

DRAGON magazine  
COMPILATION:  
PRESTIGE CLASSES



Tome 1

by Tatsuki  
cover by glumag

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## Introduction

The following compilation was originally put together for my own home campaign. Basically, I got tired of having to search through Dragon Magazine to attempt to locate a specific prestige class that I wanted for an NPC, or having to wait for my players to sift through them to find an ability possessed by their characters.

So I got it into my head to put together a compilation of all of the classes from dragon magazine.

The current version has all of the classes from Dragon issues 274 to the version number, and includes the dragon annuals that contain prestige classes

I have not included any other the side bars (For Your Campaign, For Your Character, etc), unless they were essential or I felt that they could add something to the compilation that would not otherwise be self-evident.

Each class is given it's own page set, so that they can be individually printed for reference by players, without clouding the page with irrelevant information or information that the Dungeon Master otherwise does not want them to have (progression information for a class possessed by the party's nemesis for example.)

Also, since not every campaign includes Epic Characters or even Epic Rules, these classes were placed at the end of the compilation.

If you enjoy this collection, I strongly encourage you to get ahold of the Dragon Magazines that the classes come from, as they are an invaluable resource for any gaming group and countless other gems exist within them to enhance your gaming experience.

Hope this proves useful to you.

As a final note, as anyone who works with OCR scanners knows, they are not entirely accurate, and neither are editors. If you notice any errors within this file, be they spelling, grammar or anything, please e-mail me at tatsuki@shaw.ca, so that I can see that they are corrected for the next release, thank you.

Tatsuki

## ERRATA

v303 – Fixed missing text from the Cave Stalker Prestige Class

v303-1 – Fixed Flame Steward with Official Errata about abilities (thanks Luke)

## Special Notes

A HUGE!!!! hearty thanks to Debuland for the page border design. Those of you who are interested in commissioning custom work from him can contact him at debuland@hotmail.com

## Acolyte of the Fist

From Dragon #296 (June 2002)

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

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.

### 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.

### Class Skills

The acolyte of the fist's class skills (and the key ability for each skill) are as follows: Balance (dex), Climb (str), Concentration (con), Craft (int), Escape Artist (dex), Hide (dex), Intimidate (cha), Jump (str), Listen (wis), Move Silently (dex), Profession (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**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 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.

## New Feats

### 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 3 successful unarmed attacks. You may use this feat a number of times per day equal to 3 + your Wisdom modifier.

# Aeromancer

From Dragon #308 (June 2003)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Magical flux	
2	+1	+3	+0	+3		+1 level of existing class
3	+1	+3	+1	+3	Create magical storm, deadening air	
4	+2	+4	+1	+4		+1 level of existing class
5	+2	+4	+1	+4	Augmented deadening air, augmented	

Most spellcasters pay little heed to the source and flow of magical energy. Throughout their training, they learn to consider the typical state of magic as the accepted norm, rather than one of several different states. The aero-mancer, however, studies the ebb and flow of magical energies, unlocking the patterns of arcane power that move beneath and through the world's natural weather systems. To an aeromancer, an innocent-seeming drizzle or a sudden breeze holds the secrets of magic. As she advances, she learns that magic dances around her in varying levels of power that merely appear to average out to the level otherwise considered typical. These subtle clues combine to grant her insight into how magical energy moves, how she can harvest it even in the most difficult conditions, and how to tweak the local magical conditions to suit her needs.

## Requirements

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

**Knowledge (arcana):** 14 ranks.

**Knowledge (nature):** 5 ranks.

**Feats:** Any two metamagic feats.

**Special:** Access to and ability to cast the spells gust of wind and control weather.

## Class Skills

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

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

## Class Features

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

**Hit Die:** d4

**Weapon and Armor Proficiency:** Aeromancers gain no new weapon or armor proficiencies.

**Spells per Day /Spells Known:** At 2nd level and at 4th level, an aeromancer 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 (metamagic or item creation feats, for example). If the character had more than one spell-casting class before becoming an aeromancer, the player must decide to which class to add each level for determining spells per day and spells known.

**Magical Flux (Su):** Beginning at 1st level, an aeromancer can create a subtle magical weather system centered on herself that duplicates the magical flux trait described above. The character selects one school of magic or spell descriptor to be affected. She also chooses one metamagic feat she possesses that raises the required spell slot of an affected spell by no more than one level. Creating a magical flux requires a full-round action.

The magical flux fills a 50-foot-radius spread that is centered on the aeromancer and moves with her. Within this area, a highly localized weather pattern (DM's choice) is also in effect. This weather pattern can not be one severe enough to impose penalties or inhibit actions. For example, a light, misty rain might fall in the area, a flurry of winds might surround the aeromancer, or a slight patina of frost might cover the ground if she lingers too long in one place.

While the magical flux is in effect, every spellcaster in the area (including the aeromancer herself) automatically applies the benefit of the selected feat to each spell from the designated category that she casts. If desired, a caster can negate the metamagic effect by making a successful Spellcraft check (DC 15) upon casting the spell.

A successful Wilderness Lore or Spellcraft check (DC 10) detects the presence of a magical flux. A second successful Spellcraft check (DC 30) identifies the spell school or descriptor that the flux affects and the metamagic feat that it applies to spells.

The character can use this ability once per day per aeromancer level, and the effect lasts 10 minutes per aeromancer level or until dismissed. Dismissing a flux is a standard action.

An aeromancer may have no more than one magical flux in operation at a time.

**Deadenning Air (Su):** At 3rd level, the aeromancer can create a deadening air effect as a full-round action. This effect occupies the same area as his magical flux, and the two effects may operate concurrently if desired. The aeromancer may choose one school of magic or one spell descriptor to be affected. Any spellcaster (including the aeromancer herself) attempting to use a spell from the selected category must make a successful Spellcraft check to cast it; otherwise the spell is lost. The DC for this check is 10 + spell level +1d10.

A successful Wilderness Lore or Spellcraft check (DC 10) detects the presence of deadening air. A second successful Spellcraft check (DC 30) identifies the spell school or descriptor affected.

The aeromancer can use this ability once per day per aeromancer level, and the effect lasts 10 minutes per aeromancer level or until dismissed. Dismissing a deadening air effect is a standard action.

An aeromancer may have no more than one deadening air effect in operation at a time.

**Create Magical Storm (Sp):** At 3rd level, the aeromancer learns to produce magical storms with her control weather spell. The character may add the following magical storms described above to the list of weather patterns she can summon in any season with a control weather spell: arcane storm, divine storm, fire storm, and psychic storm. A magical storm produced in this manner lasts for the duration of the spell. If the aeromancer also has a deadening air or a magical flux effect operating at the same time, she may apply that effect to the magical storm as well (or he may apply both effects, if both are operating). In such a case, the parameters - that is, spell school(s), spell descriptor(s), and metamagic feat, if applicable - that she has already established for those effects also apply to the storm. Note that magical storms created with this ability last only 2d4-1 hours (the normal duration for magical storms) rather than the 4d12 hour duration of the control weather spell.

**Augmented Deadening Air:** At 5th level, the aeromancer may choose two schools of magic, two spell descriptors, or one of each for her deadening air to affect.

**Augmented Magical Flux:** At 5th level, the aeromancer may choose two schools of magic, two spell descriptors, or one of each for her magical flux to affect.

**Transcend Weather (Su):** At 5th level, the aeromancer gains the ability to ignore the effects of mundane or magical weather by sheathing himself in a well of magical energy. She suffers no ill effects from extreme heat or cold caused by the weather, winds simply flow around her, and magical storms have no detrimental effects on her. The aeromancer can freely choose which effects of a weather pattern she wishes to nullify; thus, she can still receive the benefits of a magical flux without the harmful effects of whatever weather it accompanies. Transcend weather protects the aeromancer only from the direct effects of wind, temperature, and magical storms; it offers no protection against flood waters caused by rain, snowdrifts, visibility problems, or other indirect effects of weather. This ability is always active unless suppressed or dismissed. The aeromancer can activate or dismiss the effect as a standard action.

# Ancestral Avenger

From Dragon #278 (December 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Underground Tracking, Drow Bane +1/+1d6
2	+2	+3	+0	+3	Poison Resistance
3	+3	+3	+1	+3	Overcome Spell Resistance
4	+4	+4	+1	+4	Drow Bane +2/+2d6
5	+5	+4	+1	+4	Spider Bane
6	+6	+5	+2	+5	Webwalking
7	+7	+5	+2	+5	Drowic Change
8	+8	+6	+2	+6	Drow Bane +3/+3d6
9	+9	+6	+3	+6	Demon Bane
10	+10	+7	+3	+7	Spell Resistance

Most everyone knows that surface elves hate the drow, and that the drow returns those feelings. Hatred is a powerful force that can shape an entire way of life. The ancestral avenger is fired in the oven of hatred and cooled in the breeze of eons of experience fighting their racial enemy. The drow might be diabolically depraved and debased, but they still fear the ancestral avenger. This prestige class is limited in scope but for an anti-drow campaign or an extended trip down into the Underdark, there's no better character to play.

There's nothing a high-level ancestral avenger would like more than to go to the Demonweb Pits where the queen-goddess of the drow, Lolth, dwells. An opportunity for such an adventure exists in *Dungeon Magazine* #84 in the adventure "The Harrowing"

The ancestral avenger is a uniquely elven prestige class. Long ago, the elven race was split by terrible racial wars. Whole legions of dark-hearted elves turned towards the worship of Lolth and eventually fled underground. The remaining surface elves never forgot the betrayal and depravity of these twisted brethren. Never.

Among the ranks of the elves, a secret few are trained to focus on the destruction of dark elves. These elves hate drow more than anything else, and their training allows them to become the most efficient and deadly foes the dark elves have ever faced. They are trained to resist drow spells and overcome whatever defenses and allies the drow possess.

