



6 PRESTIGE CLASSES



The creature screamed as it landed, claws gouging long furrows in the stone of the crenellations. Its fetid breath blew back Seoni's hair, and against the crackle of the flames the whistle of its spiked flail sang clear and high.

"It must be vanquished!" Seelah yelled, raising her sword. "Banished back to the hellish flames of its birth, before its corruption can establish a hold on this world!"

Seoni looked deep into the devil's beady eyes, seeing in their yellow glow a glistening reflection of the evening's atrocities. She grimaced and raised her staff.

"Tell you what," she said. "I'm just going to kill it..."

PRESTIGE CLASSES

Prestige classes represent specializations not available to most adventurers, the culmination of extensive practice in a specific field or discipline. The eight prestige classes here supplement those found in Chapter 11 of the *Core Rulebook*. Always check with your GM to make sure a given prestige class is allowed before working toward it. The prestige classes presented in this chapter include the following.

Battle Herald: A veteran whose masterful tactics and air of command inspire allies to greater feats of heroism.

Holy Vindicator: A pious warrior who spreads religion at the edge of a sword.

Horizon Walker: A scout and wanderer comfortable in even the strangest terrain.

Master Chymist: An alchemist whose mutagens create an alternate, brutish personality.

Master Spy: An espionage expert specializing in disguises and striking swiftly from the shadows.

Nature Warden: A master of the wilderness bonded spiritually to a fearsome animal companion.

Rage Prophet: A bold and barbaric champion who embraces otherworldly powers in order to perfect the art of combat.

Stalwart Defender: A master of defending territory and holding the line at all costs.

DEFINITION OF TERMS

Below are definitions of some common terms used here.

Core Class: One of the standard eleven classes found in the *Pathfinder RPG Core Rulebook*.

Base Class: A class that progresses from level 1–20.

Caster Level: Generally equal to the number of class levels (see below) in a spellcasting class. Some prestige classes add caster levels to an existing class.

Character Level: The sum of a character's class levels.

Class Level: The level of a character in a particular class.

TABLE 6-1: BATTLE HERALD

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+1	+0	+1	1st inspiring command (+1), improved leadership, voice of authority
2nd	+2	+1	+1	+1	Easy march
3rd	+3	+2	+1	+2	2nd inspiring command
4th	+4	+2	+1	+2	Inspiring command (+2), inspire greatness
5th	+5	+3	+2	+3	3rd inspiring command, banner
6th	+6	+3	+2	+3	Teamwork feat
7th	+7	+4	+2	+4	4th inspiring command (+3), demanding challenge
8th	+8	+4	+3	+4	Persistent commands
9th	+9	+5	+3	+5	5th inspiring command, inspire last stand
10th	+10	+5	+3	+5	Complex commands, inspiring command (+4)

BATTLE HERALD

In every army there are leaders who surpass the average cold-hearted mercenary, battle-scarred veteran, or wizened drill instructor, not so much in their skill at arms but in their ability to inspire and lead others. Battle heralds are just such captains—skilled warriors to be sure, but ones who have honed the art of leadership to a keen edge and keep it as ready as their sword as a means to victory. Battle heralds tap into reservoirs of courage, skill, bravery, and perseverance that those who serve with them never knew they had, and their allies often find themselves ascending the mount of triumph following the battle herald's glorious (if often tattered) banner.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +4.

Special: Challenge and inspire courage class features.

Skills: Diplomacy 5 ranks, Intimidate 5 ranks, Perform (oratory) 5 ranks, Profession (soldier) 2 ranks.

CLASS SKILLS

The battle herald's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the battle herald prestige class.

Weapon and Armor Proficiency: A battle herald gains no proficiency with any weapon or armor.

Inspiring Command (Ex): A battle herald uses her keen tactical acumen and decisive judgment to lead others to victory, as well as her mastery of command to assist herself and her allies in battle.

All battle heralds may use inspiring command to inspire courage (as the bardic performance ability); bard and battle herald levels stack to determine the bonuses provided by inspire courage.

At 1st level, and every two levels thereafter, the battle herald chooses one command to learn. Unless otherwise noted, these abilities provide a competence bonus equal to the battle herald's inspiring command bonus to her and to all allies within 60 feet able to see or hear her. Commands marked with an asterisk have the same range as above but only affect a certain number of allies (which can include the battle herald).

Issuing an inspiring command is a move action. At 5th level, this becomes a swift action, and at 10th level, it becomes an immediate action. Maintaining an inspiring command is a free action that cannot be disrupted, but its effects end immediately if the battle herald is killed or otherwise prevented from taking actions (such as being dazed, helpless, or stunned). The battle herald cannot have more than one command in effect at a time. She may use this ability for a number of rounds per day equal to 4 + her Charisma modifier, plus 2 additional rounds per level after 1st. She may use rounds of bardic performance to issue inspiring commands, but not vice versa. Inspiring commands are language-dependent, mind-affecting effects. The battle herald cannot maintain an inspiring command and a bardic performance at the same time (this does not preclude abilities such as persistent command or the Lingering Performance feat, which continue an inspiring command or bardic performance after the battle herald stops maintaining it).

Battle Magic*: One ally gains a bonus on caster level checks and concentration checks equal to the battle herald's command bonus.

Inspire Hardiness: Allies gain DR/— equal to the battle herald's inspiring command bonus.

Inspired Tactics: Allies apply the battle herald's inspiring command bonus on critical hit confirmation rolls, on combat maneuver checks, and as a dodge bonus to AC against any attacks of opportunity provoked by combat maneuvers.

Keep Your Heads: Allies apply the battle herald's inspiring command bonus on Will saves and concentration checks.

None Shall Fall*: A number of allies equal to the battle herald's inspiring command bonus heal 1d6 points of damage. Targeted allies who are poisoned may attempt a new poison saving throw with a bonus equal to the battle herald's inspiring command bonus; a failed save has no additional effect, but a successful save counts toward curing the poison. This healing is not positive energy and can heal undead creatures.

Pincer Maneuver: Allies apply the battle herald's inspiring command bonus to attack and damage rolls when flanking



and as a dodge bonus to AC against attacks of opportunity provoked by movement (including standing from prone).

Rally: Allies affected by a fear effect may attempt a new saving throw against each fear effect on them; this new save has a bonus equal to the battle herald's inspiring command bonus.

Reveille: Allies affected by exhaustion, fatigue, or sleep effects may attempt a new saving throw against each such effect; this new save has a bonus equal to the battle herald's inspiring command bonus. Allies who are sleeping normally automatically awaken when this ability is used.

Scatter*: A number of allies equal to the battle herald's inspiring command bonus gain the benefits of the Wind Stance feat.

Shake It Off*: One ally subject to an ongoing condition may attempt a new saving throw to negate the effects with a bonus equal to the battle herald's inspiring command bonus. This ability does not help against instantaneous effects, effects that require recurring saving throws to avoid additional penalties (such as diseases and poisons), or effects that do not allow a saving throw.

Sound the Charge: Allies apply the battle herald's inspiring command bonus to attack and damage rolls. Charging allies increase their speed by 5 feet times the battle herald's inspiring command bonus.

Sound the Retreat: Allies gain the benefit of the Lightning Stance feat. The battle herald must have the scatter ability to select this ability.

Stand Firm: Allies apply the battle herald's inspiring command bonus to CMD and on Fortitude saves.

Teamwork: Allies add the battle herald's inspiring command bonus on skill checks or attack rolls made when using the aid another action, and if successful, the assisted ally increases the aid another bonus by an amount equal to the battle herald's inspiring command bonus.

Tuck and Roll: Allies apply the battle herald's inspiring command bonus on Reflex saves and Acrobatics checks.

Improved Leadership (Ex): A battle herald with the Leadership feat adds her inspiring command bonus to her leadership score.

Voice of Authority (Ex): A battle herald is skilled at shouting commands over the din of the battlefield and signaling allies when speech is impossible. She gains a +2 bonus on Diplomacy and Intimidate checks with creatures with which she shares a language. In addition, her allies gain a bonus equal to the battle herald's class level on Perception or Sense Motive checks to hear her commands or interpret her secret messages conveyed with Bluff. The battle herald's levels stack with cavalier levels for the purpose of the cavalier's tactician ability.

Easy March (Ex): At 2nd level, allies within 60 feet of the battle herald can hustle or force march during overland

travel without ill effects for a number of hours per day equal to 1 hour times her inspiring command bonus.

