pelor, Ehlonna, and Kord might be among the most popular deities worshiped by clerics in the D&D game, as they are the four deities of good alignment not tied to a specific race. At the same time, these deities vividly demonstrate that there is nothing boring or homogeneous about good, as four deities more different from each other would be hard to find. Accordingly, the clerics of these four deities—while they all share access to the Good domain—follow widely divergent paths and often arrive at very different destinations.

The churches of these four deities all have prestige classes associated with their greatest champions—often clerics, but sometimes paladins or other characters. The shining blade of Heironeous, the radiant servant of Pelor, the fleet runner of Ehlonna, and the mighty contender of Kord illustrate better than anything the differences among the churches of these deities, not to mention the deities themselves.

The Shining Blade of Heironeous

Heironeous's teachings focus on promoting good through the use of armed force. Those among Heironeous's servants, both clerics and paladins, who aspire to become mighty weapons in their deity's unending war against evil hope one day to enter the shining blades. The shining blades of Heironeous is an order of knights dedicated to prowess in melee combat, which is achieved through prayer, devotion, and asceticism. Members of the shining blades have an austere and simple lifestyle, forsaking all worldly wealth and many earthly pleasures in their quest to become but a blade in the hand of Heironeous.

Most shining blades of Heironeous are clerics or paladins. Some members of the order believe that a minimum of training as a cleric, combined with the intense martial discipline of the fighter, is ideal to achieve the goal the shining blades seek, while others follow a single class exclusively. Very few multiclass arcane spellcasters, rogues, or monks feel drawn to the shining blades.

NPC members of the shining blades

are probably the most devout, single-minded, and driven crusaders in the world. Consumed with passion for the path they have chosen, they have little patience for those who are "blinded" by desire for material goods or personal power. All that matters, they believe and preach, is the fight against evil; as long as evil remains strong there is important work to be done.

Class Features

All of the following are class features of the shining blade of Heironeous prestige class.

Weapon and Armor Proficiency: Shining blades are proficient with all simple and martial weapons, with all armor, and with shields.

Detect Evil: A shining blade of Heironeous can *detect evil* as a spell-like ability.

Smite Evil: Once per day, a shining blade of Heironeous can attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per shining blade level. If the shining blade accidentally smites a creature that is not evil, the smite

THE SHINING BLADE OF HEIRONEOUS

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	<i>Detect evil</i> , smite evil 1/day	
2nd	+1	+3	+0	+3	Shock blade 1/day	+1 level of existing class
3rd	+2	+3	+1	+3		
4th	+3	+4	+1	+4	Smite evil 2/day	+1 level of existing class
5th	+3	+4	+1	+4	Holy blade 2/day	
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5	Smite evil 3/day	
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Radiant blade 3/day	
10th	+7	+7	+3	+7	Celestial transformation, smite evil 4/day	+1 level of existing class

HIT DIE
D10

has no effect but it is still used up for that day.

At 4th level, the shining blade can smite evil twice per day. At 7th level, the shining blade can smite evil three times per day. At 10th level, the shining blade can smite evil four times per day. These smite evil attempts are gained in addition to any gained through other classes (such as the paladin's ability of the same name).

Spells per Day: A shining blade continues the magical training he began as a divine spellcaster. For every two shining blade levels gained (2nd, 4th, 6th, 8th, 10th), the character gains new spells per day as if he had also gained one level in a divine spellcasting class. He does not, however, gain any other benefit of the spellcasting class. This essentially means that he adds half his shining blade levels to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Jeruk, a 10th-level paladin/1st-level shining blade, gains a level in shining blade, he gains new spells as if he had risen to 11th level in paladin, but he uses the other shining blade aspects of level progression, such as base attack bonus and base saving throw bonuses. If he next gains a level



CLASS REQUIREMENTS

To qualify to become a shining blade of Heroneous, a character must fulfill all the following criteria:

ALIGNMENT	LAWFUL GOOD
PATRON DEITY	HERONEOUS
BASE ATTACK BONUS	+7
BASE WILL SAVE	+3
SKILLS	KNOWLEDGE (RELIGION): 7 RANKS
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The shining blade's class skills (organized by key ability) are:

STRENGTH	
DEXTERTY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT
WISDOM	HEAL, PROFESSION
CHARISMA	DIPLOMACY

of paladin, making him an 11th-level paladin/2nd-level shining blade, he gains spells as if he had risen to 12th-level paladin.

Shock Blade: Once per day, as a standard action, a shining blade of Heironeous can cause a slashing or piercing weapon he is holding to become a shock weapon, dealing +1d6 points of bonus electricity damage on a successful hit. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. This is a supernatural ability.

Holy Blade: At 5th level, the shining blade can bestow two magical enhancements upon his weapon. This supernatural ability replaces the shock blade ability and can be used twice per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage or a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures. The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The two uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy and another to make it a shock weapon. The weapon cannot be made to be doubly holy or doubly shocking.

Radiant Blade: At 9th level, a shining blade can bestow three magical

enhancements upon his weapon. This supernatural ability replaces the holy blade ability and can be used three times per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage, a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures, or a brilliant energy weapon, which sheds light as a torch and ignores nonliving matter (including armor, undead, constructs, and objects). The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The three uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy, another to make it a shock weapon, and another to make it a brilliant energy weapon. The weapon cannot be made to be doubly holy, doubly shocking, or doubly brilliant.

Celestial Transformation: A 10th-level shining blade of Heironeous actually becomes a celestial creature, taking on a shining, metallic appearance and adopting the celestial creature template from the *Monster Manual*.

Multiclass Note: Paladin characters can freely multiclass with this class.

The Radiant Servant of Pelor

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to

exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serve—to minister to the needs of Pelor's followers and good-hearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

Almost all radiant servants of Pelor spend their prior careers as clerics.

NPC radiant servants of Pelor can be found wherever there is human need—in the midst of plague and famine, behind the lines of an army at war, in villages plagued by hauntings, and in cities troubled by crime.

Class Features

All of the following are class features of the radiant servant of Pelor prestige class.

Weapon and Armor Proficiency: Radiant servants are proficient with all simple and martial weapons, with all armor, and with shields.

Radiance: When a radiant servant of Pelor casts any spell with the Light descriptor, the radius of illumination is doubled, and the spell is treated as if it were one level higher than it actually is for all purposes, including determining whether it can counter or dispel a Darkness spell. Thus, a *daylight* spell cast by a radiant servant sheds light in a 120-foot radius, and is treated as a 4th-level spell, allowing it to counter or dispel any Darkness spell of 4th level or lower.

THE RADIANT SERVANT OF PELOR

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Radiance, turn undead, extra greater turning	+1 level of existing class
2nd	+1	+3	+0	+3	Empower healing, divine health	+1 level of existing class
3rd	+2	+3	+1	+3	Aura of warding	+1 level of existing class
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Additional domain	+1 level of existing class
6th	+4	+5	+2	+5	Maximize healing	+1 level of existing class
7th	+5	+5	+2	+5		+1 level of existing class
8th	+6	+6	+2	+6	Positive energy burst	+1 level of existing class
9th	+6	+6	+3	+6		+1 level of existing class
10th	+7	+7	+3	+7	Supreme healing	+1 level of existing class

HIT DIE
D6

Turn Undead: A radiant servant adds his radiant servant class levels to his cleric levels for all purposes related to turning undead.

Extra Greater Turning: If a radiant servant has access to the Sun domain, he can perform a greater turning (the granted power of the Sun domain) a number of times per day equal to three plus her Charisma modifier.

Spells per Day: A radiant servant continues the divine spellcasting training she began. Thus, when a new radiant servant level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit of the spellcasting class (except for turning undead, as noted above). This essentially means that she adds the radiant servant levels to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Matara, a 6th-level cleric, gains a level in radiant servant, she gains new spells per day as if she had risen to 7th level in cleric, but she uses the other radiant servant aspects of



CLASS REQUIREMENTS

To qualify to become a radiant servant of Pelor, a character must fulfill all the following criteria:

ALIGNMENT	NEUTRAL GOOD
PATRON DEITY	PELOR
BASE WILL SAVE	+5
SKILLS	KNOWLEDGE (RELIGION): 9 RANKS HEAL: 5 RANKS KNOWLEDGE (UNDEAD): 3 RANKS
FEATS	EXTRA TURNING
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The radiant servant's class skills are:

STRENGTH	
DEXTERITY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (ARCANA), KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT
WISDOM	HEAL, PROFESSION, SENSE MOTIVE
CHARISMA	DIPLOMACY

level progression such as base attack bonus and base saving throw bonuses. If she next gains a level of cleric, making her a 7th-level cleric/1st-level radiant servant, she gains spells as if she had risen to 8th-level cleric.

Empower Healing: When a radiant servant of Pelor of at least 2nd level casts a domain spell from the Healing domain, that spell is affected as though by the Empower Spell feat. The spell does not use up a higher-level slot.

Divine Health: A radiant servant of Pelor who is at least 2nd level is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Aura of Warding: At 3rd level, a radiant servant and all allies within 10 feet of her gain a +2 morale bonus to all Will saving throws.

Additional Domain: A radiant servant who reaches 5th level is granted another of Pelor's domains as a third clerical domain. She can use the granted power of the domain, and can choose from the spell lists of three domains when selecting her domain spells for the day. She can only cast one domain spell of each level (1st through 9th) per day. Radiant servants without a level of cleric gain no benefit from this granted ability.

Maximize Healing: When a radiant servant of Pelor who is at least 6th level casts a domain spell from the Healing domain, that spell is affected as though by the Maximize Spell feat. The spell does not use up a higher-level slot. This power supercedes the Empower Healing ability until the character reaches 10th level.

Positive Energy Burst: As a standard action a radiant servant who is at least 8th level can create a positive energy burst that inflicts 1d6 points of damage

per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant can not use this ability if she has fewer than two turning attempts left for the day.

Supreme Healing: When a radiant servant of Pelor who is at least 10th level casts a domain spell from the Healing domain, that spell is affected as though by both the Empower Spell and the Maximize Spell feats. The spell does not use up a higher-level slot.

The Fleet Runner of Ehlonna

In the wild, speed is sometimes essential. Often, an animal's only hope of survival is to outrun another creature. Certain followers of Ehlonna, goddess of the woodlands, emulate this aspect of the natural world above all others, cultivating their natural speed until they become like the deer leaping between the trees—or, eventually, the wind that blows through them.

Most fleet runners of Ehlonna are clerics or druids who serve that deity, though a number of rangers also follow this path. Multiclass cleric/rangers or druid/rangers quite often become fleet runners, but members of other classes are rarely interested.

NPC fleet runners are almost feral creatures of the woodland. They have been known to run with the centaurs and dance with the satyrs, though many prefer the company of animals to that of more sophisticated creatures. They use their speed and travel-related abilities in defense of the woodlands—to carry messages, send for aid, or bring aid themselves.

Class Features

All of the following are class features of the fleet runner of Ehlonna prestige class.

Weapon and Armor Proficiency: Fleet runners are proficient with all simple and martial weapons, with all armor, and with shields.

Fast Movement: The fleet runner has a speed faster than what is normal for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). For example, a human fleet runner in studded leather armor has a standard speed of 40 feet. This increase stacks with similar speed increases, such as from the barbarian or monk classes. This is an extraordinary ability.

Greater Mobility: A fleet runner of Ehlonna gets a +8 dodge bonus to Armor Class against attacks of opportunity caused when she moves out of or within a threatened area. This supercedes the bonus granted by the Mobility feat. This is an extraordinary ability.

Additional Domain: A fleet runner gains access to another of Ehlonna's domains as a third clerical domain. She can use the granted power of the domain (using her fleet runner level instead of her cleric level), and can choose from the spell lists of three domains when selecting her domain spells for the day. She can cast only one domain spell of each level (1st through 9th) per day. Fleet runners without a level of cleric gain no benefit from this granted ability.

Bonus Spells: Similar to bonus spells for high ability scores, for each level of fleet runner that a spellcasting character attains, she gains bonus spells to the number of divine spells per day she

THE FLEET RUNNER OF EHLONNA

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Fast movement, greater mobility, additional domain	1
2nd	+1	+3	+0	+3	Evasion	2
3rd	+2	+3	+1	+3	<i>Leap of the hart</i>	1
4th	+3	+4	+1	+4	Shot on the Run feat	2
5th	+3	+4	+1	+4	<i>Run like the huntress</i>	1
6th	+4	+5	+2	+5	Improved evasion	2
7th	+5	+5	+2	+5	<i>Run like the wind</i>	1
8th	+6	+6	+2	+6	Leopard's pounce	2
9th	+6	+6	+3	+6	Swiftiness of the tigress	1
10th	+7	+7	+3	+7	Cheetah's sprint	2

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normally casts. These bonus spells can be added to any level of spells the fleet runner can currently cast, but no more than one can be added to the character's highest current spell level. For example, Farella is a 9th-level cleric of Ehlonna who takes one level in fleet runner. She can give herself one bonus 5th-level spell (her highest as a 9th-level cleric), and one bonus spell in one other level (0 through 4th).

If a fleet runner has two divine spellcasting classes already, she must choose which previous class of spells gains the bonus. For example, Jecara is a 3rd-level druid/8th-level ranger, with one level of fleet runner. Conceivably, Jecara could have a bonus 2nd-level druid spell and a bonus 2nd-level ranger spell, or she could put both bonus spells in either druid or ranger, but then only one of them could be 2nd level. Bonus spells cannot be added to an arcane spellcasting class.

Once a fleet runner has chosen how to apply her bonus spells, they cannot be shifted again.

Evasion: At 2nd level and above, a fleet runner can avoid even magical and unusual attacks with great agility. If the fleet runner makes a successful Reflex saving throw against an attack that normally deals half damage on a

CLASS REQUIREMENTS

To qualify to become a fleet runner of Ehlonna, a character must fulfill all the following criteria:

ALIGNMENT	NEUTRAL GOOD
PATRON DEITY	EHLONNA
BASE WILL SAVE	+3
SKILLS	KNOWLEDGE (NATURE): 11 RANKS KNOWLEDGE (RELIGION): 3 RANKS WILDERNESS LORE: 5 RANKS
FEATS	DOODGE, MOBILITY, RUN
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The fleet runner's class skills (organized by key ability) are:

STRENGTH	
DEXTERITY	HIDE, MOVE SILENTLY
CONSTITUTION	CONCENTRATION
INTELLIGENCE	KNOWLEDGE (NATURE), KNOWLEDGE (RELIGION)
WISDOM	HEAL, INTUIT DIRECTION, WILDERNESS LORE
CHARISMA	



successful save, she instead takes no damage. The fleet runner can use evasion only if she is wearing light armor or no armor. This is an extraordinary ability.

Leap of the Hart: At 3rd level or higher, a fleet runner's jumping distance (vertical or horizontal) is not limited according to her height. This is an extraordinary ability.

Shot on the Run: At 4th level, the fleet runner gains the Shot on the Run feat, even if she does not have the prerequisite Point Blank Shot feat.

Run Like the Huntress: At 5th level, a fleet runner gains supernatural stamina while running. She can run for a number of rounds equal to twice her Constitution score without making any checks, and she gains a +8 bonus to Constitution checks made to continue running after that point. This is a supernatural ability.

Improved Evasion: At 6th level, a fleet runner's evasion ability improves. She still takes no damage on a successful Reflex save against spells such as fireball or a breath weapon, but henceforth she only takes half damage on a failed save. The fleet runner can only use improved evasion if she is wearing light armor or no armor. This is an extraordinary ability.

Run Like the Wind: At 7th level, a fleet runner can slip magically between spaces, as per the spell *dimension door*, once per day as a spell-like ability. The fleet runner's effective caster level equals her class level.

Leopard's Pounce: At 8th level, a fleet runner can make a full attack at the end of a charge. This is an extraordinary ability.

Swiftness of the Tigress: When she reaches 9th level, a fleet runner can act as if under the effects of a *haste* spell for a total of 1 round per class level per day. These rounds need not be consecutive. This is an extraordinary ability.

Cheetah's Sprint: Once an hour, a 10th-level fleet runner can take a charge action to move ten times her normal speed. This is a supernatural ability.

The Mighty Contender of Kord

The church of Kord insists that the liberation of the spirit comes through the perfection of the body—in fact, clerics of the Brawler insist that the distinction between body and spirit is a false one, as each is totally dependent on the other. Some devotees of Kord practice breaking chains (a DC 26 Strength check), demonstrating their bodily perfection while symbolizing their spiritual freedom. Those that seek the highest perfection of body and spirit become mighty contenders of Kord.

Most mighty contenders of Kord start as clerics, but fighters and barbarians can enter the class easily by multiclassing as clerics, and many do. Arcane spellcasters are unlikely to find the church of Kord's emphasis on physical strength appealing, but there are exceptions—particularly among the rare half-orc sorcerers.

NPC mighty contenders are an unusual mixture of athletic mysticism. They are very worldly, as a rule, frequenting public baths, gymnasiums, or taverns while expounding their philosophy of spiritual and physical liberation, and demonstrating their feats of incredible strength.

Class Features

All of the following are class features of the mighty contender of Kord prestige class.

Weapon and Armor Proficiency: Mighty contenders are proficient with all simple and martial weapons, with all armor, and with shields.

Mighty Endurance: A mighty contender has a special form of damage reduction that allows him to ignore 5 points of subdual damage every time he is dealt subdual damage. This extraordinary ability applies to all effects that deal subdual damage.

Feat of Strength: When a mighty contender performs a feat of strength (the granted power of the Strength domain), he adds his mighty contender level to his cleric levels to determine his Strength enhancement for 1 round. He can now perform a feat of strength a number of times per day equal to his unmodified Strength modifier, but always at least once.

Spells per Day: A mighty contender continues the divine spellcasting training he began, but more slowly. For every two contender levels gained, the character gains new spells per day as if he had gained one level of the spellcasting class he belonged to before he added the prestige class. He does not gain any other benefit of the level (such as turning undead) that the character would have gained. This essentially means that he adds half his mighty contender level to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. For example, if Gilgas, an 8th-level cleric/1st-level mighty contender, gains another level in mighty contender, he gains new spells as if he

THE MIGHTY CONTENDER OF KORD

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Mighty endurance, feat of strength	
2nd	+1	+3	+0	+3		+1 level of existing class
3rd	+2	+3	+1	+3	Surge of strength	
4th	+3	+4	+1	+4		+1 level of existing class
5th	+3	+4	+1	+4	Strength increase	
6th	+4	+5	+2	+5		+1 level of existing class
7th	+5	+5	+2	+5	Feat of power	
8th	+6	+6	+2	+6		+1 level of existing class
9th	+6	+6	+3	+6	Strength increase	
10th	+7	+7	+3	+7	Surge of power	+1 level of existing class

had risen to 9th level in cleric, but uses the other contender aspects of level progression such as base attack and saving throw bonus. If he next gains a level of cleric, making him a 10th-level cleric/2nd-level mighty contender, he gains spells as an 11th-level cleric.

Surge of Strength: When a mighty contender of at least 3rd level performs a feat of strength, the enhancement bonus lasts for 1d4+1 rounds.

Strength Increase: When a mighty contender reaches 5th level, and again at 9th level, his Strength score increases by 1. This is not an enhancement bonus; it is an ability score increase like any character normally gains every four levels.

Feat of Power: Once per day, as a supernatural ability, when performing a surge of strength, a mighty contender of 7th level or higher can add one and a half times his combined cleric and mighty contender levels to his Strength score for the first round of the surge. For the remaining 1d4 rounds, he adds only his level to his Strength score.

Surge of Power (Su): Once per day, as a supernatural ability, when performing a surge of strength, a 10th-level mighty contender can add one and a half times his level to his Strength score for the duration of the surge (1d4+1 rounds).



CLASS REQUIREMENTS

To qualify to become a mighty contender of Kord, a character must fulfill all the following criteria:

ALIGNMENT	CHAOTIC GOOD
PATRON DEITY	KORD
BASE FORTITUDE SAVE	+6
SKILLS	KNOWLEDGE (RELIGION): 9 RANKS
FEATS	ENDURANCE, POWER ATTACK
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The mighty contender's class skills are:

STRENGTH	
DEXTERITY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (RELIGION), SCRIV, SPELLCRAFT
WISDOM	HEAL, INTUIT DIRECTION, PROFESSION, SENSE MOTIVE
CHARISMA	DIPLOMACY, INTIMIDATE



CLASS ACTS LIGHTBEARER

BY MONTE COOK • ILLUSTRATED BY PETER BERGTING

Sometimes those who are pure of heart and icons of goodness are not necessarily those most devoted to a particular religion. Sometimes, as the gnome and halfling lightbearers prove, an individual mortal, rather than a god and his legion of servants, is evil's greatest foe.

The heroes of the gnomes and halflings seem particularly focused on protection and stewardship. The powerful spirits of those who are the most pure, truthful, and valiant shine through them, marking them as special. Halfling and gnome cultures select these rare few as guardians called lightbearers. The power within these individuals grants them a special aura of purity and righteousness. Lightbearers serve as guardians, peacekeepers, and general purveyors of goodness. Their aura—normally an invisible, shimmering, warm glow

undetected to the naked eye—sometimes becomes visible when the lightbearer is engaged in melee combat with evil foes.

Lightbearers are often clerics or druids, but rangers, bards, and most other classes are also granted the gift. “Holiness” is not just a quality of the religious.

As NPCs, lightbearers are usually wandering loners, stopping only where and when they are needed. They never tie themselves down to a single community and are never associated with one particular religion.

LIGHTBEARER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+2	+2	<i>Detect evil, light</i>
2	+1	+3	+3	+3	<i>Resist elements</i>
3	+2	+3	+3	+3	Share aura, deflect attacks +2
4	+3	+4	+4	+4	<i>Provide healing</i>
5	+3	+4	+4	+4	Darkvision
6	+4	+5	+5	+5	Deflect attacks +4
7	+5	+5	+5	+5	<i>Dispel evil</i>
8	+6	+6	+6	+6	<i>Holy word</i>
9	+6	+6	+6	+6	Deflect attacks +6
10	+7	+7	+7	+7	Resist spells

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CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The lightbearer's class skills (organized by key ability) are:

STR	DEX	CON	INT	WIS	CHA
		Concentration	Craft Knowledge (religion) Knowledge (local) Spellcraft	Heal Listen Profession Spot Wilderness Lore	Diplomacy Intimidate

CLASS REQUIREMENTS

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

Alignment: Any good
Race: Gnome or halfling
Knowledge (religion): 8 ranks
Knowledge (local): 4 ranks
Diplomacy: 4 ranks
Feats: Alertness

CLASS FEATURES

Weapon and Armor Proficiency:

Lightbearers do not gain special proficiency with any weapons, armor, or shields.

Detect Evil: At will, the lightbearer can *detect evil* as a spell-like ability. This ability duplicates the effects of the spell *detect evil* as cast by a cleric of the lightbearer's level.

Light: At will, the lightbearer can create *light* as a spell-like ability. This ability duplicates the effects of the spell *light* as cast by a cleric of the lightbearer's level.

Resist Elements: As a spell-like ability, the lightbearer can cast *resist elements* upon himself once per day as a cleric of his lightbearer level.

Share Aura: Some benefits gained from being a lightbearer—deflect attacks, *resist elements*, and resist spells—can be shared with one other creature in physical contact with the Lightbearer. Using this supernatural ability is a free action.

Deflect Attacks: At 3rd, 6th, and 9th level, the lightbearer gains a deflection bonus to his Armor Class. This is a supernatural ability.

Provide Healing: Once per day, the lightbearer can use one of the following as a spell-like ability: *remove disease*, *remove blindness/deafness*, *cure serious wounds*, *restoration*. All of these abilities are treated as if cast by a cleric of the lightbearer's level.

Darkvision: At 5th level, the lightbearer gains darkvision with a 100-foot range. This is a supernatural ability.

Dispel Evil: A 7th-level lightbearer can use *dispel evil* as a spell-like ability once per day, as a cleric of his lightbearer level.

Holy Word: At 8th level, a lightbearer can speak a *holy word* as a spell-like ability once per day, as a cleric of his lightbearer level.

Resist Spells: A 10th-level lightbearer has an SR of 25.



Class Acts: The Darkwood Stalker

by Andy Collins • illustrated by Bleu Turrell

Darkwood Stalker

Elves and orcs are ancient foes, their enmity dating back to times before humans walked the lands. Some elves train as elite hunters of the hated orcs. These hunters, called darkwood stalkers among the elves, pursue their age-old enemies with single-minded discipline and grim determination.

Darkwood stalkers usually come from the ranks of elven (or half-elven) rangers or rogues, although the rare elf barbarian can follow this path as well. Fighters and paladins make poor darkwood stalkers without gaining at least one level in ranger or rogue. Spellcasters rarely take up the mantle of the darkwood stalker, although druids willing to forego spellcasting can fit well into the order.

Most darkwood stalkers are affiliated with elven military units, although some are lone scouts or field agents.

Class Features

All of the following are class features of the darkwood stalker.

Weapon and Armor Proficiency: A darkwood stalker gains proficiency with all simple and martial weapons, light armor, and medium armor.

Ancient Foe (Ex): Due to his extensive study of orcs and training in the proper techniques for combating them, a 1st-level darkwood stalker gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against orcs. Likewise, he gets the same bonus to weapon damage rolls against these creatures. A darkwood stalker also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the darkwood stalker cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits. At 4th, 7th, and 10th level, the darkwood stalker's bonus goes up by +1.

This bonus stacks with the ranger's favored enemy bonus.

Uncanny Dodge (Ex): Starting at 2nd level, the darkwood stalker gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized.

IN YOUR CAMPAIGN

What if elves don't hate orcs in your campaign? What if there aren't orcs in your campaign? Whatever the problem, customizing the background of the darkwood stalker is easy. Here are a few ideas to help customize this prestige class for your game.

- There are several kinds of hunters that prowl the darkwood, each with a different favored enemy. For example, darkwood avengers might target the humans who are encroaching on elf forests, while darkwood hunters stalk huge and powerful dire animals.