Ancestral avengers are found among all classes. However, many elven rangers who have taken humanoid (drow) as a racial enemy (one of the only instances in which a good aligned character can take his own race as a racial enemy), are often drawn to this path.

## Requirements

To qualify to become an ancestral avenger a character must fulfill all the following criteria.

**Race:** Elf.

**Base Attack Bonus:** +5.

**Wilderness Lore:** 3 ranks.

**Feats:** Alertness, Iron Will, Tracking.

## Class Skills

The ancestral avenger's class skills (and the key ability for each skill) are: Bluff (cha), Concentration (con), Intimidate (cha), Intuit Direction (wis), Knowledge (Underdark) (int), Listen (wis), Profession (wis), Search (int), Sense Motive (wis), Spot (wis) Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the ancestral avenger prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Ancestral avengers are with all simple and martial weapons and with all armor and shields.

**Underground Tracking:** An ancestral avenger can track underground with no penalty for poor visibility. Furthermore, hard surfaces (like the solid stone most tunnels are made of) are treated as firm surfaces for the purpose of making tracking attempts. This is an extraordinary ability.

**Drow Bane:** Beginning at 1st level, an ancestral avenger gains a competence bonus when fighting drow in the form of a +1 attack bonus and a +1d6 damage bonus. At higher levels, this bonus increases to +2/+2d6 and +3/+3d6. This is a supernatural ability.

This ability stacks with a ranger's favored enemy bonus (provided the ranger has selected drow as a favored enemy). So a 5th-level ranger/1st-level ancestral avenger would have a +3 bonus to attack and an additional +1d6+2 damage bonus versus drow.

**Poison Resistance:** An ancestral avenger gains a resistance bonus equal to her ancestral avenger class level to saves versus poison from spiders or poison manufactured by the drow. This is a super natural ability.

**Overcome Drow Spell Resistance:** Ancestral avengers of 3rd-level and higher gain a +2 bonus to overcome the resistance of drow and driders. This bonus is cumulative with a bonus gained from the Spell Penetration feat. This is a supernatural ability.

**Spider Bane:** The 5th level ancestral avenger can use her drow bane bonuses against any type of spider, as well as aranea, driders, retrievers, and bebiliths. This is a supernatural ability.

**Webwalking:** At 6th level, the ancestral avenger can ignore web spells and spider webbing as if affected by a *freedom of movement* spell. He can walk along webs as if on solid ground (no Balance check is required). This is a supernatural ability.

**Drowic Change:** A 7th level ancestral avenger can alter her appearance to that of a drow. This supernatural ability functions as the spell *after self* as if it were cast by a sorcerer of the ancestral avenger's class level.

**Demon Bane:** At 8th level, the ancestral avenger can use her drow bane bonuses against any type of chaotic evil outsider. This is a supernatural ability.

**Spell Resistance:** The 10th level ancestral avenger gains spell resistance equal to 10 plus her class level. This is a supernatural ability

# Arcanopath Monk

From Dragon #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Student of Perfection, Clap of Deafness
2	+1	+3	+3	+3	Chop of Muteness
3	+2	+3	+3	+3	Strike of Confusion
4	+3	+4	+4	+4	Deflect Spell
5	+3	+4	+4	+4	Ki Strike +1
6	+4	+5	+5	+5	Allseeing Eye
7	+5	+5	+5	+5	Slap of Forgetfulness
8	+6	+6	+6	+6	Empty Hand, Ki Strike +2
9	+6	+6	+6	+6	Reflect Spell
10	+7	+7	+7	+7	Sundering Strike of Oblivion, Ki Strike +3

The revered Sensei Kelchurion heads up the near mythical monastery of Finithamon. The general githzerai populace have not even heard the name Finithamon, and those who do know of it believe it to have been destroyed many years ago. However, Finithamon secretly persists and is protected by its assumed demise. Finithamon has reason to hide, for its Rule is not popular among spellcasting githzerai, and even less so among wizards, sorcerers, and mage clans of other planes, for the Rule of Finithamon is arcalos. Practitioners of arcalos train in methods to fight and slay spellcasters.

The monastery of Finithamon is said to be carved of a single block of white marble transported from another plane. On the outside it has the appearance of a weathered castle of palest white, not unlike a giant chess piece. Within, carved corridors and great spaces are lit by floating globes of light that randomly wander the monastery. The entrance hall is a work of art itself, with every wall, pillar, floor, and even the ceiling intricately carved with delicate, geometric designs.

The monks of arcalos recognize that the swirling chaos stuff of Limbo possesses something akin to the treacherous, random-seeming powers of a spellcaster, and thus they meditate on overcoming the chaos, and thereby, a spellcaster's powers of magic.

Those who excel in arcalos develop abilities unique to the monks of Finithamon. These special students are called arcanopath monks.

A terrible hate burns in the heart of the arcanopath monk. While some may hate with all their hearts, impotently, the arcanopath encompasses their fury, and learns to use it. The arcanopath's meditations utilize the Rule of arcalos, and its methods of confronting a spellcaster. Once a monk begins to learn the art of the arcanopath, he can never expect safety in the presence of spellcasters again. But the reverse is also true.

Taking this prestige class does not invoke the special monk restriction—if a monk takes one or more levels of arcanopath monk, he can continue to take levels of monk without restriction, following the standard rules for multi-classing characters.

The arcanopath monk gains the same advantages for using a kama, nunchaku, or siangham as does a monk.

**Student of Perfection:** Arcanopaths are monks, though they meditate on alternative methods of achieving physical enlightenment. As such, an arcanopath monk 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 arcanopath monk level. For instance, a 6th-level monk/1st-level arcanopath has an unarmed attack bonus of +5/+2 (as if he were a 7th-level monk). Those who manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their arcanopath monk level.

**Clap of Deafness:** An arcanopath knows a spellcaster's vulnerabilities. The monk can use this supernatural ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the clap of deafness before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the opponent is deafened for 1 round. A deafened character has a 20% chance of spell failure when casting spells with verbal component (as well as suffering a -4 penalty to initiative checks and an inability to make Listen skill checks). Unless specified to the contrary, all spell failure penalties stack. Creatures immune to critical hits or sonic attacks cannot be affected by the arcanopath's clap.

**Chop of Muteness:** The arcanopath can use this supernatural ability once per round, but no more than once per arcanopath level per day. The arcanopath must declare he is using the chop of muteness attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath's level + the arcanopath's Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the opponent is rendered mute for 1 round. A mute character is unable to cast spells with a verbal component (and cannot communicate verbally). Creatures immune to critical hits cannot be affected by the chop.

**Strike of Confusion:** The monk can use this supernatural ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the strike of confusion before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the opponent has a 50% chance of spell failure when casting any spell (or attempting to use a spell-like ability) for 2d4 rounds. Unless specified to the contrary, all spell failure penalties stack. Creatures immune to critical hits cannot be affected by the strike.

**Deflect Spell:** The character can deflect incoming ray and energy missile spells. The arcanopath must have at least one hand free (holding nothing) to use this ability. Once per round when the arcanopath would normally be hit with a ray or energy missile spell (after spell resistance rolls, if any, indicate the spell affects the monk), the character can make a Reflex saving throw against a DC of 20 (if the ray or energy missile has a magical bonus to attack, the DC increases by that amount). If the arcanopath succeeds, he deflects the spell. The arcanopath must be aware of the attack and not flat-footed. Attempting to deflect a ray or energy missile doesn't count as an action. This is a supernatural ability.

**Ki Strike:** An arcanopath'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. Ki strike improves as the arcanopath gains experience, allowing him to make unarmed strikes at 8th level that deals damage against creatures with damage reduction as if the attacks were made with a weapon with a +2 enhancement bonus, and at 10th level to deal damage against creatures with damage reduction as if the attacks were made with a weapon with a +3 enhancement bonus. This ability does not stack with a standard monk's ability of the same name. This is a supernatural ability.

**Allseeing Eye:** The character can see as if enjoying the effects of a permanent see *invisibility* spell as if cast by a 5th-level sorcerer. This supernatural ability functions continuously.

## Requirements

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

**Base Attack Bonus:** +4

**Knowledge (arcana):** 8 ranks.

**Feats:** Improved Unarmed Strike, Deflect Arrows, Dodge, Mobility

**Alignment:** Any lawful

**Special:** Must find the Monastery of Finithamon amidst the chaos of limbo, successfully petition the sensei for membership, and have slain an arcane spellcaster.

## Class Skills

The Arcanopath Monk's class skills (and the key ability for each skill) are Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Escape Artist (dex), Hide (dex), Jump (str), Knowledge (arcana) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), and Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Arcanopath Monk prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Arcanopaths are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarter-staff, shuriken, siangham, and sling.



**Slap of Forgetfulness:** The arcanopath monk can use this extraordinary ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the slap of forgetfulness attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the opponent loses 1d4 arcane spells (or 1d4 unused daily arcane spell slots). The lost spells or spell slots are lost first from the highest level spells the spellcaster can cast, but otherwise determined by the creature struck. If the result indicates more spells lost than are prepared (or unused) at a particular level, spells at the next lower level are lost in the same fashion, and so on. Lost spells (or open spell slots) can be regained normally. Creatures immune to critical hits cannot be affected by the slap of forgetfulness.

**Empty Hand:** The monk can make melee attacks against ethereal creatures within range normally. This is an extraordinary ability.

**Reflect Spell:** When an arcanopath monk successfully deflects a spell, he can choose to reflect it back at the caster. An arcanopath can use this ability a number of times per day equal to his Wisdom modifier. A reflected spell is, in effect, cast back on the original caster, though the monk rerolls any necessary attack roll (though associated DCs are unchanged).