Inspire Greatness (Ex): At 4th level, a battle herald may use her inspiring command ability to inspire greatness (as the 9th-level bardic performance ability). This ability affects one creature at 4th level, two at 7th, and three at 10th.

Banner (Ex): At 5th level, a battle herald may fly a battle standard that inspires her allies. This ability is identical to the cavalier's banner ability, and cavalier levels stack with battle herald levels to determine the bonuses provided by the banner.

Teamwork Feat: At 6th level, a battle herald receives a teamwork feat as a bonus feat. She must meet the prerequisites for this feat. She can use her cavalier tactician ability as a move action to grant this feat to allies (if she has the cavalier greater tactician ability, this is a swift action).

Demanding Challenge (Ex): This ability is identical to the 12th-level cavalier demanding challenge ability.

Persistent Commands (Ex): At 8th level, a battle herald may allow her inspiring commands to persist even if she is incapacitated and unable to maintain them. If the player chooses, the effects of the battle herald's inspiring commands persist for a number of rounds equal to her Charisma bonus (these count toward her number of rounds per day limit). This ability does not apply if the battle herald intentionally stops maintaining an inspiring command—only if she is dazed, held, stunned, killed, and so on, and is unable to maintain them. If the battle herald recovers from incapacity while an inspiring command is ongoing, she may resume maintaining it as a free action.

Inspire Last Stand (Ex): At 9th level, a battle herald may use inspiring command to grant herself and all allies within 30 feet the benefits of the Diehard feat. Conscious affected creatures also gain the benefits of inspire courage while at negative hit points.

Complex Commands (Ex): At 10th level, a battle herald can have more than one command ability in effect at one time. Each must be begun separately and requires a separate maintenance cost. This allows the battle herald to have more than one single-target command (such as battle magic) in effect at the same time. The effects of multiple instances of the same command ability do not stack, even if the bonuses provided by that ability would normally stack (for example, if the battle herald maintains two pincer maneuver commands, her allies do not get double the bonus, even though dodge bonuses normally stack).

The battle herald can also maintain one bardic performance in addition to her inspiring commands, though each must be begun separately and each requires its own maintenance cost.

HOLY VINDICATOR

Many faiths have within their membership an order of the church militant, be they holy knights or dark warriors, who put their lives and immortal souls on the line for their faith. They are paragons of battle, eschewing sermons for steel. These men and women are living conduits of divine power, down to their very blood, which they happily shed in a moment if it brings greater glory to their deity or judgment upon heretics, infidels, and all enemies of the faith.

Holy vindicators are usually clerics or fighter/clerics, though many paladins (or even paladin/clerics) are drawn to this class as well. In all cases, the class offers a further opportunity to fuse and refine their martial and ministerial powers and role.

Role: The holy vindicator has substantial spellcasting ability, though not so much as a focused cleric or paladin. His combat skills are considerable and his healing powers prodigious, and those whose religious views align well with the vindicator will find a ready ally.

Alignment: While lawful vindicators are somewhat more common, vindicators may be of any alignment.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Special: Channel energy class feature.

Skills: Knowledge (religion) 5 ranks.

Feats: Alignment Channel or Elemental Channel.

Spells: Able to cast 1st-level divine spells.

CLASS SKILLS

The vindicator's class skills are Climb (Str), Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the holy vindicator prestige class.

Weapon and Armor Proficiency: A vindicator is proficient with all simple and martial weapons and all armor and shields (except tower shields).

Spells per Day: At the indicated levels, a vindicator gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the

prestige class. He does not, however, gain other benefits of that class other than spells per day, spells known, and an increased effective level of spellcasting. If he had more than one divine spellcasting class before becoming a vindicator, he must decide to which class he adds the new level for the purpose of determining spells per day.

Channel Energy (Su): The vindicator's class level stacks with levels in any other class that grants the channel energy ability.

Vindicator's Shield (Su): A vindicator can channel energy into his shield as a standard action; when worn, the shield gives the vindicator a sacred bonus (if positive energy) or profane bonus (if negative energy) to his Armor Class equal to the number of dice of the vindicator's channel energy.



TABLE 6-2: HOLY VINDICATOR

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+0	+1	Channel energy, vindicator's shield	—
2nd	+2	+1	+1	+1	Stigmata	+1 level of divine spellcasting class
3rd	+3	+2	+1	+2	Faith healing (empower)	+1 level of divine spellcasting class
4th	+4	+2	+1	+2	Divine wrath	+1 level of divine spellcasting class
5th	+5	+3	+2	+3	Bloodfire, Channel Smite	—
6th	+6	+3	+2	+3	Versatile channel	+1 level of divine spellcasting class
7th	+7	+4	+2	+4	Divine judgment	+1 level of divine spellcasting class
8th	+8	+4	+3	+4	Faith healing (maximize)	+1 level of divine spellcasting class
9th	+9	+5	+3	+5	Bloodrain	—
10th	+10	+5	+3	+5	Divine retribution	+1 level of divine spellcasting class

This bonus lasts for 24 hours or until the vindicator is struck in combat, whichever comes first. The shield does not provide this bonus to any other wielder, but the vindicator does not need to be holding the shield for it to retain this power.

Stigmata (Su): A vindicator willingly gives his blood in service to his faith, and is marked by scarified wounds appropriate to his deity. He may stop or start the flow of blood by force of will as a standard action; at 6th level it becomes a move action, and at 10th level it becomes a swift action. Activating stigmata causes bleed damage equal to half the vindicator's class level, and this bleed damage is not halted by curative magic. While the stigmata are bleeding, the vindicator gains a sacred bonus (if he channels positive energy) or profane bonus (if he channels negative energy) equal to half his class level. Each time he activates his stigmata, the vindicator decides if the bonus applies to attack rolls, weapon damage rolls, Armor Class, caster level checks, or saving throws; to change what the bonus applies to, the vindicator must deactivate and reactivate his stigmata.

While his stigmata are bleeding, the vindicator ignores blood drain and bleed damage from any other source and can use *bleed* or *stabilize* at will as a standard action.

Faith Healing (Su): At 3rd level, any *cure wounds* spells a vindicator casts on himself are automatically empowered as if by the Empower Spell feat, except they do not use higher spell level slots or an increased casting time. If the vindicator targets himself with a cure spell that affects multiple creatures, this ability only applies to himself. At 8th level, these healing spells are maximized rather than empowered.

Divine Wrath (Sp): At 4th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 1st-level spell or available 1st-level spell slot to invoke *doom* upon the target as an immediate action (using the vindicator's caster level). The save DC is increased by +2 if his weapon has a $\times 3$ damage multiplier, or by +4 if it is $\times 4$. The vindicator can also use this ability in response

to being critically hit, even if the attack incapacitates or kills the vindicator.

Bloodfire (Su): At 5th level, while a vindicator's stigmata are bleeding, his blood runs down his weapons like sacred or profane liquid energy; when he uses Channel Smite, the damage increases by 1d6, and if the target fails its save, it is sickened and takes 1d6 points of bleed damage each round on its turn. The target can attempt a new save every round to end the sickened and bleed effects.

Channel Smite: At 5th level, a vindicator gains Channel Smite as a bonus feat.

Versatile Channel (Su): At 6th level, a vindicator's channel energy can instead affect a 30-foot cone or a 120-foot line.

Divine Judgment (Sp): At 7th level, when a vindicator's melee attack reduces a creature to -1 or fewer hit points, he may sacrifice a prepared 2nd-level spell or available 2nd-level spell slot to invoke *death knell* upon the target as an immediate action (using the vindicator's caster level). As vindicators mete out divine judgment, this is not an evil act. The save DC increases by +2 if his weapon has a $\times 3$ critical multiplier, or by +4 if it is $\times 4$.

Bloodrain (Su): At 9th level, while his stigmata are bleeding, the vindicator's harmful channeled energy is accompanied by a burst of sacred or profane liquid energy, increasing the damage by 1d6. Creatures failing their saves against the channeled energy become sickened and take 1d6 points of bleed damage each round. Affected creatures can attempt a new save every round to end the sickened and bleed effects.

Divine Retribution (Sp): At 10th level, when a vindicator confirms a critical hit, he may sacrifice a prepared 3rd-level spell or available 3rd-level spell slot to invoke *bestow curse* upon the target as an immediate action (using the vindicator's caster level). The save DC increases by +2 if his weapon has a $\times 3$ critical multiplier, or by +4 if it is $\times 4$. The vindicator can also use this ability in response to being critically hit, even if the attack incapacitates or kills the vindicator.