- Dwarves, long the enemies of goblins, train their own specialized hunters called tunnel wardens. Tunnel warden levels are identical to darkwood stalker levels except that tunnel wardens gain their ancient foe bonuses against goblins.

- Sahuagin, burning with hatred for land dwellers, train for land combat on islands unknown to the civilized humanoid races. These specialized warriors, called fangs of the sea, lead devastating raids against coastal towns and vulnerable ships.

At 5th level, the darkwood stalker can no longer be flanked, as he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that a rogue at least 4 levels higher than the character can flank him (and thus sneak attack him).

At 8th level, the darkwood stalker gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

If the darkwood stalker already had the uncanny dodge ability from one or more previous classes, levels of those classes stack with darkwood stalker levels for the purpose of determining the benefits, but he continues to progress in the ability along whichever track he was originally using for it. For example, if a rogue becomes a darkwood stalker, add together his levels of darkwood stalker and rogue, then refer to Table 3-15: The Rogue in the *Player's Handbook* to determine the benefits of uncanny dodge at his new, combined level.

Sneak Attack (Ex): If a darkwood stalker can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the darkwood stalker's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the darkwood stalker flanks the target, the darkwood stalker's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every

three levels thereafter (6th and 9th). Should the darkwood stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

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

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

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

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

Darkvision (Su): Although stealthy and keen-eyed, the darkwood stalker is often at a disadvantage against orcs when fighting in the darkness. Long ago, elven sages developed a ritual to allow the most dedicated stalkers to overcome this disadvantage. Now, as they grow in experience, their night

vision continually improves, eventually matching the darkvision of their hated foes. At 4th level darkwood stalkers gain darkvision to a range of 30 feet, and at 7th level, the range increases to 60 feet.

Dodge Critical (Ex): Although often more skilled than their orc foes, darkwood stalkers have seen too many battles won by one lucky blow from a greataxe. The culmination of a darkwood stalker's training is learning to turn even the luckiest blow into a grazing strike. Once per day, the darkwood stalker can make a Reflex saving throw to turn a critical hit inflicted upon him into a normal hit. The save DC is 20 (if the weapon has a magical bonus to attack, the DC increases by that amount). You must be aware of the attack and not flat-footed, and you must declare your intent to reduce the effect of the critical hit before critical damage is announced. **U**

REQUIREMENTS

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

Base Attack Bonus: +5.

Feats: Dodge, Track.

Race: Elf, half-elf.

Hide: 5 ranks.

Listen: 5 ranks.

Move Silently: 5 ranks.

Spot: 5 ranks.

Wilderness Lore: 5 ranks.

Speak Language: Orc.

CLASS SKILLS

The darkwood stalker's class skills (and the key ability for each skill) are as follows:

Str: Climb, Jump, Swim.

Dex: Hide, Move Silently, Ride,

Use Rope.

Con:—

Int: Craft, Knowledge (nature),

Search.

Wis: Heal, Intuit Direction,

Listen, Profession, Spot,

Wilderness Lore.

Cha:—

Skill Points at Each Additional

Level: 4 + Int modifier

The Darkwood Stalker

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+2	+0	Ancient foe +1
2	+2	+3	+3	+0	Uncanny dodge (Dex bonus to AC)
3	+3	+3	+3	+1	Sneak attack +1d6
4	+4	+4	+4	+1	Ancient foe +2, darkvision 30 ft.
5	+5	+4	+4	+1	Uncanny dodge (can't be flanked)
6	+6	+5	+5	+2	Sneak attack +2d6
7	+7	+5	+5	+2	Ancient foe +3, darkvision 60 ft.
8	+8	+6	+6	+2	Uncanny dodge (+1 vs. traps)
9	+9	+6	+6	+3	Sneak attack +3d6
10	+10	+7	+7	+3	Ancient foe +4, dodge critical

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Class Acts: The Nightsong Enforcer

by Monte Cook • illustrated by Scott Roller

The Nightsong Guild

The Nightsong Guild has worked within the city for as long as most people can remember—and probably a good deal longer. They deal in matters not entirely legal and those quite clearly illegal—gambling, smuggling, blackmail, and theft.

Their reputation is one of extreme skill and competence. They are not feared as much as they are afforded the respect that they have earned.

Most would refer to the Nightsong Guild as a thieves' guild, but it is actually a far more extensive group than that. Its membership includes rogues, fighters, bards, wizards, and sorcerers.

They do not take part in violent activities—such as extortion or murder—for the guild leadership has long maintained that if you kill or intimidate your clientele, they cease to make money (and if they don't have money, the guild can't make money). Of course, if they are attacked or threatened with violence, the guild is quite clearly capable of dealing with the situation.

Nightsong Enforcer

Throughout the city, even the vilest assassin does not command more respect than the nightsong

enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they

often work in elite teams.

Nightsong enforcers focus on the stealth-centered combat training that rogues usually learn and forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus,

they strike quickly from the shadows. They do not worry about what other warriors might—things like honor or fighting fair, and they scoff at such ideals as childish.

Rogues most often become nightsong enforcers, although bards, fighters, and urban rangers are also common. It is not uncommon for wizards or sorcerers to undertake the intensive training required to join their ranks.

When working with others, the nightsong enforcer is the linchpin. He is the very picture of fidelity when it comes to supporting teammates on a mission. It is common for an enforcer to lead a team comprised of not only other enforcers, but fighters, spellcasters, or rogues.

Class Features

All of the following are class features of the nightsong enforcer prestige class.

Weapon and Armor Proficiency: A nightsong enforcer gains no new proficiency in weapons or armor.

Sneak Attack (Ex): If a nightsong enforcer can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the nightsong enforcer's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the Nightsong enforcer's attack deals +1d6 points of damage. This extra damage increases by a +1d6 points every other level afterward (+2d6 at 3rd level, +3d6 at 5th level, +4d6 at 7th level, and +5d6 at 9th level). Should the nightsong enforcer score a critical hit with a sneak attack, this extra damage is not multiplied.

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

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

A nightsong enforcer can only sneak attack living creatures with discernible



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

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

Stealthy Teamwork (Su): Nightsong enforcers are trained to help each other and members of their team. At 2nd level, a nightsong enforcer always succeeds in his Spot checks to see hidden allies. This allows the nightsong enforcer to keep track of any teammates on a joint mission.

At 5th level, a nightsong enforcer can aid allies within 50 feet of himself. By taking a standard action to aid his companion, the nightsong enforcer can add a +2 competence bonus to one of the following checks: Climb, Disguise, Escape Artist, Hide, Listen, Move Silently, and Spot.

At 9th level, a nightsong enforcer's senses are honed so finely that he is aware of the location and status (fine, wounded, incapacitated, or dead) of all allies within 100 feet, even if they are not within sight.

Agility Training (Ex): At 4th level, a Nightsong enforcer can reduce the armor check penalty imposed on him by light armor by 1, provided that he is proficient with the armor type.

Crippling Strike (Ex): A 4th-level nightsong enforcer can sneak attack opponents with such precision that his blows weaken and hamper them. When the nightsong enforcer damages an opponent with a sneak attack, that opponent also takes 1 point of temporary Strength damage. At 10th level, the damage increases to 1d4 points of temporary Strength damage.

Scent (Ex): So highly trained and attuned are the senses of the nightsong enforcer that he can utilize the scent ability. This ability functions exactly like the scent ability described on page 10 of the *Monster Manual*.

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

Improved Evasion (Ex): The nightsong enforcer's reflexes allow him to get out of harm's way with incredible speed. This extraordinary ability works like evasion, except that while the nightsong enforcer still takes no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now suffers only half damage on a failed save.

Blindsight (Su): The 10th-level nightsong enforcer's senses have transcended the normal world. Using nonvisual senses, such as sensitivity to vibrations, scent, and acute hearing, the nightsong enforcer maneuvers and fights in darkness as well as in the light. Invisibility and darkness are irrelevant, although he still can't discern ethereal beings. The range of this ability is 30 feet. The nightsong enforcer does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability, unless those creatures are actively using the Hide or Move Silently skills. ▢

REQUIREMENTS

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

Base Attack Bonus: +5.

Move Silently Ranks: 10.

Hide Ranks: 10.

Feats: Improved Initiative, Quick Draw.

Special: The nightsong enforcer must undergo three months of intensive training and tests with the Nightsong Guild before he can actually gain the skills offered. Further, the Guild asks all members to contribute 10% of all their earnings. In return, members have access to the Guild's extensive library, training facilities, workshops, contacts, allies and bolt-holes. Many places of business in the city offer Guild members 10% discounts on services, goods and equipment.

CLASS SKILLS

The nightsong enforcer's class skills (and the key ability for each skill) are as follows:

Str: Climb, Jump, Swim.

Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Ride, Tumble.

Con: —

Int: Decipher Script, Disable Device, Profession, Read Lips, Search, Use Magical Device.

Wis: Innuendo, Intuit Direction, Listen, Spot.

Cha: Disguise, Intimidate.

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

THE NIGHTSONG ENFORCER

HIT DIE

D8

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6
2	+1	+0	+3	+0	Stealthy teamwork (see hidden allies)
3	+2	+1	+3	+1	Sneak attack +2d6
4	+3	+1	+4	+1	Agility training, crippling strike
5	+3	+1	+4	+1	Sneak attack +3d6, stealthy teamwork (aid allies)
6	+4	+2	+5	+2	Scent, opportunist
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6	+2	+6	+2	Improved evasion
9	+6	+3	+6	+3	Sneak attack +5d6, stealthy teamwork (status awareness)
10	+7	+3	+7	+3	Blindsight, crippling strike (1d4)

Class Acts:

The Nightsong Infiltrator

by Monte Cook
illustrated by Scott Roller

NIGHTSONG INFILTRATOR

Experts in breaking into "secure" areas, the nightsong infiltrator is the perfect thief and the perfect spy. Whether he is there to steal gold or information, jewels or secrets, the infiltrator of the Nightsong Guild is trained to do his job quickly and efficiently. As such, they practice extensively with locks and traps, and they focus on doing their job under pressure and in unfavorable conditions. For example, they train extensively with climbing since they often have to scale walls and reach high windows. They have little time to work on combat training and relegate such concerns to their companions, the nightsong enforcers (see last issue).

Rogues most frequently and most easily become nightsong infiltrators, but bards, urban rangers, and intelligent fighters can make good members of the class as well. Rarer, but possible, are spellcasting nightsong infiltrators who use spells to aid them in getting in and out of places. Woe to those who wish to keep their valuables out of the hands of a Nightsong Guild member who can become invisible, walk through walls, or teleport!

Members of the Nightsong Guild rarely work alone. Usually, they operate in teams. For PC nightsong infiltrators, these teams can be made up of adventuring allies. When working as part of a team, the nightsong infiltrator

works best as the advance scout and the point person, while the others take care of threats that he is unable to deal with (guards, mostly).

CLASS FEATURES

All of the following are class features of the nightsong infiltrator prestige class.

Weapon and Armor Proficiency:

Nightsong infiltrators gain no new proficiency with weapons or armor.

Climbing Action (Ex): The nightsong infiltrator does not lose his Dexterity bonus to AC while climbing, nor do opponents gain a +2 bonus to attack him. A nightsong infiltrator attempting to perform an action while climbing reduces the incurred penalty for doing so by his Dexterity bonus (with no greater result than 0). For example, if the nightsong infiltrator attempts to open a lock on a high window while hanging onto a rope, the DM might assess a -2 penalty to the attempt. If the character has a +3 Dexterity bonus, the penalty is negated (but the "left over" +1 provides no benefit).

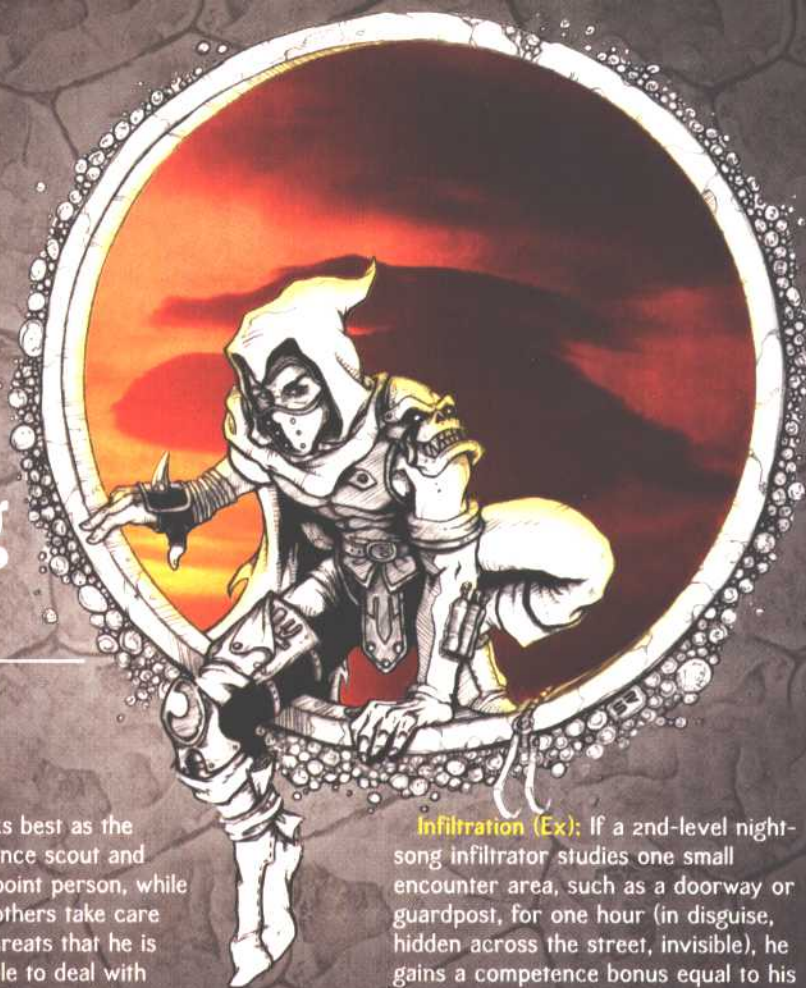
Skill with Traps (Ex): Like rogues, nightsong infiltrators can use the Search skill to locate traps with DCs higher than 20 and the Disable Device skill to disarm magical traps. These abilities follow all of the normal rules for rogues using these skills.

Infiltration (Ex): If a 2nd-level nightsong infiltrator studies one small encounter area, such as a doorway or guardpost, for one hour (in disguise, hidden across the street, invisible), he gains a competence bonus equal to his Wisdom bonus to Bluff, Climb, Disable Device, Disguise, Hide, Move Silently, Open Lock, and Search checks while in that encounter area for the next 24 hours. Further, if the nightsong infiltrator has a permanent base or home, these bonuses are always in effect in his home.

Break Away (Ex): A nightsong infiltrator who does nothing but move during a round gains a +4 competence bonus to AC against attacks during that round. The nightsong infiltrator must be aware of the attack (not flat-footed) to benefit from this bonus.

Sense Magic (Su): A 4th-level nightsong infiltrator can *detect magic*, as the spell, at will. This ability is used primarily to seek traps or help ascertain the true value of loot.

Specialized Tools (Ex): Given one hour and 10 gp, a 4th-level nightsong infiltrator can prepare a special tool for a job. To do so, the nightsong infiltrator must make a DC 15 Craft (woodworking) or a DC 15 Craft (blacksmithing) check, whichever is appropriate for the task (as determined by the DM). The nightsong infiltrator must have the proper tools (for use with the Craft skill) available to



make his specialized tool. He must know something about the job (location, general weather, lighting, and so on) so he knows what to prepare. The tools he prepares give him a +2 circumstance bonus to one type of skill check (Climb, Disguise, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, or Search). Alternatively, at the DM's discretion, the tools allow him to do something he normally could not do such as picking a lock from a distance (using a specialized pole), opening a window with both hands gripping a rope (using a mouth-pick), and so on. The tools only work in that particular location.

Defensive Roll (Ex): A 5th-level nightsong infiltrator can roll with a potentially lethal blow to take less damage from it. Once per day, when a nightsong infiltrator would be reduced to 0 hit points or less by damage in combat (from a weapon or other blow, not a spell or special ability), he can attempt to roll with the damage. He makes a Reflex saving throw (DC equal to the damage dealt), and if he's successful, he takes only half damage from the blow. He must be aware of the attack and able to react to it to execute a defensive roll—if he is denied his Dexterity bonus to AC, he can't roll. Since this effect wouldn't normally allow a character to make a Reflex save for half damage, evasion does not apply to the defensive roll.

Nimble Fingers (Ex): A 5th-level nightsong infiltrator can take 20 on Disable Device checks. Taking 20 takes twenty times as long as making one check. Using this ability with a Disable Device check does not set off the trap unless the character's result after taking a 20 is insufficient to disable the device.

Rapid Action (Su): At 6th level, once per day per nightsong infiltrator level, this character can take an additional partial action in a round. During this action, the infiltrator can: move (including climbing or jumping), use a special ability, activate a magic item, draw a weapon/item, sheath/store a weapon/item, stand up from prone, light a torch with a tindertwig, use a (non-attack) skill that takes 1 action, pick up an item, or move a heavy object.

Trap Avoidance (Ex): A 7th-level nightsong infiltrator's training with

traps is so extensive that he makes all saving throws made against traps and trap effects twice, taking the better roll each time.

Improved Evasion (Ex): An 8th-level nightsong infiltrator's reflexes allow him to get out of harm's way with incredible speed. This extraordinary ability works like evasion, except that while the nightsong infiltrator still takes no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now suffers only half damage on a failed save.

Supernatural Touch (Su): At 9th level, the nightsong infiltrator gains a supernatural affinity for mechanisms and locks. This ability confers a +4 competence bonus to normal Open Lock, Search (to look for traps), and Disable Device checks, or, alternatively, allows the nightsong infiltrator to make Open Lock, Search (to look for traps), and Disable Device checks without having the appropriate tools.

Ghost Move (Su): At 10th level, the nightsong infiltrator gains a supernatural ability that helps him to infiltrate even impregnable places. This ability confers a +8 competence bonus to Hide and Move Silently checks. He can even hide while being directly observed, seeming to simply disappear. This ability, coupled with Supernatural Touch and Specialized Tools (and of course, many skill ranks), gives the nightsong infiltrator some impressive bonuses to all the skills he needs, allowing the character to move through even the most well-guarded, heavily trapped, and tightly locked vaults imaginable. ▢

REQUIREMENTS

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

- Open Locks: 10 ranks.
- Move Silently: 6 ranks.
- Disable Device: 4 ranks.
- Pick Pocket: 5 ranks.
- Feats: Alertness.

Special: The nightsong infiltrator must undergo three months of intensive training and tests with the Nightsong Guild before he can actually gain the skills offered. Further, the guild asks all members to contribute 10% of all their earnings. In return, members have access to the guild's extensive library, training facilities, workshops, contacts, allies, and bolt-holes. Many places of business in the city offer Nightsong Guild members 10% discounts on services, goods, and equipment.

CLASS SKILLS

The nightsong infiltrator's class skills (and the key ability for each skill) are as follows:

- Str:** Climb, Jump, Swim.
 - Dex:** Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Ride, Tumble, Use Rope.
 - Con:** —
 - Int:** Appraise, Craft, Decipher Script, Disable Device, Forgery, Profession, Search, Use Magic Device.
 - Wis:** Innuendo, Listen, Spot.
 - Cha:** Bluff, Diplomacy, Disguise, Gather Information.
- Skill Points at Each Level:** 8 + Int modifier.

HIT DIE

D6

THE NIGHTSONG INFILTRATOR

Lvl	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+0	+2	+0	Climbing action, skill with traps
2	+1	+0	+3	+0	Infiltration
3	+2	+1	+3	+1	Break away
4	+3	+1	+4	+1	Specialized tools, sense magic
5	+3	+1	+4	+1	Defensive roll, nimble fingers
6	+4	+2	+5	+2	Rapid action
7	+5	+2	+5	+2	Trap avoidance
8	+6	+2	+6	+2	Improved evasion
9	+7	+3	+6	+3	Supernatural touch
10	+7	+3	+7	+3	Ghost move

Acolyte of the Fist

by Monte Cook
illustrated by Matt Michell

While some monks focus inward in a contemplative life of seeking enlightenment, members of the order of the fist focus outward. The central premise of the order's philosophy is "see what you want and take it." While that might seem selfish and greedy at first glance, that's because members of

the order—who are called acolytes of the fist—do not focus on the "take," but on the "want." Members of the order believe that to want something that you cannot or should not have is insane, and to want something that could bring harm (in having it or taking it) to yourself or others is foolish. Thus, the order preaches the importance of goal setting—but in doing so carefully. When an acolyte of the fist sets a goal, he does not allow himself to be deterred from achieving it.

The order of the fist draws upon this single-minded resolve for its power. Members are able to channel their commitment and determination into their fists, granting them extraordinary and even supernatural powers.

Most acolytes of the fist are monks—usually those without leanings toward evil or good. Occasionally, a rogue or fighter joins their ranks. Any who can pass the required entry tests (and therefore achieve that goal) are welcome.

Acolytes of the fist rarely work together. They often practice and train in common monasteries, and they even live together in those spartanly appointed facilities, but their goals are individual and rarely coincide.

Class Features

All of the following are class features of the acolyte of the fist prestige class.

Weapon and Armor Proficiency:

Acolytes of the fist are proficient with all simple weapons. They do not gain proficiency with armor or shields.

Unarmed Damage: Acolytes of the fist are able to make unarmed attacks as a monk, gaining a second attack

when their base attack bonus is +3, a third when it is +6, and so on (see the monk class description in the *Player's Handbook* for more details). Further, at 4th and 8th level, the type of die used for damage increases by one step. Thus, a character who makes unarmed strikes and inflicts 1d6 damage begins to inflict 1d8 damage upon reaching 4th level.

Fast Movement (Ex): Acolytes of the fist are faster than normal. At 3rd level, as long as he wears no armor and carries only a light load, the speed of an acolyte of the fist increases by 10 feet. His speed increases by another 10 feet at 6th level, and again at 9th level. This bonus to speed is inherent and is not affected by character size.

Fist of Speed (Ex): Once per day for each level of order of the fist he has achieved, an acolyte of the fist is able to take an extra partial action on his turn. He may take this partial action either before or after his regular action.

Leap of the Clouds (Ex): At 2nd level, an acolyte of the fist's jumping distance (vertical or horizontal) is not limited according to his height. If he already has the leap of the clouds ability from another class, he gains a +5 competence bonus to Jump checks instead.

Fists of Iron (Su): At 2nd-level, an acolyte of the fist gains the Fists of Iron feat (*Sword and Fist*) for free, regardless of whether or not he meets all of the prerequisites. (See the Fists of Iron sidebar for this feat's description.)

Ki Strike (Su): At 3rd level, an acolyte of the fist's unarmed attack is empowered with *ki*. The unarmed strike damage from such an attack can deal

FISTS OF IRON [GENERAL]

You have learned the secrets of imbuing your unarmed attacks with extra force.

Prerequisites: Base attack bonus +2, Improved Unarmed Strike.

Benefit: Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d4 points of damage when you make a successful unarmed attack. You may use this feat a number of times per day equal to 3 + your Wisdom modifier.



damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. *Ki* strike improves as the acolyte of the fist gains experience, allowing his unarmed strike at 6th level to deal damage against creatures with damage reduction as if the blow were made with a weapon with a +2 enhancement bonus, and at 8th level to deal damage against creatures with damage reduction as if the blow were made with a weapon with a +3 enhancement bonus. If the character already has *ki* strike from a different class ability, the two bonuses stack.

Fist of Destruction (Ex): At 4th level, an acolyte of the fist gains the ability to destroy non-living objects with ease. When attacking an object, he subtracts his acolyte of the fist class levels from the hardness of the object. Thus, if a 4th-level acolyte of the fist strikes an iron door (hardness 10), he treats that door as if it had hardness 6.

Fist of Mercy (Su): By focusing his *ki*, a 5th-level acolyte of the fist can heal rather than harm with his strikes. Once per day for every two acolyte of the fist class levels he has, he can strike a foe (or himself) and heal the amount of damage he would normally inflict, using his Wisdom modifier instead of his Strength modifier to determine the amount of damage healed. Fists of Iron and magical enhancements that normally add to damage cannot be used to modify this amount.

Evasion/Improved Evasion (Ex): A 6th-level acolyte of the fist can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a *fireball*), he instead takes no damage. Evasion can only be used if the acolyte of the fist is wearing light armor or no armor.

If the character already has the evasion ability from another class feature, he gains improved evasion. He still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth he only takes half damage on a failed save. If the acolyte of the fist already has improved evasion from another class feature, he gains no benefit from this ability.


Improved Critical (Ex): At 7th level, an acolyte of the fist gains the Improved Critical (unarmed strike) feat for free, regardless of whether or not he meets all of the prerequisites.

Fist of Fury (Su): Beginning at 7th-level, an acolyte of the fist can injure creatures normally immune to blunt weapons. At the start of each turn, he must choose whether his unarmed strikes will deal piercing, slashing, or bludgeoning damage.

Fist of Power (Su): Three times per day, a 9th-level acolyte of the fist can summon supernatural energy to add to one of his unarmed attacks. He can choose from one of the following three effects (declared before he makes his attack roll):

- **Unconsciousness.** The foe must make a Fortitude save (DC 10 + the acolyte of the fist's Wisdom modifier + class level) or fall unconscious for 1d10 rounds.
- **Forceblast.** The foe suffers an additional 2d6 points of force damage.
- **Confusion.** The foe must make a Will save (DC 10 + the acolyte of the fist's Charisma modifier + class level) or become *confused* (as per the spell) for 1d10 rounds.

Fist of Energy (Su): Upon command, a 10th-level acolyte of the fist can enshroud his fists with an energy type of his choosing (acid, cold, fire, electricity, or sonic). He must choose the energy type before his attack roll. His blows then deal +1d6 bonus damage

from the chosen type of energy on a successful hit. The acolyte of the fist is immune to his own fist of energy. 

ACOLYTE OF THE FIST Requirements

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

Alignment: Any lawful.

Tumble Ranks: 8.

Jump Ranks: 8.

Feats: Improved Unarmed Strike, Iron Will, Stunning Fist.