**Sundering Strike of Oblivion:** When an arcanopath monk makes a successful slap of forgetfulness, he can automatically convert it to a sundering strike of oblivion once per day. In addition to receiving normal damage and losing 1d4 prepared arcane spells (or 1d4 unused daily arcane spell slots), the foe completely loses knowledge of the lost spells. Spellcasters who lose knowledge of the spells may later attempt a Spellcraft check (DC 10 + the spells level + the arcanopath's Wisdom modifier) to regain each one, failure indicates the spell is unavailable until the next time they advance a level; however, at that time they automatically relearn all their forgotten spells, as well as gain knowledge of new spells as normal for the class. The sundering strike of oblivion is an extraordinary ability.

# Athar

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Spell Immunity	
2	+1	+3	+0	+3	Divine Resistance	
3	+2	+3	+1	+3	Divine and Holy Damage Immunity	+1 to existing class
4	+3	+4	+1	+4	Banishment	+1 to existing class
5	+3	+4	+1	+4	Divine Prevention	+1 to existing class
6	+4	+5	+2	+5	Divine Cancellation	+1 to existing class
7	+5	+5	+2	+5	Divine Retribution	+1 to existing class
8	+6	+6	+2	+6	Divine Interference	+1 to existing class
9	+6	+6	+3	+6	Nondetection	+1 to existing class
10	+7	+7	+3	+7	Divine Disavowal	+1 to existing class

Jaya stared up at the man in disbelief as her healing spell fizzled and her companion died. "What did you expect, puppet?" the athar sneered at her. "I told you the Powers were fakes."

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The Athar work tirelessly to discredit the gods, interfering with their clerics and attempting to sway the faith of their congregations. They preach the supremacy of a force they call the Great Unknown, which transcends the gods and grants athars the ability to resist divine magic. Ex-paladins and disillusioned clerics are obvious choices for this prestige class, but self-reliant classes like the monk and rogue, as well as those that worship natural forces, like the druid and ranger, are also attracted to the philosophy.

## Requirements

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

**Base Attack Bonus:** +7.

**Base Will Save:** +3.

**Knowledge (religion):** 10 ranks.

**Spellcasting:** Ability to cast divine spells.

**Special:** The character must abandon the worship of gods and refuse to acknowledge them as beings worthy of praise. Clerics devoted to a god who join the Athar become ex-clerics, lose all cleric spells and class features, and cannot gain levels as clerics. Athars who pray to or call upon a deity for aid become ex-athars and lose all spells and class features provided by the athar prestige class.

## Class Skills

The Athar's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Innuendo (wis), Intimidate (cha), Knowledge (religion) (int), Listen (wis), Profession (wis), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters who take a level of athar gain no special proficiency with armor, shields, or weapons.

**Spell Immunity:** All athars are immune to the following spells: *bestow curse*, *blasphemy*, *doom*, *holy word*, and *geas/quest*.

**Divine Resistance:** At 2nd level, the athar gains a +2 resistance bonus to saves against divine spells.

**Divine and Holy Damage Immunity:** Athars are immune to damage from divine power, such as that from half the damage of a *flamestrike* spell. They are also immune to holy damage, such as the extra damage done by a weapon with the holy special ability.

**Banishment:** Once per day, an athar of 4th level or higher can send away an extraplanar creature as per the *banishment* spell as cast by a cleric of a level equal to the athar's class level. This is a spell-like ability.

**Divine Prevention:** Once per day, an athar of 5th level or higher can bestow a saving throw bonus equal to her athar class level upon a recipient. The resistance bonus applies against the next divine spell to which the recipient is subjected, even beneficial spells such as *bless* and *cure light wounds*. If the recipient is unwilling, the athar must make a successful touch attack as a standard action and the target must succeed at a Will saving throw (DC 10 + the athar's class level + the athar's Wisdom modifier) or be subject to the bonus. Use of this supernatural ability is a standard action.

**Divine Cancellation:** At 6th level, the athar can counterspell a divine spell by casting any spell of an equal level; it need not be the same spell. The athar must choose a target, ready an action, and make a Spellcraft check to determine the spell as normal.

**Divine Retribution:** At 7th level, the athar can reflect a divine spell back at the caster. When using divine cancellation, the athar can cause a spell to rebound at the original caster instead of causing it to fail. The athar can use divine retribution only on divine spells that target the athar, not area-affecting spells or those targeting another creature.

**Divine Interference:** At 8th level, the athar generates a field that interferes with all divine spellcasting (except his own). Any divine spellcaster within 10 feet of the athar must make a caster level check (DC 10 + athar's class level + athar's Wisdom modifier) in order to successfully cast a spell. Failure indicates that the spell does not take effect but is lost as though cast. This supernatural ability can be consciously suppressed as a free action.

**Nondetection:** At 9th level, the athar gains the continuous benefits of a *nondetection* spell as though cast by a sorcerer of the athar's class level (DC 15 + athar's class level). This supernatural ability can be suppressed or resumed as a free action.

**Divine Disavowal:** At 10th level, the athar gains spell resistance against divine spells equal to 10 plus the athar's character level. Divine disavowal doesn't stack with regular spell resistance. If an athar is subject to two spell resistance effects, use the better value.

**Spells per Day:** An athar of 3rd level or higher gains access to the Great Unknown. The Athar believe everything springs from the Great Unknown and that the gods are just pretenders. Fueled by this belief, the athar advances in spellcasting ability as a divine class she held previously, but now draws power from the Great Unknown. When a new athar 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 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 athar (minus two) to the level of some other spellcasting class the character has, then determines spells per day and caster level, accordingly.

If the character had more than one divine spellcasting class before she became an athar, she must decide to which class she adds an athar level for purposes of determining spells per day when she adds each new level.

Ex-clerics regain their spellcasting ability up to the level they had attained before becoming ex-clerics. They can pick two domains to replace the domains they had access to before they lost their spellcasting ability.

# Blessed of Gruumsh

From Dragon #282 (April 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Divine Blessing +1
2	+2	+3	+0	+0	Fist of Gruumsh
3	+3	+3	+1	+1	Evil Eye (Eye of Disdain)
4	+4	+4	+1	+1	Divine Blessing +2
5	+5	+4	+1	+1	Keen Eye of Gruumsh
6	+6	+5	+2	+2	Evil Eye (Eye of Fear)
7	+7	+5	+2	+2	Divine Blessing +3 Thunderous Roar of Gruumsh
8	+8	+6	+2	+2	
9	+9	+6	+3	+3	Evil Eye (Eye of Curses)
10	+10	+7	+3	+3	Divine Blessing +4, True Orc

A blessed of Gruumsh is an orc or half-orc that enjoys the favor of his dark-tempered god. Each exemplifies all that is orc. He is always true to the ways of his race and lives by the words of his god. Masters of combat and intimidation, each is feared—and rightfully so.

Blessed of Gruumsh are most often fighters or barbarians, but they are clerics almost as often. Rogues and rangers also make good members of this elite group.

NPC blessed of Gruumsh are usually leaders among their people or lone, wandering champions fighting for their god's causes. Occasionally they work in very small, tight-knit groups, fighting surprisingly well together.

## Requirements

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

**Alignment:** Any non-good.

**Race:** Must be orc or half orc.

**Base Attack Bonus:** +6.

**Knowledge (religion):** 3 ranks.

**Feats:** Weapon Proficiency (orc double axe), Power Attack, Cleave.

**Special:** In a ritual dedicated to Gruumsh, a character seeking to become a blessed of Gruumsh must remove one of his own eyes (to further embody the one-eyed god).

## Class Skills

The Blessed's class skills (and the key ability for each skill) are Bluff (cha), Climb (str), Craft (int), Intimidate (cha), Jump (str), knowledge (religion) (int), Profession (wis), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Blessed of Gruumsh prestige class.

**Hit Die:** d10.

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

**Divine Blessing:** Gruumsh, it is said, watches over his blessed ones. Thus, each has a luck bonus to AC based on his blessed of Gruumsh class level. This is an extraordinary ability.

**Fist of Gruumsh:** At 2nd level, once per day, the blessed of Gruumsh can inflict additional damage with any single attack. The amount of damage inflicted is +1d6 for levels 2-4, +2d6 for levels 5-7, and +3d6 for levels 8-10. Use of this supernatural ability must be declared before the attack roll is made. If the attack misses, that use of the fist of Gruumsh is wasted.

**Evil Eye (eye of disdain):** Once per day, as a spell-like ability, the 3rd-level blessed of Gruumsh can make a gaze attack as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh class levels + Charisma modifier), and those that fail suffer a -1 morale penalty on attacks, saves, and skill checks for 1 round per blessed of Gruumsh level.

**Keen Eye of Gruumsh:** At 5th level, once per day, the blessed of Gruumsh can add a luck bonus to an attack roll for any single attack. The bonus is equal to the class level of the blessed of Gruumsh. Use of this supernatural ability must be declared before the attack roll is made. If the attack misses, the keen eye of Gruumsh is wasted.

**Evil Eye (eye of fear):** Once per day, as a spell-like ability, the 6th-level blessed of Gruumsh can make a gaze attack as an attack action with a range of 30 feet. A Will save resists the effect (DC 10 + blessed of Gruumsh class levels + Charisma modifier), and those that fail must run in fear as if affected by a *fear* spell cast by a sorcerer with levels equal to the blessed of Gruumsh's class level.

**Thunderous Roar of Gruumsh:** At 8th level, once per day, the blessed of Gruumsh can double the number of attacks that he makes in a given round while he bellows an incredible roar. If a character normally attacks with his ore double axe at +16/+16/+11/+6 with an off-hand attack at +16, he instead makes six attacks at +16/+16/+11/+11/+6/+6 and two offhand attacks at +16 each. The blessed of Gruumsh must be able to roar for this to work—it will not work within the area affected by a *silence* spell, for example. This is an extraordinary ability.