HORIZON WALKER

Those whose wanderlust drives them to push the boundary of safe environments sometimes seek the calling of the horizon walker. Horizon walkers are masters of travel, always seeking to find the safe ways through inhospitable terrain. They are comfortable in places others speak of only in hushed whispers, and they can both venture forth onto untrod paths themselves and guide the less-traveled through such hazardous lands.

Though rangers are most likely to be attracted to the ever-wandering life common to horizon walkers, barbarians, fighters, and rogues have also been known to find it appealing. Horizon walkers are most common in areas on the edge of civilization, where they can easily spend time away from the known and boring streets of settled lands.

Role: Horizon walkers have the accuracy and resilience to face frontline combat. They also have the skills and abilities to make excellent scouts, often taking the role of the first member of a group into danger and the last one out. Of course, walkers shine when adventuring in areas that match their many favored terrains, but many of the tricks they pick up in specific regions have application in a wide range of situations, allowing a horizon walker to be more mobile and resourceful than typical combatants.

Alignment: Anyone can crave new vistas and constant travel, and thus a horizon walker can be of any alignment.

Hit Die: d10.

REQUIREMENTS

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

Skills: Knowledge (geography) 6 ranks.

Feats: Endurance.

CLASS SKILLS

The horizon walker's class skills are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (the planes) (Int), Linguistics (Int), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the horizon walker prestige class.

Weapon and Armor Proficiency: A horizon walker gains no proficiency with any weapon or armor.

Favored Terrain: At 1st level, a horizon walker may select a favored terrain from the ranger Favored Terrains table (*Pathfinder RPG Core Rulebook* 65). This works exactly like the ranger favored terrain ability. The horizon walker

TABLE 6-3: HORIZON WALKER

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+1	+1	+0	+0	Favored terrain
2nd	+2	+1	+1	+1	Favored terrain, terrain mastery
3rd	+3	+2	+1	+1	Terrain dominance
4th	+4	+2	+1	+1	Favored terrain, terrain mastery
5th	+5	+3	+2	+2	Favored terrain
6th	+6	+3	+2	+2	Terrain dominance, terrain mastery
7th	+7	+4	+2	+2	Favored terrain
8th	+8	+4	+3	+3	Favored terrain, terrain mastery
9th	+9	+5	+3	+3	Terrain dominance
10th	+10	+5	+3	+3	Favored terrain, master of all lands

gains an additional favored terrain at 2nd, 4th, 5th, 7th, 8th and 10th level, and he can increase the bonus from an existing favored terrain as described in the ranger ability. If the horizon walker has abilities from other classes that only work in a favored terrain (such as a ranger's camouflage and hide in plain sight abilities), those abilities work in favored terrains selected as a horizon walker.

Terrain Mastery: At 2nd level, a horizon walker selects a favored terrain to master. When within this terrain the horizon walker may, as a move action, grant a +2 bonus on Climb, Stealth, Perception and Survival checks made by all allies within 30 feet who can see and hear him. This bonus lasts for a number of rounds equal to the horizon walker's Wisdom modifier (minimum 1). The character masters one additional terrain at 4th, 6th, and 8th levels.

Mastery of each terrain has additional benefits, outlined below; these benefits apply to the horizon walker at all times whether or not he is in the relevant terrain.

Astral Plane: The horizon walker's fly speed increases by +30 feet on planes with no gravity or subjective gravity.

Cold: The horizon walker gains cold resistance 10.

Desert: The horizon walker gains immunity to exhaustion; anything that would cause him to become exhausted makes him fatigued instead.

Ethereal Plane: The horizon walker ignores the 20% concealment miss chance from fog and mist, and treats total concealment from these sources as concealment.

Forest: The horizon walker gains a +4 competence bonus on Stealth checks.

Jungle: The horizon walker gains a +4 competence bonus on Escape Artist checks and increases his CMD against grapple maneuvers by +4.

Mountain: The horizon walker gains a +4 competence bonus on Climb checks and does not lose his Dexterity modifier to AC while climbing.

Plains: The horizon walker's movement is not reduced by wearing medium armor or carrying a medium load.

Plane of Air: The horizon walker gains a +4 competence bonus on Fly checks and +1 competence bonus on all attack and damage rolls against flying creatures. He gains the ability to breathe air if he cannot already do so.

Plane of Earth: The horizon walker gains DR 1/ adamantine.

Plane of Fire: The horizon walker gains fire resistance 10.

Plane of Water: The horizon walker gains a +4 competence bonus on Swim checks and a +1 competence bonus on all attack and



damage rolls against swimming creatures. He gains the ability to breathe water if he cannot already do so.

Plane, aligned: If the horizon walker selects a plane with an alignment trait, he can choose to detect as that alignment (fooling all forms of magic divination) as an immediate action; this benefit lasts until he dismisses it (a free action).

Swamp: The horizon walker gains a +4 competence bonus on Perception checks.

Underground: The horizon walker gains Blind-Fight as a bonus feat.

Urban: The horizon walker gains a +4 competence bonus on Diplomacy checks.

Water: The horizon walker gains a +4 competence bonus on Swim checks and +1 competence bonus on all attack and damage rolls against swimming creatures.

Terrain Dominance: At 3rd level, a horizon walker learns total dominance over one terrain he has already selected for terrain mastery. When dealing with creatures native to that terrain, the horizon walker treats his favored terrain bonus for that terrain as a favored enemy bonus (as the ranger class feature) against those creatures. This bonus overlaps (does not stack with) bonuses gained when fighting a favored enemy.

Each terrain dominance grants additional abilities, detailed below. When the horizon walker gains a new terrain dominance he may, if he prefers, instead pick an additional terrain mastery.

Astral Plane: The horizon walker gains a +1 competence bonus on attack and damage rolls against outsiders. He gains *dimension door* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

Cold: The horizon walker gains cold resistance 20 (this replaces the character's cold resistance from mastery of the cold terrain) and a +1 competence bonus on all attack and damage rolls against creatures of the cold subtype.

Desert: The horizon walker gains fire resistance 10 and immunity to fatigue.

Ethereal Plane: The walker gains *ethereal jaunt* as a spell-like ability once per day (caster level equal to the character's level). He must be at least 7th level before selecting this power.

Forest: The horizon walker gains *hallucinatory terrain* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level). The horizon walker can only use this ability to create illusory forests.

Jungle: The horizon walker gains *charm monster* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level). This charm only affects animals, magical beasts, and creatures primarily found in the jungle.

Mountain: The horizon walker gains DR 2/ adamantine.

MASTER CHYMIST

Plains: The walker's base speed increases by +10 feet.

Plane of Air: The horizon walker gains *fly* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

Plane of Earth: The horizon walker gains tremorsense with a range of 30 feet. He must be at least 5th level before selecting this plane for this ability.

Plane of Fire: The horizon walker gains fire resistance 20 (this replaces the character's fire resistance from mastery of the Plane of Fire terrain) and a +1 competence bonus on all attack and damage rolls against creatures of the fire subtype.

Plane of Water: The horizon walker's movements and actions are not hampered when underwater. This allows him to speak, make attacks, and cast spells normally underwater (as if using *freedom of movement*).

Plane, aligned: For the purpose of bypassing damage reduction, the horizon walker's manufactured and natural weapons count as the opposite alignment of his chosen plane of dominance. If his chosen plane has more than one alignment type, he must choose one of those types for this ability. For example, if he selects "Hell" (an evil, lawful plane) for his terrain dominance ability, he may choose "evil" or "lawful," which means his attacks bypass good or chaotic damage reduction, respectively. Alternatively, if native creatures of his chosen plane are vulnerable to a particular special material (such as cold iron or silver), he may choose to have his weapons bypass damage reduction as if they were that special material. If he selects this plane more than once for his terrain dominance ability, his attacks count as an additional alignment or special material (such as "good and silver" or "chaotic and good").

Swamp: The horizon walker gains tremorsense with a 30-foot range. He must be at least 5th level before selecting this power.

Underground: The horizon walker gains darkvision with a range of 60 feet. If he already has darkvision 60 feet, its range extends by 60 feet.

Urban: The horizon walker gains *charm person* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

Water: The horizon walker gains a swim speed of 20 feet. If he already has a natural swim speed, his swim speed increases by +20 feet.

Master of All Lands (Su): At 10th level, the horizon walker becomes familiar with and comfortable in all possible terrains. His terrain bonus in all favored terrains increases by +2, and he treats all other terrains as if they were favored terrains (+2 bonus). If a naturally occurring condition of temperature or weather requires a check or saving throw, he automatically succeeds. All allies within 60 feet of him gain a +2 bonus on these checks and saves; if the horizon walker is in a mastered terrain, this bonus increases to +4.