Special: Once a character begins taking levels as an acolyte of the fist, he cannot go back to another class until he has gained all ten levels of the class. Once he does this, however, he can go back to his original class—even if that class was monk.

ACOLYTE OF THE FIST Class Skills

The acolyte of the fist's class skills (and the key ability for each skill) are as follows:

Str: Climb, Jump, Swim.

Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.

Con: Concentration.

Int: Craft.

Wis: Profession, Listen.

Cha: Intimidate.

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

HIT DIE

D8

ACOLYTE OF THE FIST ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Unarmed Damage	Unarmored Speed
1	0	+2	+2	+2	Fist of speed		
2	+1	+3	+3	+3	Leap of the clouds, Fist of Iron		
3	+2	+3	+3	+3	<i>Ki</i> strike (+1)		+10 ft.
4	+3	+4	+4	+4	Fist of destruction	+1 die type	
5	+3	+4	+4	+4	Fist of mercy		
6	+4	+5	+5	+5	<i>Ki</i> strike (+2), evasion/improved evasion		+10 ft.
7	+5	+5	+5	+5	Fist of fury, Improved Critical (unarmed strike)		
8	+6	+6	+6	+6	<i>Ki</i> strike (+3)	+1 die type	
9	+6	+6	+6	+6	Fist of power		+10 ft.
10	+7	+7	+7	+7	Fist of energy		

THE MASTER OF THE SECRET SOUND

by Monte Cook • illustrated by Kalman Andrasofszky

The world is full of secrets; more secrets than any one person can ever know. In fact, there are some secrets so powerful that it takes a lifetime to master just one.

Master of the Secret Sound

There are words of power—magical words so potent that simply speaking them can cause one to become blind or even die. At the base of these words are sounds. Sounds and all that they comprise—vibration, modulation, frequency, volume—carry with them power, and for those who know the proper sounds, this power can be wielded as surely as a sword or a spell. The masters of the secret sound are a loosely organized secret society whostudies sound and uses its power to further its members' own ends. With their knowledge of the powers of sound, they can strike down foes, protect themselves, and even alter their spells.

Class Features

All of the following are class features of the master of the secret sound prestige class.

Weapon and Armor

Proficiency: Masters of the secret sound gain no new proficiency with weapons, armor, or shields.

Spells Per

Day/Spells Known: When a master of the secret sound gains her 1st level, and every other level thereafter (plus 10th level),

the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the new level of master of the secret sound to the level of whatever other spellcasting class she has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a master of the secret sound, she must decide to which class she adds the level of master of the secret sound for the purpose of determining spells per day and spells known.

Sound of Stunning (Sp): Once per day for every three class levels, the master of the secret sound can speak a sound as a standard action that affects a single target within 30 feet. The foe must make a Will saving throw (DC 10 + the master of the secret sound's class level + Charisma modifier) or be stunned for 1d4 rounds. This is a sonic ability that uses the master of the secret sound's total character level as the caster level.

Intensify Frequency (Su): By manipulating magic like it was sound, a 2nd-level master of the secret sound can adjust a spell's damage. Any spell that inflicts damage is intensified so that it inflicts +1d6 additional points of sonic damage. This additional damage is for the entire spell, so everyone caught in a *fireball's* area of effect suffers +1d6 sonic damage, but a *magic missile* spell cast at two targets splits the additional +1d6 sonic damage between them.

Sound of Shielding (Sp): Once per day for every three class levels, a 3rd-level master of the secret sound can

speak a sound as a standard action. The sonic energy released from this sound envelopes the master of the secret sound, granting a deflection bonus to AC equal to her class level. This sonic shield does not hamper any actions and lasts for 2 rounds per class level. This is a sonic ability that uses the master of the secret sound's total character level as the caster level.

Partial Vibration Shift (Sp): Once per day for every three class levels, a 4th-level master of the secret sound can alter the vibrational speed of non-living objects around her as a standard action. This allows her to render objects translucent for a number of rounds equal to her class level. Any object that she desires within 30 feet that is less than 1 foot thick per class level of the master of the secret sound can be peered through as if it were simply a translucent veil. When looking around quickly, it's possible for a master of the secret sound to scan an area of up to 100 square feet during 1 round. For example, during 1 round she could scan an area of stone 10 feet wide and 10 feet high. Alternatively, she could scan an area 5 feet wide and 20 feet high. Secret compartments, drawers, recesses, and doors are revealed by this visual scan. This is a sonic ability that uses the master of the secret sound's total character level as the caster level.

Alter Modulation (Su): At 5th level, the master of the secret sound can alter the modulation of one spell per day, allowing it to travel through a solid object, such as a wall, as long as that solid object is within 30 feet of the master of the secret sound. Spells requiring that the caster see the target still have that requirement (making this useful with the *partial vibration shift* ability). Using this ability is a free action. For example, a character could use this ability along with casting *cone of cold*, and the cone's area could move through a wall within 30 feet of the caster. Likewise, if, after partially shifting the vibrations of a door using the *partial vibration shift* ability, a master of the secret sound could use the alter modulation ability in conjunction with a *hold person* spell and affect someone on the other side of the door.

Sound of Destruction (Sp):


Once per day, a 6th-level master of the secret sound can speak a sound as a standard action that affects a single non-living object within 30 feet that is no larger than 10 cubic feet. The object is disintegrated as per the spell *disintegrate*. This is a sonic ability that uses the master of the secret sound's total character level as the caster level. Magic items and items held by characters can attempt a Fortitude saving throw (DC 10 + class level + Charisma modifier).

Total Vibration Shift (Sp): Once per day for every three class levels, a 7th-level master of the secret sound can alter the vibrational speed of non-living objects around her. This allows her to pass through objects as if she was using a *dimension door* spell.

Sound of Controlling (Sp): Once per day, an 8th-level master of the secret sound can speak a sound as a standard action that affects a single living creature within 30 feet. The creature is affected as if by a *dominate monster* spell (Will save DC 10 + class level + Charisma modifier). The spell uses the master of the secret sound's total character level as the caster level.

Intensify Volume (Su): By manipulating magic like it was sound, a 9th-level master of the secret sound can adjust a spell's potency. Any spell that allows for a saving throw is intensified so that the DC of the saving throw is increased by +1.

The Secret Sound (Sp): Once per day, a 10th-level master of the secret sound can speak the entire secret sound as a full-round action. The secret sound can replicate any single spell effect of 9th-

level or below. The spell uses the master of the secret sound's total character level as the caster level. 

Requirements

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

Knowledge (arcana): 5 ranks.

Listen: 5 ranks.

Perform: 8 ranks.

Spellcraft: 5 ranks.

Feats: Alertness.

Spellcasting: Must be able to cast 5th-level spells, five of the spells available to the character must be either sonic or language-dependent.

Special: The master of the secret sound must undergo a secret ritual every time she gains a new level, in which she is taught another portion of the secret sound. Only at 10th level does she know and fully understand the entire sound.

Master of the Secret Sound Class Skills

The master of the secret sound's class skills (and the key ability for each) are:

Str:—

Dex:—

Con: Concentration.

Int: Alchemy, Knowledge (arcana), Scry, Spellcraft.

Wis: Innuendo, Listen, Profession.

Cha: Perform.

Skill Points at Each Level: 2 + Int modifier.

HIT DIE

D6

Master of the Secret Sound Advancement

Lvl	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per day/Spells known
1	+0	+0	+0	+2	<i>Sound of stunning</i>	+1 level of existing class
2	+1	+0	+0	+3	Intensify frequency	
3	+1	+1	+1	+3	<i>Sound of shielding</i> 1/day	+1 level of existing class
4	+2	+1	+1	+4	<i>Partial vibration shift</i> 1/day	
5	+2	+1	+1	+4	Alter modulation	+1 level of existing class
6	+3	+2	+2	+5	<i>Sound of destruction</i> , <i>sound of shielding</i> 2/day	
7	+3	+2	+2	+5	<i>Total vibration shift</i> , <i>partial vibration shift</i> 2/day	+1 level of existing class
8	+4	+2	+2	+6	<i>Sound of controlling</i>	
9	+4	+3	+3	+6	Intensify volume, <i>sound of shielding</i> 3/day	+1 level of existing class
10	+5	+3	+3	+7	<i>The secret sound</i> , <i>partial vibration shift</i> 3/day, <i>total vibration shift</i> 3/day	+1 level of existing class

OATH & ORDER

The Monks of the Oath of Nerull

by Bruce Cordell · illustrated by Jeff Laubenstien

The blow was vicious. Ember's sight blurred in rainbow agony as she struggled to keep her footing on the suddenly rolling pavement. A man in a red half-mask stood before her, grinning as he readied another blow. He'd come from nowhere.

Caught off guard, Ember struck back reflexively with shi kune, the "stunning fist." The shock of a strike traveled from her hand up her arm, telling her she'd hit something. Because of the haze behind her eyes, she couldn't be certain it was her ambusher or the nearby wall.

The darkness disgorged another figure. Red-masked, the figure collided with her companion, Brek Gorunn. Despite the drumbeat of pain, she heard the grunt and clatter when the dwarf was bowled over by his assailant. She knew Brek was not nimble, and his chainmail overcoat was a heavy burden.

Warm liquid trickled into her left eye—blood, of course. Ember wondered if it was her own or her attacker's. She shook away both stars and blood, and took stock: She and Brek fought five people in red masks, purpose unknown, in a cobblestone alley. The night sky was dark under low clouds, with no moon. It was an ambush. Their attackers, whoever they were, had hoped to overwhelm her and the dwarf before they could react.

Too bad, I'm ready now, thought Ember.
—excerpted from *The Oath of Nerull* by T. H. Lain

If you've read the *Player's Handbook*, you know Tordek, Mialee, Jozan, Lidda, and the rest; all told, eleven iconic characters set the standards for adventurers, each representing one of the core DUNGEONS & DRAGONS character classes. These are the faces of the new game, and they appear as statistics and examples in most core D&D game products.

Now, they also feature in a series of novels set in the D&D world.

The Oath of Nerull is the third book in that series, featuring Ember the monk, Hennes the sorcerer, and Nebin the illusionist wizard. Ember's order is under attack from ancient forces that conspire to rot the monastery from within, while Hennes and Nebin are contenders in a magical competition called the Duel Arcane, held every three years in the city of Shantara. Ember, Hennes, and Nebin are thrown together (along with the dwarf cleric, Brek Gorunn), as they become aware of a mad conspiracy of secrets and lies.

Ember's order, the Order of the Enabled Hand, teaches its members a common style of martial arts, but those who truly master the style of the Enabled Hand learn the secrets of incredible martial prowess. Likewise, the enemy group of monks that seeks to overthrow the order has its own secrets and rituals, although they are steeped in evil.

The two orders, represented by the following prestige classes, guild statistics blocks, and suggestions for play, are suitable for almost any campaign.

ORDER DESCRIPTIONS

These descriptions use the guild statistics block developed in issue #296. That issue is not necessary to use the statistics blocks, and the information below provides a concise description of each order.

This breakdown of a group of Reaper's Children assumes they live in a metropolis and affect a large area.

Reaper's Children (medium):
AL LE; 50,000 gp resource limit; Membership 129; Isolated (96% human, 2% halfling, 1% elf [drow], 1% half-orc).

Authority Figures: Almor Ak-anul, male human mnk11/
reaper5

Important Characters: Therra Bloodhand, female human mnk7/reaper1; D'kessa Falashai, female drow mnk2; Gamil Thar, male human mnk4; Kren Halberson, male human ftr8/reaper4; Rakali Shin, female human wiz7; Swift Krenling, male halfling exp4; Dled, male half-orc rog8

Others: Exclusive; Mnk2 (4), mnk 1 (112), ftr 6, ftr3 (2), wiz3, exp2

This sect of the Enabled Hand occupies a monastery just outside a small city and influences only the nearby area.

The Enabled Hand (minor):
AL LG; 7,500 gp resource limit; Membership 22; Isolated (96% human, 2% halfling, 1% elf, 1% gnome).

Authority Figures: Sharra Morr, female human mnk7/enabled3

Important Characters: Banit Orruku, male human mnk5; Bernith Kinsman, male human ftr7; Hali Bronn, female human rog3

Others: Exclusive; Mnk2 (2), mnk1 (10), ftr3 (2), ftr1 (3), rog1

Reaper's Child

The reaper's child is usually a monk who takes up worship of Nerull, the Reaper of Flesh, either voluntarily or through the forceful application of dark rituals. Hater of Life, King of All Gloom, and Bringer of Darkness—these are the names the reaper's child learns to revere on her road to martial enlightenment. Nerull's symbol is the scythe, and the reaper's child learns to use her naked hand as if it were a curving blade of steel.

The reaper's child craves unlimited power. She is ruthless, cold, domineering, and merciless to any who might get in her way. She uses her power and influence to secretly infiltrate orders of monks. Once accepted by an order, she seeks to pervert them from within by forcibly converting the instructors to the worship of Nerull by means of a grisly ceremony known only as the "Oath."

Reaper's children form a secret organization that underlies parts of civilized society. Their hierarchy is rigid, with power-hungry members continually moving up and down in the ranks.

Monks make the best reaper's children, though most must be forcibly brought into the fold. Characters of other classes may join in the worship of Nerull, but without meeting the requirements of the prestige class, they cannot gain its powers.

A reaper's child might be encountered by PCs without their knowledge, as reaper's children delight in appearing



HIT DIE
D8

THE REAPER'S CHILD Advancement

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	0	+2	+2	+2	Monk abilities, whisper of Nerull
2	+1	+3	+3	+3	Reaper's reinforcement
3	+2	+3	+3	+3	<i>Oathgiver</i>
4	+3	+4	+4	+4	Scythe strike
5	+3	+4	+4	+4	Reaper of flesh

REAPER'S CHILD Requirements

To qualify to become a reaper's child, a character must fulfill the following criteria.

Unarmed Base Attack Bonus: +4/+1.

Knowledge (religion): 4 ranks.
Feats: Improved Unarmed Strike, Deflect Arrows, Dodge.

Alignment: Lawful evil.

Special: Must undergo a grisly secret initiation known as the "Oath," administered by other reaper's children. The Oath is a day-long process wherein the applicant is slowly wound in funerary wrappings, layered with spells of binding, repeatedly tortured until the applicant hangs onto life only by a shred (-9 hit points), then finally "returned to life" in service of Nerull (the ceremony is usually accompanied by ranks of chanting believers).

REAPER'S CHILD Class Skills

The reaper's child class skills (and the key ability for each skill) are as follows:

Str: Climb, Jump.
Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.
Con: Concentration.
Int: Craft, Knowledge (religion).
Wis: Listen, Profession.
Cha: Bluff, Intimidate, Perform.

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

FOR YOUR CAMPAIGN

Placing these two orders of monks in your campaign is easy, and most DMs will be able to use them with no changes. Here are a few ideas on how to include the orders in specific plot threads in a campaign.

Grave Robbers: The Reaper's Children cravenot only the powers Nerull grants them, but also the power of undeath. Low-level members are forcibly turned into ghouls or zombies, while those who advance far in the order are turned into wights or vampire spawn. The leader, an ancient vampire sorcerer named Gulthias only pretends to follow Nerull, using the monks as deluded tools.

Infiltrators: The Reaper's Children are capable of infiltrating many parts of society, not just rival monk orders. Nearly any aspect of a city's infrastructure could be the target of such infiltration. You could, for example, place Reaper's Children in government, mercantile guilds, thieves' guilds, individual shops, mercenary organizations, and so on.

Adventure Hooks: The monks of the Order of the Enabled Hand, although loath to leave their monasteries, are noble and just protectors of the common people. Because of their reputation, they often hear of injustices or evils that the monastery lacks the resources or interest to combat, and they often pass such information along to good-aligned adventurers. The order can serve as one of many contacts the players make as they adventure.

in their old roles to continue their dastardly machinations behind a civil facade. PC monks who wish to join Nerull in his death cult had best keep their aspiration secret from society—few places openly allow the worship of the Reaper of Flesh.

Class Features

All of the following are class features of the reaper's child prestige class.

Weapon and Armor Proficiency: Reaper's children are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, scythe, shuriken, siangham, and sling. The reaper's child gains the same advantages for using a kama, nunchaku, or siangham as a monk. Furthermore, a reaper's child can use a scythe just as she can use a kama, nunchaku, or siangham.

Monk Abilities (Ex): Reaper's children continue much of their monk training (although they achieve physical enlightenment in service of a god of death). As such, a reaper's child gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if she were a monk whose level equaled her monk level + her reaper's child level. For instance, a 6th-level monk/1st-level reaper's child has an unarmed attack bonus of +5/+2 (as if she were a 7th-level monk). Those who manage to meet the requirements for this class who are not monks gain these abilities as if they were monks equal to only their reaper's child level.

Whisper of Nerull (Su): Nerull watches over his new-found converts and whispers warnings into their ears. These secret promptings provide a reaper's child with a +1 insight bonus to Armor Class.

Reaper's Reinforcement (Su): Once Nerull takes a new convert, he is jealous of his new property. Nerull's will grants protection to his children, rendering them immune to all mind-affecting spells, spell-like abilities, and other mind-affecting effects.

Scythe Strike (Su): A reaper's child has the ability to emulate the devastating slashes of a scythe blade with her unarmed attacks. The character can use this ability once per round, but no more than once per reaper's child level per day. The character must declare she is using a scythe strike attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character is forced to make a Fortitude saving throw (DC 15 + the reaper's child

level + Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the attack is treated as if the reaper's child had automatically confirmed a x4 critical (as a scythe blade). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the scythe strike.

Oathgiver (Sp): Once per week, a reaper's child can attempt to forcibly take control of the mind of another. This ability functions like the spell *dominate person* as if cast by a 10th-level sorcerer (Save DC 15 + Charisma modifier). To use the power, the monk must spend 8 hours chanting over a subject who is securely bound (often, bound in funerary wrappings).

Reaper of Flesh (Su): Starting at 5th level, a reaper's child can make a reaper of flesh attack. This supernatural ability allows the character to make a mighty spinning kick, whirling the reaper's child around so quickly that she resembles a mini-tornado, her feet spinning scythes.

The character can use the reaper of flesh attack once per week, and she must announce her intent before making her attack roll. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected. The reaper's child must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the character strikes successfully and the target takes damage from the blow, the target dies unless it makes a Fortitude saving throw (DC 15 + the reaper's child level + Wisdom modifier). Even if the saving throw is successful, the target is knocked prone by the furious kick.

Monk of the Enabled Hand

Monasteries can be found in every corner of the land, each filled with contemplative monks learning the special brand of martial arts each individual monastery specializes in. While the naive believe that a monk is a monk, the initiated know that every monastery teaches its own unique style. The Order of the Enabled Hand is one such cloister inhabited by monks. Versatile warriors skilled at fighting without weapons or armor, monks of the Enabled Hand pursue personal perfection through action as well as contemplation. The Order of the Enabled Hand is known for its good works and the protection its members offer the downtrodden. Wherever they go, monks of the Enabled Hand are respected, and chapter houses

MONK OF THE ENABLED HAND Advancement

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1	0	+2	+2	+2	Monk abilities, Shim soo "mind over hand"
2	+1	+3	+3	+3	<i>Ki</i> strike
3	+2	+3	+3	+3	Kal soo "reverse hand"
4	+3	+4	+4	+4	Kong soo "empty hand"
5	+3	+4	+4	+4	Lung soo "dragon's tail slap"

HIT DIE
D8

teaching the Enabled Hand style have sprung up in many unlikely places.

Monks are the only characters suited to learn the style of the Enabled Hand.

PCs might encounter monks of the Enabled Hand barefoot and dressed in peasant clothes moving unnoticed among the populace, catching outlaws, monsters, and corrupt leaders unawares. PC monks who wish to join the order are usually able to find a chapter house in most Medium-size and Large cities.

Class Features

All of the following are class features of the monk of the enabled hand prestige class.

Weapon and Armor Proficiency:

Monks of the enabled hand, although potentially proficient with several weapons from their standard monk training generally eschew those weapons in favor of using only their hands.

Monk Abilities (Ex): Monks of the enabled hand continue much of their monk training. As such, a monk of the enabled hand gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if he were a monk whose level equaled his monk level + his enabled hand level. For instance, a 6th-level monk/1st-level enabled hand monk has an unarmed attack bonus of +5/+2 (as if he were a 7th-level monk). Those who somehow manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their enabled hand level.

Shim Soo "mind over hand" (Su): A monk of the enabled hand has the ability to ignore a creature's armor with his unarmed attacks. The monk can use this supernatural ability once per round, but no more than once plus once per prestige class level per day. The enabled hand monk must declare

MONK OF THE ENABLED HAND Requirements

To qualify to become a monk of the enabled hand, a character must fulfill the following criteria.

Unarmed Base Attack Bonus: +4/+1.

Feats: Improved Unarmed Strike, Deflect Arrows, Expertise, Improved Disarm.

Alignment: Any lawful.

Special: Must obtain permission to join the order at any one of the many chapter houses that dot the land.

MONK OF THE ENABLED HAND CLASS SKILLS

The monk of the enabled hand's class skills (and the key ability for each skill) are as follows:

Str: Climb, Jump, Swim.
Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.
Con: Concentration.
Int: Craft, Knowledge (arcana).
Wis: Listen, Profession.
Cha: Diplomacy, Perform.

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



FOR YOUR CHARACTER

Both prestige classes in this article are readily available to monk characters, but the classes's abilities can fit other character concepts as well. Here are a few examples:

Bladed Hand: The reaper's children need not be evil. Simply change the class's name to the Bladed Hand and remove the worship of Nerull from the class's description. Nearly any good-aligned god of war could sponsor such an order.

Among the Enemy: A PC might take levels as a reaper's child during an extended mission to infiltrate the hidden order. After discarding her disguise, the infiltrating PC's patron deity rewards such long service by allowing the PC to keep the powers of the prestige class yet remain free of Nerull's taint.

Founder's Trial: If the Order of the Enabled Hand does not exist in the campaign, a PC monk could become the founding member. A DM willing to let a monk establish a new school might also require that the character take the Leadership feat to attract students.

Broken Hand: The Order of the Enabled Hand, although good, is a sworn foe of your character's family. Some past wrong has made you their irrevocable enemy.

As always, check with your DM to see what modifications to the classes make sense for her campaign.

he is using a shim soo attack before making the attack roll (thus, a missed attack roll ruins the attempt). Against "mind over hand" attacks, the foe uses his touch Armor Class.

Ki Strike (Su): A monk of the enabled hand's unarmed attack is empowered with *ki*. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. This ability stacks with a standard monk's ability of the same name.

Kal Soo "reverse hand" (Su): A monk of the enabled hand can strike his opponent at the same instant his opponent strikes the monk. The enabled hand monk can choose to make an immediate attack of opportunity against an opponent that makes a successful melee attack roll or melee touch attack roll against the monk, but the enabled hand monk makes this attack at a -5 penalty to his base attack roll. The enabled hand monk cannot make more attacks of opportunity than he is normally allowed in a round. The monk can only use the reverse hand strike against an opponent he threatens. •

Kong Soo "empty hand" (Su): A monk of the enabled hand is already adept at disarming his opponents (via the Improved Disarm feat). However, a monk of the enabled hand is an expert at relieving his foes of their weapons. When using kong soo, the monk's hands are treated as a Large weapon when the monk and his foe make opposed attack rolls with respect to their weapons (that is, if the foe holds a Large or smaller weapon, the foe gains no bonus to the opposed roll even though the monk's "weapon" is his hand). Furthermore, as a result of his kong soo training, the monk of the enabled hand gains a +4 bonus to his opposed roll to disarm his foe from his kong soo training.

Lung Soo "dragon's tail slap" (Su): The enabled hand monk has the ability to send a creature that is damaged by his unarmed attacks flying across the battlefield. The monk can use this supernatural ability once per round, but no more than once per monk of the enabled hand level per day. The monk must declare he is using a dragon's tail slap before making the attack roll (thus, a missed attack roll ruins the attempt). If a foe is struck by a monk of the enabled hand, the monk automatically initiates a bull rush-like attack (see Chapter 8 of the *Player's*

Handbook), except the attack is modified as follows.