**Evil Eye (eye of curses):** Once per day, as a spell-like ability, the 9th-level blessed of Gruumsh can make a gaze attack as an attack action with his single eye with a range of 30 feet. A Fortitude save resists the effect (DC 10 + blessed of Gruumsh class levels + Charisma modifier), and those that fail are cursed as if *bestow curse* had been cast upon them.

**True Orc:** At 10th level, the blessed of Gruumsh can call upon his deity's might and speak in a commanding voice, uttering words in the true language of orcs—the very language that Gruumsh used to give birth to his children. These words inspire all orcs within 100 feet that can hear the words (including the blessed of Gruumsh), granting them +4 morale bonuses to attacks, saves, and skill checks for 1 minute per level of the blessed of Gruumsh. The character can use this spell-like ability once per week.

# Bloodsister

From Dragon #298 (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Combat reload
2	+2	+0	+3	+0	Poison use
3	+3	+1	+3	+1	Two-weapon style
4	+4	+1	+4	+1	Tunnel fighting Improved two weapon style
5	+5	+1	+4	+1	
6	+6	+2	+5	+2	Throw sword
7	+7	+2	+5	+2	Sneak attack +1d6
8	+8	+2	+6	+2	Mind of steel
9	+9	+3	+6	+3	Twist the knife
10	+10	+3	+7	+3	Sneak attack +2d6

In the Vault of the Drow there is a society of female fighters. While each noble house maintained its own sorority, the society as a whole is an instrument of the clerical hierarchy. When House Kilesek chose exile over annihilation, the Kilesek sorority remained loyal to their house. Like the rest of their kin, they marched out of the Vault of the Drow with heads held high.

Since then the society restructured itself to meet the needs of its new situation. They have become Venrit's elite warriors, fanatical servants of House Kilesek and the Spider Queen. Each has sworn a blood oath to Venrit, a fact reflected in the society's new name: the Bloodsisters.

## Requirements

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

**Race:** Drow

**Sex:** Female

**Alignment:** Any evil.

**Base Attack Bonus:** +6

**Feats:** Ambidexterity, Exotic Weapon Proficiency (hand crossbow), Two-Weapon Fighting.

## Class Skills

The bloodsister's class skills (and the key abilities for each) are: Balance (dex), Climb (str), Innuendo (wis), Intimidate (cha), Jump (str), Listen (wis), Spot (wis), Use Rope (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d10

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

**Combat Reload (Ex):** At 1st level, a bloodsister learns to use her hand crossbow with amazing speed. She can load a hand crossbow as a free action, which allows her to take the full attack action with the hand crossbow, furthermore, such is her deftness with this maneuver that the loading action does not provoke an attack of opportunity.

**Poison Use (Ex):** By 2nd level, a bloodsister masters the use of poison with her weapons. She never runs the risk of accidentally poisoning herself when applying poison to a weapon.

**Two-Weapon Style (Ex):** The favored melee weapons of the blood sisters are the short sword and dagger. While so armed and two-weapon fighting, a bloodsister of 3rd level or higher gains a +1 competence bonus to all her melee attacks.

**Tunnel Fighting (Ex):** Bloodsisters are trained to fight underground in confined spaces. They know how to close with enemies quickly and get their blades up close and personal. When charging an opponent, a blood-sister of 4th level or higher does not provoke attacks of opportunity from that creature by moving through the squares it threatens.

**Improved Two-Weapon Style (Ex):** Starting at 7th level, a bloodsister fighting with both a short sword and a dagger receives a +1 competence bonus to all her melee damage.

**Throw Sword (Ex):** When in desperate straights, bloodsisters throw their swords like daggers. A bloodsister of 6th level or higher can throw short swords without penalty, with a range increment of 10 feet.

**Sneak Attack (Ex):** Bloodsisters see no reason to fight fair. They gang up on opponents whenever possible and often fight in teams. At 7th level, a bloodsister gains the ability to sneak attack foes. Any time the bloodsister's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the blood-sister's attack deals +1d6 points of damage. The extra damage increases to +2d6 at 10th level. Should the bloodsister score a critical hit with a sneak attack, her 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 bloodsister can make a sneak attack that deals subdual damage instead of normal damage. She cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because she must make optimal use of her weapon in order to execute the sneak attack.

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

**Mind of Steel (Ex):** Priestesses of Lolth instruct the best of the bloodsisters in mental techniques useful in warding off hostile magic. Starting at 8th level, a bloodsister gains a +4 resistance bonus against mind-affecting spells.

**Twist the Knife (Ex):** A bloodsister learns to inflict maximum pain and damage with her weapons. The critical multipliers of the short sword and dagger are increased to x3 when wielded by a bloodsister of 9th or higher level.

# Brawler

From Dragon #295 (May 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Improvise weapon, crowd fighting +1
2	+2	+3	+3	+0	Improvise weapon feats
3	+3	+3	+3	+1	Crowd fighting +2
4	+4	+4	+4	+1	Subdual damage reduction
5	+5	+4	+4	+1	Bludgeoning substitution, crowd fighting +3

Hit him with a fist, and he smiles. Hit him with two fists, and he laughs. Hit him with a chair, and you might just get his attention.

—Tobar Axehalf, Barkeep.



In almost every city there is a bar or a tavern where the light of heart fear to tread, where the rooms are kept dim even in the middle of the day, and you are as likely to find a fight as you are food and drink. This is the home of the brawler. Raised in the streets, grown tough out of necessity, the brawler lives a life of street fights and bar brawls. He excels at fighting in a crowd and uses whatever he can to defeat those he faces. Whether it's a chair, a table leg, or a pint of ale, the brawler uses it all with deadly effect. His life has been rough, but he has grown strong from it, having learned to take a punch and keep fighting. Whether it is using his skills as a thug, a bouncer, or simply as a hired fighter, the brawler is sure to be wherever the fight is.

Humans and half-ores are most likely to be brawlers, though many dwarves also follow this path. Fighters and rogues are often drawn into the chaotic lifestyle of the brawler, although barbarians are as likely to follow this path if they become drawn to the city life. Bards too are known to become brawlers as performing at inns and taverns often puts them in the thick of barroom brawls.

brawler can also throw an improvised weapon; all such weapons have a range increment of 10 feet. Note that this ability does not give the Brawler proficiency with any exotic weapons.

**Crowd Fighting (Ex):** At 1st level, the brawler gains a +1 morale bonus to attacks when threatening three or more opponents at the same time. This bonus increases to +2 at 3rd level and to +3 at 5th level.

**Improvise Weapon Feats (Ex):** At 2nd level, the brawler gains the ability to choose "improvise weapon" as the selected weapon when taking feats that require a selected weapon. Thus, feats such as Weapon Focus, Weapon Specialization, and Improved Critical can have "improvise weapon" as the selected weapon. Making such a choice allows the brawler to apply that feat to any improvised weapon he uses.

**Subdual Damage Reduction (Su):** At 4th level, the brawler gains the ability to shrug off some amount of injury due to subdual damage. Subtract the brawler's Constitution bonus from any attack or spell that deals subdual damage. The brawler takes subdual damage from forced marches, hustling overland, and non-combat sources normally.

**Bludgeoning Substitution (Su):** At 5th level, half of the damage the brawler suffers from a bludgeoning attack is converted to subdual damage and is subject to the brawler's subdual damage reduction ability.

## Requirements

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

**Base Attack Bonus:** +7.

**Intimidate:** 5 ranks.

**Feats:** Alertness, Combat Reflexes, Improved Unarmed Strike.

## New Feats

### Improvise Trip Attack

You can trip foes with thrown weapons.

**Prerequisites:** Base attack bonus +3 or better, Improvised Weapon Proficiency or the brawler's improvised weapon ability.

**Benefit:** When using a weapon or improvised weapon, you can attempt to trip foes at range by throwing the weapon at the foe. When you attempt to do so, make a ranged touch attack with the weapon. If you hit, you and your foe make an opposed Strength check, following the normal rules for trip attempts. Your size does not count toward your Strength check.

The size of the weapon used might give you a bonus or a penalty. If the weapon is of a weapon size category equal to the creature size category of the foe you wish to trip, you suffer no penalty and gain no bonus. For each size category smaller the weapon is, you suffer a -4 penalty. For each size category larger the weapon is, you gain a +4 bonus. For instance, throwing a short sword (Small) at a halfling would give you no bonus or penalty. Throwing the same weapon at a human would cause you to suffer a -4 penalty, and throwing it at an ogre would cause you to suffer a -8 penalty.

See "Sage Advice" in this issue for more guidelines on throwing objects.

### Improvise Weapon Proficiency

You are skilled at using any object as a weapon.

**Benefit:** You do not suffer the standard -4 nonproficiency penalty for using an improvised weapon: instead you suffer a -2 nonproficiency penalty.

### Unbalancing Blow

You are skilled at unbalancing your toes.