When alchemists blithely use mutagens to turn themselves into hulking creatures of muscle and reflex, civilized folk often turn their heads and mutter that such transformations must have a price. For a few alchemists, that price is transformation into a master chymist, a creature able to take a monstrous brute form as an act of will.

Master chymists become two personalities sharing a single body. Both the hulking "mutagenic form" of alchemical prowess and the original alchemist who created it think of themselves as the true form, and they must learn to work together to achieve their joint goals. More often than not, master chymists eventually become their mutagenic form, and the original alchemist's body and mind may only be brought forth when required by social custom or a need for obscurity and stealth arises. Unfortunately, the mutagenic form of a master chymist is often a more violent, unforgiving personality (which can lead to conflict between the two versions of the same character).

Role: Master chymists are rarely accepted by society once their nature is revealed, and thus they have a strong motivation to keep on the move. Adventuring is one of the few activities that their monstrous form can be useful for, leading many to constantly explore dangerous areas on the edge of civilization. A master chymist's resilience and ability to combine bomb-throwing mayhem with up-close melee carnage is a great benefit to many adventuring parties, buying the master chymist allies who are at least willing to overlook her more distasteful features.

Alignment: A master chymist actually has two alignments (see the mutagenic form ability). The only restriction on these alignments is that they cannot be exactly the same.

Hit Die: d10.

REQUIREMENTS

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

Spells: Ability to create 3rd-level extracts.

Special: Mutagen class feature, feral mutagen or infuse mutagen discovery.

CLASS SKILLS

The master chymist's class skills are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

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

TABLE 6-4: MASTER CHYMIST

Level	Bonus	Fort Save	Ref Save	Will Save	Special	Extracts per Day
1st	+1	+1	+1	+0	Bomb-thrower, mutagenic form, mutate 2/day	—
2nd	+2	+1	+1	+1	Advanced mutagen	+1 level of alchemist
3rd	+3	+2	+2	+1	Brutality (+2)	+1 level of alchemist
4th	+4	+2	+2	+1	Advanced mutagen	—
5th	+5	+3	+3	+2	Mutate 3/day	+1 level of alchemist
6th	+6	+3	+3	+2	Advanced mutagen	+1 level of alchemist
7th	+7	+4	+4	+2	Brutality (+4)	+1 level of alchemist
8th	+8	+4	+4	+3	Advanced mutagen, mutate 4/day	—
9th	+9	+5	+5	+3	Brutality (+6)	+1 level of alchemist
10th	+10	+5	+5	+3	Advanced mutagen, mutate 5/day	+1 level of alchemist

Weapon and Armor Proficiency: A master chymist gains no proficiency with any weapon or armor.

Extracts per Day: At the indicated levels, a master chymist gains new extracts per day as if she had also gained a level in alchemist. She does not, however, gain other benefits a character of that class would have gained, except for extracts per day and an increased effective caster level for extracts.

Bomb-Thrower (Ex): The destructive power of bombs appeals to the violent urges of a master chymist. Add the character's alchemist and master chymist levels together to determine the damage done by her bombs.

Mutagenic Form (Ex): A master chymist's mutagenic form is an alter ego that has a different personality than her normal form, an outgrowth of the mental changes caused by the mutagenic potions she has consumed over the course of her career. The mutagenic form shares memories and basic goals with the chymist's normal personality but goes about meeting those goals in a different manner. The mutagenic form is often ugly and monstrous and may even appear to be a different race or gender than her normal form; they may look as different as two unrelated people. Indeed, the mutagenic form often has his or her own name, and may attempt to maintain independent relationships and strongholds (though the alter ego's limited time in existence often makes this difficult). The mutagenic form even has his or her own alignment (which is selected by the player, but must be different from the master chymist's normal alignment). The change in alignment only affects the master chymist while in her mutagenic form.

Example: Darabont is a neutral good gnome alchemist 7/master chymist 4. Her mutagenic form is a deformed, twisted creature called Butcher. Butcher is neutral, and more interested in seeing the world kept in balance than promoting the greatest good. Butcher is aware she exists only when called on by Darabont, but seeks to build her own circle of like-minded friends during the hours she exists. Butcher does not dislike Darabont, but feels her gnome form is too soft and innocent to survive in the harsh world the chymist

lives in. As Darabont, the character detects as good and is affected as a good character by spells with effects that vary by alignment; as Butcher, the same character is neutral, is not revealed by a *detect good* spell, and is treated as neutral for all spells and effects.

Mutate (Su): At 1st level, as a result of repeated exposure to her mutagens, the master chymist can now assume a mutagenic form twice per day without imbibing her mutagen. In this form, she gains all the bonuses and penalties of her mutagen and adds together her alchemist and master chymist levels together to determine her effective alchemist level for the duration of this form. Using a mutagen also forces the chymist into this form. Taking a mutagen or using the mutate ability again while in her mutagenic form works normally (with the new mutagen's modifiers replacing the current modifiers, and the longer duration taking precedent). The chymist remains in her mutagenic form until its duration expires, her magic is interrupted (as with an *antimagic field*), or she expends another use of her mutate ability.

A chymist may be forced to take her mutagenic form against her will by stress or damage. Anytime the character is in her normal form and has daily uses of the mutate ability available, she may be forced to switch after suffering a critical hit or failing a Fortitude save. In these situations the chymist must make a DC 25 Will save; if she fails, on her next turn she uses a standard action to change to her mutagenic form (which counts as a use of the mutate ability).

At 5th level, the master chymist can assume her mutagenic form three times per day; this increases to four times per day at 8th level and five times per day at 10th level.

Advanced Mutagen (Su): At 2nd level, the mutagenic form of the master chymist continues to evolve and develop as she grows in power. The master chymist selects an advanced mutagen, a power that changes how her mutagenic form works or can only be accessed in her mutagenic form. She gains additional advanced mutagens at 4th, 6th,

8th, and 10th level. The chymist cannot select the same advanced mutagen more than once.

Burly (Ex): In her mutagenic form, the master chymist's heavy physical frame gives her an alchemical bonus on Strength checks, Constitution checks, and Strength-based skill checks as well as a bonus to CMB and CMD. The bonus is equal to half the master chymist's class level.

Disguise (Ex): When in her mutagenic form, the chymist can temporarily change her appearance to her normal form and still retain most of the abilities of her mutagenic form. As a standard action, she may make a Will saving throw (DC 20) to assume the appearance of her normal form for one minute. Each additional minute beyond the first requires a new saving throw with a +1 increase to the DC. Failure means the chymist assumes her normal form (as if ending the use of mutagenic form) or reverts fully to her mutagenic form. At any time while using this ability, the chymist can resume her normal form as a standard action or relax her will and revert to her mutagenic form as a free action. Once this ability ends, the chymist cannot use it again until 10 minutes have passed. Obvious physical changes in mutagenic form such as draconic mutagen, feral mutagen, and growth mutagen do not work while the chymist is disguised in her normal form. Time spent disguised counts toward the chymist's time in her mutagenic form.

Draconic Mutagen (Su): When the chymist assumes her mutagenic form, she gains dragon-like features—scaly skin, reptilian eyes, and so on, resembling a half-dragon. The chymist chooses one dragon type (see the draconic bloodline table on page 75 of the *Core Rulebook*) when selecting this advanced mutagen; once selected, this choice cannot be changed and determines her draconic resistances and breath weapon type. The chymist gains resistance 20 to the dragon's energy type. The chymist's breath weapon deals 8d8 points of energy damage (Reflex half, DC 10 + the chymist's class level + the chymist's Intelligence modifier); she may use her breath weapon once per transformation into her mutagenic form. The character must have an effective alchemist level (alchemist level plus master chymist levels) of at least 16, must know the *form of the dragon* I extract, and must have the feral mutagen discovery or advanced mutagen to select this ability.

Dual Mind (Ex): The chymist's alter ego gives her a +2 bonus on Will saving throws in her normal and mutagenic forms. If she is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC; if she succeeds, she is free of the effect (as if she had made her original save) and immediately changes to her mutagenic form or back to her normal form. If she has no more uses of the mutate ability remaining for the day, she cannot use dual mind. The character must

have an effective alchemist level (alchemist level plus master chymist levels) of at least 10 to select this ability.

Evasion (Ex): This mutagen functions as the rogue ability of the same name, except that it only applies in the chymist's mutagenic form.