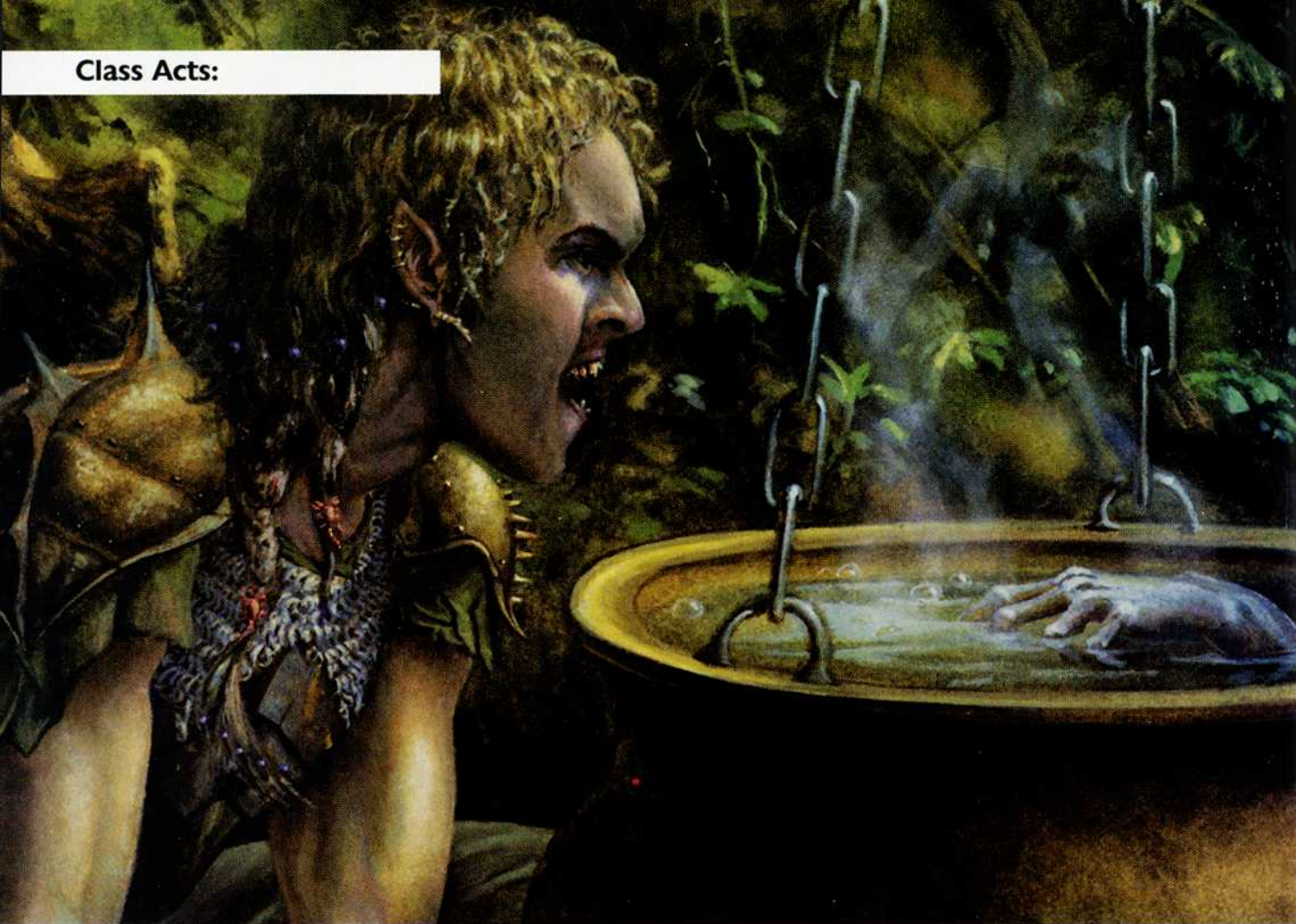
The enabled hand monk and his foe make opposed Strength checks. The enabled hand monk is treated as if he were one size category larger than his actual size for purposes of determining his size-category bonus to the opposed Strength check. In addition, the monk also automatically gains a +4 bonus from his lung soo training. The monk gets a +2 charge bonus if charging. The foe gets a +4 stability bonus if she has more than two legs or is otherwise exceptionally stable, as well as a +4 bonus for each size category she is above Medium-size, or a -4 penalty for each size category she is below Medium-size.

If the monk of the enabled hand beats the foe, she is knocked back 5 feet plus 1 foot for each point by which the monk exceeds the foe's check result. Furthermore, the foe takes an additional amount of damage from the attack equal to the number of feet she is knocked back. The enabled hand monk doesn't move when his foe is knocked back. The foe may provoke attacks of opportunity when he is knocked back (though not from the monk), but the monk is not subject to attacks of opportunity because he doesn't move (unlike a standard bull rush). If the monk fails the opposed check, he suffers no deleterious effect.

Making Monks' Orders

Prestige classes are a great way to outline the differences between orders of monks, but you have other options. *Oriental Adventures* presented the idea that monks could have more monk weapons and choose bonus feats from a specific list. You can use a version of this concept to differentiate orders of monks.

Instead of the normal weapon proficiencies and bonus feats granted to monks, choose other weapons and feats for the monks of the order you create. For instance, you might create dwarven order of monks called the Thunder Fists. Monks of the Thunder Fists receive Power Attack at 1st level, Sunder at 2nd level, Improved Bull Rush at 6th level, and they can use the light hammer as a monk weapon instead of the kama. ▣



by Monte Cook · illustrated by Rob Alexander

THE FLESH-EATER

The Jerran are halflings, although they despise that name. About two hundred years ago, the Jerran were a normal, extended nomadic tribe of halflings that inhabited a dark forest. Every spring, they were beset by goblins and bugbears from the nearby hills. These raids cost the Jerran dearly in lives and food—they threatened to wipe out the halflings entirely. The leaders of the various Jerran factions gathered one winter and made a harsh decision. They called upon all the spellcasters among the Jerran and gave them access to corrupt magic that they had hidden away and forbidden. They armed each

warrior with terrible poisons and weapons designed to spread disease and plague among the goblinoids.

The next spring, the ensuing war between the Jerran and their enemies threatened to wipe out both sides. Blood stained the woods. Even with their new tactics, the Jerran would have lost, except that their previous acts seemed to have opened a door to malevolence—soon the halflings committed atrocities against their enemies that repulsed even the goblins and bugbears, and when they retreated into the hills, the Jerran followed them. Soon all that were left of the goblinoids

were heads upon spikes positioned throughout the hills and grisly scenes that suggested bloody sacrifices made to evil gods like Karaan and Erythnul.

Today, the forest is haunted by terrible bands of vicious halflings who prey upon any living creature that crosses their path. They seek blood and sacrifices for the unquenchable hunger of the insatiable deities to which they have sworn allegiance. No leader can manage to control more than a small band of these chaotic and evil halflings, and those who show even the slightest hint of weakness or mercy are quickly cut down and devoured by the others.

Like other halflings, the Jerren live a nomadic lifestyle. They prey upon others for their food and most of their goods. The only things that the Jerren produce themselves are vile instruments of war or torture—or the poisons for which they are now infamous.

The Jerren flesheaters are the vilest of this vile race. They delight in slaughter, pain, and blood. They are experts with poison and delight in ambushing and tearing apart living things that they then devour. To prepare to become a flesheater, a Jerren most often takes levels of rogue. Occasionally Jerren fighters and barbarians become flesheaters, and the very rare Jerren ex-monk is a likely candidate as well. Since Jerren are usually chaotic, very few ever become monks. Jerren who try to study as monks often end up abandoning their contemplative training to become flesheaters. (Note that in this case, monk unarmed attack damage and Jerren flesheater tooth and claw damage do not stack in any way—simply use the better of the two.)

Class Features

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

Weapon and Armor Proficiency: Flesheaters are proficient with all simple and martial weapons, and with light armor, but no shields.

Sneak Attack (Ex): If a flesheater 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 flesheater's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the flesheater flanks the target, the flesheater's attack deals extra damage. This ability functions exactly like the rogue's sneak attack ability.

Tooth and Claw (Ex): A flesheater is trained to use his nails in unarmed strikes that inflict 1d6 points of damage. At 5th level, this damage increases to 1d8 damage. At 10th level, the damage becomes 1d10.

Flesh Grip (Ex): If a 2nd-level flesheater makes a successful unarmed attack against a living foe, he can immediately make a grapple attack as a free action without provoking an attack of opportunity. (See Grapple, page 137 in the *Player's Handbook*). No initial touch attack is required. In addition, the

flesheater never suffers a size penalty when making grapple checks.

Poison Use (Ex): At 3rd level, the flesheater learns how to use poison and never risks poisoning himself when applying poison.

Flesh Rend (Ex): At 4th level, if a flesheater makes a full attack and succeeds in hitting a single living foe with two unarmed attacks, he can immediately make another unarmed attack at his full attack bonus against that foe.


Scent (Ex): So highly trained and attuned are the senses of the flesheater that at 8th level, he can utilize the scent ability. This ability allows the flesheater to detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can identify familiar odors just as others do familiar sights. See the *Monster Manual* for more details about the scent ability.

Pounce (Ex): At 6th level, if the flesheater charges during the first round of combat, he can make a full attack so long as he uses only unarmed attacks.

Dark Transformation (Su): In an unholy ritual, the 6th-level flesheater dedicates himself completely to his foul, dark gods, and in return, his body undergoes a change. The flesheaters nails now secrete poison when he makes unarmed attacks. This poison inflicts 1d2 points of Constitution damage at the time of the attack and 1 minute later. The Fortitude saving throw to resist the poison is DC 10 + the flesheater's class level.

Swarm (Ex): If at least three flesheaters attack a single victim, and one of them is at least 8th level, all unarmed melee attacks made by flesheaters against that foe are treated as sneak attacks (whether they are flanking or not). Further, in this situation,

each flesheater gains a +1 bonus to attack rolls for every flesheater who is attacking that foe.

Vile Damage (Su): At 9th level, the damage inflicted by the tooth and claw ability of the flesheater (not including bonuses from strength, magic, sneak attacks, and so on) is considered vile damage and thus does not heal naturally. Vile damage can only be healed magically in an area under the effect of a *consecrate* or *hallow* spell. 

FLESHEATER REQUIREMENTS

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

Race: Halfling.

Alignment: Chaotic evil.

Move Silently: 8 ranks.

Hide: 8 ranks.

Feats: Evil Brand*, Willing Deformity*, Improved Unarmed Strike.

Special: Flesheaters must have all of their teeth sharpened to points.

*These feats can be found in the *Book of Vile Darkness*. If you do not have this book, substitute with Endurance and Run.

FLESHEATER CLASS SKILLS

The flesheater's class skills (and the key ability for each skill) are:

Str: Climb, Jump, Swim.

Dex: Balance, Escape Artist, Hide, Move Silently, Tumble, Use rope.

Con: —

Int: Alchemy, Craft, Search.

Wis: Intuit Direction, Listen, Spot, Wilderness Lore.

Cha: Bluff.

Skill Points at Each Level: 4 + Int modifier.

FLESHEATER ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+0	+2	+0	Sneak attack +1d6, tooth and claw (1d4)
2	+2	+0	+3	+0	Flesh grip
3	+3	+1	+3	+1	Sneak attack +2d6, poison use
4	+4	+1	+4	+1	Flesh rend
5	+5	+1	+4	+1	Sneak attack +3d6, tooth and claw (1d6)
6	+6	+2	+5	+2	Pounce, dark transformation
7	+7	+2	+5	+2	Sneak attack +4d6
8	+8	+2	+6	+2	Swarm, scent
9	+9	+3	+6	+3	Sneak attack +5d6, vile damage
10	+10	+3	+7	+3	Tooth and claw (1d8)

THE MINIONS OF

DARKNESS

More Monster Cultist Prestige Classes

by Eric Cagle · illustrated by Jonathan Wayshak

Unlike some worlds, where monsters live only in myth and mystery, beasts of blood and magic roam through D&D campaigns and hunger for servants. These monsters use power to lure the greedy, the desperate, and the weak. Whatever the reasons, evil creatures roam the world at once tempting and subjugating those unlucky enough to cross their path. Some, like the faceless doppelganger, bind their servants to them with a web of paranoia and lies; others, like the powerful kraken, present their prospective servants with a simpler dilemma—death or obedience.

The cultist prestige classes represent the extreme end of fanaticism, and the members of these classes possess both a deep, psychotic need to obey their patron creatures and the ability to walk undetected through nearly any aspect of society. Including them in a campaign brings a tinge of insanity and danger that is repulsive to some, yet at the same time, players might find defeating such foes more meaningful—in some ways measuring their character's achievements and good deeds by the amount or nature of the evil they defeat.

THE FACELESS ONE

One could be the fish seller on the corner or the priest giving his sermon to the faithful, and it's possible that the queen is not who she says she is. They observe everything with quiet patience, changing the world without

anyone knowing. They are the Faceless Ones, and they are everywhere.

Among the paranoid, there are some who believe that society has been thoroughly infiltrated by doppelgangers, and that these mutable creatures dictate the fate of nations. To these individuals, joining the ranks of the doppelgangers is their inroad to power. They seek out an elusive group of cultists who call themselves the Faceless Ones, who might or might not be actual doppelgangers themselves.

If he succeeds in finding a patron to sponsor him, a potential candidate must prove his deceitfulness by murdering a person of power and passing himself off as that person. If he suc-

ceeds, then the Faceless Ones accept him into their shadowy organization.

The faceless one then begins to use his new-found powers to infiltrate all strata of society. He gathers information, brokers deals, and uses blackmail, deceit, and lies to gain what he wants. Occasionally, a higher-ranking member of the cult asks the member to perform some task on behalf of the organization, up to and including murder. Again, the faceless one is never sure if he is receiving orders from a true doppelganger or not. Part of this pact includes the slow loss of any former identity, as the faceless one must constantly change his appearance to maintain his powers.

FACELESS ONE CLASS REQUIREMENTS

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

Race: Any humanoid or monstrous humanoid.

Alignment: Any evil.

Bluff: 8 ranks.

Disguise: 8 ranks.

Special: Must be accepted into the cult of the Faceless Ones, as well as successfully pass himself off as a person of importance for at least three days, without the use of magic. This often includes the murder of the impersonated individual.

Spells: Must be able to cast *alter self*.

FACELESS ONE CLASS SKILLS

The faceless one's class skills (and the key ability for each skill) are:

Str: –

Dex: Hide, Move Silently.

Con: –

Int: Craft, Forgery, Knowledge (any).

Wis: Listen, Innuendo, Profession, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform.

Skill Points at Each Level: 4 + Int modifier.

FACELESS ONE ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+2	+2	<i>Detect thoughts</i> 1/day
2nd	+1	+3	+3	+3	<i>Change self</i>
3rd	+2	+3	+3	+3	<i>Detect thoughts</i> 2/day
4th	+3	+4	+4	+4	Resistance to sleep and charm
5th	+3	+4	+4	+4	<i>Alter self</i> , <i>detect thoughts</i> 3/day, shapechanger apotheosis

HIT DIE
D8

Faceless ones show no discrimination on whom they focus their covert activities—dangerous, chaotic thieves' guilds are just as likely to be targeted as law-abiding temples of good. Because of the threat that they pose to security, the cult of the Faceless Ones is ruthlessly hunted down by almost every organization that knows of them.

Bards and rogues have the most potential to join the cult of the Faceless Ones, drawn to the ability to glide in and out of society with little hindrance. Sorcerers and wizards are just as likely to become members, as any potential candidate must have some experience with arcane magic. Druids and clerics of Olidammara occasionally become faceless ones.

Faceless One Class Features

All of the following are class features of the faceless one prestige class.

Weapon and Armor Proficiency: Characters gain no new proficiency with any weapons, armor, or shields for taking a level of faceless one.

Detect Thoughts (Sp): Starting at 1st level, the faceless one gains the ability to *detect thoughts* once per day as if cast by a 9th-level sorcerer. This increases to twice a day at 3rd level and three times a day at 5th level.

Change Self (Sp): At 2nd level, the faceless one can *change self* at will as the spell cast by a 9th-level sorcerer.

Resistance to Sleep and Charm (Su): At 4th level, the faceless one gains a +4 resistance bonus against sleep and charm effects.

Alter Self (Sp): At 5th level, the faceless one gains the ability to change his form at will as if by the *alter self* spell cast by a 9th-level sorcerer.

Shapechanger Apotheosis (Ex): At 5th level, the faceless one has more in common with doppelgangers than his previous race. His natural appearance begins to become less distinct as his eyes, ears, and mouth pull into his face, leaving it more featureless. The faceless one's type changes to "shapechanger." This gives the faceless one darkvision with a range of 60 feet, if he does not already have it. Any spells or effects that target shapechangers affect faceless ones. This transformation has no effect on the faceless one's Hit Die type. In addition, the faceless one's mutable features grant him a +10 racial bonus to Disguise checks.

Ex-Faceless Ones

A faceless one who voluntarily changes his alignment away from evil or does not use the *change self* or *alter self* ability to deceive others at least once a week, loses all class abilities until re-accepted by the Faceless Ones cult. If the faceless one has gone through the shapechanger apotheosis at 5th level, his creature type remains "shapechanger," however, representing his separation from his former life.

THE DEEP THRALL

Among civilizations living along the edges of the great oceans of the world, stories of the kraken are far from myth. Some have witnessed firsthand the destruction these monsters can inflict; they have seen friends and family attacked and dragged beneath the waves by the terrifying krakens. They assume that these poor souls have drowned or were eaten, and more often than not, they are correct. However, in some cases, these supposedly lost individuals have merely been





DEEP THRALL CLASS REQUIREMENTS

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

Alignment: Neutral evil.

Race: Any humanoid or monstrous humanoid.

Sense Motive: 5 ranks.

Swim: 8 ranks.

Language: Aquan.

Special: The character wishing to become a deep thrall must make friendly contact with a kraken or must be a slave to the kraken. She must then accept being scarred by the kraken's tentacle.

DEEP THRALL CLASS SKILLS

The deep thrall's class skills (and the key ability for each skill) are:

Str: Swim.

Dex: Hide, Move Silently.

Con:—

Int: Craft, Knowledge (nature), Search.

Wis: Listen, Profession, Sense Motive, Spot, Wilderness Lore.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform.

Skill Points at Each Level: 2
+ Int modifier.

captured by a kraken. They are taken deep beneath the surface, where the kraken has created a watertight series of caves in which humanoids can survive. These humanoids are kept as slaves, to be used for food and amusement by their cruel overlord. Entire generations of slaves have lived in these dark caves, and over time most forget that the surface world exists.

To maintain their "schools," krakens pick out exceptional individuals and provide them with the best food, duties, and comforts. If they prove worthy, these humanoids are then marked by the kraken, which involves wrapping one of its powerful, suckered tentacles across the slave's naked form. This embrace leaves behind wounds that turn into terrible scars. From that moment on, the slave is considered a deep thrall, the servant of the mighty kraken. Through some unknown connection to her master, the deep thrall begins gaining powers.

Deep thralls are chosen to be guards and taskmasters, lording their favored positions over the other slaves. Traitors to their own people, the deep thralls cruelly enforce discipline among the slaves and keep an eye out for troublemakers and for other potential deep thralls. They actively encourage breeding among the slaves, instilling a deep sense of subservience to the kraken. Trapped deep under water, these communities can become seriously inbred, requiring a steady supply of slaves from the surface. Slaves subsist mostly on

fish and other seafood, as well as the corpses of their fellow prisoners.

In addition, deep thralls are used as "ambassadors" by the kraken, undertaking missions to the surface to negotiate on behalf of their master. These deep thralls are viewed with utter revulsion by the surface dwellers they negotiate with.

However, most would rather bargain and compromise than become the target of an enraged kraken. Deep thralls are also used as spies, saboteurs, and thieves for their masters. They stalk the cities and shorelines close to the kraken's territory, looking for potential food, items that the kraken might want to possess, and threats (like mustered fleets).

Deep thralls usually cloak themselves under dark hoods or use magic to hide their facial scarring. In some seaside communities, however, these individuals pass these scars off as wounds sustained from a "battle with a squid." This is usually enough to fool even the crustiest of seadogs.

Almost any class can become a deep thrall. The kraken chooses characters of different classes, based on the need at any time. Fighters, barbarians, monks, and rangers are chosen if brute strength and intimidation are required. Rogues and bards are picked for infiltration work and information gathering. Wizards and sorcerers are prized for spellcasting ability. Krakens seem to have little use for clerics, considering themselves above the powers of the deities of the surface dwellers, and rarely choose members of this class.

Deep thralls of a single kraken work together in tightly knit groups, coordinating their efforts for the greater good of their master. They are antagonistic, or at least coolly neutral, to deep thralls of other krakens that they might encounter during their missions.

Deep Thrall Class Features

All of the following are class features of the deep thrall prestige class.

Weapon and Armor Proficiency: A character gains no new proficiency with any weapons, armor, or shields for taking a level of deep thrall.

Amphibious (Ex): At 1st level, the deep thrall develops gills on the sides of her neck, allowing her to breathe water as well as air. When not in use, these gills are not detectable at a glance (no Spot DC) but can be seen by careful examination (Search DC 10).

Telepathic Link (Su): A deep thrall has a telepathic connection with her patron kraken. The kraken can see through the deep thrall's eyes. The deep thrall cannot see through the eyes of the kraken, although she is constantly aware of the kraken's location and emotional state. The two can communicate telepathically. This ability has a range of up to 500 miles.

Resist Elements (Su): At 2nd level, the deep thrall become accustomed to the chill of the deep, gaining cold resistance 5.

Ability Boost: At 3rd level, the deep thrall's brain and skull begins to expand, increasing her Intelligence score by 2 points.

Malleable Arms (Ex): At 4th level, the deep thrall's arms become incredibly flexible, moving more like tentacles than normal humanoid limbs. The tentacle-arms can be stretched up to 5 additional feet, effectively giving the deep thrall 5 more feet of reach.

Constrict (Ex): At 5th level, if the deep thrall makes a successful grapple attack against Medium-size or smaller

opponents, she can constrict. This attack does 1d6 points of damage in addition to her unarmed strike damage.

Kraken Apotheosis (Ex): At 5th level, the deep thrall's connection with her patron kraken has irreversible effects on her body. Her skin becomes rubbery like a squid, and her eyes grow to a huge size. The deep thrall's creature type changes to "monstrous humanoid (aquatic)." This provides the deep thrall with darkvision with a range of 60 feet, if she does not already have it. Any spells or effects that target monstrous humanoids or aquatic creatures affect the deep thrall. This transformation has no effect on the deep thrall's Hit Die type.

Ex-Deep Thralls

When a deep thrall manages to sever the telepathic link with the kraken that she is connected to, or if the kraken is killed, the deep thrall loses a great deal. No longer having access to the awesome intellect of the kraken, the deep thrall loses her ability boost to Intelligence, as well as the ability to breathe water. Deep thralls who have attained 4th level retain the use of their malleable arms ability. If the deep thrall has gone through the apotheosis at 5th level, her creature type remains "monstrous humanoid (aquatic)."

It is possible for an ex-deep thrall to regain these abilities if she manages to reestablish a link with a kraken, even if it is not the same patron. She must undergo the same scarification ritual, further disfiguring her face. However, few krakens are willing to take back a deep thrall who has betrayed them, although some gladly take in an ex-deep thrall of another kraken, seeing it as an advantage to be used against its rival.

THE SHOAL SERVANT

The uncaring ocean holds ancient evils and vile secrets, and few of the alien

FOR YOUR CHARACTER

Many of the prestige classes mentioned in this article represent evil beings dedicated to serving their monstrous masters. As written, they are intended exclusively for NPCs. However, they can be used in campaigns that feature evil characters performing vile and blasphemous deeds in the name of their evil deities. They all present the first, and terrifying, step to crossing the line that separates monsters from the rest of the world. Note that playing evil characters is a choice not made lightly, and even one evil PC can easily ruin a campaign if not handled maturely and carefully. Some advice on playing evil characters can be found in the *Book of Vile Darkness*, but there is no substitute for discussing these issues with the other players. If you don't want to play an evil character, there are ways you can use these prestige classes as a player.

- If your DM removes the requirements for being evil or allows players to ignore the penalties for leaving the class, these prestige classes can then represent crusaders who hunt down the monsters that they once worshiped. There are many intriguing ideas that deal with the same set of prestige class abilities representing those who adopt the powers. In all cases, the player and DM should work out alternate sources of the character's powers.

- Your character could come from a family burdened with a cult member. The dangerous monster that corrupted your family once is both a target and temptation, shaping many of your decisions even as you seek to destroy it. As long as your DM is willing, you could take levels in the appropriate prestige class without forming the bond with the patron creature.

- A prestige class without the attack bonus and saving throw progressions boils down to a short list of special abilities. Granting the special abilities from a class to a creature without requiring levels is a quick way to create a template. If you use this quick-and-dirty means of creating a template, the classes in this article all adjust the monster's CR by +1. If you discuss the idea with your DM first, you might even be allowed to summon creatures with the "deep thrall" template rather than the fiendish or celestial template. Since only the tiger mask becomes an outsider, *summon nature's ally* might be a more appropriate spell for templates derived from the other prestige classes.

THE DEEP THRALL ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Amphibious, telepathic link
2nd	+2	+3	+0	+0	Resist elements (cold)
3rd	+3	+3	+1	+1	Ability boost (+2 Int)
4th	+4	+4	+1	+1	Malleable arms
5th	+5	+4	+1	+1	Constrict, kraken apotheosis

HIT DIE
D10



SHOAL SERVANT CLASS REQUIREMENTS

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

Alignment: Neutral evil.

Base Attack Bonus: +5.

Feats: Great Fortitude.

Patron: Blibdoolpoolp.

Race: Any humanoid.

Special: Must stand at the seashore and allow the tide to rise and ebb around him three times, before being blessed by a kuo-toan cleric.

Spellcasting: Must be able to cast divine spells.

menaces concealed in the depths hold as much enmity against the surface dwelling races as the kuo-toas, an ancient race that has long since retreated to the depths. They shun others and are content to worship their Sea Mother goddess, Blibdoolpoolp. Although rarely seen by those on the surface, occasionally kuo-toas make contact with shore communities to raid, infiltrate, or further other alien goals. In some distant villages, kuo-toa take over, raping and pillaging at will. They force the local populace to worship their foul goddess, killing anyone who tries to fight back. The vile kuo-toas often breed with those they conquer, creating dedicated kin through a carefully planned combination of fear, subjugation, and forced procreation. Over generations, loyal individuals become more like the kuo-toas they venerate, turning their backs on the people they once knew. To the kuo-toas, they are known as shoal servants—beings that act as liaisons between the shore and sea.

Kuo-toas accept these strange beings, seeing them as useful tools to perform tasks on the surface that they would rather avoid. While their alien mindset prevents them from viewing non-kuo-toans with anything other than contempt and distrust, they do not question the actions of Blibdoolpoolp and treat shoal servants with a grudging acceptance.

Shoal servants spread worship of Blibdoolpoolp among the surface

SHOAL SERVANT CLASS SKILLS

The shoal servant's class skills (and the key ability for each skill) are:

Str: Swim.

Dex: Escape Artist, Move Silently.

Con: Concentration.

Int: Craft, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Scry, Search, Spellcraft (Int).

Wis: Profession, Spot, Wilderness Lore.

Cha: Bluff, Diplomacy.

Skill Points at Each Level: 2
+ Int modifier.

moves through slow, subtle conversation. Shoal servants in positions of power use that power to the advantage of the kuo-toas. They redirect ship traffic toward or away from kuo-toan communities, kidnap people for food and slaves, and seek out knowledge that is otherwise inaccessible from beneath the waves. In most cases, shoal servants use quiet and hidden methods to perform these tasks, knowing that most civilized races hate and fear the kuo-toas and their warped servants. Because of this, most shoal servants choose to flee when confronted with danger, although when cornered, they become truly ferocious.