**Prerequisites:** 5 ranks in Balance, Wis 13+.

**Benefit:** You may make a Dexterity check instead of a Strength check when attempting to trip foes.

## Class Skills

The brawler's class skills (and the key abilities for each) are: Balance (dex), Bluff (cha), Climb (str), Craft (int), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Ride (dex), Spot (wis), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d10

**Weapon and Armor Proficiency:** A brawler gains proficiency with all simple and martial weapons.

**Improvise Weapon (Ex):** The Brawler must often make use of unconventional weapons to overcome his foes. Because of this, he has become skilled at using whatever is at hand as a weapon. At 1st level, the brawler no longer suffers the standard -4 nonproficiency penalty to hit when using an improvised weapon. Objects that weigh less than 5 pounds inflict 1d4 points of damage, while items weighing more than 5 pounds inflict 1d6 points of damage. All improvised weapons threaten a critical on a roll of 20 and have a multiplier of x2. Especially long items, such as a ladder, allow the brawler to attack with reach. Usually, a brawler's improvised weapon causes bludgeoning damage, but some items, such as a skewer, might cause piercing damage. The

## Cave Stalker

From *Dragon* #292 (February 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	Improved stonecunning	+1 level of existing class
2	+1	+0	+3	+0	Meld Into stone	
3	+2	+1	+3	+1	Sneak attack +1d6	+1 level of existing class
4	+3	+1	+4	+1	Enhanced darkvision	
5	+3	+1	+4	+1	Sneak attack +2d6	+1 level of existing class

Most dwarven strongholds are made up of numerous tunnels, warrens, and cave systems, some of which have been ignored or forgotten by their owners. Monstrous creatures and humanoids, like orcs, goblins, and ogres expand like fungus in these cold, dark areas, using them as staging grounds to attack the heart of dwarven communities. To prevent this from happening, certain dwarves are trained from an early age to navigate the long-forgotten tunnels and make preemptive strikes against their enemies. These stealthy warriors are known as cave stalkers. Cave stalkers specialize in hunting down and eliminating creatures in the dark, twisting caves around dwarven communities. They use stealth, ambush and deception to single out foes and remove them one by one. A typical strategy is to track down the enemy, then meld into stone close to their location. The cave stalker then waits for her enemy to pass by, leaping out from behind to attack when the target least expects it. A cave stalker also uses her finely tuned stonecunning ability to find the best areas to create pits, cave-ins, and rockslides, often eliminating the enemy without drawing her axe. If a cave stalker is outnumbered, she retreats into the darkness, hiding until she can pick off individual targets.

Because they spend so much time in the stark wilderness of caves and caverns, cave stalkers are slightly ostracized by the rest of the clan. The typical dwarf shudders at the thought of leaving behind her clan, traditions, and forge, so the rootless existence of the cave stalker seems like a social aberration. Still, there is great honor to be found in protecting the clan from attack, so they are given some respect. None of this concerns the cave stalker, who cares little for what others think; she finds purpose in what she does every time she brings down another one of her enemies. She prefers to work alone, but also knows that cooperation with others has its advantages.

Rangers are the most likely individuals to become cave stalkers, and druids, rogues, and fighters are also common. Feral tribes of barbaric dwarves sometimes produce cave stalkers, who hunt down their foes in silence and then explode into a terrible frenzy once they ambush their prey. Clerics of Moradin are sometimes drawn to this class, eliminating enemies with single-minded zeal. Sorcerers, wizards, monks, and bards, which are rare in dwarven society, almost never become cave stalkers.

## Requirements

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

**Base Attack Bonus:** +5.

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

**Race:** Dwarf.

**Craft (Trapmaking):** 5 Ranks.

**Move Silently:** 5 Ranks.

**Wilderness Lore:** 5 Ranks.

## Class Skills

The cave stalker's class skills (and the key ability for each skill) are: Climb (str), Concentration (con), Craft (trapmaking) (int), Hide (dex), Intuit Direction (wis), Knowledge (nature) (int), Listen (wis), Profession (wis), Spot (wis), Swim (str), Use Rope (dex), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the cave stalker prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Cave stalkers are proficient with simple weapons and with light and medium armor, but they gain no new proficiency with shields.

**Spells Per Day:** At 1st, 3rd, and 5th level, the cave stalker gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of cave stalker to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

**Improved Stonecunning (Ex):** At 1st level, the cave stalker increases her racial stonecunning ability from +2 to +4 on checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like. This bonus, like the normal dwarven racial bonus, applies to Search checks made to detect stonework traps. In addition, the range at which the cave stalker has a chance to automatically detect unusual stonework increases from 10 feet to 20 feet.

**Sneak Attack:** If a cave stalker can catch an opponent when she is unable to defend herself effectively from her attack, she can strike a vital spot for extra damage. Any time the cave stalker's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the cave stalker's attack deals +1d6 points of damage. This extra damage increases to +2d6 at 5th level. Should the cave stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

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

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

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

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

**Meld Into Stone (Sp):** A cave stalker can cast meld into stone as a cleric equal to her cave stalker class level. Starting at 3rd level, the cave stalker can use this ability once per day, plus one additional time per day per point of Wisdom bonus.

**Enhanced Darkvision (Ex):** Cave Stalkers spend most of their lives in the darkest caverns they can find. As a cave stalkers skills improve, her almost mystical understanding of the deep caverns sharpens her inborn darkvision, allowing her to see farther than other members of her race. Once a cave stalker achieves Fourth level, her darkvision range increases by 20 feet.

This bonus stacks with other natural or extraordinary abilities that improve darkvision, but it does nothing to improve magically granted darkvision.

Any condition that causes the character to lose her normal darkvision also causes the enhanced darkvision to fail.

# Cípher

From *Dragon* #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Improved Unarmed Strike, Locate Weakness
2	+1	+0	+3	+0	Heightened Instinct +1, Evasion
3	+2	+1	+3	+1	Self Mastery +1
4	+3	+1	+4	+1	Battlemind +1, Improved Evasion
5	+3	+1	+4	+1	Heightened Instinct +2
6	+4	+2	+5	+2	Self Mastery +2, Move without Barriers
7	+5	+2	+5	+2	Battlemind +2
8	+6	+2	+6	+2	Heightened Instinct +3, Clarity of Vision
9	+6	+3	+6	+3	Self Mastery +3
10	+7	+3	+7	+3	Battlemind +3, Thought is Action

Without a word the cípher struck at the door with her bare fists, two solid hits in rapid succession. The door cracked and gave way. "Don't think about it, Just do it."

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The Transcendent Order calls its members cíphers, because no one can figure them out. Cíphers believe actions speak louder than words and thinking wastes time. They act on their environment instead of reacting to it. Fighters and monks are most attracted to this philosophy, seeking that elusive balance where thought and deed are simultaneous. Wizards and clerics have a difficult time adopting the philosophy, because their spellcasting requires preparation and forethought, but bards and sorcerers embrace the Transcendent Order for its spontaneity.

## Requirements

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

**Balance:** 5 ranks.

**Jump:** 10 ranks.

**Knowledge (religion):** 10 ranks.

**Feats:** Improved Initiative, Power Attack, and Sunder.

## Class Skills

The Cípher's class skills (and the key ability for each skill) are: Balance (dex), Climb (str), Concentration (con), Escape Artist (dex), hide (dex), Jump (str), Move Silently (dex), Ride (dex), Sense Motive (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters who take a level of cípher gain no special proficiency with armor, shields, or weapons.

**Improved Unarmed Strike:** Cíphers are trained to use their bodies as weapons and gain this feat at 1st level.

**Locate Weakness:** By concentrating and focusing her inner energy, the cípher can make devastating attacks against inanimate objects. If the cípher attacks an object with a full attack action and succeeds at a Concentration check (DC 10 + object's hardness), she can ignore the object's hardness when calculating damage for her attacks that round. The attacks must be unarmed attacks. This is an extraordinary ability.

**Heightened Instinct:** A 2nd-level cípher gains a +1 insight bonus to initiative rolls. This increases to a +2 bonus at 5th level and a +3 bonus at 8th level. This is an extraordinary ability.

**Evasion:** At 2nd level, a cípher can avoid even magical and unusual attacks with great agility. If a cípher makes a successful Reflex saving throw against an attack that normally deals half damage on a successful Reflex save, the cípher takes no damage. Evasion can only be used if the cípher is wearing light armor or no armor. This is an extraordinary ability.

**Self Mastery:** A 3rd-level cípher receives a +1 insight bonus to saving throws against Enchantment spells and effects. This increases to a +2 bonus at 6th level and a +3 bonus at 9th level. This is an extraordinary ability.

**Battlemind:** At 4th level, the cípher gains a +1 insight bonus to AC. This increases to a +2 bonus at 7th level, and a +3 bonus at 10th level. This is an extraordinary ability.

**Improved Evasion:** At 4th level, a cípher's evasion ability improves. She still takes no damage on a successful Reflex saving throw against the attacks to which evasion applies, but henceforth she only takes half damage on a failed save.

**Move Without Barriers:** At 6th level, the cípher can become ethereal once per day as a standard action. This spell-like ability functions like *ethereal Jaunt* as cast by a 10th-level spellcaster.

**Clarity of Vision:** At 8th level, the cípher can see all astral, ethereal, and invisible creatures within 20 feet. This is a supernatural ability.

**Thought is Action:** As a free action, a 10th-level cípher can become *hasted* (as per the *haste* spell) for a total of 10 rounds a day. These rounds need not be consecutive. This is a supernatural ability.

# Dancer of Shares

From Dragon #290 (December 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Cat familiar, Cat sight	+1 to existing class
2	+1	+3	+0	+3	Grace of the goddess	+1 to existing class
3	+1	+3	+1	+3	Familiar shapechange (cheetah, leopard, lion)	+1 to existing class
4	+2	+4	+1	+4	1st favored enemy, Tongue of the diplomat	+1 to existing class
5	+2	+4	+1	+4	Touch of Shares (unarmed)	+1 to existing class
6	+3	+5	+2	+5	Familiar shapechange (tiger, dire lion)	+1 to existing class
7	+3	+5	+2	+5	Wiles of the pleasure queen	+1 to existing class
8	+4	+6	+2	+6	Dance of Zandilar 2nd favored enemy, Familiar shapechange (dire tiger)	+1 to existing class
9	+4	+6	+3	+6		+1 to existing class
10	+5	+7	+3	+7	Improved touch of Shares	+1 to existing class

Dancers of Shares seek pleasure at every opportunity and live life as one endless revel. They value being footloose and fancy free and resist restrictions of any kind—cultural, emotional, mental, or physical—placed on them by others. They love to dance, and most are accomplished singers and play one or more musical instruments. Dancers find evil ugly and repugnant, and they hate undead, viewing them as a violation of the dead's peaceful rest and an offense against the vibrancy of the positive energy of life. But dancers of Shares also draw from an eclectic set of mandates and traditions passed down through the evolution of their goddess and her church. Their hatred of Set comes from their goddess's ancient history as Bast, of Vhaeraun from her merger with Zandilar, and of Shar from her captivity by that deity in her recent past as Shares. Their affiliation with felines also grows from their goddess's history as Bast, who subsumed Felidae, and their accomplishments in dance from Zandilar the Dancer. Bast also lends them a tradition of fighting skills that few realize exists behind the dancers' pleasure-sodden existence.