Extended Mutagen (Ex): The duration of the master chymist's mutation is doubled.

Feral Mutagen (Ex): This mutagen is identical to the alchemist discovery of the same name and counts as that discovery for the purpose of qualifying for other discoveries or advanced mutagens.

Furious Mutagen (Ex): The damage dice for the feral mutagen's bite and claw attacks increase by one die step. The character must have an effective alchemist level (alchemist level plus chymist level) of at least 11 and must have the feral mutagen discovery or advanced mutagen to select this ability.

Grand Mutagen (Ex): This mutagen is identical to the alchemist discovery of the same name and counts as that



discovery for the purpose of qualifying for other discoveries or advanced mutagens. The character must have an effective alchemist level (alchemist level plus master chymist levels) of at least 16 and must have the feral mutagen discovery or advanced mutagen to select this ability.

Greater Mutagen (Ex): This mutagen is identical to the alchemist discovery of the same name and counts as that discovery for the purpose of qualifying for other discoveries or advanced mutagens. The character must have an effective alchemist level (alchemist level plus chymist level) of at least 12 and must have the feral mutagen discovery or advanced mutagen to select this ability.

Growth Mutagen (Su): When the chymist assumes her mutagenic form, she increases one size category, as if under the effects of an *enlarge person* spell. The character must have an effective alchemist level (alchemist level plus chymist level) of at least 16 and must know the *enlarge person*, *giant form I*, or *polymorph* extract to select this ability.

Night Vision (Ex): The chymist gains darkvision 60 feet and low-light vision in her mutagenic form.

Nimble (Ex): The master chymist's lithe physical frame gives her an alchemical bonus on all Dexterity checks, Dexterity skill checks, and CMD, and a natural armor bonus to her Armor Class. The bonus is equal to half the master chymist's class level.

Restoring Change (Su): When the chymist assumes her mutagenic form or returns to her normal form from her mutagenic form, she heals a number of hit points equal to 1d8 + her character level.

Scent (Ex): The master chymist gains the scent ability in her mutagenic form.

Brutality (Ex): At 3rd level, a master chymist's taste for violence leads her to strike more powerful blows with weapons easily mastered by her bestial mind. At 3rd level, a chymist in her mutagenic form deals +2 damage when attacking with simple weapons and natural attacks. This bonus increases to +4 at 7th level and to +6 at 9th level.

MASTER SPY

Unparalleled practitioners of deception, master spies rely on deceit and trickery over brawn and spells. A master spy is an expert at both magical and nonmagical means of evading detection, and quick-witted when it comes to improvisation. Master spies may serve countries or private interests, or sell their services to the highest bidder without a thought to long-term loyalty.

Bards and rogues, with their wide range of skills, are particularly well suited for the demands of spying. Rogues can easily pass themselves off as members of most nonmagical professions (though playing an armored warrior impedes their natural abilities), while bluffing bards can impersonate a wide range of other spellcasters well enough to fool a casual observer. Versatility and adaptability are the watchwords for espionage, and successful master spies let others complete their deception for them, subtly drawing targets into their machinations.

Role: Master spies rarely work with others unless they are under cover. The special skills that serve them so well in the field ironically make them exceptional leaders, but a master spy's natural inclination toward secrecy pushes her away from the limelight. Note that a master spy among adventurers may not intend to betray them; armed heroes provide excellent cover for a master spy's true mission, whether or not they know the spy's intent.

Alignment: The practice of espionage demands discipline and a certain amount of moral and ethical flexibility; more master spies are neutral than lawful or chaotic.

Hit Die: d8.

REQUIREMENTS

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

Feats: Deceitful, Iron Will.

TABLE 6-5: MASTER SPY

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+1	+1	Art of deception, master of disguise, sneak attack +1d6
2nd	+1	+1	+1	+1	Glib lie, mask alignment
3rd	+2	+1	+2	+2	Nonmagical aura 2/day, superficial knowledge
4th	+3	+1	+2	+2	Concealed thoughts, quick change, sneak attack +2d6
5th	+3	+2	+3	+3	Elude detection, slippery mind
6th	+4	+2	+3	+3	Shift alignment
7th	+5	+2	+4	+4	Sneak attack +3d6
8th	+6	+3	+4	+4	Death attack, fool casting
9th	+6	+3	+5	+5	Hidden mind
10th	+7	+3	+5	+5	Assumption, sneak attack +4d6

Skills: Bluff 7 ranks, Disguise 7 ranks, Perception 5 ranks, Sense Motive 5 ranks.

CLASS SKILLS

The master spy's class skills are Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: A master spy gains no proficiency with any weapon or armor.

Art of Deception (Ex): A master spy adds her class level to all Bluff, Disguise, and Sense Motive checks.

Master of Disguise (Ex): A master spy can create a disguise in half the time normally required. In addition, any penalties from assuming a disguise of a different gender, race, age, or size are reduced by 1.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at every third level (1st, 4th, 7th, and 10th). If a master spy gets a sneak attack bonus from another source, the bonuses on damage stack.

Glib Lie (Su): A master spy of 2nd level or higher can deceive truth-detecting magic. A creature using this sort of magic against the spy must succeed on a caster level check against a DC of 15 + the master spy's class level to succeed (as if she were under the effect of a *glibness* spell); failure means the magic doesn't detect the spy's lies or force her to speak only the truth. This ability does not give the master spy the *glibness* spell's bonus on Bluff checks.

Mask Alignment (Su): A master spy of 2nd level or higher can alter her alignment aura to deceive spells that discern alignment (such as *detect evil*). She may choose to detect as any specific alignment, or to detect as no alignment at all. This ability does not protect against spells or effects that cause harm based on

alignment. Masking her alignment aura is a standard action, and lasts until she changes it again or ends the effect.

Nonmagical Aura (Sp): At 3rd level, a master spy can use *magic aura* twice per day, but only for the purpose of making an object appear nonmagical.

Superficial Knowledge (Ex): A master spy gives the appearance of knowing more than she actually does. Starting at 3rd level, she can make untrained Knowledge and Profession checks pertaining to her cover or assumed identity as if she were trained and gains a bonus equal to half her level on these checks. For example, a master spy masquerading as a noblewoman can make untrained Knowledge (history) checks about the kingdom and Knowledge (nobility) checks about its noble and royal families as if she were trained, but she cannot make untrained Knowledge (nature) skill checks to identify herbs.

Concealed Thoughts (Su): A 4th-level master spy can conceal her schemes from mind-reading magic. When a creature is using *detect thoughts* or similar magic to read her mind, she decides what surface thoughts her opponent detects, and her true surface thoughts remain private. This ability does not protect against mental attacks or mind-reading that delves deeper than surface thoughts.

Quick Change (Ex): Starting at 4th level, a master spy can assume a disguise in only 2d4 rounds by taking a -10 penalty on her Disguise check. This penalty drops to -5 at 8th level.

Elude Detection (Sp): At 5th level, a master spy can befuddle divinations used against her as if she were under the effect of a *nondetection* spell with a caster level equal to her character level. She can suppress or resume this protection as a standard action. If dispelled, the spy cannot resume the *nondetection* for 1d4 rounds.

Slippery Mind (Su): At 5th level, a master spy can slip away from mental control. This functions as the rogue advanced talent of the same name. If the spy has the slippery mind ability from another class, these abilities stack, but she can still only use slippery mind once per round.



Shift Alignment (Su): Starting at 6th level, a master spy's control over her aura improves. When she assumes a false alignment, she can choose to have all spells and magic items affect her as though she were that alignment; this includes helpful and harmful effects. For example, a neutral good master spy can shift her aura to lawful evil so she can pass through a doorway that shocks creatures that aren't lawful evil; if hit by *holy smite* with this shifted aura, she takes damage as if she were evil. A master spy can change her alignment aura from a masked alignment (as per her 2nd-level class feature, where effects still function based on her actual alignment) to a shifted alignment (as per this ability, where effects function based on her assumed alignment) as a standard action. Shifting her alignment aura is a standard action, and lasts until she changes it again or ends the effect.

Death Attack (Ex): At 8th level, a master spy learns the art of killing or paralyzing a foe with a careful strike. This ability functions as the assassin's death attack ability. If the master spy has levels in another class that grants the death attack ability, these levels stack with her master spy level to determine the DC of her death attack, even if she has not yet reached 8th level as a master spy.