Individuals chosen by the kuo-toas to become shoal servants are usually contacted through a series of disturbing dreams. Over the course of a month, the candidate is inexplicably drawn to the seashore, where he must stand and allow the tide to rise and ebb around him at least three times. At that time, a kuo-toan cleric rises from the briny water and finishes the ritual, binding the individual to the deity Blibdoolpoolp.

Because devout worship of Blibdoolpoolp is required, most shoal servants are clerics. Druids who have turned their backs on the "rational" deities of the core races find the primal power and outlook of Blibdoolpoolp intoxicating. Fighters, rogues, and rangers, especially those who are used to working on ships or near shorelines, sometimes hear the call of this prestige class. Sorcerers

and wizards who work with the raw forces of the storm and turbulent ocean sometimes become shoal servants, seeking out the ancient and long-forgotten knowledge held by the kuo-toas. Bards who become shoal servants are exceedingly rare.

Unlike members of the other cultist prestige classes presented in this article, shoal servants commonly work together. They are rarely entrusted by the kuo-toas to perform tasks alone, so groups are often escorted by one kuo-toan overseer.

Shoal Servant Class Features

All of the following are class features of the shoal servant prestige class.

Weapon and Armor Proficiency: Shoal servants are proficient with all simple weapons, but characters gain no new proficiency with armor or shields from taking a level of the class.

Spellcasting: A shoal servant continues training in magic. Thus, at 2nd and 4th level, the character gains new spells per day and spells known as if he had also gained a level in a 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 shoal servant to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly.

Skin of the Kuo-Toa (Ex): At 1st level, a shoal servant's skin becomes smooth and slimy like a kuo-toa. This coating gives the shoal servant a +4 circumstance bonus to Escape Artist and Swim checks as long as he is not wearing armor and is not carrying a heavy load. Like kuo-toas, the shoal

servant's skin shifts coloration, depending on his mood.

Resistance to Poison and Paralysis (Ex): At 1st level, the shoal servant gains a +4 resistance bonus to saving throws against the effects of poison and paralysis.

Amphibious (Ex): At 2nd level, shoal servants develop gills on the sides of their necks, allowing them to breathe water as well as air. They can survive indefinitely on land or under water. When not in use, these gills are not detectable at a glance (no Spot DC) but can be seen by careful examination (Search DC 10).

Eyes of the Kuo-Toa (Ex): At 3rd level, the shoal servant's eyes grow huge and more acute. Like the kuo-toa, the shoal servant can now spot creatures and objects even if they are invisible, ethereal, or astral. Only by remaining perfectly still can such objects or creatures avoid notice. He also gains a +1 circumstance bonus to Search and Spot checks.

The main disadvantage to this ability is that the shoal servant's eyes are now affected by light blindness. Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds the shoal servant for 1 round. In addition, he suffers a -1 circumstance penalty to all attack rolls, saves, and skill checks while operating in bright light.

Bite of the Kuo-Toa (Ex): At 4th level, the shoal servant's mouth grows huge and sprouts numerous needle-like teeth. The shoal servant can make a bite attack for 1d4 points of damage.

Lightning Bolt (Su): Two or more shoal servants operating together can generate a 10-foot-wide, 60-foot-long stroke of lightning every 1d4 rounds. The shoal servants must join hands to launch the bolt. In rounds between uses of this ability, the shoal servants

must remain within 30 feet of another shoal servant; any round in which a shoal servant is more than 30 feet away from at least one other shoal servant does not count against the number of rounds that must elapse before they can use this ability again. The lightning bolt deals 1d6 points of damage per shoal servant, but a successful Reflex save halves this amount (save DC 13 + the number of shoal servants). This ability functions much like the kuo-toa's lightning bolt ability, and kuo-toan clerics and shoal servants with the lightning bolt ability can work together to generate lightning bolts (meaning that one kuo-toa and one 5th-level shoal servant can activate this ability).

Kuo-Toa Apotheosis (Ex): At 5th level, the shoal servant begins to transform into a twisted parody of his former self. The shoal servant looks like a larger and more "human" version of a kuo-toa, although there is no difficulty in differentiating between the two. The shoal servant's creature type permanently changes to "monstrous humanoid (aquatic)." This provides the shoal servant with darkvision with a range of 60 feet, if he does not already have it. Any spells or effects that target monstrous humanoids and/or aquatic creatures affects shoal servants. This transformation has no effect on the shoal servant's Hit Die type.

Ex-Shoal Servants

A shoal servant who leaves this prestige class or ceases worshiping Blibdoolpoolp loses many of the abilities of this prestige class. If he has reached the required levels, he loses the skin of the kuo-toa ability, the ability to breathe water, and the lightning bolt ability. His enlarged mouth still retains the ability to deal damage

SHOAL SERVANT ADVANCEMENT

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

Special

Skin of the kuo-toa, resistance to poison and paralysis
 Amphibious
 Eyes of the kuo-toa
 Bite of the kuo-toa
 Kuo-toa apotheosis, lightning bolt

Spellcasting

+1 level of existing class
 +1 level of existing class

HIT DIE
D8

on bite attacks, however. A shoal servant who has reached 5th level retains the "monstrous humanoid (aquatic)" creature type and is affected by any spells or effects that target monstrous humanoids or aquatic creatures. He regains his abilities if he atones for his violations (see the *atonement* spell description in the *Player's Handbook*). However, few kuo-toas are willing to take back a shoal servant who has fallen from this prestige class.

THE TIGER MASK

Malevolent embodiments of pure evil, rakshasas exude might, and the privileged lifestyle they enjoy brings them into contact with many easily swayed by promises of power. Those lured into the rakshasas' plots and service crave the power the tiger-like outsiders offer, and many promise the foul creatures their very soul in order to increase their own might. Rakshasas, eager for servants and comfortable living, delight in helping people with such goals. In exchange for the loyalty of beguiled or greedy power seekers, the rakshasa provides money, information, magical items, and power. The rakshasa is then treated like a deity.

Whether deceived or willing, these servants of rakshasas are known as tiger masks, both for the deception that they perform for the feline-appearing rakshasas and for the ritual masks that they wear when appearing before their lord. To further humble their minions and to show their own superiority, rakshasas require that tiger masks speak only in Infernal when addressing them.

To become a tiger mask, a potential candidate must seek out a rakshasa and pledge her undying loyalty to the creature. If she is deemed worthy and sincere (liars and weaklings are

killed and eaten), the rakshasa performs a terrifying ceremony, called the "ritual of the blackened tiger," concluding with the rakshasa raking the person across the chest.

Tiger masks perform most of the mundane tasks for their masters, including theft, torture, racketeering, and murder. Their duties also include kidnapping victims for the feeding and entertainment of the rakshasa. Children are especially coveted, for their innocence provides a sweet "taste" to the infernal being. One of the first lessons the rakshasa teaches a newly created tiger mask is the proper way to flay and butcher a victim in order to make a proper meal. The tiger mask is always required to partake in the meal once it is cooked.

Tiger masks also establish drug cartels and brothels, bringing in a ready source of money and information, as well as sowing the seeds of corruption in the community. Would-be tiger masks are usually chosen by rakshasas because of the high place that they hold in society. They provide the rakshasa with vital information, as well as access to otherwise forbidden areas. Tiger masks provide the framework from which rakshasas can operate, corrupting good people and organizations.

Tiger masks provide another, lesser-known purpose. Because of their special ability to draw in arrows and crossbow bolts (especially blessed crossbow bolts), rakshasas surround themselves with tiger masks as a form of defense. Few tiger masks are informed about this before they commit themselves to their rakshasa lords, and those who object never live long once their patron rakshasa knows they harbor doubts about their service.

Tiger masks are commonly found among the spellcasting classes. Sorcerers, wizards, and evil clerics are drawn to the power granted by this class, as well as the mundane influence provided by their patron. Rogues are also drawn to this class, relishing in the creature comforts and unabashed power that rakshasas give to favored minions. Evil monks who have been properly trained in the arcane arts make excellent tiger masks. Rangers and fighters who have learned the arcane arts are rare, but such individuals are sometimes found as tiger masks. Paladins are the sworn enemies of tiger masks and hunt them with tireless zeal.

Tiger masks are often found operating alone, although occasionally they are grouped together for particularly dangerous assignments. As mentioned above, during an assault, Rakshasa tries to gather as many tiger masks around it as possible.

Tiger Mask Class Features

All of the following are class features of the tiger mask prestige class.

Weapon and Armor Proficiency: Characters gain no new proficiency with any weapons, armor, or shields when they take a level of tiger mask.

Spellcasting: A tiger mask continues training in magic. Thus, at 2nd and 4th level, the character gains new spells per day and spells known 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 tiger mask to the level of some other

TIGER MASK ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Arrow magnet, arrow/bolt damage reduction 5/+1	
2nd	+2	+3	+0	+0	Visage of deception	+1 level of existing class
3rd	+3	+3	+1	+1	Arrow/bolt damage reduction 10/+2	
4th	+4	+4	+1	+1	Claws of the tiger	+1 level of existing class
5th	+5	+4	+1	+1	<i>Alter self</i> 1/day, visage of the infernal tiger	

HIT DIE
D8

TIGER MASK CLASS REQUIREMENTS

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

Alignment: Lawful evil.

Race: Any non-monstrous humanoid.

Diplomacy: 5 ranks.

Gather Information: 8 ranks.

Language: Infernal.

Special: Must make friendly contact with a rakshasa and undergo a ritual in which she is scarred.

Spellcasting: Must be able to cast 2nd-level spells.

TIGER MASK CLASS SKILLS

The tiger mask's class skills (and the key ability for each skill) are:

Str:—

Dex: Hide, Move Silently.

Con: Concentration.

Int: Appraise, Craft.

Wis: Listen, Profession, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate.

Skill Points at Each Level: 4
+ Int modifier.

spellcasting class she has, then determines spells per day and caster level accordingly.

Arrow Magnet (Su): At 1st level, tiger masks become more susceptible to certain ranged attacks. Any arrow or bolt (but no other form of ranged attack) that is aimed at a target within 20 feet of a tiger mask has a 50% chance of being redirected toward her. The attack is resolved as normal but as if the shot were originally aimed at the tiger mask, with missed shots having no effect. If the tiger mask has more than 50% cover, the arrow magnet ability fails to function.

Arrow/Bolt Damage Reduction (Su): At 1st level, the tiger mask gains damage reduction 5/+1 against any damage dealt by arrows or crossbow bolts. It provides no benefit against any other type of ranged weapon. This ability increases to 10/+2 at 3rd level.

Visage of Deception (Ex): At 2nd level, tiger masks gain a +2 bonus to Bluff and Disguise checks.


Claws of the Tiger (Ex): At 4th level, the tiger mask grows feline-like claws. She can make two claw attacks dealing 1d4 damage each. In addition, the hands of the tiger mask undergo a painful transformation, becoming like that of a rakshasa—her fingers bend backward, so the back of her hand now becomes her palm. This has no effect on the manual dexterity of the tiger mask.

Alter Self (Sp): A 5th-level tiger mask can change her appearance once per day as if by an *alter self* spell cast by a 5th-level sorcerer.

Visage of the Infernal Tiger (Ex):

At 5th level, the tiger mask has been changed and twisted by the power of the rakshasa. The tiger mask's face becomes that of a terrible-looking tiger and her skin is covered in a thin, dark fur. Her eyes smolder like black pits of evil. The tiger mask's creature type permanently changes to "outsider." This provides the tiger mask with darkvision with a range of 60 feet, if she does not already have it. Any spells or effects that target outsiders affect tiger masks. This transformation has no effect on the tiger mask's Hit Die type.


Ex-Tiger Masks

A tiger mask who disobeys her patron rakshasa or willingly strays from her alignment loses many of the abilities of this prestige class. She loses all abilities except for arrow magnet—the price to pay for making a deal with evil. Her fangs shrink to normal size, and her claws fall from her fingers, although her hands are permanently twisted in the backwards position. A tiger mask that has reached 5th level retains the "outsider" creature type and is affected by any spells or effects that target outsiders. The ex-tiger mask can regain her abilities by undergoing the "ritual of the blackened tiger," as stated in the description above. There have been no instances of a rakshasa taking back a tiger mask that it once sponsored. Rival rakshasa have no such compunction, however. 



THE TAINTED

by Chris Tanner · illustrated by Brom and Kyle Anderson



Brutal monsters and evil villains stalk heroes at every turn, but if their claws, weapons, or spells fail to slay their enemies, some evil creatures employ a more subtle method—insidious temptation. Any hero can thus find himself traveling down a dark road—the first few steps always seem to make so much sense—but once the journey is begun, it can end only in death or damnation. Still, a valiant few who walk dark paths fight against the loss of their souls and virtue, and some manage to maintain a kind of balance, wrestling with temptation with each breath and even in their dreams.

A tainted is a once noble hero who has fallen under the sway of a fiendish parasite. The demon, devil, or yugoloth slowly tries to control the character's will, offering him vile powers in dark whispers. How a person becomes tainted varies greatly. Some are possessed, others are tricked, and still others willingly allow a fiend to share their soul, hoping to gain power in exchange. Once a person is tainted, a heart black as night, a will of unyielding evil, and a potency of unwholesome origin can often be concealed, but the eyes of the fiend cannot. The "eyes of the fiend" are the tell-tale sign of a tainted creature, a pair of strange eye-shaped markings that burn themselves into the character's chest.

Depending on the particular variety of fiend that inhabits his soul, the tainted takes on elements of its personality. Generally, demons cause the tainted to be prone to violence. Specifically, a succubus-possessed tainted might become lecherous and seductive. Bebilith-possessed might have an obsession with spiders. Vrock-possessed tainted take on the scavenging qualities of vultures, and tainted bonded with hezrou often lose all desire for good hygiene. Glabrezu-possessed become sneaky and silver-tongued. Nalfeshnee-possessed tainted are judgemental, prejudiced bigots.

Marilith-possessed become covetous, particularly with jewels and other trinkets. Those unfortunate enough to have a balor inside them become instigators of the worst sort, sparking riots and violence.

Devils add to a character's desire for power and control, no matter what the cost. Osyluths make the tainted "snitch" more, blaming things on innocents. Kyton-tainted develop a disturbing obsession with sadistic torture. Tainted possessed by hellcats are prone to run on all fours and make bestial noises. Barbazu-tainted become aggressive and confrontational. Erinyes affect the tainted's personality much like a succubus. Hamatula-tainted become paranoid and distrusting. A tainted with a cornugon within his soul is often brave to foolish proportions. The gelugons are known for their elitist attitudes, and the tainted's personality changes to reflect this. A tainted dominated by a pit fiend develops a wicked pyromania and a fiendish cunning.

Yugoloths cause the tainted they possess to become greedy, selfish, and callous. Canoloth-tainted become overly stubborn. Mezzoloths use the tainted's body to continue their martial training. Nycaloth-tainted become sneakier, using attacks from the shadows and other underhanded tactics. Ulroloth-tainted are scheming and cruel, and they tend to taunt victims before delivering the final blow.

If the tainted individual resists the advances of the fiend, he can use the powers without risk. He cannot, however, prevent the physical changes taking place in his body due to the activity of the fiend. Should the fiend's wiles pervert the character's mind far enough, he might become lost forever, trapped in the abyss of his mind, sealed in the shell of his body. Those who wish to rid themselves of the invading fiend must seek a way to banish it, but most tainted, even those who master the fiend within, fear the loss of the fiend's power.

A fiend usually prefers to take the noblest souls, so paladins and other good characters are at prime risk. There's nothing fiends crave more than to watch a pure heart melt away to be replaced with one as black as night. Fiends seem to take pleasure in polluting the most trusted and well-loved individuals. No one suspects

these individuals of corruption, and their betrayals are the sweeter for it.

The tainted prestige class presents two paths of advancement, one for the spellcaster and one for the melee-oriented character. A character who wishes to become a tainted can choose from either prestige class path, but once a path is chosen, the character cannot then progress on the other. Both paths have the same class requirements, class skills, skill points per level, and abilities, but they differ as described below.

CLASS FEATURES

All of the following are class features of the tainted prestige class. In addition, some class features of the core classes are changed when a member of that class becomes a tainted.

Spellcasters: No matter what their alignment, tainted spellcasters cannot cast spells with the Good descriptor. Good-aligned tainted spellcasters have the option of casting Evil spells appropriate to their class, but each casting of such a spell causes the tainted to gain a fiend point (see below).

Cleric: Clerics who used positive energy to turn undead and spontaneously cast cure spells now have the option of using negative energy to rebuke undead and spontaneously cast inflict spells. They can choose to use this power at any time—it is not a permanent choice—but each use of negative energy in this fashion causes the tainted cleric to gain a fiend point. Clerics who already used negative energy suffer no penalty for doing so, but they gain no new ability. Clerics do not increase their turning ability when they take levels of the tainted prestige class.

TAINED CLASS REQUIREMENTS

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

Alignment: Any nonevil.

Base Attack Bonus: +2.

Base Will Save: +1.

Special: The character must share his soul with the personality of a particular fiend. This fiend might or might not have knowledge of the character's actions depending on how the character became a tainted. See the For Your Campaign, For Your Character, and How Does Your Character Become Tainted? sidebars in this article for suggestions about how to handle fiendish possession and tainted characters.

TAINED CLASS SKILLS

The tainted's class skills (and the key ability modifier for each skill) are:

Str: Climb, Jump.

Dex: Hide, Move Silently, Ride.

Con: Concentration.

Int: Knowledge (arcana),

Knowledge (religion), Knowledge (the planes), Search, Spellcraft.

Wis: Listen, Spot.

Cha: Bluff, Disguise, Intimidate.

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

Tainted Warrior Hit Die: d10

Tainted Spellcaster Hit Die: d6

TAINED WARRIOR ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Fiend points, eyes of the fiend
2	+2	+3	+0	+0	Fiendish power I, dream haunting
3	+3	+3	+1	+1	Minor physical change
4	+4	+4	+1	+1	Fiendish power II
5	+5	+4	+1	+1	Hallucinations
6	+6	+5	+2	+2	Moderate physical change
7	+7	+5	+2	+2	Fiendish power III
8	+8	+6	+2	+2	Telepathy, craving
9	+9	+6	+3	+3	Major physical change
10	+10	+7	+3	+3	Fiendish power IV

Paladin: Tainted paladins have the option of using their *lay on hands* ability to cause damage like an inflict spell. Each use of *lay on hands* in this fashion causes the tainted paladin to gain a fiend point. In addition, a tainted paladin can cast *contagion* in exchange for a use of his *remove disease* ability. Each casting of *contagion* causes the paladin to gain a fiend point.

Fiend Points: A tainted is a character struggling to maintain ownership of his soul. Fiend points represent how much control the fiend has over the tainted's soul. At 1st level, the tainted has 5 fiend points modified

by an amount according to the table below.

Condition	Fiend Points
Alignment is good	-1
Alignment is neutral	+1
Alignment is good but has committed an act of evil in the past	+1
Character is a paladin	-1

When a character gains a tainted class level beyond the first or uses a fiendish power, he must make a fiend points check. If a fiendish power is continuous or can be used an unlimited number of times per day (such as a

feat or a fly speed), the tainted must make the check at the start of each day (one check must be made for each continuous fiendish power). A fiend points check is a Wisdom check with a DC equal to the number of fiend points the character has. If the check succeeds, the tainted has fought off the fiend's temptations for the time being. If the check fails, the character gains a fiend point. On a roll of a natural 1, the tainted automatically fails and gains 1d4 fiend points. If the roll is a natural 20, the fiend's grip on the tainted's soul falters, and the character loses 1 fiend point. Fiend points cannot drop below 0. Willingly taking an evil action causes a character to automatically gain 1 fiend point. If at any time the number of the tainted's fiend points is equal to twice the tainted's Wisdom score, he has lost the battle over his soul, and his alignment changes to the alignment of the fiend inhabiting his soul. If the character's Wisdom is unnaturally low (due to ability score damage or drain) this alignment shift lasts until the character's Wisdom is returned to normal, but during this time, the tainted might commit many more evil acts and thus increase the number of his fiend points.

Spells Per Day/Spells Known: At specified levels gained in the tainted spellcaster prestige class, the character gains new spells per day and new spells known as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, increased turning ability, and so on). This means that he adds these levels of the tainted spellcaster class to the level of some other spellcasting class he has, then determines spells per day, caster level, and spells known (if formerly a bard or a sorcerer) accordingly. If a character had more than one spellcasting class before becoming a tainted spellcaster, he must decide to which class he adds the new effective level for the purposes of determining spells per day and spells known.

Eyes of the Fiend (Su): A tainted's true identifying mark, the eyes of the fiend are tattoos burned into the chest of the character. Looking like two orbs of darkest night, they give the character



a +2 competence bonus to all Intimidate checks and a +2 circumstance bonus to Intimidate checks against anyone who can see the tainted's tattoos. In addition, the eyes of the fiend give the tainted darkvision (through his own eyes) with a range of 60 feet.

Fiendish Power I: At 2nd level, the fiend begins to tempt the tainted with its evil gifts. The power granted depends on the type of fiend that possesses the tainted. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

- **Succubus—Change Self (Sp):** The tainted may cast *change self* as a spell-like ability once per day per tainted class level up to a maximum of 5 times per day, but the chosen form must have a beautiful appearance.

- **Bebilith—Protection from Chaos/Evil/Good/Law (Sp):** The tainted may cast *protection from chaos*, *protection from evil*, *protection from good*, or *protection from law* on himself as a spell-like ability. The tainted may use this ability once per day per tainted class level up to a maximum of 5 times per day and must choose which version of the spell to cast with each use.

- **Vrock—Spell-Like Abilities (Sp):** 1/day—*darkness* and *mirror image*.

- **Hezrou—Stench (Su):** The tainted may emit a foul odor once per combat. Anyone within 10 feet of the tainted must make a Fortitude save (DC 17) or suffer a -2 morale penalty to attack rolls for 1 minute. A *delay poison* or *neutralize poison* spell removes the effect for one creature.

- **Glabrezu—Spell-Like Abilities (Sp):** 1/day—*charm person* and *enlarge*.

- **Nalfeshnee—Detect Chaos/Evil/Good/Law (Sp):** The tainted

may cast *detect chaos*, *detect evil*, *detect good*, or *detect law* as a spell-like ability. The tainted may use this ability once per day per tainted class level and must choose which version of the spell to cast with each use.

- **Marilith—Bonus Feats (Ex):** The tainted gains Ambidexterity and Two-Weapon Fighting as bonus feats.

- **Balor—Spell-Like Ability (Sp):** 2/day—*see invisibility*.

- **Osyluth—Fear Aura (Su):** The tainted can radiate a fear aura in a 5-foot-radius burst as a standard action twice per day. All those within the area must succeed at a Will save (DC 13 + the tainted's Charisma modifier) or be affected by a *fear* spell for 1d6 rounds. A creature that saves against an osyluth-tainted's fear aura cannot be affected by that osyluth-tainted's fear aura for the rest of the day. Baatezu are immune to the osyluth-tainted's fear aura.

- **Kyton—Bonus Feat (Ex):** The tainted gains the Exotic Weapon Proficiency (spiked chain) feat as a bonus feat.

- **Hellcat—Keen Ears (Ex):** The hellcat-tainted gains a +4 competence bonus to all Listen checks.

- **Barbazu—Battle Frenzy (Ex):** Once per day, the tainted can rage like a barbarian, gaining all the usual benefits and suffering all the normal penalties. The benefits of this rage do not stack with those provided by the rage ability of another class.

- **Erinyes—Charm Person (Sp):** The tainted may cast *charm person* as a spell-like ability once per day per tainted class level up to a maximum of 5 times per day.

- **Hamatula—Spell-Like Abilities (Sp):** 1/day—*hold person* and *produce flame*.

REMOVING THE TAINT AND LOSING FIEND POINTS

There is no way to remove fiend points (except by the slow and unlikely process of constantly rolling a natural 20 on a fiend points check) or to change a character's alignment back to normal so long as the fiend remains within the tainted character, but there are ways to expel the fiend.

Level Drain or Loss: If a tainted has one of his levels permanently drained or loses a level due to being raised, he can choose to have it be the highest level of the tainted class he has attained regardless of what class level was most recently gained. By losing levels little by little, the fiend can be removed.

Wish or Miracle: One of these spells, if properly worded, can remove one level of the tainted class and replace it with a level of another class the character already has.

Divine Intervention: A DM may rule that a simple *wish* or *miracle* is not enough for clerics or paladins. The PC might have to plead at the feet of her deity for help in expelling the fiend. Assuredly, the god or goddess will ask the hero to perform some great quest in exchange.

- **Cornugon—Spell-Like Ability (Sp):** 2/day—*detect thoughts*.

- **Gelugon—Cold (Su):** Once per day, a gelugon-tainted can fill a foe with numbing cold with a successful melee attack or melee touch attack. The tainted can decide to use this ability after the foe has been struck. The struck foe must succeed at a Will

TAINTED SPELLCASTER ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Spells per Day/ Special	Spells Known
1	+0	+0	+0	+2	Fiend points, eyes of the fiend	+1 caster level
2	+1	+0	+0	+3	Fiendish power I, dream haunting	—
3	+2	+1	+1	+3	Minor physical change	+1 caster level
4	+3	+1	+1	+4	Fiendish power II	—
5	+3	+1	+1	+4	Hallucinations	+1 caster level
6	+4	+2	+2	+5	Moderate physical change	—
7	+5	+2	+2	+5	Fiendish power III	+1 caster level
8	+6	+2	+2	+6	Telepathy, craving	—
9	+6	+3	+3	+6	Major physical change	+1 caster level
10	+7	+3	+3	+7	Fiendish power IV	—

DESIGN CHALLENGE

The tainted prestige class presents the personality changes, powers, and physical changes of those characters tainted by many of the demons, devils, and yugoloths presented in the *Monster Manual* and the *Manual of the Planes*, but more fiends exist in both books and in the *Monster Manual II*. There are also other fiendish creatures, like the oni presented in *Oriental Adventures*. The tainted class and fiend points could be an intriguing substitute for the Taint and Tainted score presented for the Rokugan setting.