Clerics most often become dancers of Shares, with druids and rangers being less common choices. Shares's philosophy so chafes under restriction that it cannot accommodate the lawful nature of paladins and monks.

## Requirements

To qualify to become a Dancer of Shares, a character must fulfill all the following criteria.

**Alignment:** Chaotic Good

**Patron Deity:** Shares

**Base Attack Bonus:** +3

**Spell Casting:** Able to cast 3rd-level divine spells; clerics who are dancers of Shares must also select the Charm domain as one of their domains

**Perform (Dancing):** 4 ranks.

**Knowledge (Religion):** 9 ranks

## Class Skills

The Dancer of Shares's class skills (and the key ability for each skill) are: Balance (dex), Climb (str), Concentration (con), Diplomacy (cha), Heal (wis), Jump (str), Knowledge (religion) (int), Move Silently (dex), Perform (cha), Spellcraft (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Dancer of Shares prestige class.

**Hit Die:** d6.

**Weapon and Armor Proficiency:** Dancers of Shares are proficient with all simple weapons. They gain no new proficiency with armor or shields.

**Cat Familiar:** Upon gaining her 1st level as a dancer of Shares, a dancer of Shares gains a cat familiar. This familiar does not require a day of effort or the expenditure of magical materials costing 100 gp (it chooses the dancer of Shares by Shares's grace), but in other ways the familiar is identical to the familiars that sorcerers and wizards can obtain.

Calculate the familiar's special abilities based on the table on page 51 in the Player's Handbook using the dancer of Shares's character level (as opposed to her class level).

**Cat Sight (Ex):** Dancers of Shares gain low-light vision at 1st level.

**Grace of the Goddess (Su):** Dancers of Shares have a portion of the catlike grace and flexibility of their goddess, along with a measure of her force of personality. They gain a +2 bonus to all Dexterity and Charisma checks and Dexterity-based and Charisma-based skill checks, and a +1 bonus to Reflex saving throws.

**Familiar Shapechange (Su):** When a dancer of Shares reaches 3rd level, her cat familiar can, as a standard action once per day, shapechange into a cheetah, leopard, or lion. At 6th level, her familiar adds the forms of a tiger or dire lion to the repertoire for this ability and can shapechange twice per day. At 9th, her familiar adds the form of a dire tiger to its repertoire and can shapechange three times per day.

This ability functions as the shapechange spell cast by a spellcaster of the dancer of Shares's character level. Thus, the familiar can remain shapechanged no more than 10 minutes/class level per day of the dancer of Shares. The amount of time spent shapechanged need not be continuous. (In other words, the familiar of a 3rd-level dancer of Shares could be a cheetah for 1 minute, then return to being a cat, then be a lion for 4 minutes, then return to being a cat, and so on, up to a total of 30 minutes in shapechanged forms in one day.)

**Favored Enemy (Church of Shar, Vhaeraun, or Set):** The dancer of Shares gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against agents of one of the listed churches (pick one). Likewise, she gets the same bonus to weapon damage rolls against agents of the chosen deity. A dancer of Shares also gets the damage bonus with ranged weapons, but only against targets within 30 feet. The bonus doesn't apply to damage against creatures that are immune to critical hits. At 9th level, the bonus associated with this ability goes up to +2 for the first enemy, and the dancer of Shares gains a new favored enemy bonus of +1 for agents of one of the churches not selected at 4th level. (This bonus works the same as for rangers in the FORGOTTEN REALMS that select an organization as a favored enemy, with the organization in this case being one of the respective churches.)

**Tongue of the Diplomat (Ex):** The dancer of Shares has had ample experience persuading people to do as she wishes and has learned exactly what to say and do to wrap someone around her finger. She gains a +4 competence bonus to Diplomacy checks.

**Touch of Shares (Su):** A dancer of Shares has the ability to stun a creature she touches with an unarmed caress (melee touch attack that requires a free hand) by supernaturally overloading its perceptions of pleasure. She does not provoke attacks of opportunity from armed opponents when she uses this ability. The dancer of Shares can use this ability once per round, but no more than once per two dancer of Shares levels per day. The dancer of Shares must declare she is using the touch of Shares before making the touch attack (thus, a missed attack roll ruins the attempt).

A foe touched by the dancer of Shares is forced to make a Fortitude save (DC 10 + the dancer of Shares's character level + her Charisma modifier). If the saving throw fails, the opponent is stunned for 1 round (see page 85 in the DUNGEON MASTER'S Guide for a description of the stunned condition), Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the touch of Shares.

At 10th level, the ability becomes even more potent. The duration of the stun effect lasts for 1d4+1 rounds if the target fails his Fortitude saving throw.

**Wiles of the Pleasure Queen (Su):** Dancers of Shares are both supernaturally charming and difficult to charm. Add +2 to the Difficulty Class for all saving throws against spells from the Enchantment school they cast. They also get a +2 bonus to caster level checks (1d20 + caster level) to beat a creature's spell resistance for an Enchantment school spell they are casting, a +2 bonus to dispel checks to counter Enchantment spells, and a +2 bonus to their saving throws against spells from the Enchantment school.

**Dance of Zandilar (Su):** A dancer of Shares can use dance to substitute for the verbal component of a spell of the Enchantment school. The dancer of Shares must succeed at a



## Dancer of Sharess

Perform (dancing) check (DC 15 + spell level); if she does, it is cast as if she had prepared it with the Silent Spell feat. However, the spell does not use up a spell slot one level higher than the spell's regular level as is normal for a silent spell. If the check fails, the spell fails and is ruined.

# Darkwood Stalker

From Dragon #292 (January 2002)

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 tr.
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

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 dark-wood 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.

## 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

**Language:** Orc

## Class Skills

The darkwood stalker's class skills (and the key ability for each skill) are as follows: Climb (str), Craft (int), Heal (wis), Hide (dex), Intuit Direction (wis), Jump (str), Knowledge (nature) (int), Listen (wis), Move Silently (dex), Profession (wis), Ride (dex), Search (int), Spot (wis), Swim (str), Use Rope (dex), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**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.

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 dark-wood 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, dark-wood stalkers have seen too many battles won by one lucky blow from a greataxe. The culmination of a dark-wood stalker's training is learning to turn even the luckiest blow into a grazing strike. Once per day, the dark-wood 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.

## Deep Avenger

From *Dragon #298* (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Brutal strike +1, drow sign language
2	+2	+3	+0	+3	Darkvision 60 ft.
3	+3	+3	+1	+3	See the light 1/day
4	+4	+4	+1	+4	Brutal strike +2
5	+5	+4	+1	+4	Rage 1/day
6	+6	+5	+2	+5	See the light 2/day
7	+7	+5	+2	+5	Brutal strike +3, darkvision 120 ft.
8	+8	+6	+2	+6	Resist poison
9	+9	+6	+3	+6	See the light 3/day
10	+10	+7	+3	+7	Rage 2/day, brutal strike +4

The deep avenger is a ruthless hunter in the subterranean world, an agent of vengeance from the dawn of elven history. Deep avengers form the body of a Compact crusade and are versatile enough to occupy almost any battlefield niche.

The Compact usually reserves this martial training for elves, harnessing the ancient hatred they hold for their dark kin, however, members of other races may be allowed to train as martial soldiers if they've recently lost a loved one to the drow. A deep avenger is a terrible opponent, able to find and destroy his chosen enemy with fierce precision.

Barbarians, fighters, paladins, and rangers make strong deep avengers who are eager to fight on the front lines. Clerics and druids add a potent mix of divine magic to the class, and they often fight in the crusades as battlefield healers and diviners. Wizards and sorcerers do not usually have the martial training to meet the class requirements, but multiclass fighters/wizards are far from rare and often serve as officers in the crusades.

### Requirements

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

**Base Attack Bonus:** +7.

**Feats:** Blind-Fight, Power Attack.

**Special:** Must speak Undercommon.

**Special:** A deep avenger must have lost a loved one to drow in the last 5 years.

### Class Skills

The deep avenger's class skills (and the key ability for each skill) are: Climb (str), Craft (int), Handle Animal (cha), Intuit Direction (wis), Jump (str), Ride (cha), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Deep avengers are proficient with all simple and martial weapons, all armor, and shields.

**Brutal Strike (Ex):** Deep avengers receive instruction on drow physiology, learning the race's vital points, major arteries, and pain centers, thus allowing them to fight the drow with ruthless efficiency. On his turn, a deep avenger may add +1 to either one attack roll or one damage roll, but not both. He must declare where the bonus applies at the start of his action. For every three levels gained, this bonus increases by +1.

**Drow Sign Language (Ex):** Before they go on crusade, deep avengers learn the silent language of their prey. Using these hand signals, a team of Compact crusaders can communicate silently at distances of up to 120 feet as long as they can see each other. Note that a deep avenger learns this language without spending skill points.

**Darkvision (Ex):** After long months of training in total darkness, the eyes of deep avengers are subjected to arcane alchemical treatments that grant them darkvision to a range of 60 feet. At 7th level, a deep avenger's darkvision improves to 120 feet.