Fool Casting (Su): A master spy of 8th level or higher can trick an opponent into believing that she has been charmed or dominated. When the master spy succeeds at a saving throw against a magical effect that provides ongoing control (such as *charm person*, *dominate person*, or a vampire's *dominate* ability), she can allow the spell to take partial effect. To the caster, it appears that the spy failed her saving throw, but the spy is not under the caster's control. If the spell provides a telepathic link, it functions normally, but the spy is under no obligation to follow the caster's commands. The master spy can dismiss a fooled spell as a standard action. Fooled casting can be used when the spy succeeds at a subsequent saving throw against an ongoing effect, such as that granted by *slippery mind*.

Hidden Mind (Sp): At 9th level, a master spy gains the benefit of a constant *mind blank* spell at a caster level equal to her character level. The spy can suppress or resume this protection as a standard action. If dispelled, the spy cannot resume the *mind blank* for 1d4 rounds.

Assumption (Su): The ultimate ability of the master spy is to take over another persona entirely, making it her own. As a full-round action, the spy can touch a helpless creature and shift her aura to that of her target. This confuses divination effects and spells, even ones as powerful as *discern location*, such that they register the spy as being the creature she has touched. This ability is not proof against the actions of deities or similarly powerful beings. The assumption of an identity lasts until the master spy ends it (a standard action) or she uses the ability on another creature.

NATURE WARDEN

Nature wardens are guardians of the wild places of the world, hunters and explorers par excellence, highly skilled in negotiating their way among the nonhuman inhabitants of the wild. Nature wardens befriend and train a beast of the wild as a companion, and some call wardens "beastmasters" because of these pets, but nature wardens are much more than tamers of wild things. They are experts at navigating the harsh brutality of nature's fury and making do with whatever tools and weapons present themselves, but they go beyond being hardy survivalists to become cunning tacticians with keen analytical minds, able to adapt and prepare for any situation and make the absolute best use of the advantages that any terrain or environment can afford them.

Nature wardens are usually druids or ranger/druids, though occasional ranger/clerics with the Animal domain or even single-classed high-level rangers or multiclassed rangers explore this class.

Role: The nature warden is a master of wilderness environments and is at her most powerful in any of the variety of environments that she has studied. She and her animal companion form a potent team. They are excellent scouts and versatile warriors, able to supplement their skills with spells to fulfill almost any role.

Alignment: Nature wardens tend toward nonevil alignments, as many pursue their profession out of a desire to help and protect others. Occasionally evil wardens can be found turning the bitter realities of the wild upon their enemies or guarding natural sites tainted by dark fey.

Hit Die: d8.

REQUIREMENTS

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

Base Attack Bonus: +4.

Special: Animal companion class feature*, favored terrain class feature, wild empathy class feature.

Skills: Handle Animal 5 ranks, Knowledge (geography) 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks.

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

* An oracle of nature's bonded mount ability counts as an animal companion class ability for the purpose of this prestige class.

CLASS SKILLS

The nature warden's class skills are Climb (Str), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the nature warden prestige class.

Weapon and Armor Proficiency: A nature warden gains no proficiency with any weapon or armor.

Spells per Day: At the indicated levels, a nature warden gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous caster), and an increased effective level of spellcasting. If she had more than one divine spellcasting class before becoming a nature warden, she must decide to which class she adds the new level for the purpose of determining spells per day.

Companion Bond (Ex): At 1st level, a nature warden's class levels stack with levels in all classes that grant an animal companion for the purpose of determining her animal companion's abilities. The nature warden and her animal companion have an empathic link like that between a wizard and his familiar. At 5th level, the nature warden's animal companion gains the same benefits the warden does when in the warden's favored terrain.

Natural Empathy (Ex): For the purpose of the wild empathy ability, a nature warden's class level stacks with levels in all classes with the wild empathy ability. When in her favored terrain, a nature warden adds her favored terrain bonus to wild empathy checks. She may also choose to use wild empathy to demoralize an animal or magical beast rather than improving its attitude, as if using Intimidate rather than Diplomacy.

At 4th level, a nature warden no longer suffers a penalty when using wild empathy to influence or demoralize magical beasts. At 7th level, she may use wild empathy to affect vermin (whether mindless or with Intelligence 1 or 2). At 10th level, she may use it to affect plant creatures (whether mindless or with Intelligence 1 or 2).

Mystic Harmony (Su): At 2nd level, a nature warden in her favored terrain gains an insight bonus to AC equal to half her favored terrain bonus. She loses this bonus when she is immobilized or helpless.

Wild Stride (Ex): At 2nd level, a nature warden and her animal companion gain the ability to move through natural hazards of her favored terrain (such as bogs, loose sand, snow, ice, rockslides, and so on) at her normal speed without taking damage or suffering any other impairment (in effect, this is the woodland stride ability applied to

non-plant environmental hazards). Terrain hazards that have been magically manipulated to impede motion still affect her.

Animal Speech (Sp): At 3rd level, a nature warden can *speak with animals* at will when in her favored terrain. Outside her favored terrain, she can use *speak with animals* once per day. Her caster level is equal to her class level.

Silverclaw (Su): At 4th level, a nature warden's animal companion and any creature she summons with *summon nature's ally* gain DR/silver equal to the warden's class level. In addition, their natural weapons are considered silver for the purpose of overcoming damage reduction.

Favored Terrain (Ex): At 5th level and again at 10th level, a nature warden may choose a favored terrain. This ability is identical to and stacks with the ranger class ability.



TABLE 6-6: NATURE WARDEN

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+1	Companion bond, natural empathy	—
2nd	+1	+1	+1	+1	Mystic harmony, wild stride	+1 level of divine spellcasting class
3rd	+2	+2	+1	+2	Animal speech	+1 level of divine spellcasting class
4th	+3	+2	+1	+2	Silverclaw	+1 level of divine spellcasting class
5th	+3	+3	+2	+3	Favored terrain, survivalist	—
6th	+4	+3	+2	+3	Woodforging	+1 level of divine spellcasting class
7th	+5	+4	+2	+4	Companion walk, plant speech	+1 level of divine spellcasting class
8th	+6	+4	+3	+4	Ironpaw	+1 level of divine spellcasting class
9th	+6	+5	+3	+5	Guarded lands	—
10th	+7	+5	+3	+5	Companion soul, favored terrain	+1 level of divine spellcasting class

Survivalist (Ex): At 5th level, a nature warden suffers no penalty for using an improvised weapon or improvised tool. At 10th level, a warden can spend 1 minute examining and adjusting an improvised weapon or tool; thereafter she treats it as a masterwork weapon or tool.

Woodforging (Sp): At 6th level, a nature warden can manufacture wooden items which she may use with surpassing skill. Once per day, she may use *wood shape* as a spell-like ability with a caster level equal to her nature warden level. In her hands, items created with this ability are treated as masterwork items under the effect of an *ironwood* spell; in the hands of others, they are merely ordinary wooden items of the appropriate type. If the warden uses this ability to create armor or weapons, she may craft them into magic items as if she had the Craft Magic Arms and Armor feat (though they are merely magical wood in the hands of others, and only ironwood when she uses them).

Companion Walk (Su): At 7th level, the nature warden's companion shares the benefits of travel spells (such as *tree stride* and *transport via plants*) and polymorph and similar spells (including *tree shape*) cast by the warden from the druid or ranger spell list. The companion counts either as part of the warden or as an object with no weight, whichever is more favorable for the warden.

Plant Speech (Sp): At 7th level, a nature warden can cast *speak with plants* at will when in her favored terrain. Outside her favored terrain, she can use *speak with plants* once per day as a spell-like ability. Her caster level is equal to her class level.

Ironpaw (Su): At 8th level, a nature warden may grant her animal companion and any creature she summons with *summon nature's ally* DR/cold iron equal to her class level. In addition, their natural weapons are considered cold iron for the purpose of overcoming damage reduction. This ability does not stack with the silverclaw ability. The warden must decide at the time of summoning whether a summoned creature gains the benefits of silverclaw

or ironpaw. She may change which ability applies to her animal companion by spending 1 hour in prayer and meditation with the companion within 100 feet.

Guarded Lands (Ex): At 9th level, a nature warden may designate an area as her guarded lands, allowing her to treat it as her favored terrain or to enhance her bonuses if it is already in her favored terrain. The area must be no larger than 1 square mile, and the warden must spend 24 hours carefully studying the entire area. This period of study gives her a +2 favored terrain bonus in that area, which stacks with any favored terrain bonus for that area (for example, she also gets her forest favored terrain bonus if her guarded lands are part of a forest). She may also designate one creature type as her favored enemy within those guarded lands, gaining a +2 favored enemy bonus against the creature type that stacks with any favored enemy bonus she has against that type of creature. Allies who can see and hear the warden gain an initiative bonus equal to half the warden's favored terrain bonus for that terrain.