If you like the idea of the tainted prestige class, you can contribute to the game by proposing how the other fiends or the oni might change the tainted people they inhabit.

Send your ideas to scalemail@paizopublishing.com or post them on the *DRAGON* message boards. If there is enough interest, we'll print the best ideas as an update in *DRAGON* or post an expanded version of the prestige class online.

saving throw (DC 13 + the tainted's Charisma modifier) or be affected as though by a *slow* spell for 1d6 rounds.

- **Pit Fiend—Constrict (Ex):** The tainted gains the ability to constrict foes for an extra 2d4 points of damage with each successful grapple check that is intended to deal damage.

- **Canoloth—Bonus Feat (Ex):** The tainted gains the Blind-Fight feat as a bonus feat.

- **Mezzoloth—Spell-Like Ability (Sp):** 2/day—see invisibility.

- **Nycaloth—Spell-Like Ability (Sp):** 2/day—invisibility.

- **Ultraloth—Spell-Like Abilities (Sp):** 1/day—alter self and hypnotic pattern.

Dream Haunting (Ex): Starting at 2nd level, whenever a tainted falls asleep (or enters trance), he must make a fiend points check. If he fails, his rest is filled with horrifying images of anguish and despair, and he is shaken (suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws) until he defeats a foe in combat, gains a fiend point, or makes a fiend points check (regardless

of success or failure). This fiend points check does not cause a gain of fiend points when the tainted fails the check, but a natural roll of 20 causes the tainted to lose a fiend point.

Minor Physical Change (Ex): At 3rd level, the tainted's body shows the first signs of what fiend shares the tainted's soul. The change does not grant any special bonuses or penalties, but it often unnerves those who see it. The exact change depends on the type of possessing demon:

- **Succubus:** Tiny, vestigial bat wings grow on the character's back.

- **Bebilith:** Barbs sprout from the tainted's limbs.

- **Vrock:** The character's nose curves downward, mimicking a vulture's beak.

- **Hezrou:** Warts cover the tainted's entire body.

- **Glabrezu:** The tainted's eyes become violet in color.

- **Nalfeshnee:** The lower canines of the character contort into small tusks.

- **Marilith:** The character's skin becomes green and scaly.

- **Balor:** The character's skin becomes dark red.

- **Osyluth:** The character's fat is stripped away, making him shockingly skinny.

- **Kyton:** The character's eyes glow yellow, and all the hair on his body falls out.

- **Hellcat:** The character's hair grows rapidly but becomes translucent.

- **Barbaz:** The tainted grows a long, snaky beard that attracts vermin.

- **Erinyes:** The tainted sprouts useless, feathered wings from his back.

- **Hamatula:** Small barbs protrude from the tainted's skin.

- **Cornugon:** The tainted grows a short tail.

- **Gelugon:** The tainted's mouth changes into a set of blunt mandibles.

- **Pit Fiend:** The character's teeth now drip a foul-smelling fluid.

- **Canoloth:** The tainted's tongue becomes rough, like a cat's.

- **Mezzoloth:** The tainted's eyes glow red when he's angry.

- **Nycaloth:** The character sprouts a tiny pair of limp arms beneath his current set.

- **Ultraloth:** The tainted's eyes constantly change color at random.

Fiendish Power II: At 4th level, the fiend increases its pressure on the

tainted and the potency of its temptations. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

- **Succubus—Spell-Like Ability (Sp):** 3/day—*polymorph self* (humanoid-shaped forms only).

- **Bebilith—Web (Ex):** Four times per day, the tainted can shoot webs from the barbs on his limbs as a standard action. This is similar to a *web* spell, with a few exceptions. The range is 30 feet, and the webs are permanent, nonmagical, and cannot be dispelled. The DC for evading or breaking free from the web is 20, and there is a 75% chance that the webbing won't burn if any sort of fire is applied to it (check each round).

- **Vrock—Spores (Ex):** Three times per day, the tainted can make a spores attack like the spores special attack of the vrock, as described on page 45 of the *Monster Manual*. After making a spores attack, the tainted must wait 1d4 rounds before making another.

- **Hezrou—Spell-Like Abilities (Sp):** 2/day—*summon swarm* and *gaseous form*.

- **Glabrezu—Spell-Like Abilities (Sp):** 1/day—*confusion* and *deeper darkness*.

- **Nalfeshnee—Smite (Su):** Twice per day, the tainted can cause a nimbus of multicolored light to play around his body. One round after enacting the ability, this nimbus of light explodes outward in a 60-foot-radius burst. Creatures in the area suffer 15 points of damage (Reflex half DC 18).

- **Marilith—Spell-Like Abilities (Sp):** 1/day—*animate dead* and *inflict serious wounds*.

- **Balor—Spell-Like Ability (Sp):** 1/day—*greater dispelling*.

- **Osyluth—Spell-Like Abilities (Sp):** 1/day—*fly* and *wall of ice*.

- **Kyton—Chain Control (Su):** The tainted can cause any chain in his hand (including a spiked chain) to lengthen 10 feet while it remains in his hand. This increases the reach of any spiked chain wielded by the tainted by 10 feet. In addition, the tainted can now climb chains at his normal speed.

- **Hellcat—Pouncing Attack (Ex):** If the tainted charges a foe during the first round of combat, he can make a full attack even if he has already taken a move action.

• **Barbazū**—*Spell-Like Abilities (Sp)*: 3/day—*magic weapon* and *produce flame*.

• **Erinyes**—*Spell-Like Ability (Sp)*: 3/day—*suggestion*.

• **Hamatula**—*Spell-Like Abilities (Sp)*: 2/day—*doom* and *major image*.

• **Cornugon**—*Spell-Like Ability (Sp)*: 1/day—*dispel chaos*.

• **Gelugon**—*Spell-Like Ability (Sp)*: 1/day—*cone of cold*.

• **Pit Fiend**—*Spell-Like Ability (Sp)*: 1/day—*wall of fire*.

• **Canoloth**—*Blindsight (Ex)*: The tainted's senses of hearing and scent become so great that he can perceive all creatures and objects within 10 feet. Negating one of the aforementioned senses reduces this ability to the benefits of the *Blind-Fight* feat. Negating both makes the tainted effectively blind.

• **Mezzoloth**—*Spell-Like Ability (Sp)*: 3/day—*dispel magic*.

• **Nycaloth**—*Spell-Like Abilities (Sp)*: 1/day—*deeper darkness* and *fear*.

• **Ultraloth**—*Spell-Like Ability (Sp)*: 1/day—*prying eyes*.

Hallucinations (Ex): After reaching 5th level, the tainted begins to hallucinate at random. Once per week during a stressful situation, the DM should ask the tainted character to make a *fiend points* check. If he fails, the mind of the character becomes distorted. He gains a *fiend point* and is confused for 1d4 rounds as his senses are filled with diabolical images of horror, suffering, and death on a random Lower Plane. A roll of a natural 20 when making the *fiend points* check causes the tainted to lose 1 *fiend point*.

Moderate Physical Change (Ex): At 6th level, the tainted undergoes a more severe physical change.

• **Succubus**: The tainted's natural appearance becomes stunningly beautiful, and he gains a confidence that others find compelling. This increases the tainted's *Charisma* by +2.

• **Bebilith**: The tainted's barbs increase in size and sharpness. His unarmed strikes now deal an additional 1d6 points of *piercing* damage.

• **Vrock**: The tainted grows feathered wings, giving him a fly speed of 50 feet with average maneuverability.

• **Hezrou**: The tainted's warty skin thickens and becomes even more wart-covered, increasing the tainted's natural armor by +3.

• **Glabrezu**: The tainted's hands twist and deform into crab-like claws. This allows him to make claw attacks that cause 2d4 points of *slashing* damage. However, the claws are not designed for precise manipulation, so the tainted suffers a -4 circumstance penalty on any check requiring manual precision (such as *Pick Pocket*, *Open Lock*, *Disable Device*, and so on). Note that making a claw attack with each claw incurs the normal penalties for two-weapon fighting, with each claw counting as a light weapon.

• **Nalfeshnee**: The tainted grows hulking and burly, increasing the tainted's *Strength* by +2.

• **Marilith**: The tainted grows a third arm. In addition, the tainted also gains the *Multidexterity* and *Multiweapon Fighting* feats. These

feats replace *Ambidexterity* and *Two-Weapon Fighting*.

• **Balor**: The tainted's skin hardens and becomes scaly, increasing the tainted's natural armor by +3.

• **Osyloth**: The tainted grows a long, bony tail with a scorpion-like stinger on the end. This allows him to make a sting attack that deals 2d4 points of damage.

• **Kyton**: The tainted can fuse chains to his flesh, covering his skin with steel. If he chooses to do so, his natural armor increases by +3. The tainted can remove or fuse the chains as a full-round action.

• **Hellcat**: The tainted's body becomes translucent and pale, granting him a +6 circumstance bonus to *Hide* checks.

• **Barbazū**: The tainted's beard grows longer and more foul. Any foe grappled





FOR YOUR CHARACTER

If you like the idea of roleplaying one of the tortured tainted but think your character would never bargain with a fiend, suggest one of these options to your DM:

Magic Jar: The *magic jar* spell takes on a new, more horrifying angle when demons are involved. Perhaps a fiend can use the spell to cohabit a PC's body, hoping to corrupt the PC from within.

Contact with a Cursed or Evil Item or Artifact: A cursed or evil item could contain a fiend, and when your PC comes in contact with the device, the fiend might enter his soul.

Casting Too Many Evil or Vile Spells: Perhaps casting evil spells opens the door to possession by a fiend. In this case, your DM might find it feasible for you to gain a level of the tainted class after you've cast a few such spells.

Inheritance: The weight of a legacy can be overbearing at times, especially if one of your character's parents was tainted. The character might choose to embrace her fiendish heritage or fight against it.

Miscast Conjunction Spells: Calling and summoning magic is notoriously dangerous, especially when the spellcaster is calling a fiend. If a spellcaster encounters a mishap while casting a Conjunction spell, a fiend could sneak its way into his soul.

Even if you don't want to take levels in the tainted prestige class, you can use the fiend points system as a guide to govern alignment change. Using the fiend points system as a means of tracking how much of evil's taint has clung to your character offers a great guide to your roleplaying choices. When you first decide that your character is struggling with internal evil, assign a starting number of fiend points. As she progresses through play, make fiend points checks whenever you deem appropriate, and roleplay the results. In this variant, you should feel free to introduce ways that your character can lose fiend points as well as gain them.

by the tainted has a chance to be infected by devil chills (Fortitude save, DC 14). See the barbazu's description in the *Monster Manual* for more details about the devil chills disease.

- **Erinyes:** The tainted's wings are now fully grown, allowing him to fly at a speed of 50 feet with average maneuverability.

- **Hamatula:** The tainted grows long claws on his hands, allowing him to make a claw attack with each hand that causes 1d6 points of slashing damage. Note that making a claw attack with each hand incurs the normal penalties for two-weapon fighting, with each hand counting as a light weapon.

- **Cornugon:** The tainted's tail extends, allowing him to make a tail attack that causes 1d3 points of bludgeoning damage. In addition, the tainted's skin grows thick scales, increasing his natural armor by +2.

- **Gelugon:** The tainted's mandibles sharpen, allowing him to make a bite attack that causes 2d4 points of damage.

- **Pit Fiend:** The tainted grows a long tail, allowing him to make a tail attack that causes 2d4 points of damage.

- **Canoloth:** The tainted's barbed tongue grows longer, allowing him to make a tongue attack that causes 1d4 points of slashing damage. The tainted gains the improved grab ability, but only with his tongue attack.

- **Mezzoloth:** The tainted's skin becomes like an insect's chitin, granting him a +3 natural armor bonus to AC.

- **Nycaloth:** The tainted's small set of extra arms grows to match his original pair. The tainted must take the Multidexterity and Multiweapon Fighting feats or using more than one arm to attack causes the usual penalties.

- **Utroloth:** The tainted's brain cavity shifts and grows, elongating his skull. This enhanced intellect grants the tainted a +2 inherent bonus to his Intelligence score.

Fiendish Power III: If the tainted has not fallen by this point, the fiend continues to tempt it with unholy abilities. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

- **Succubus—Tongues (Su):** The tainted can speak and understand any language, but he can read and write only those he normally knows or learns.

- **Bebilith—Climbing Barbs (Ex):** Strong barbs grow from all the tainted's limbs, making climbing surfaces easy. The tainted gains a climb speed of 20 feet and the usual +8 racial bonus to climb checks.

- **Vrock—Spell-Like Ability (Sp):** 1/day—*teleport without error* (self plus 50 pounds of objects only).

- **Hezrou—Spell-Like Ability (Sp):** 3/day—*gaseous form*.

- **Glabrezu—Spell-Like Ability (Sp):** 1/day—*reverse gravity*.

- **Nalfeshnee—Spell-Like Abilities (Sp):** 1/day—*call lightning* and *feeblemind*.

- **Marithlith—Spell-Like Ability (Sp):** 1/day—*teleport without error* (self plus 50 pounds of objects only).

- **Balor—Spell-Like Ability (Sp):** 1/day—*firestorm*

- **Osyluth—Poison (Ex):** Sting, Fortitude save (DC 14); initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength.

- **Kyton—Unnerving Gaze (Su):** The tainted can make his face resemble his opponents' departed loved ones or bitter enemies. Foes subjected to the gaze must succeed at a Will save (DC 15) or suffer a -1 morale penalty to all attack rolls for 1d3 rounds.

- **Hellcat—Rake (Ex):** When the tainted grapples a foe, he can make two rake attacks with his hind legs at his full attack bonus. Each rake attack causes 1d4 points of bludgeoning damage. If the tainted pounces, he can also rake.

- **Barbazu—Battle Frenzy (Ex):** Once per day, the tainted can work himself into a battle frenzy similar to a barbarian's rage but without the ill effects afterward. See the barbazu's description in the *Monster Manual* for more details.

- **Erinyes—Spell-Like Ability (Sp):** At will—*animate rope*.

- **Hamatula—Improved Grab (Ex):** To use this ability, the tainted must hit with a claw attack. Once he gains his major physical change, the tainted can impale the opponent on his barbed body if he gets a hold.

- **Cornugon—Stun (Su):** Foes damaged by the tainted's tail attack must succeed at a Fortitude save (DC 17) or be stunned for 1 round.

- **Gelugon—Spell-Like Ability (Sp):** 1/day—*teleport without error* (self plus 50 pounds of objects only).

- **Pit Fiend—Spell-Like Ability (Sp):** 1/day—*teleport without error* (self plus 50 pounds of objects only).
- **Canoloth—Spell-Like Abilities (Sp):** At will—*detect good* and *detect magic*.
- **Mezzoloth—Spell-Like Ability (Sp):** 2/day—*cloudkill*.
- **Nycaloth—Spell-Like Ability (Sp):** 1/day—*teleport without error* (self plus 50 pounds of objects only).
- **Utroloth—Spell-Like Ability (Sp):** 3/day—*scrying*.

Telepathy (Su): An 8th-level tainted gains the fiendish ability to speak telepathically to other creatures within 100 feet.

Craving (Su): Upon reaching 8th level, a tainted must make a fiend points check every day at dusk. In addition to the normal results of a fiend points check, failure means the tainted must kill (or destroy, in the case of undead or constructs) a number of creatures whose total Hit Dice equals the tainted's class level before the sun comes up. If the tainted cannot meet his quota, he suffers a -1 penalty to all attack rolls, damage rolls, ability checks, skill checks, and saving throws until the quota is met. The penalties cannot be removed by any other means short of a *wish* or *miracle* spell.

Major Physical Change (Ex): By 9th level, the tainted has fought with the fiend within so much that he changes dramatically in form to match his archenemy.

- **Succubus:** The tainted grows long, powerful claws on his hands that cause 1d4 points of slashing damage on a successful hit. Bat wings sprout from the tainted's spine, granting a fly speed of 50 feet with average maneuverability.
- **Bebilith:** The tainted's mouth grows deadly mandibles, allowing him to make a bite attack that deals 2d6 points of damage. In addition, the tainted's climb speed now equals half his land speed or 20 feet, whichever is better.
- **Vrock:** The tainted's face becomes like that of the vrock, causing him to grow a beak. This grants the tainted a bite attack that causes 1d6 points of damage. In addition, the tainted can make the stunning screech attack of the vrock once per hour. Every creature within 30 feet must succeed at a Fortitude save (DC 17) or be stunned for 1 round. The stunning screech is a sound-based supernatural ability.
- **Hezrou:** The tainted's mouth

becomes large and frog-like, filling with many blunt teeth. This grants the tainted a bite attack that deals 4d4 points of damage.

- **Glabrezu:** The tainted's skin toughens, granting him a +7 increase to his natural armor.
- **Nalfeshnee:** The tainted grows more hulking and burly, increasing the tainted's Constitution by +2 and increasing his Strength by an additional +2.
- **Marilith:** The tainted's legs disappear, replaced by a snake's tail. The tainted gains a tail slam attack that causes 1d6 points of bludgeoning damage. Additionally, the tainted can constrict an opponent during a grapple, dealing 4d6 points of damage. The constrict attack only works against Medium-size or smaller foes.
- **Balor:** Huge wings spring from the tainted's spine, allowing him to fly at a rate of 90 feet with good maneuverability.
- **Osyluth:** The tainted's form becomes "skin and bones." His skeleton hardens, increasing his natural armor by +5. This also enhances his frightful appearance, increasing the DC of his fear aura ability by +2.
- **Kyton:** Chains fused to the tainted's body grow thicker and stronger, making the natural armor increase the chains provide +9.
- **Hellcat:** Like the hellcat, the tainted becomes invisible in any area lit well enough for a human to see. In other conditions, the tainted glows slightly and is visible from 30 feet away (60 feet away if the viewer has low-light vision).
- **Barbazu:** The tainted's skin grows as moist and scaly as a barbazu's, granting him cold and acid resistance 20.
- **Erinyes:** The tainted becomes a striking figure, and his Charisma increases by +4.
- **Hamatula:** The tainted's body is now covered in razor-sharp barbs. Any time the tainted succeeds at a grapple check to establish the initial hold on a foe or to damage a foe, he impales the foe on his body barbs dealing an additional 3d4 points of piercing damage.
- **Cornugon:** The tainted's muscles bulge beneath his scales, and his Strength increases by +4.
- **Gelugon:** The tainted's breath is now suffused with a hellish chill. Any



FOR YOUR CAMPAIGN

Taking a level of the tainted prestige class should be a choice a player makes for her character, not a decision made by the DM. It's unfair and less fun when a DM forces a player's character to advance in a particular way, especially when such an advance could be disadvantageous. Most players will dislike being forced to take a level of the class, but there are ways to entice players to choose this unique roleplaying opportunity.

Fiendish Bargain: The character could choose to take a level of the tainted prestige class after making a bargain with a fiend. This bargain might entail some special ritual in which the fiend and character join bodies, it could require that the character sign a magic contract, or maybe the character must simply verbally agree. Many characters wouldn't dream of making such a bargain, but circumstances could change the PC's mind. Perhaps the fiend promises to help the party in a dangerous battle or save a doomed companion if a PC will accept the power it can provide.

Flawed Wish: Wishes can be twisted around in strange and unfortunate ways. A PC's wish for greater power or Strength could be granted in the form of a free level increase. Of course, the level is a level of the tainted prestige class. Now the character must decide whether to find a way to remove the stain on his soul or capitalize on his newfound power.

Constant Temptation: It might be fun to present the players with a constant source of temptation. Perhaps the PCs need a powerful sentient item, imbued with the spirits of fiends, to defeat a greater threat or destroy a more powerful artifact of evil. While they carry it, the item could implore its wielder to accept a power only it can provide, explaining how that power could help in many different situations.

Back from the Dead: A character being brought back from the dead might be met by a fiend on her soul's journey back to her body. The fiend can offer new power in the form of a level of the tainted class to replace the level that would be lost to death.

HOW DOES A CHARACTER BECOME TAINTED?

This article presents no game mechanic for how a character becomes tainted because level advancement should be a choice left in the hands of the player. The article also provides no means by which the fiend can be forcibly expelled from a character. Any such means could then be used against the PC, causing her to lose hard-won class abilities or even class levels. Playing a tainted character is thus a roleplaying choice, but the question remains: How does a character become tainted? How do you explain becoming tainted within the confines of the campaign world? Here are a few of the possible answers:

Shared Soul: The fiend spares part of its soul and consciousness for the PC. This gives the PC great power, but the fiend rides along with the character, learning what he learns and always present with a clever mental quip or temptation. This allows the fiend to act on the knowledge it gains from the PC, and it presents the disturbing possibility that the tainted PC might need to protect his source of power.

Possession: The fiend bodily leaps into the PC, merging its form and mind with the character. Like with a shared soul, the fiend knows what the character knows and can mentally tempt the character, but unlike when tainted share their souls, the fiend is trapped within the tainted's body to be released only when she dies or her alignment matches the fiend within.

Magic of the Pact: The magic of the pact is enough to seal the bargain, and the fiend and tainted can go their separate ways—although the fiend might return to check on its prodigy's progress. In this version of becoming tainted, the fiend gains no special knowledge of the PC and merely acts as a facilitator to the PC's aspirations for power.

time the tainted damages a foe with his bite attack, that foe must save against the tainted's cold ability. The cold ability is still a supernatural ability.

• **Pit Fiend:** The tainted's teeth lengthen into sharp tusk-like fangs and the green liquid dripping from them becomes a vile poison. The Fortitude save to resist the effects of the poison has a DC of 21. The initial damage is 1d4 temporary Constitution and the secondary damage is 1d4 Constitution.

• **Canoloth:** The tainted's form becomes hunched over, and he can now walk about on all fours should he wish. When the tainted carries nothing in his hands, he can move about on all fours, increasing his speed by 20 feet. His skin hardens, increasing his natural armor by +5.

• **Mezzoloth:** The tainted's body becomes inured to most attacks, granting the tainted damage reduction 5/+1.

• **Nycaloth:** A pair of huge green bat wings spring from the tainted's back, giving him a fly speed of 90 feet with good maneuverability.

• **Ultraloth:** The tainted's brain continues to grow, lengthening his cranium out of proportion. The tainted's Intelligence increases by an additional +4.

Fiendish Power IV: Further drawing on its vile potency, the fiend continues to entice the tainted with dark gifts. When spell-like abilities are granted by the fiend, they are as the spells cast by a sorcerer of the tainted's character level.

• **Succubus—Spell-Like Ability (Sp):** 5/day—*charm monster*.

• **Bebilith—Spell-Like Ability (Sp):** 2/day—*plane shift*.

• **Vrock—Dance of Ruin (Su):** If the tainted dances for 3 rounds, a wave of crackling energy flashes outward, dealing 2d20 points of damage to all nondemon creatures within 100 feet (Reflex half DC 15). If the dance is stopped, the effect is cancelled. Unlike the vrocks' ability of the same name, the tainted does not have to be dancing in a group to use it.

• **Hezrou—Spell-Like Ability (Sp):** 2/day—*blasphemy*.

• **Glabrezu—Spell-Like Ability (Sp):** 5/day—*chaos hammer*.

• **Nalfeshnee—See Invisibility (Su):** The tainted continually sees invisibility, as the spell.

• **Marilith—Spell-Like Ability (Sp):** 5/day—*bestow curse*.

• **Balor—Body Flames (Su):** The tainted can wreathe his body in flames as a standard action. The tainted suffers no harm, but anyone grappling with him suffers 4d6 points of fire damage per round. The flames last 1 round per class level and can be invoked once per day.

• **Osyluth—Know Alignment (Su):** The tainted always knows the alignment of any creature he looks upon.

• **Kyton—Animate Chain (Su):** When taking the full-attack action, the tainted can command the spiked chain he wields to make an attack at his highest attack bonus once per round.

• **Hellcat—Scent (Ex):** The tainted gains the scent special quality described in the *Monster Manual*.

• **Barbazu—Spell-Like Ability (Sp):** At will—*fear* (touch range, not cone; one creature only).

• **Erinyes—Spell-Like Ability (Sp):** 5/day—*charm monster*.

• **Hamatula—Spell-Like Abilities (Sp):** 2/day—*order's wrath* and *unholy blight*.

• **Cornugon—Spell-Like Abilities (Sp):** 3/day—*fireball* and *lightning bolt*.

• **Gelugon—Spell-Like Abilities (Sp):** 3/day—*fly* and *suggestion*.

• **Pit Fiend—Spell-Like Ability (Sp):** 1/day—*unholy aura*.

• **Canoloth—Paralysis (Ex):** Those hit by the tainted's tongue attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1 minute.

• **Mezzoloth—Spell Resistance (Su):** The tainted gains spell resistance equal to 10 plus his tainted class level.

• **Nycaloth—Wounding Claws (Ex):** The tainted's second set of arms grows nasty claws that can cause 1d6 points of slashing damage with a successful hit. A living creature damaged by a claw continues to bleed for 1 point of damage per round thereafter. Multiple claw wounds result in cumulative bleeding loss (two wounds deal 2 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

• **Ultraloth—Spell-Like Abilities (Sp):** 1/day—*geas/quest* and *mass suggestion*. ♣

Corsair

A corsair is a fighter of the sea, most likely a pirate but sometimes a member of a proper navy.

Most corsairs are rank and file fighters or rogues, but more than a few spellcasters who spend a large time at sea take a couple of levels in this class as it has benefits for them as well.

Hit Die: d10

Requirements

To become a corsair requires the following.

Alignment: Any

Base Attack Bonus: +5

Skills: Profession (Sailor), 8 ranks

Use Rope, 4 ranks

Climb, 8 ranks

Balance, 4 ranks

Feats: Dodge

Mobility

THE CORSAIR

Lvl	AT	FT	RF	WL	Special
1	+1	+2	+2	+0	Two Weapon Fighting, Ship Weapons
2	+2	+3	+3	+0	Pitch & Roll, Uncanny Dodge (Dex to AC)
3	+3	+3	+3	+1	Rigging Fighting, Fame +1
4	+4	+4	+4	+1	Salty Dog, Fame +2
5	+5	+4	+4	+1	Stay Conscious, Uncanny Dodge (Can't be flanked), Fame +3

Class Skills

Balance (DEX), Bluff (CHR), Climb (STR), Craft (DEX), Escape Artist (DEX), Gather Information (CHR), Intimidate (CHR), Jump (STR), Navigation (INT), Profession (Sailor), Spot (WIS), Swim (STR), Use Rope (DEX)

Skill Points at each level: 4+INT Modifier

Class Features

Armor Proficiencies: The corsair class confers no additional armor proficiencies beyond what a character already knows.