**See the Light (Sp):** At 3rd level, the deep avenger gains the ability to cast either daylight or sunbeam once per day as a spell-like ability, chosen at the time of casting. These abilities are as the spells cast by a 10th-level sorcerer (save DC 10 + Charisma modifier + spell level). At 6th and 9th level, the deep avenger gains one additional use of this ability per day.

**Rage (Ex):** At 5th level, a deep avenger can fly into a rage, gaining phenomenal strength and durability but becoming reckless and less able to defend himself. He temporarily gains a +4 bonus to Strength and Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. The rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier.

The deep avenger can enter a rage once per day at 5th level and twice per day at 10th level. If he already has the rage ability from another class, the bonuses do not stack, but he gains additional uses of this ability at 5th and 10th level.

**Resist Poison (Ex):** Deep avengers are exposed to poisons in controlled doses, thereby building up a stronger resistance to them. At 8th level, a deep avenger gains a +4 bonus on Fortitude saving throws against poison.

### New Feats

#### Drow Slayer [General]

Your enmity for the drow has led you to learn their tactics and fighting styles, giving you an advantage when fighting them.

**Prerequisites:** Damage bonus against (drow.)

**Benefit:** You gain a +2 insight bonus on all saves against spells and spell-like abilities cast by drow.

#### Spelunker [General]

You spend long amounts of time exploring and studying caves.

**Prerequisites:** Alertness, Wis 13+.

**Benefit:** You gain a +2 bonus on all Search, Spot, and Climb checks made in natural caverns and tunnels. Note that these bonuses do not apply in worked stone or masonry structures. The bonuses from this feat stack with those from the Alertness feat.

# Deep Thrall

From *Dragon #300* (October 2002)

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

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 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.

## 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.

## Class Skills

The deep thrall's class skills (and the key ability for each skill) are: Bluff (cha), Craft (int), Diplomacy (cha), Disguise (cha), Gather Information (cha), Hide (dex), Intimidate (cha), Knowledge (nature) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), Search (int), Sense Motive (wis), Spot (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d10

**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 becomes 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.

## Divine Champion

From *Dragon* #280 (February 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Lay on Hands
2	+2	+3	+3	+0	Fighter Feat, Sacred Defenses +1
3	+3	+3	+3	+1	Smite Infidel
4	+4	+4	+4	+1	Fighter Feat, Sacred Defenses +2
5	+5	+4	+4	+1	Divine Wrath

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

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

### Requirements

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

**Base Attack Bonus:** +7

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

**Skills:** Knowledge (religion) 3 ranks

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

**Alignment:** Same as deity's alignment.

### Class Skills

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

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

### Class Features

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

**Hit Die:** d10

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

**Sacred Defenses:** Add this value to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders. **Lay on Hands:** As a defender of the faith, a divine champion may lay on hands to heal himself or another creature following the same patron as himself. The ability works like a paladin's ability to lay on hands, except the divine champion may heal 1 hit point of damage per divine champion level plus her Charisma bonus. If the divine champion is a paladin, he can combine this healing with his paladin class' lay on hands ability.

**Smite infidel:** Once per day the divine champion may attempt to smite a creature with a different patron (or no patron at all) with one normal melee attack. He adds his Charisma modifier (if positive) to the attack roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day. If the divine champion is also a paladin, he may use the smite evil ability separately or combine it with smite infidel into a single strike if the target is evil and of a different faith. **Fighter Feat:** The divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list on page 37 of the *Player's Handbook* or any feat with the [Fighter] designator in Chapter 4: Characters from this book.

**Divine Wrath:** The divine champion channels a portion of his patron's power into wrath, giving him +3 to hit, damage, and saving throws for a number of rounds equal to his Charisma modifier. During this time, the divine champion also has damage reduction 5/-. This is a supernatural ability that can be used once per day, invoked as a free action.

## Dragon Mystic

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Draconic spell power	+1 caster level
2	+1	+0	+0	+3	Charisma increase	+1 caster level
3	+1	+1	+1	+3	Draconic power harnessed	+1 caster level
4	+2	+1	+1	+4	Charisma increase	+1 caster level
5	+2	+1	+1	+4	Metamagic breath weapon	+1 caster level

While all dragons eventually master the arts arcane, some push the boundaries of learning even further. These rare individuals are known as dragon mystics, and even great wyrms speak of them in hushed tones.

Virtually all who take up this pursuit are true dragons (either chromatic or metallic). The occasional half-dragon who becomes a dragon mystic is generally a sorcerer or wizard, though a half-dragon bard could theoretically do so as well. Dragon mystics lead lonely lives, generally lairing far from civilization in order to continue their studies in peace.

### Requirements

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

**Creature Type:** Dragon

**Special:** Ability to cast 3rd-level arcane spells.

**Special:** Must consume 5,000 gp value of diamonds

### Class Skills

The dragon mystic's class skills (and the key ability for each skill) are: Alchemy (int), Concentration (con), Diplomacy (cha), Intimidate (cha), Knowledge (any) (int), Scry (int), Sense Motive (wis), Spellcraft (int), Use Magic Device (cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the dragon mystic prestige class.

**Hit Die:** d12

**Weapon and Armor Proficiency:** Dragon mystics gain no additional proficiency in any weapon or armor.

**Spells per Day:** A dragon mystic continues training in magic as he gains levels. When a new dragon mystic level is gained, the character gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. The character does not gain any other benefit a character of that class would have gained. This

essentially means that he adds the level of dragon mystic to the level of some other arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If the character has natural spellcasting ability (such as that of a dragon), his effective level of spellcasting may instead increase by one. This increase is permanent and is added to the dragon's effective caster level as he ages.

**Draconic Spell Power (Su):** Whenever the dragon mystic casts a spell that inflicts damage, the spell inflicts an additional +1d6 damage per level to each target on a failed save. This damage is of the same type as the dragon's damaging breath weapon. If the dragon mystic has more than one breath weapon that inflicts damage, select one when this power is gained. If the dragon mystic has no breath weapon that inflicts damage, this power has no effect. It also has no effect on spells that don't inflict damage or that don't allow a saving throw.

**Charisma Increase (Ex):** At 2nd level, the dragon mystic gains a +1 bonus to his Charisma score, and he gains another +1 bonus at 4th level.

**Draconic Spell Focus (Su):** Whenever the dragon mystic casts an arcane spell from the Enchantment school or an arcane spell that inflicts the same type of energy damage as his damaging breath weapon (such as fire for a red dragon), add +2 (or one-half his age category, whichever is higher) to the DC of any saving throws made to resist it.

**Metamagic Breath Weapon (Su):** The dragon mystic can apply to his breath weapon the effect of one of the following metamagic feats that he knows: Empower Spell, Enlarge Spell, Maximize Spell, or Quicken Spell. Add the normal spell level adjustment to the 1d4 roll determine when the dragon can breathe again. For example, a dragon mystic who enlarges his breath weapon would roll 1d4+1 to determine when he could breathe again, but would roll 1d4 + 4 to determine when he could breathe again if he had quickened his breath weapon. The dragon mystic can't apply the effects of a metamagic feat that he doesn't know. The dragon mystic may use this ability a number of times per day equal to his Charisma modifier or his age category (whichever is higher). If the dragon mystic has more than one breath weapon, the limit applies to total breaths (not separately to each breath weapon). If the dragon mystic has no breath weapon, this ability has no effect.

### End Note

A note about age categories: For dragons without age categories, treat the dragon's age category as 1.

## Dragon Warrior

From *Dragon #298* (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Body of soul
2	+2	+3	+0	+3	Chi shield (deflection bonus)
3	+3	+3	+1	+3	Dragon's Fire 1/day
4	+4	+4	+1	+4	Dragon's fury 2/day
5	+5	+4	+1	+4	Chi shield (damage reduction 1/-).
6	+6	+5	+2	+5	Dragon's fire 2/day
7	+7	+5	+2	+5	Dragon's grip (dragon's fury 3/day) Chi shield (damage reduction 2/-), spell resistance
8	+8	+6	+2	+6	resistance
9	+9	+6	+3	+6	Dragon's fire 3/day
10	+10	+7	+3	+7	Dragon's release (dragon's fury 4/day)

The rank and file of the Dragon clan's troops are taken from peasantry, the ancient tradition of warriors coming only from noble stock dead along with the empire. However, masters of the training halls still watch for students with the unmistakable passion that can only mean they've touched the spirit of the Dragon and taken it into their hearts. These exceptional individuals are separated from the others and put through a unique training regimen that relies heavily on meditation and self-mastery. Those who emerge take the field as dragon warriors.

Strange combinations of berserker fury and monk mysticism, dragon warriors are a people apart. They carry within them the seething power of the dragon, and its stormy urges make them somewhat capricious. Yet to contain and truly harness this power requires immense discipline, which reins in their more outlandish urges. While they might seem calm at a distance, with muted body language and soft speech, up close their voices betray hints of strain, and their small movements tremble to become more. They appear locked in an eternal, invisible struggle, and indeed, they are. The only time they let go completely is in battle, where they release the Dragon in all its fury, roaring like a storm as their giant swords cut through the opposition in a torrent of steel.

Monks and barbarians who have forsaken their former lives often take up the dragon warrior path for its familiarity. Fighters, rangers, and martially minded clerics are also common.

### Requirements

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

**Alignment:** Any nonchaotic, nonlawful, Dragon Warriors who become lawful or chaotic, lose all dragon warrior class abilities.

**Base Attack Bonus:** +6 or better

**Concentration:** 3 ranks

**Knowledge (Religion):** 3 ranks.

**Feats:** Iron Will, Toughness, Weapon Focus (greatsword).

### Class Skills

The dragon warrior's class skills (and the key abilities for each) are: Climb (str), Concentration (con), Intimidate (cha), Jump (str), Knowledge (religion) (int), Ride (dex), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the dragon warrior prestige class.