A nature warden may have a number of guarded lands equal to her Wisdom bonus (minimum 1). When she reaches her maximum number of guarded lands, she can select a new guarded land by abandoning an existing one and performing the ritual for a new area.

Companion Soul (Su): At 10th level, a nature warden's bond with her animal companion is so strong that it transcends distance and even death. The companion's devotion ability increases to a +8 morale bonus on Will saves against enchantment spells and effects. The warden may scry on her animal companion once per day as if using the *scrying* spell, except she needs no focus or divine focus. She may view the area around her companion or see through its eyes. If her companion dies, she can revive it with an 8-hour ritual; this has the same effect as *raise dead*, except it doesn't require a material component and the companion does not gain any negative levels from the ordeal.

RAGE PROPHET

Throughout the wilderness, there are those warriors whose powers are infused by the spirits, who see and hear into the world beyond and draw unthinkable reserves of power from it. They are the chosen of the gods, and they often hold status nearly equal to that of a chief or shaman in a typical tribe, or sometimes even exceeding this. Rage prophets can dispense advice through their communion with the spirits and ability to divine the future.

Rage prophets are always barbarian/oracles, though some have levels in other classes as well. The most popular oracle mystery among rage prophets is that of battle, for skill in battle is respected in barbarian society, but oracles of all mysteries find their way into positions as war-chiefs, counselors, and leaders. Some rage prophets choose to live apart or to act as wandering champions, belonging to all tribes and none, following the lead of their spirit guides rather than the dictates of any one tribal chief or council. Though sometimes looked at askance by tribal leaders, these wanderers are popular with many barbarians, who see them as the perfect exemplars of the strength, virtue, and power of the free folk, owing nothing to anyone but the sky above, the earth beneath, and the spirits within.

Role: The rage prophet has considerable spellcasting ability, but it usually serves as a conduit to enhance his fighting prowess. His combat skills are considerable and his ability to keep himself going in any fight and to focus his physical rage into supernatural power gives him an unexpected boost in power and versatility to overcome any challenge.

Alignment: Rage prophets may be of any nonlawful alignment, but chaotic alignments are more common, as they are in the barbarian tribes from which they hail. Wandering rage prophets are usually chaotic, living apart from any tribe and the tribal structure of their heritage as they take up the adventuring life.

Hit Die: d10.

REQUIREMENTS

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

Base Attack Bonus: +5.

Special: Oracle's curse class feature, moment of clarity rage power.

Skills: Knowledge (religion) 5 ranks.

Spells: Able to cast 1st-level divine spells.

CLASS SKILLS

The rage prophet's class skills are Climb (Str), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the rage prophet prestige class.

Weapon and Armor Proficiency: A rage prophet gains no proficiency with any weapon or armor.



TABLE 6-7: RAGE PROPHET

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+1	Savage seer, spirit guide	—
2nd	+1	+1	+1	+1	Rage prophet mystery, raging healer	+1 level of divine spellcasting class
3rd	+2	+2	+1	+2	Indomitable caster	+1 level of divine spellcasting class
4th	+3	+2	+1	+2	Ragecaster (caster level), rage prophet mystery	+1 level of divine spellcasting class
5th	+3	+3	+2	+3	Spirit guardian	—
6th	+4	+3	+2	+3	Enduring rage, rage prophet mystery	+1 level of divine spellcasting class
7th	+5	+4	+2	+4	Ragecaster (save DC)	+1 level of divine spellcasting class
8th	+6	+4	+3	+4	Rage prophet mystery, raging spellstrength	—
9th	+6	+5	+3	+5	Spirit warrior	+1 level of divine spellcasting class
10th	+7	+5	+3	+5	Greater rage, rage prophet mystery	+1 level of divine spellcasting class

Spells per Day: At the indicated levels, a rage prophet gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If he had more than one divine spellcasting class before becoming a rage prophet, he must decide to which class he adds the new level for the purpose of determining spells per day.

Savage Seer: A rage prophet's class level stacks with barbarian levels for determining the effect of rage powers, and with oracle levels for determining the effect of oracle revelations and his oracle's curse. This does not grant additional abilities.

Spirit Guide (Sp): Every rage prophet possesses a spirit guide, an insubstantial phantom that speaks to his mind, watches over him, and lends him its strength and wisdom. Whenever the rage prophet rages, he gains the benefit of a single *guidance* spell from his spirit guide; this bonus can be used at any time during his rage. The spirit guide also allows the rage prophet to use *dancing lights*, *ghost sound*, and *mage hand* as spell-like abilities once per day each (caster level equal to the rage prophet's class level). The DCs are Charisma-based.

Rage Prophet Mystery: At 2nd level and every even level thereafter, a rage prophet learns an additional spell from his spirit guide. These spells are in addition to those listed in Table 2-6: Oracle Spells Known. Like spells from an oracle's mystery, the rage prophet cannot exchange these spells for different spells at higher levels. The rage prophet must be able to cast oracle spells of the listed level to learn one of these spells from his spirit guide. The rage prophet treats the spell as an oracle spell of the listed level. The possible spells are *arcane eye* (4th), *augury* (2nd), *divination* (4th), *dream* (5th), *find the path* (6th), *helping hand* (3rd), *see invisibility* (2nd), *shadow walk* (6th), *speak with dead* (3rd),

spectral hand (2nd), *spiritual weapon* (2nd), *unseen servant* (1st), *vision* (7th), and *whispering wind* (2nd).

Raging Healer (Su): At 2nd level, a rage prophet is able to cast *cure* spells on himself while raging, without having to use clarity of mind.

Indomitable Caster (Ex): At 3rd level, a rage prophet adds his Constitution bonus (if any) on concentration checks.

Ragecaster (Su): Starting at 4th level, a rage prophet's spells grow more potent when he rages. When using moment of clarity, he adds his barbarian level to his caster level. At 7th level, he adds his Constitution bonus to the save DC of any spells cast while raging.

Spirit Guardian (Sp): At 5th level, the competence bonus provided by the spirit guide's *guidance* spell increases to half the rage prophet's class level when used while battling a fey, outsider, undead, or incorporeal creature. As a swift action, the rage prophet can spend 1 round of rage (whether he is raging or not) to give his armor and weapons the *ghost touch* property for 1 round; this effect ends if the item is no longer in his possession.

Enduring Rage (Su): At 6th level, as a free action, a rage prophet can extend the duration of his rage by sacrificing a spell slot; this prolongs the duration of his rage for a number of rounds equal to the level of the spell slot used.

Raging Spellstrength (Su): At 8th level, a rage prophet is able to cast spells with a range of "personal" on himself while raging, without having to use clarity of mind.

Spirit Warrior (Su): At 9th level, the competence bonus provided by the rage prophet's *guidance* increases to his rage prophet level when used while battling a fey, outsider, undead, or incorporeal creature. His ability to give his armor and weapons the *ghost touch* property becomes an immediate action instead of a swift action.

Greater Rage (Ex): At 10th level, when a rage prophet enters a rage, his morale bonus to Strength and Constitution increases to +6 and his morale bonus on Will saves increases to +3.

STALWART DEFENDER

Drawn from the ranks of guards, knights, mercenaries, and thugs alike, stalwart defenders are masters of claiming an area and refusing to relinquish it. This behavior is more than a tactical decision for stalwart defenders; it's an obsessive, stubborn expression of the need to be undefeated. When stalwart defenders set themselves in a defensive stance, they place their whole effort into weathering whatever foe, conflict, or threat comes their way.

Most stalwart defenders come from the ranks of fighters, often those desiring to be better guards for friends and allies. Dwarves are particularly suited to the role, though stalwart defenders of all races exist. More rarely, barbarians take the path of the stalwart defender as a matter of pride, to overcome some perceived shortcoming. Such characters often seem to suffer from dual personalities, flinging themselves recklessly into combat one moment, then calmly fending off all attackers the next.

Role: Stalwart defenders are masters of melee combat, striving to prove that the best offense is a good defense. Stalwart defenders are normally found on the front lines of battle, holding a position to cover their allies, leaping into breaches of opposing formations and holding them open for others, and guarding more vulnerable allies by acting as mobile fortifications, stable points in the ever-changing chaos of battle.