Ship Weapons: The character gains weapon proficiency with belaying pins, gaff hooks and harpoons, which are readily available on board a ship. Normally these are exotic weapon proficiencies.

Two Weapon Fighting: Like the ranger, a corsair is skilled at fighting with two weapons in light armor since armor is too dangerous on board ship and shields are too cumbersome. When in light armor or no armor a corsair benefits from the effects of the Two Weapon Fighting feat and the Ambidexterity feat. A character that already has these feats gains Improved Two Weapon fighting instead.

Uncanny Dodge: As the rogue, the corsair is highly nimble on his feet. Rogue levels stack with this class' levels when determining when Uncanny Dodge bonuses are gained.

Pitch & Roll: At 2nd level the corsair has a +10 competence bonus to balance checks provoked by the pitch & roll of a ship.

Fame: Add this value to the character's leadership score (See Leadership feat, page 45 of *Core Rulebook II*). A corsair who owns his own ship qualifies as having a permanent base of operations, albeit a mobile one, and gains a +2 bonus to his Leadership score according to Table 2-26: Leadership Modifiers, page 45 of *Core Rulebook II*.

Rigging Fighting: At 3rd level the corsair suffers no penalties for fighting while climbing so long as there are abundant handholds (the rigging of a ship counts as such much of the time).

Salty Dog: At 4th level, when a corsair takes subdual damage he is allowed a fortitude save to shake off half this damage. The DC is 15+damage dealt.

Stay Conscious: At 5th level, the character does not fall unconscious while his hit points are negative. He is reduced to partial actions only. Taking these partial actions does not open his wounds, but existing wounds will continue to bleed if he doesn't stop to stabilize himself.

Archdruid

The druids have quietly acted as watchers and shepherds of the land for many years. The current leader of the order can trace her office's line back some two thousand years. Many druids aspire to enter the hierarchy of the order, but few ever succeed and fewer still advance into the ranks of the elite of the elite.

Hit Dice: d8

Requirements

The requirements to enter the administrative core of the druidic faith are understandably very high.

Alignment: True Neutral

Spells: The character must be able to cast 5th level divine spells

Skills: Wilderness Lore: 13 ranks

Knowledge (Nature): 13 ranks

Other: The character must defeat an existing first level archdruid in a contest determined by that character. Mere defeating in combat, say by ambush, isn't sufficient. The other character must accept the challenge then set the terms.

There can only be a certain number of archdruids at each level worldwide. Specifically, there are only 72 archdruids of 1st level, 36 of 2nd level, 18 of 3rd level, 9 of 4th level and 1 5th level archdruid acting as the Grand Druid. Once that individual steps down he or she becomes a hierophant druid and another archdruid steps up to become the Grand Druid.

A character must have the XP necessary to advance in level to challenge to advance as an archdruid. If he fails he must advance as a normal druid instead. If he is challenged and defeated he loses an archdruid level and gains a druid level. The character must accept at least one challenge per year. The only exception is the position of Grand Druid. This post is never determined by challenge. Rather the sitting Grand Druid chooses a successor then steps down to become a Hierophant Druid.

THE ARCHDRUID

Lvl	AT	FT	RF	WL	Special
1	+1	+2	+0	+2	Divine Grace, Local Divination
2	+2	+3	+0	+3	Bonus Spells, Provincial Divination
3	+3	+3	+1	+3	True Wildshape, Regional Divination
4	+3	+4	+1	+4	Leaguwalk, Continental Divination
5	+4	+4	+1	+4	All spells, Global Divination

Class Skills

Identical to the Druid

Class Features

Divine Grace: Add your charisma bonus to all saving throws, as a paladin does.

Divination: Each archdruid has a territory assigned to her. The higher the level of the archdruid, the larger this territory becomes. By closing her eyes and concentrating for one round the archdruid can see through the eyes of any animal in her territory. As the name of the ability implies, the Grand Druid (5th level archdruid) can see anything in the world.

Bonus Spells: The number of bonus spells the character receives for wisdom are doubled.

True Wildshape: The druid's wildshape ability can be used at will.

Leaguwalk: The druid can tree stride at will.

All spells: The Grand Druid does not prepare spells, but has access to all druid spells simultaneously.

Hierophant Druid

If a Grand Druid steps down they lose all the divinational powers and the all spells ability listed above. They gain the following abilities

Elemental Planeshift: A hierophant druid can enter and survive in the elemental planes at will. Normal attacks from fire, acid, electricity, or cold, do not harm the druid. Magical attacks can only deal half damage to the character (If there is already a saving throw for half, the damage is reduced to one quarter).

Hibernate: The hierophant can hibernate. During hibernation the hierophant is aware of his surroundings, but cannot move. He does not age while hibernating.

Ex-Archdruid

An archdruid who ceases to be neutral is stripped of his rank. Every level of the archdruid class is lost and replaced by druid levels.

Gallant

((This class is called “The Cavalier of the Rose” in the *Dusk Campaign Sourcebook* for the organization that it belongs to. It is suitable for use for any order of womanizing chaotic good knights. The class name changes in this open content guide - remember to use the name printed here.))

Gallants are fighters concerned more with winning hearts than winning battles. Often these fighters are more skilled with a jousting lance than with a combat one. Risk takers to the last one, many are braggarts and more than a few are foolhardy. But they are not bullies, and they possess a strong sense of honor. They are charged to hold up the ideas of the Code of Chivalry, especially the romantic allusions contained within it.

Most Gallants are fighters, though some are rangers, bards and even rogues are not unheard of in their number.

Hit Die: d10

Requirements

To qualify to be a gallant the character must possess the following abilities

Alignment: Chaotic Good

Base Attack Bonus: +4

Special: Receive the blessing and commission of a chaotic good deity associated with love, passion or chivalry.

THE GALLANT

Lvl	AT	FT	RF	WL	Special	1	2	3	4
1	+1	+2	+0	+2	Special Enemy +1	0	-	-	-
2	+2	+3	+0	+3	Grace	1	-	-	-
3	+3	+3	+1	+3	Special Enemy +2	2	-	-	-
4	+4	+4	+1	+4	Blessing	3	0	-	-
5	+5	+4	+1	+4	Special Enemy +3	3	1	-	-
6	+6	+5	+2	+5	Luck	4	2	-	-
7	+7	+5	+2	+5	Special Enemy +4	4	3	0	-
8	+8	+6	+2	+6	Favor	4	3	1	-
9	+9	+6	+3	+6	Special Enemy +5	4	4	2	-
10	+10	+7	+3	+7	Love’s Champion	4	4	3	0

Class Skills

The Gallant’s class skills and the relevant ability for each are Bluff (CHA), Diplomacy (CHA), Intimidate (CHA), Knowledge (Religion), Perform (CHA)

Skill Points at Each Level: 2+Int modifier

Class Features

Weapon and Armor proficiency: The Gallant is proficient in all simple and martial weapons, all armors, and shields.

Spell Use: Gallants are favored by deities with province over love, romance or chivalry. They follow the same rules for preparing and casting spells as do clerics. When a 0 is listed on their spell progression chart they only receive spells of that level if they have bonus spells due to a high wisdom.

Special Enemy: Gallants are the sworn enemies of oppressive orders and priesthoods that would strike down love, passion and freedom; and the allies of such orders - the various devils and demons. Against these enemies the Gallant gains the listed bonus on attack rolls and skill checks.

Grace: The character adds his charisma modifier, if positive, to the DC of his charm spells so long as the recipient is of the same race and opposite sex. For purposes of this ability elves, half-elves and humans are the same race.

Blessing: The character adds his charisma modifier, if positive, to his will saves against charm spells and effects.

Luck: Gallants have a knack for getting in way over their head. Once a day the character gains a +1 luck bonus to all rolls for one minute.

Favor: Immunity to Mind-Affecting spells cast by evil aligned characters or spells.

Love’s Champion: Immunity to Compulsion and Fear effects created by evil characters or spells.

GALLANT SPELL LIST

1st level: *Charm Person, Bless, Cure Light Wounds, Virtue*

2nd level: *Allure, Resist Elements, Shield Other*

3rd level: *Suggestion, Cure Moderate Wounds, Hold Person*

4th level: *Charm Monster, Death Ward, Emotion*

Clan Sorcerer

Despite being loners, many sorcerers have families. On some worlds clans of sorcerers form and use their family ties to strengthen their magic.

The various clans only rarely admit bards into their number.

Hit Die: d4

Requirements

The character must meet the following requirements to become a clan sorcerer.

Spells: The ability to cast 2nd level arcane spells spontaneously.

Skills: Knowledge: Arcane 8 ranks

Feats: Any three metamagic feats. Specific clans may require specific feats at the DM's option.

Special: Be born into or adopted into a clan.

THE CLAN SORCERER

Lvl	AT	FT	RF	WL	Special
1	+0	+0	+0	+2	Spellcaster Level +1, Clan Focus
2	+0	+0	+0	+3	Arcing
3	+1	+1	+1	+3	Spellcaster Level +1
4	+1	+1	+1	+4	Combine
5	+2	+1	+1	+4	Spellcaster Level +1
6	+2	+2	+2	+5	Transfer
7	+3	+2	+2	+5	Spellcaster Level +1
8	+3	+2	+2	+6	Commune
9	+4	+3	+3	+6	Spellcaster Level +1
10	+4	+3	+3	+7	Clan Elder

Class Features

Spellcaster +1: At each odd clan sorcerer level, the character may add a level to his previous spellcasting class for determining his caster level, spells known, and other abilities.

Clan Focus: Each clan is known for a school of magic or an effect category (such as fire spells). Newly initiated members of the clan are taught how to use these spells especially well. The save DC's of these spells increases by 2.

Arcing: At 2nd level sorcerers of the same clan can cast spells through and upon each other with ease. This power works at medium range and is calculated by the combined caster levels of both casters. Hence clan elder of 11th level can stay back and cast a spell as if he were standing in the spot occupied by a 6th level newcomer. All effects of the spell are calculated according to the actual caster, but the spell's origin belongs to the recipient caster, who can then place the spell within its normal range from him. Personal spells can be cast upon another with this ability. The recipient caster places the arced spell as a free action.

Combine: At fourth level the character may add his spellcasting potential to another's spell. The two casters must be within the same range as arcing. The lead caster loses a slot for the spell's level. The assistant gives up whatever slot level he wishes. This slot has the effect of increasing the lead caster's effective level for the spell by its amount (a third level slot increases the effective level by three) and it also *heightens* the resultant spell as per metamagic feat by that amount. Optionally, a sorcerer can apply a metamagic feat he knows to the lead caster's spell - if he does the spell's caster level doesn't increase and it doesn't heighten as well.

Transfer: At 6th level two sorcerers of the same clan can trade spells they know. This process takes a full day. It is most commonly used to make sure that the higher-level members of the clan do not necessarily need to keep suboptimal spells such as *invisibility* as opposed to *improved invisibility*.

Commune: At 8th level two clan sorcerers within medium range of each other can use each other's spell's known list as if it were their own. Only two sorcerers may be in commune at a given time, and establishing the commune takes one minute.

Clan Elder: At 10th level the clan sorcerer becomes clan elder. Note that a given clan can only have one

elder at a given time, so the character may have to put off advancing to this level for some time before attaining it. A clan elder can instantly commune with any of the clan sorcerers nearby, even if they are not able to commune with her in return. As a result, a clan elder with enough clan members nearby can easily have more spells at her disposal than even a learned wizard.

Traprunner

In the dusty tombs and catacombs beneath the world lie many traps designed to maim and kill any who dare get near them. The traprunner is a specialist in dealing with such devices and even staying alive while doing it.

Obviously rogues make the best traprunners, but wizards and even some clerics have been known to take to this task by using their magic to decipher what sheer skill cannot.

Hit Die: d6

Requirements

To qualify for that most dangerous of exercises that is trap running the character must have the following qualities

Alignment: Any, though most trap runners are chaotic.

Feats: Lightning Reflexes, Skill Focus in Search or Disable Device.

Skills: 8 ranks Search

8 ranks Disable Device

Other: Evasion

THE TRAPRUNNER

Lvl	AT	FT	RF	WL	Special
1	+0	+2	+2	+0	Sense Trap
2	+1	+3	+3	+0	Armor Class +1 vs. Traps, Uncanny Dodge: Dex bonus to AC
3	+2	+3	+3	+1	Defensive Roll vs. Traps
4	+3	+4	+4	+1	Armor Class +2 vs. Traps, Uncanny Dodge: Can't be Flanked
5	+3	+4	+4	+1	Improved Evasion
6	+4	+5	+5	+2	Armor Class +3 vs. Traps
7	+5	+5	+5	+2	Skill Mastery
8	+6	+6	+6	+2	Armor Class +4 vs. Traps
9	+6	+6	+6	+3	Spell Resistance to Traps
10	+7	+7	+7	+3	Armor Class +5 vs. Traps

Class Skills

The traprunner's class skills and the key ability for each skill are Balance (DEX), Climb (STR), Craft (INT), Decipher Script (INT), Disable Device (INT), Hide (DEX), Jump (STR), Listen (WIS), Move Silently (DEX), Open Lock (DEX), Profession (WIS), Search (INT), Spot (WIS), Swim (WIS), Tumble (DEX), and Use Magic Item (CHR)

The traprunner has access to any and all special features of his skills as if he were a rogue.

Skill points at each level: 8+INT bonus

Class Features

Weapon and Armor Proficiencies: The traprunner employs the same weapon armor selection as a rogue.

Sense Trap: The DM secretly rolls a search roll anytime a traprunner moves close enough to a trap to be in danger of triggering it (usually 5', sometimes further, sometimes closer). If the search roll succeeds the traprunner becomes aware of the trap even though he wasn't actively searching for it.

Uncanny Dodge: The traprunner has the same uncanny dodge abilities as a rogue. When determining which uncanny dodge abilities the levels in all classes with the uncanny dodge ability stack.

Defensive Roll vs. Traps: The character rolls a reflex save against any trap he is aware of that attacks him and if successful he halves the damage dealt. The DC of this roll is the damage dealt. Evasion does not apply to this roll since a reflex save to reduce the damage isn't normally allowed.

Improved Evasion: The character only takes ½ damage on a failed reflex save for half damage, and no damage on a successful save.

Skill Mastery: The character becomes absolutely certain of the skills listen, spot, search, disable device, open locks and decipher script. He can take ten on these skills even when under duress that would normally not allow this.

Spell Resistance to Traps: The character has a spell resistance of 10+his reflex bonus against any magical trap.

Death Speakers

Of all the specialty priest orders, none hold more respect than the Death Speakers. While the common folk revere this role they play, they nevertheless unnerve the common folk in their role as undertakers and occasionally pallbearers.

Most Death Speakers are clerics that have furthered their dedication to the cause of setting the dead to rest

((In *Dusk* the death speakers serve Matacha, the good aligned goddess of the dead, who abhors undead in all its forms. They are an appropriate order to serve a deity with such attitudes)).

Hit Die: d8

Requirements

To become a Death Speaker, a character must fulfill the following:

Alignment: Neutral Good

Spells: The character must be able to cast 4th level divine spells.

Feats: Extra Turning

Skills: 8 ranks Knowledge (Undead)

THE DEATH SPEAKER

Lvl	AT	FT	RF	WL	Special
1	+0	+2	+0	+2	Turn Undead, Spellcaster +1
2	+1	+3	+0	+3	Draining Touch
3	+1	+3	+1	+3	Spellcaster +1
4	+2	+4	+1	+4	Negative Levels -1
5	+2	+4	+1	+4	Improved Turning, Spellcaster +1
6	+3	+5	+2	+5	Improved Draining, Spellcaster +1
7	+3	+5	+2	+5	Spellcaster +1
8	+4	+6	+2	+6	Negative Levels -2
9	+4	+6	+3	+6	Greater Turning, Spellcaster +1
10	+5	+7	+3	+7	Spellcaster +1

Class Skills

The Death Speaker's Class skills and the key ability for each are Concentration (CON), Craft (INT), Diplomacy (CHA), Intimidate (CHA) Knowledge (Arcana)(INT), Knowledge (Necrology)(INT), Profession (WIS), Scry (INT, exclusive skill), and Spellcraft (INT)

Skill Points at each level: 2+INT modifier

Class Features

Turn Undead: Death Speakers continue to turn undead. The levels as a death speaker stack with any cleric or (rarely) paladin levels the character might have.

Spellcaster +1: At these levels the death speaker can add +1 to her previous spellcasting class' levels when determining which spells the character gains.

Draining Touch: The touch of a death speaker disrupts negative life forces. Any undead creature gains an effective negative level when a death speaker makes a successful touch attack. If the undead creature itself is able to drain ability levels the death speaker will not be affected by that ability when making this touch attack.

Negative Levels: At 4th level the death speaker ignores the first negative level he receives each round. At 8th level he ignores the first two negative levels he receives each round. Negative levels assigned to a

Death Speaker disappear at a rate of one per minute and are never permanent (no fortitude save is required to be rid of them).

Improved Turning: The Death speaker can elect to do an improved turn attempt. Each such attempt counts as two uses of the turning ability instead of one. During such a turn the Death speaker is considered to be two levels higher than normal and he affects double the normal number of undead.

Improved Draining Touch: The Death speaker's touch assigns two negative levels to eligible undead per successful touch attack.

Greater Turning: A greater turn expends three uses of the turn ability for the day. The death speaker is considered four levels higher than he actually is for the attempt and affects triple the normal number of undead on the attempt.

Holy Knight

Even the elite have elite among their number, and this is as true for paladins as it is for any group. While paladins are few and far between, they still can be counted.

Hit Die: d10

Requirements

To qualify to become a holy knight requires the following

Alignment: Lawful Good

Base Attack Bonus: +10

Feats: Power Attack, Sunder, Cleave

Other: Divine Grace. Complete a specific quest in a Lawful Good deity's name

THE HOLY KNIGHT

Lvl	AT	FT	RF	WL	Special
1	+1	+2	+0	+2	Evil's Bane +1
2	+2	+3	+0	+3	Grace
3	+3	+3	+1	+3	Evil's Bane +2
4	+4	+4	+1	+4	Law
5	+5	+4	+1	+4	Evil's Bane +3
6	+6	+5	+2	+5	Reason
7	+7	+5	+2	+5	Evil's Bane +4
8	+8	+6	+2	+6	Duty
9	+9	+6	+3	+6	Evil's Bane +5
10	+10	+7	+3	+7	Truth

Class Skills

As paladin.

Class Features

Evil's Bane: Any masterwork melee weapon functions as a magical weapon of the listed bonus for as long as they are held by the Holy Knight.

Grace: The character cannot be granted negative energy levels. This is a supernatural ability.

Law: The character is not subject to mind affecting and compulsion spells unless he desires to be subject to them or they are employed by a Lawful Good cleric who is of equal or higher level than the holy knight. This is a supernatural ability.

Reason: The character is allowed a willpower save against any illusion he views regardless if he has reason to doubt its authenticity. This roll is made in secret by the GM as soon as the illusion is encountered. This is a supernatural ability.

Duty: The character can cast *heal*, as per the spell, once per day per charisma modifier bonus. This is a spell-like ability.

Truth: The character can cast *greater dispelling* at 20th level of ability, once per day per charisma modifier bonus. If the spell has the evil descriptor, apply a +5 holy bonus to the roll. This is a spell-like ability.

Multiclass Note: A paladin who multiclasses as a Holy Knight is free to return to the paladin class. A holy knight who advances in any class other than paladin can no longer advance as a holy knight.

Ex-Holy Knights

A holy knight who changes alignments can no longer advance as a holy knight and loses all supernatural and spell-like abilities of the class.

Berserker

While there are many skilled warriors throughout the world, few can make the skin of their enemies crawl like the berserkers. These vicious warriors have earned the fear, or at least the respect of friend and foe alike. Those who count berserkers as enemies hesitate to even confer the title of human upon them, referring to them often as beasts than men.

Berserkers are often used as shock troops both in their own land and when they are hired out as mercenaries.

Hit Die: d12

Requirements

It takes a bit more than a death wish and a touch of insanity to be accepted into the ranks of the berserkers, (though that doesn't hurt).

Alignment: Any Chaotic.

Base Attack Bonus: +5

Feats: Toughness, Great Fortitude

THE BERSERKER

Lvl	AT	FT	RF	WL	Special
1	+1	+2	+0	+0	Rage 1/day
2	+2	+3	+0	+0	Blind to Fear
3	+3	+3	+1	+1	Rage 2/day
4	+4	+4	+1	+1	Blind to Pain
5	+5	+4	+1	+1	Rage 3/day
6	+6	+5	+2	+2	Blind to Reason
7	+7	+5	+2	+2	Rage 4/day
8	+8	+6	+2	+2	Free Action
9	+9	+6	+3	+3	Rage 5/day
10	+10	+7	+3	+3	Greater Rage

Class Skills

The number of skills a berserker hones is limited indeed. Their class skills are Climb, Jump, Ride and Swim.

Skill Points at Each Level: 1 + INT bonus

Class Features

Berserkers have the following abilities

Weapon and Armor Proficiencies: Berserkers can use any simple or martial weapon other than bows and crossbows (Attacking at range is dishonorable). They are able to use shields and light armors.

Rage: Like barbarians, berserkers are known for flying into bloodthirsty frenzies, and they do it more often. While in a rage the character gains a +4 to Strength, +4 to Constitution and +2 morale bonus to will saving throws. Unlike the barbarian, the berserker hones this fighting style as a life passion and he suffers no penalty to his armor class while in a rage. Also unlike the barbarian the berserker must attack something, **anything**, while in a rage. He can use no other skills, items or abilities unless they help him close with his foe. They lose all reason and are as likely to attack friend as foe, so allies are advised to stay at a distance. A berserker has difficulty coming out a rage. He must succeed at a willpower save DC 10 + the number of rounds he was in the rage.

If the character has barbarian levels, any rages from that class stack with this one. The levels do not stack when determining when rage related abilities are gained from either class.

Blind to Fear: While in a rage the character is immune to fear effects

Blind to Pain: While in a rage the berserker fights on even when his hit point total is negative. When he comes out of the rage the berserker makes a saving throw DC 10 - his hit point total (remember, when you subtract a negative you add it: A character at -5 hit points must hit DC 15 (10 - (-5))) or falls unconscious immediately. If the character reaches -10 he can *still* fight on, though the character makes a fortitude save DC 20 each round or perishes. A berserker that is this far gone will die when he comes out of the rage unless a *heal* or greater magic is applied to him before he comes of the rage - he has been mortally wounded but by extraordinary force of will he is still on his feet.

Blind to Reason: While in a rage the character is immune to all compulsion and mind-affecting spells. The entrance into a rage has a chance to break such spells as well - if the character is under a mind-affecting or compulsion effect he rolls a new saving throw when he enters the rage.

Free Action: While in a rage the berserker is immune to spells that alter his movement as per the spell *free action*. This is a supernatural ability.

Greater Rage: The rage bonuses increase to +6 to Strength, a +6 to constitution and a +3 morale bonus to willpower saves. If the character also has the barbarian class greater rage ability the bonus increases to +8 to Strength, +8 to constitution and a +4 morale bonus on willpower saves.

Ex-Berserker

A berserker who ceases to be chaotic cannot rage and cannot advance in his class.

Spellfilcher

Some arcane casters spend years honing their skills and researching new applications of spells. Others take short-cuts and others earn their magic the old fashioned way, they steal it. Spellfilching is a time-honored art almost as old as arcane casting itself.

Sorcerers make by far and away the best spellfilchers, and this isn't surprising since sorcerers - unlike wizards - already have a penchant for laziness in developing their talents.

Hit Dice: d4

Requirements

Becoming a spellfilcher requires innate talent for magic, a willingness to acquire it by any means and insight into certain spells.

Alignment: Any, though Spellfilchers are rarely lawful

Spells: Ability to spontaneously cast 4th level spells. Specific knowledge of the spells *lesser spell stealing*, and *mneumonic absorbtion*.

Feats: Any three metamagic feats

Skills: 11 ranks spellcraft
11 ranks Knowledge (Arcane)
5 ranks Pick Pockets or Open Locks

THE SPELLFILCHER

Lvl	AT	FT	RF	WL	Special
1	+0	+0	+0	+2	Spellcaster +1, Spellfilch 1 / day
2	+1	+0	+0	+3	Spellcaster +1, Scrollfilch 1 / day
3	+1	+1	+1	+4	Spellcaster +1, More Spells
4	+2	+1	+1	+4	Spellcaster +1, Spellfilch 2 / day
5	+2	+1	+1	+5	Spellcaster +1, Scrollfilch 2 / day
6	+3	+2	+2	+5	Spellcaster +1, More Spells
7	+3	+2	+2	+6	Spellcaster +1, Spellfilch 3 / day
8	+4	+2	+2	+6	Spellcaster +1, Scrollfilch 3 / day
9	+4	+3	+3	+7	Spellcaster +1, More Spells
10	+5	+3	+3	+7	Spellcaster +1, Spellfilch 4 / day, Greater Filch

Class Skills

The spellfilcher's class skills and the key ability for each skill are Bluff (CHR), Decipher Script (INT), Hide (DEX), Knowledge (Arcane) (INT), Move Silently (DEX), Open Lock (DEX), Pick Pockets (DEX), Scry (INT), Sense Motive (WIS), Spellcraft (INT)

Skill Points at each level: 4+INT Modifier

Class Features

Spellcaster +1: The character gains another level in his previous spellcasting class' caster level. He gains all the benefits associated with a higher caster level except more spells. Unlike other prestige classes with this ability, the spellfilcher does not learn new spells when he advances as a spell filcher. Hence a 8th level sorcerer, 4th level spellfilcher has the casting ability of a 12th level sorcerer, but he only has the spell selection of a 8th level sorcerer.

Spellfilch: The spellfilcher's most infamous power is his ability to look into the minds of other spellcasters and take their spells from them for his own use. The spellfilcher simply names a desired spell and concentrates on a spellcaster within medium spell range.

The willpower save's DC to resist this effect is 10+the spellfilcher's total caster level+ the spellfilcher's spellcasting modifier. If it is successful the would-be victim rolls a second save against DC 20+the spellfilcher's spellcasting modifier. If this second save is also successful the victim will be aware of the attempt and who made it. If the victim resists the spellfilch attempt then the attempt does not count against the spellfilcher's uses of this ability per day.

Once a spellfilcher nabs a spell he can use it repeatedly for as long as his spell potential holds out and until he rests his mind. The spellfilcher can only nab spells he is eligible to cast (i.e. on his spellcaster list and he is of level to use those spells).

If the spellfilcher names a spell the enemy caster does not have prepared or doesn't know the ability fails, but the attempt doesn't count against the spellfilcher's uses of this ability.

Spellfilching is a supernatural ability that takes a full action to employ.

Scrollfilch: The spellfilcher can prepare a spell off a scroll and use it repeatedly. This process consumes the scroll. The spellfilcher must be of level to cast the spell as it is written on the scroll.

More Spells: At 3rd, 6th and 9th level the spellfilcher gets to learn a few more spells. He learns a number of spells equal to his casting ability modifier at the time he gains the level. If his casting ability modifier later changes he neither gains nor loses spells.

Greater Filch: The spellfilcher can take a spell that does not belong to his class once per day using his spellfilching or scrollfilching ability. The DC to resist this attempt is half normal (round down).

Eldritch Warrior

When war comes upon the elven peoples it is the eldritch warrior that leads the armies. Combining spellcasting prowess with armed combat finesse, the eldritch warriors are a feared force for any army to encounter.

Hit Die: d8

Requirements

The arts of the eldritch warrior are the most closely guarded secret of the elven people.

Racial: Must be an elf.

Base Attack Bonus: +3

Spells: Able to cast 3rd level arcane spells

THE ELDRITCH WARRIOR

Lvl	AT	FT	RF	WL	Special
1	+0	+0	+2	+2	Bonus Feat
2	+1	+0	+3	+3	Spellcaster Level +1
3	+2	+1	+3	+3	Bonus Feat
4	+3	+1	+4	+4	Spellcaster Level +1
5	+3	+1	+4	+4	Bonus Feat
6	+4	+2	+5	+5	Spellcaster Level +1
7	+5	+2	+5	+5	Bonus Feat
8	+6	+2	+6	+6	Spellcaster Level +1
9	+6	+3	+6	+6	Bonus Feat
10	+7	+3	+7	+7	Spellcaster Level +1

Class Skills

The class skills of the eldritch warrior are Climb (Str), Concentration (Con), Craft (Int), Jump (Str), Knowledge (As wizard)(Int), Ride (Dex), Scry (Int), Spellcraft (Int), Swim (Str)

Skill Points at each level: 2+Int bonus

Class Features

Weapon and armor proficiency: An eldritch warrior may use weapons any medium or light armor, shields and any simple weapon or the elven racial weapons.

Bonus Feat: At every odd level the eldritch warrior either selects a feat from the following list or selects a class ability from the list below - Combat Casting, Craft Arms and Armor, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency, Expertise, Improved Disarm, Improved Trip, Whirlwind Attack, Martial Weapon Proficiency or Melee Weapon Touch (see Chapter 5).

Elven Chain: The eldritch warrior can cast in elven chain mail without an arcane spell failure chance.

Spring Spell: The character can move before and after casting a spell. Spring attack is a prerequisite to this ability.

Spellcaster Level: At every even level the eldritch warrior increases his casting level of his previous class by one.

Halfling Caller

In the world of spirits and nature that is the religion of halflings, the caller stands as a unique and special bridge between worlds. Callers fill the upper echelons of the halfling religion. Usually possessed of both arcane and divine magical teachings, they combine the two into a potent summoning force rarely equaled in Carthasana.

Hit Die: d6

Requirements

A caller must meet the following prerequisites

Racial: Must be a halfling.

Spells: Ability to cast *summon monster II* and *summon nature's ally II*.

Special: Must be trained and ordained by another caller.

THE CALLER

Lvl	AT	FT	RF	WL	Special
1	+0	+0	+0	+2	Spellcaster Level +1, Summoner, Call I
2	+1	+0	+0	+3	Spellcaster Level +1, Call II
3	+1	+1	+1	+3	Spellcaster Level +1, Call III
4	+2	+1	+1	+4	Spellcaster Level +1, Call IV
5	+2	+1	+1	+4	Spellcaster Level +1, Call V
6	+3	+2	+2	+5	Spellcaster Level +1, Call VI
7	+3	+2	+2	+5	Spellcaster Level +1, Call VII
8	+4	+2	+2	+6	Spellcaster Level +1, Call VIII
9	+4	+3	+3	+6	Spellcaster Level +1, Call IX
10	+5	+3	+3	+7	Spellcaster Level +1, Call X

Class Skills

As druid

Class Features

Spellcaster Level +1: The character adds a level to one of her previous spellcasting classes, increasing the number of spells known and spells prepared appropriately. Callers routinely have more than one previous spellcasting class so the player must specify which one is being boosted.

Summoner: All spellcasting levels the character has count towards the effects of a summon spell. Hence

a 3rd level cleric / 3rd level druid / 4th level caller casts *summon nature's ally III* at the 10th level of ability.
Call: Once per day the character may call a creature that either *summon nature's ally* or a *summon monster* spell of the listed level could conjure up. Alternatively the character may call up any monster or character with a challenge rating equal or less than the given number. Called creatures remain 1 minute / level of the caller instead of the 1 round / level normal for the spells.

Nightstalker

Those who worship the night gain powers from her.

Hit Die: d10

Requirements

The character must devote herself to the path of night that is the way of the night. The character must also meet the following requirements.

Alignment: Chaotic Evil

Base Attack Bonus: +3

Spells: Ability to cast *Deeper Darkness*.

Feats: Blindfight

Special: During initiation the character is deliberately murdered and called back through magic. Most initiates are unaware of this part of the ceremony until it is too late. If the character does not return to life the initiation, obviously, fails. This tactic has prevented spies from the other religions from infiltrating this order. The above requirements must be met prior to applying for this class, not subsequent to the initiation. Hence a 6th level cleric can apply, be murdered and drop to 5th level, then be allowed to enter the class as a 5th level cleric / 1st level Nightstalker.

THE NIGHTSTALKER

Lvl	AT	FT	RF	WL	Special
1	+0	+2	+0	+2	Spellcaster Level +1, Low Light Vision, Darkness Domain, Dark Power 1
2	+1	+3	+0	+3	Spellcaster Level +1, Poison Use
3	+2	+3	+1	+3	Spellcaster Level +1, Hide in Plain Sight
4	+3	+4	+1	+4	Spellcaster Level +1, Dark Power 2
5	+3	+4	+1	+4	Spellcaster Level +1, Dark Vision
6	+4	+5	+2	+5	Spellcaster Level +1, Shadow Walker
7	+5	+5	+2	+5	Spellcaster Level +1, Shadow Stalker
8	+6	+6	+2	+6	Spellcaster Level +1, Dark Power 3
9	+6	+6	+3	+6	Spellcaster Level +1, Night Sight
10	+7	+7	+3	+7	Spellcaster Level +1, Shadow Jump

Class Skills

The class skills of the night stalker and the related ability scores are as follows: Concentration (CON), Hide (DEX), Knowledge (Arcana)(INT), Knowledge (Religion)(INT), Listen (WIS), Move Silently (DEX), Scry (INT), Spellcraft (INT)

Skill Points at each level: 2+INT Bonus

Class Features

Spellcaster Level +1: The character adds his nightstalker levels to his previous spellcasting class to determine caster level and spells known. Other class abilities for the class, such as wizard bonus feats, are not gained.

Darkness Domain: The character gains the darkness domain if she does not already have it. If she does have this domain, she selects a third domain.

Low-Light Vision: As per the racial ability

Dark Power: The deeper the darkness, the more powerful the spells of a Nightstalker as follows.

Dark Power

Twilight	1	2	3
Moonlight	2	3	4
Starlight	3	4	5
Total Dark	4	5	6

This bonus applies to the DC on saves against their spells.

Poison Use: The character can use poison freely as an assassin.

Hide in Plain Sight: As long as darkness prevails the character can sink into the shadows to hide in plain sight. The character cannot sink into her own shadow.

Darkvision: As the racial ability

Shadow Walker: The character gains a +10 competence bonuses to hide checks while lighting conditions are at moonlight levels or worse.

Shadow Stalker: The character gains a +10 competence bonus to move silently checks while lighting conditions are at moonlight levels or worse.

Night Sight: The character treats darkness as light, seeing the world in a photo negative of what we normally experience. The character can still see objects within 30 feet in bright light. Magical darkness does not hinder this ability. It is supernatural.

Shadow Jump: Once per day the character can *dimension door* between to areas of darkness.

Gnomish Visionsmith

Gnomes are incorrigible pranksters well known for their love of illusions and illusory magic. While all gnomes dabble in illusion craft, some raise it to a high art form.

Most visionsmiths are illusionists, although general wizards and sorcerers enter this vocation as well.

Hit Die: d4

Requirements

The arts of high illusion are a closely guarded secret among the gnomish peoples.

Racial: Must be gnome

Feats: Spell Focus (Illusion),

Spells: Ability to cast *Spectral Image*, *Minor Image*, and *Major Image*.

THE GNOMISH VISIONSMITH

Lvl	AT	FT	RF	WL	Special
1	+0	+0	+0	+2	Spellcaster Level +1, Additional Barred School, Illusion Focus +2
2	+1	+0	+0	+3	Spellcaster Level +1, Chicanery
3	+1	+1	+1	+3	Spellcaster Level +1, Concentrate I
4	+2	+1	+1	+4	Spellcaster Level +1, Keen Eyes
5	+2	+1	+1	+4	Spellcaster Level +1, Enlarged Illusions
6	+3	+2	+2	+5	Spellcaster Level +1, Concentrate II
7	+3	+2	+2	+5	Spellcaster Level +1, Reaching Illusions
8	+4	+2	+2	+6	Spellcaster Level +1, Keen Ears
9	+4	+3	+3	+6	Spellcaster Level +1, Concentrate III
10	+5	+3	+3	+7	Spellcaster Level +1, Extended Illusions

Class Skills

The class skills of the gnomish visionsmith are Bluff (CHR), Concentration (Con), Craft (INT), Hide (DEX), Knowledge (As wizard)(INT), Listen (WIS), Move Silently (DEX), Scry (INT), Sense Motive (WIS), Spellcraft (INT), Spot (WIS)

Skill Points at Each Level: 4+Int Bonus

Class Features

Weapons & Armor Proficiencies: The gnomish visionsmith gains no additional weapon or armor

proficiencies.

Additional Barred School(s): Upon becoming a visionsmith the character must select an additional school of magic from which the character cannot select spells. This choice must be made from the illusionist list and cannot overlap any other restricted schools the character may have. If the character knows spells in the selected barred school(s) he retains them, but he cannot count his gnomish visionsmith levels towards his caster level when employing those spells and he cannot learn new spells from that (those) school(s).

Spellcaster Level +1: The character adds his visionsmith levels to his previous spellcasting class to determine caster level and spells known. Other class abilities for the class, such as wizard bonus feats, are not gained.

Illusion Focus: The DC to save against the character's illusions increases by 2. The character's saves against illusions increases by 2.

Chicanery: To any illusionist, bluffing is natural. At 2nd level the character gains a +10 competence bonus on bluff checks.

Concentrate: Many illusions require the caster's concentration. At 3rd level the character gains the ability to act unhindered while concentrating on one illusion. She can even cast a second spell or concentrate on an additional spell. At 6th level the character gains the ability to maintain two illusions in this manner and at 9th level the character can maintain 3 illusions in this manner.

Keen Eyes: The character's instinctive attention to detail from his spells grants him a +10 competence bonus to spot checks.

Enlarged Illusions: The area of effect of all illusions the character employs is doubled. A spell that has been enlarged with the feat *enlarge spell* is trebled in size.

Reaching Illusions: The range of all illusions the character employs is doubled. A spell that has been enlarged with the feat *enlarge spell* is trebled in size.

Keen Ears: At 8th level the character gains a +10 competence bonus to listen checks.

Extended Illusions: The duration of all illusions the character uses is doubled. If a spell is concentration only, the spell persists for 10 minutes after the character ceases concentration, continuing to act as the caster instructed it when concentration ceased. The spell can still be dismissed.

Dwarven Chanter

Dwarves have a reputation for being obsessed with structure. One tool they use to enforce this structure are rigid chants. The duty of leading the chants falls to the chanters. While dwarven priests lead chants for small groups, large projects and wars require chanters of much greater personal presence and projection of voice. These are the chanters.

Hit Die: d8

Requirements

To become a chanter a character must meet the following requirements

Alignment: A Chanter must be lawful, but most chanters are recruited from a bardic background - a class normally incompatible with a lawful mindset. If a character is a bard he or she can begin training for this class so long as he is not chaotic. The character must switch to a lawful alignment prior to becoming a chanter.

Racial: Must be a dwarf

Skills: 8 ranks of perform

Spells: Ability to cast 2nd level spells.

THE DWARVEN CHANTER

Lvl	AT	FT	RF	WL	Special
1	+0	+2	+0	+2	No Arcane Failure, Can be Lawful, Synchronize Skills, Synchronized Attack +2
2	+1	+3	+0	+3	Spellcaster Level +1, Synchronized Damage +2
3	+2	+3	+1	+3	Spellcaster Level +1, Synchronized Attack +3
4	+3	+4	+1	+4	Spellcaster Level +1, Synchronized Damage +3
5	+3	+4	+1	+4	Spellcaster Level +1, Synchronized Attack +4
6	+4	+5	+2	+5	Spellcaster Level +1, Synchronized Damage +4
7	+5	+5	+2	+5	Spellcaster Level +1, Synchronized Attack +5
8	+6	+6	+2	+6	Spellcaster Level +1, Synchronized Damage +5
9	+6	+6	+3	+6	Spellcaster Level +1, Synchronized Attack +6
10	+7	+7	+3	+7	Spellcaster Level +1, Synchronized Damage +6

Class Skills

As Bard

Class Features

Weapon & Armor Proficiencies: A Dwarven Chanter may employ any armor in addition to the standard bardic armors.

Can be Lawful: The Chanter can advance as a bard despite his lawful alignment.

Spellcaster Level +1: The character adds his chanter levels to his previous spellcasting class to determine caster level and spells known. Other class abilities for the class, such as wizard bonus feats, are not gained.

No Arcane Failure: A chanter can cast bardic arcane spells in armor.

Synchronize Skills: The character can synchronize the work efforts of any number of characters nearby who work with the chant. Dwarves know how to do this naturally and other characters will need to be taught (The process takes a month). All characters involved in the skill check can add the chanter's level to their check as a circumstance bonus. The number of times this ability can be used is identical to the bardic ability *inspire competence*. All characters receiving the bonus must be lawful.

Synchronized Attack / Damage: By moving in rhythm with the chanter's chant, dwarves can be deadly effective in combat. Other characters can learn to move with the chant, but the process takes a month and no elf has ever learned it (although whether this is a lack of elven talent as the dwarves claim, or a lack of dwarven tutors as the elves have stated is unknown). The chant is an *inspire courage* use, though the bonuses are greater than that ability by itself. All participants act simultaneously (their initiative changes to match the chanters) and all participants must be lawful.

Ex-Chanter

A chanter who ceases to be lawful cannot use the abilities of this class and cannot advance as a chanter.

Corrupted Wizard

With the lure of magic comes the lure of power. While a few wizards use magic for the good of the people and nations, others use it to suit their own ends. There are, unfortunately, many spellcasters who seek to gain as much power as they can as quickly as they can. Instead of pursuing magic through the pristine methods of scroll and book, they turn to fell powers to grant them forbidden secrets.

Hit Die: d4

Requirements

To become a corrupted wizard is relatively simple, as the dark powers demand very little of their students - at first.

Alignment: Any Evil

Spells: Ability to prepare and cast 3rd level arcane spells

Skills: Knowledge (Religion) 8 ranks
Knowledge (Fiend Lore) 8 ranks

Special: A wizard who enters this class must destroy her spell books. Her imp familiar will thereafter provide the spells the wizard knows to her.

THE CORRUPTED WIZARD

Lvl	AT	FT	RF	WL	Special
1	+0	+2	+0	+2	Spellcaster Level +1, Imp Familiar, Tainted Magic, Dark Traits.
2	+1	+3	+0	+3	Spellcaster Level +1, Dark Vision, Smite Good
3	+2	+3	+1	+3	Spellcaster Level +1, Cold & Fire Resistance 5
4	+3	+4	+1	+4	Spellcaster Level +1, Double Bonus Spells
5	+3	+4	+1	+4	Spellcaster Level +1, Cold & Fire Resistance 10, Greater Dark Trait.
6	+4	+5	+2	+5	Spellcaster Level +1, Damage Reduction 5/+1
7	+5	+5	+2	+5	Spellcaster Level +1, Cold & Fire Resistance 15

8	+6	+6	+2	+6	Spellcaster Level +1, Damage Reduction 5/+2
9	+6	+6	+3	+6	Spellcaster Level +1, Cold & Fire Resistance 20
10	+7	+7	+3	+7	Spellcaster Level +1, Damage Reduction 10/+3 Greater Dark Trait. Creature of Darkness

Class Skills

As Wizard

Class Features

Weapon & Armor Proficiencies: No new weapon or armor proficiencies are gained.

Spellcaster Level +1: The character adds his corrupted wizard levels to his previous spellcasting class to determine caster level and spells known. Other class abilities for the class, such as wizard bonus feats, are not gained.

Imp Familiar: The character's familiar (if he has one) becomes an imp. If he does not have a familiar he gains an imp familiar.

Tainted Magic: All spells the character uses gain the evil descriptor. All spells the character has with the good descriptor can no longer be used. Any spell with the evil descriptor can be employed by the character even if it comes from another class's casting list. If the spell has multiple casting levels, use the lowest. This will drop the level of several key spells for the character - notably *animate dead*.

Darkvision: The character gains darkvision.

Smite Good: As per the blackguard ability in *Core Rulebook II*.

Cold & Fire Resistance: Reduce all damage rolls from spells of these types by the listed amount on the table.

Double Bonus Spells: Double the spell slots gained for a high casting ability modifier. These extra slots must be devoted to spells that normally have the evil descriptor.

Damage Reduction: The character reduces the damage from non-enchanted weapons by the listed amount.

Dark Traits: At each level (not just the first) the character gains a trait that marks him as touched by darkness. At each level the traits become harder to conceal. At the 5th and 10th level the character gains a dark trait that has a combat effect - usually but not always a claw, bite or horn attack dealing damage appropriate to the character's size.

Creature of Darkness: At 10th level the character becomes a fiend. The levels of this class have gradually applied the fiendish template to the character. She is now an outsider and subject to spells which affect such creatures (such as *magic circle against evil*).

Crusader

Crusaders seek to enforce their faith upon the unwilling.

Hit Die: d10

Requirements

The requirements of the Pentalic Crusader class are as follows.

Alignment: Any neutral (i.e. LN, NG, NE, CN, N)

Base Attack Bonus: +5

Spells: Ability to cast 2nd level divine spells

Feats: Any two feats from the list of "Fighter" related feats.

Special: Initiates must travel to the distant city of Sandiem for ordainment and training.

THE CRUSADER

Lvl	AT	FT	RF	WL	Special
1	+1	+2	+0	+2	Bonus Feat
2	+2	+3	+0	+3	Spellcaster Level +1
3	+3	+3	+1	+3	Bonus Feat
4	+4	+4	+1	+4	Spellcaster Level +1
5	+5	+4	+1	+4	Bonus Feat
6	+6	+5	+2	+5	Spellcaster Level +1

7	+7	+5	+2	+5	Bonus Feat
8	+8	+6	+2	+6	Spellcaster Level +1
9	+9	+6	+3	+6	Bonus Feat
10	+10	+7	+3	+7	Spellcaster Level +1

Class Skills

As cleric

Class Features

Weapon and Armor Proficiencies: Crusaders may use any armor, shields and simple weapons.

Spellcaster Level +1: On each even level the character gains access to more spells and her casting level improves as if she had leveled in her previous spellcasting class. She does not gain any other abilities that level might have bestowed, such as an improvement in turning undead.

Bonus Feat: At each odd level the character can choose a bonus feat as if he were a fighter, or he may choose an ability from the below list

Melee Weapon Touch: As per the feat in Chapter 5.

Smite Infidel: Once per day for each bonus to the character's charisma modifier the character can deal damage to a divine caster of any deity not in their religion. The character deals an extra amount of damage equal to her character level. If the struck character does not use divine magic there is no extra effect and the attempt is wasted.

Spring Spell: The character can move before and after casting a spell. The character must have the spring attack feat before taking this ability.

Warden

While druids are admirably prepared to watch over the wildlands and protect them from common problems, a dedicated foe might still give them a great deal of trouble. For this reason the wardens, an organization of rangers responsible to the druidical hierarchy, were organized.

While most wardens are rangers; druids and even some rogues have come to dedicate themselves to this task.

Hit Die: d10

Requirements

To become a warden requires the following.

Base Attack Bonus: +5

Feats: Track, Alertness, Improved Initiative

Skills: 8 ranks Wilderness Lore

8 ranks Knowledge (Nature)

Lvl	AT	FT	RF	WL	Special
1	+1	+2	+0	+2	Home Region
2	+2	+3	+0	+3	Wildshape (1/day)
3	+3	+3	+1	+3	Tree Stride (1/day Home Region)
4	+4	+4	+1	+4	Wildshape (2/day)
5	+5	+4	+1	+4	Tree Stride (2/day)
6	+6	+5	+2	+5	Wildshape (3/day Tiny)
7	+7	+5	+2	+5	Tree Stride (3/day)
8	+8	+6	+2	+6	Wildshape (4/day Huge)
9	+9	+6	+3	+6	Tree Stride (4/day Any Region)
10	+10	+7	+3	+7	Great Awareness

Class Skills

As Ranger

Class Features

Weapon and Armor Proficiencies: As Ranger

Home Region: Each warden is assigned a home region. This region is usually around 400 square miles. In this region he enjoys a +4 competence bonus to the following skills: listen, spot and wilderness lore.

Wildshape: As a druid.

Tree Stride: As per the spell. Until 9th level the character cannot use this ability outside his home region.

Great Awareness: Home Region competence bonuses increase to +10 and apply anywhere.

Prestige Classes

Glory Bard

Requirements

Feats: Leadership

Skills: Perform 13 ranks
Diplomacy 10 ranks

Special: Must be able to cast arcane spells and have a charisma of at least 20 and bardic knowledge as class ability.

Class Skills

Alchemy (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all, each taken separately) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magical Device (Cha)

Skill Points at Each Level: 4 + Int Modifier

Hit Die: d6

Class Features

Spells Per day and bardic knowledge: every level the Glory bard gains 1 level of an arcane casting class, and +1 to bardic Knowledge.

Bardic Familiar: Upon reaching 1th level the glory bard may call a familiar as a Wizard calls a familiar, the familiar has no size restrictions, but must have less hit dice than the glory bard, and have the exact same alignment as the bard, if the familiar is lost the glory bard may call another familiar after 1 day. The Bardic Familiar gains abilities at the same rate as a Wizard's familiar (PHB pg. 51), using Glory Bard levels for caster level.

Slippery Appearance: Upon reaching 2nd level in Glory bard, when wearing no armor you may add your Charisma modifier to your AC

Inner Strength: Upon reaching 3rd level you may make a Perform check (DC 23) to give one of your allies Damage Reduction ((perform check / 10) / -). For example if you rolled a 34 on your perform check for

inner strength your target would gain damage reduction 3/-, this damage reduction stacks will all non magical damage reduction. This ability may be used once per day per level of glory bard, duration is 10 rounds.

Fire Shield: Upon Reaching 5th level you may make a perform check (DC 25), you may target 1 person per Glory Bard level you have obtained to gain Fire Resistance equal to your Glory Bard level x 3, and each time they are struck by a melee weapon the wielder of the weapon takes the glory bard's character level divided by 3 damage (fire). This ability may be used once per day per level of glory bard, duration is 10 rounds.

Versyss of Victory: Upon reaching 6st level in Glory Bard, you may make a Perform check (DC 20) to effect 1 person, and 1 additional person for every 3 points you surpass the DC by. Each person affected by the Versyss of victory gain Haste as per the spell, and a +2 bardic Strength bonus. This ability may be used once per day per level of glory bard, duration is 10 rounds

Cold Shield: Upon Reaching 7th level you may make a perform check (DC 27), you may target 1 person per Glory Bard level you have obtained to gain Cold Resistance equal to your Glory Bard level x 3, and each time they are struck by a melee weapon the wielder of the weapon takes the glory bard's character level divided by 3 damage (cold). This ability may be used once per day per level of glory bard, duration is 10 rounds.

Brittle Spirit: Upon reaching 9th level you may make a perform check (DC 29) to target 1 person (Will negates (DC 10 + Glory Bard Level + Cha Modifier)) if they fail their save, all damage taken is also applied to subdual damage. This ability may be used once per day per level of glory bard, duration is 10 rounds.

Bardic Leadership: Upon reaching 10th level of Glory bard, you may recruit a second cohort at a -4 leadership modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	0	0	2	2	Bardic Familiar
2 nd	1	0	2	2	Slippery Appearance
3 rd	2	1	3	3	Inner Strength
4 th	3	1	3	3	
5 th	3	1	4	4	Fire Shield
6 th	4	2	5	5	Versyss of Victory
7 th	5	2	5	5	Cold Shield
8 th	6	2	6	6	
9 th	6	3	7	7	Brittle Spirit
10 th	7	3	7	7	Bardic Leadership