Alignment: Anyone can be as stubborn as a rock and dedicated to holding one point no matter the cost, so stalwart defenders can be of any alignment. The dedication and practice required to learn the talents of a stalwart defender come more easily to characters with a strong respect for order and organization, however, so lawful stalwart defenders are much more common than chaotic ones.

Hit Die: d12.

REQUIREMENTS

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

Base Attack Bonus: +7.

Feats: Dodge, Endurance, Toughness.

Special: Proficiency with light and medium armor.

CLASS SKILLS

The stalwart defender's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Perception (Wis), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the stalwart defender prestige class.

Weapon and Armor Proficiency: A stalwart defender is proficient with all simple and martial weapons, all types of armor, and shields (including tower shields).



TABLE 6-8: STALWART DEFENDER

Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	
1st	+1	+1	+0	+1	+1	Defensive stance
2nd	+2	+1	+1	+1	+1	Defensive power
3rd	+3	+2	+1	+2	+1	Uncanny dodge
4th	+4	+2	+1	+2	+2	Defensive power
5th	+5	+3	+2	+3	+2	Damage reduction 1/—
6th	+6	+3	+2	+3	+2	Defensive power
7th	+7	+4	+2	+4	+3	Damage reduction 3/—, improved uncanny dodge
8th	+8	+4	+3	+4	+3	Defensive power
9th	+9	+5	+3	+5	+3	Mobile defense
10th	+10	+5	+3	+5	+4	Damage reduction 5/—, defensive power, last word

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

Defensive Stance (Ex): At 1st level, a stalwart defender can enter a defensive stance, a position of readiness and trancelike determination. A stalwart defender can maintain this stance for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can maintain the stance for 2 additional rounds per day. Temporary increases to Constitution, such as those gained from the defensive stance and spells like *bear's endurance*, do not increase the total number of rounds that the stalwart defender can maintain a defensive stance per day. The stalwart defender can enter a defensive stance as a free action. The total number of rounds of defensive stance per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in a defensive stance, the stalwart defender gains a +2 dodge bonus to AC, a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. The increase to Constitution grants the stalwart defender 2 hit points per Hit Die, but these hit points disappear when the defensive stance ends and are not lost first like temporary hit points. While in a defensive stance, a stalwart defender cannot willingly move from his current position through any means (including normal movement, riding a mount, teleportation, or willingly allowing allies to carry him). If he enters a defensive stance while on a moving vehicle he does not control (such as a wagon or ship), he can maintain the stance even if the vehicle moves. If the stalwart defender moves under his own power as a result of an enemy's successful use of the Bluff skill or an enchantment spell, his stance ends.

The stalwart defender can end his defensive stance as a free action; after ending the stance, he is fatigued for a number of rounds equal to 2 times the number of rounds spent in the stance. A stalwart defender cannot enter a new defensive stance while fatigued or exhausted but can otherwise enter a

stance multiple times during a single encounter or combat. If a stalwart defender falls unconscious, his defensive stance immediately ends, placing him in peril of death.

A defensive stance requires a level of emotional calm, and it may not be maintained by a character in a rage (such as from the rage class feature or the *rage* spell).

Defensive Powers (Ex): As a stalwart defender gains levels, he augments his defensive stance. Starting at 2nd level, the stalwart defender gains a defensive power. He gains another defensive power for every two levels of stalwart defender attained after 2nd level. The stalwart defender gains the benefits of defensive powers only while in a defensive stance, and some of these powers require him to take an action first. Unless otherwise noted, he cannot select an individual power more than once.

Bulwark (Ex): The defender adds his armor check penalty as a bonus to the DC of opponents attempting to Bluff him and Acrobatics checks to pass by him without provoking an attack of opportunity for moving through spaces he threatens.

Clear Mind (Ex): The stalwart defender may reroll a failed Will save. This power is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. The stalwart defender must take the second result, even if it is worse. This power can only be used once per defensive stance.

Fearless Defense (Ex): While in a defensive stance, the stalwart defender is immune to the shaken and frightened conditions. He must be at least 4th level before selecting this power.

Halting Blow (Ex): If a foe's movement in the defender's threatened area provokes an attack of opportunity and the stalwart defender successfully hits the foe with the attack, the foe's movement ends immediately. The foe cannot move again until its next turn but can still take the rest of its action. A stalwart defender must have selected the bulwark power prior to selecting halting blow.

Immobile (Ex): While in a defensive stance, the stalwart defender adds his class level to his CMD against any bull rush, overrun, pull, and push combat maneuvers, as well as grapple attempts to move him. The stalwart defender must be at least 4th level to select this power.

Increased Damage Reduction (Ex): The stalwart defender's damage reduction from this class increases by 1/—. This increase is always active while the stalwart defender is in a defensive stance. He can select this power up to two times. Its effects stack. The stalwart defender must be at least 6th level before selecting this defensive power.

Intercept (Ex): Once a round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent ally, the stalwart defender can choose to have the weapon strike him instead of the intended target. The attack automatically hits the stalwart defender, regardless his AC or any miss chance in effect, and he suffers the normal consequences of the attack.

Internal Fortitude (Ex): While in a defensive stance, the stalwart defender is immune to the sickened and nauseated conditions.

Mighty Resilience (Ex): The stalwart defender automatically negates the additional damage of one successful critical hit or sneak attack, as well as other abilities or effects that rely on a successful critical hit or sneak attack (such as blinding from Blinding Critical or bleed from sneak attack). The stalwart defender takes only normal damage from the attack. This power may only be used once per defensive stance. The stalwart defender must be at least 6th level to select this power.

Renewed Defense (Ex): As a standard action, the stalwart defender heals 1d8 points of damage + his Constitution modifier. For every two levels the stalwart defender has attained above 2nd, this healing increases by 1d8, to a maximum of 5d8 at 10th level. This power can be used only once per day and only while in a defensive stance.

Roused Defense (Ex): The stalwart defender may enter a defensive stance even if fatigued. While maintaining a defensive stance after using this ability, he is immune to the fatigued condition. Once this stance ends, he is exhausted for 10 minutes per round spent in a defensive stance.

Smash (Ex): While in a defensive stance, the stalwart defender may make an extra attack per round that is either a shield bash or a slam (even if he doesn't normally have a slam attack). If used as part of a full attack action, the extra attack is made at the stalwart defender's full base attack bonus -5. The smash deals 1d4 points of damage (if the stalwart defender is Medium, or 1d3 if he is Small) plus half the character's Strength modifier. The character can make this attack as part of the action to maintain or break free from a grapple; this attack is resolved before the grapple check is made. If the attack hits, any grapple checks made by the stalwart defender against the target this round are at a +2 bonus.

Unexpected Strike (Ex): The stalwart defender can make an attack of opportunity against a foe that moves into any square threatened by the stalwart defender, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per stance. A stalwart defender must be at least 4th level before selecting this power.

Uncanny Dodge (Ex): At 3rd level, a stalwart defender gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flatfooted, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A stalwart defender with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

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

Damage Reduction (Ex): At 5th level, a stalwart defender gains DR 1/—. At 7th level, this DR increases to 3/—, and at 10th level it increases to 5/—. Damage reduction from different sources does not stack; however, a stalwart defender of 5th or higher level that gains DR from armor (but not from any other source) increases his class-based DR by the value of the armor's DR. Thus a 7th-level stalwart defender wearing adamantine full plate (DR 3/—) has DR 6/—.

Improved Uncanny Dodge (Ex): At 7th level, a stalwart defender can no longer be flanked. This defense denies rogues the ability to use flank attacks to sneak attack the stalwart defender. The exception to this defense is that a rogue at least four levels higher than the stalwart defender can flank him (and thus sneak attack him).

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

Mobile Defense (Ex): At 9th level, a stalwart defender can adjust his position while maintaining a defensive stance. While in a defensive stance, he can take one 5-foot step each round without losing the benefit of the stance.

Last Word (Ex): Once per day, while in a defensive stance, a stalwart defender can make one melee attack against an opponent within reach in response to an attack that would reduce him to negative hit points, knock him unconscious, or kill him. For example, a stalwart defender has 1 hit point left when a red dragon bites him; the defender may use this ability even if the dragon's bite would otherwise kill him instantly. If the attack hits, roll the damage dice for the attack twice and add the results together, but do not multiply damage bonuses from Strength, weapon abilities (such as flaming), or precision-based damage (such as sneak attack). This bonus damage is not multiplied on a critical hit (although other damage bonuses are multiplied normally). Once the defender's attack is resolved, he suffers the normal effect of the attack that provoked this ability.