**Hit Die:** d10

**Weapons and Armor:** Dragon warriors gain no new proficiency with weapons, armors, or shields. Wearing armor inhibits the dragon warrior's connection with the spirit of the Dragon, and a dragon warrior who dons armor loses access to all her dragon warrior class abilities. All such abilities return to the dragon warrior as soon as the armor is removed.

**Body of Soul (Su):** The dragon warrior's first step in harnessing the power of the Dragon is to quell it completely. Until they come to grips with the roiling rages that now reside in their

hearts, those first touched by the Dragon must either quell the spirit or be consumed by it. However, in burying the essence of the Dragon within themselves, the fledgling dragon warriors learn an inner strength so intense that it radiates outward. As a result, dragon warriors add their Wisdom bonus to their hit points at each dragon warrior level. Wisdom damage or drain, depletes these extra hit points.

**Chi Shield (Su):** The intense meditation continues, as does the growth of the dragon warrior's power, by this point, the energy of the Dragon has soaked the dragon warrior through with mystical power, imbuing her with supernatural toughness. At 2nd level, the dragon warrior gains a deflection bonus to Armor Class equal to her Wisdom modifier.

At 5th level, the resilience of the warrior increases, and she gains damage reduction 1/-.

At 8th level, the essence of the Dragon has so thoroughly permeated the warrior that her mind and body share the same infallible staying power. The dragon warrior's damage reduction increases to 2/-, and she develops spell resistance equal to 10 + her Wisdom modifier.

**Dragon's Fire (Su):** At 3rd level, the dragon warrior learns the first outward means of expressing the Dragon's rage. Using her sword as a focus for the power, the warrior learns to make the giant blade more than a metaphorical representation of the Dragon's fiery breath. As a free action, the dragon warrior can, once per day, imbue a greatsword she wields with the flaming magic weapon enhancement (see the dungeon master's Guide). As long as the weapon is held in her hands, the enhancement lasts for a number of rounds equal to the dragon warrior's level plus her Wisdom modifier. At 6th level, the dragon warrior can use dragon's fire twice per day, and at 9th level, the warrior can use the ability three times per day.

**Dragon's Fury (Ex):** A 4th-level dragon warrior finally learns the rudiments of letting the Dragon flow through herself. By allowing a bit of the Dragon's essence out of her tightly controlled heart, the dragon warrior can throw herself into a mystically induced rage. This rage lasts a number of rounds equal to the dragon warrior's Wisdom bonus, but in all other respects it is identical to a barbarian's rage ability. While so enraged, the dragon warrior loses her chi shield, as the spiritual energy is shunted from protection to offense. The dragon warrior can use dragon's fury twice per day. If the dragon warrior has rage from some other source, its bonuses do not stack with those provided by the dragon's fury ability.

**Dragon's Grip (Ex):** At 7th level, the dragon warrior learns to wrap herself in the power of the Dragon. No longer simply inspired by it, she can now totally immerse herself in it. When she uses the dragon's fury ability, she now gains a +6 to her Strength and Constitution and a +3 to all Will saves. This increases the bonus hit points to 3 per character level. In addition, the dragon warrior can use the dragon's fury ability 3 times per day and no longer loses her chi shield abilities while raging.

**Dragon's Release (Ex):** At the pinnacle of her development, the dragon warrior becomes an avatar of the great Dragon spirit. She no longer channels its power when enraged, but she becomes more like a direct gateway for the primal force to act upon the world.

When the warrior uses the dragon's fury ability, she gains a +8 to both Strength and Constitution and a +4 to Will saves. This increases the bonus hit points to 4 per character level. In addition, she can use the dragon's fury ability 4 times per day.

While her dragon's fury lasts, her sword bursts into supernatural flames, granting the weapon the flaming magic, weapon enhancement, as per the dragon's fire ability. If the dragon warrior chooses to use her dragon's tire ability while so enraged, her weapon is treated as though it also has the flaming burst magic weapon enhancement.

## Dragonkith

From *Dragon #284* (June 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Scales (natural armor +1), Danger Sense
2	+2	+3	+0	+0	Mighty Attack +1d6
3	+3	+3	+1	+1	Detect Treasure, Energy Resistance
4	+4	+4	+1	+1	Scales (natural armor +2), Telepathic Link
5	+5	+4	+1	+1	Mighty Attack +2d6
6	+6	+5	+2	+2	Sorcerous Knack
7	+7	+5	+2	+2	Scales (natural armor +3), Energy Resistance 10
8	+8	+6	+2	+2	Mighty Attack +3d6
9	+9	+6	+3	+3	Energy Resistance 15, Share Spells
10	+10	+7	+3	+3	Scales (natural armor +4)

Dragonkith are creatures that serve and aid dragons. They live with or near a dragon or group of dragons, acting as servants or peers (depending on the individual dragon and the dragonkith). In return for service, over time, the dragon bestows upon them special abilities—and even physical changes—using complex rituals known only to their kind.

Although sometimes they are humans, elves, dwarves, halflings, or gnomes, dragonkith are just as often members of other intelligent species, such as lizardfolk, giants, troglodytes, lammasu, pseudodragons, titans, dragonnes, beholders, lamias, and others – even, rarely, other dragons. Thus, dragonkith are a diverse group; no one class is more likely to become one, and many dragonkith do not have classes at all (they are monsters).

NPC dragonkith are usually found in the company of their dragon companion. Sometimes they are alone, completing some errand for the dragon. Occasionally they work in small, tight-knit groups of dragonkith, all pledged either to the same dragon or to allied dragons.

## Requirements

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

**Language:** Draconic

**Base Attack Bonus:** +6

**Knowledge (arcana):** 4 ranks

**Feats:** Alertness, Endurance

**Special:** Must be chosen by a dragon of the same alignment. If they ever cease their relationship with the dragon, or their dragon dies, dragonkith lose all special abilities from this prestige class.

**Special:** The feats and skills present in monster descriptions in the *Monster Manual* are for average individuals. It is permissible (and simple) to switch out skills and feats so that many interesting creatures can fulfill these requirements. Advancing a creature or giving it a standard character class might also allow the creature to fulfill the requirements.

## Class Skills

The Dragonkith's class skills (and the key ability for each skill) are: Bluff (cha), Craft (int), Diplomacy (cha), Intimidate (cha), Knowledge (int), Listen (wis), Profession (wis), Search (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8.

**Weapon and Armor Proficiency:** The dragonkith is proficient with no weapons, and no armor or shields.

**Scales:** The dragonkith, over time, develops crusty scales the same color as her dragon companion. At first level, this adds +1 to the natural armor of the dragonkith, increasing by an additional +1 every three levels. If the dragonkith already has natural armor as an aspect of her creature type (and not a spell or magic item), this bonus adds to her normal natural armor.

**Telepathic Plea:** Wherever the dragonkith is, her dragon companion can send an instantaneous, telepathic plea for help whenever it wishes. No details are provided other than that the dragon is in danger. This communication does not work both ways (the dragonkith cannot alert the dragon). This is a supernatural ability.

**Energy Resistance:** The dragonkith develops a growing immunity to the dragon's breath weapon. Beginning at 3rd level, the dragonkith can ignore some of the damage of the type generated by her dragon companion's breath weapon. Note that this ability applies to sources of the energy type other than the dragon companion's breath weapon. Thus, a dragonkith of a red dragon gains fire resistance 5 at 3rd level to fire from any source. This ability increases at 7th level to 10 points and at 9th level to 15 points. In the case of dragons with multiple breath weapons, the dragonkith is resistant to one type of damaging breath. This is a supernatural ability.

**Mighty Attack:** At 2nd level, once per day, the dragonkith can call upon her dragon's might to deal +1d6 additional damage to a single attack. The dragonkith must decide before an attack is generated whether she will use this power. If the attack misses, that use of the mighty attack is wasted. Every three levels afterward, the damage increases by +1d6. This is a supernatural ability.

**Detect Treasure:** Once per day, as a spell-like ability, the 3rd level dragonkith can *detect treasure*. This works like the *detect magic* spell except that it senses objects Medium-size or smaller that are worth more than 100 gp. On the first round, she detects the presence of such objects; on the second round, the power reveals the number of objects and the location of each. On each additional round, the dragonkith can estimate the value of one object, within a 100 gp margin.

**Telepathic Link:** The dragonkith has a telepathic link with the dragon out to a distance of up to 1 mile. The dragonkith and dragon can communicate telepathically. Because of this link, one has the same connection to an item or place that the other does. For instance, if the dragonkith has seen a room, her dragon companion can teleport into that room as if she had seen it too. This is a supernatural ability.

**Sorcerous Knack:** At 6th level, the dragonkith acquires the supernatural ability to cast a single arcane spell once per day as a sorcerer of her class level. The dragonkith must choose a spell known to her dragon companion, and she must have a Charisma score of at least 10 + the spell's level to learn it with the sorcerous knack. Once the spell is chosen, it can never be changed. Spells learned with the sorcerous knack are spell-like abilities.

**Share Spells:** At either the dragon's or the dragonkith's option, any spell one casts on herself also affects the other. The two must be touching at the time. If the spell has a duration other than instantaneous, the spell stops affecting them if they move farther than 100 feet apart. The spell's effect will not be restored even if they return to each other before the duration would otherwise have ended. The dragon and dragonkith can share spells even if the spells normally do not affect creatures of their respective types. This is a supernatural ability.



# Dragonscribe

From *Dragon* #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Dragonlore	+1 caster level
2	+1	+0	+0	+3	Overcome resistance	+1 caster level
3	+1	+1	+1	+3	Dragon tongue	+1 caster level
4	+2	+1	+1	+4	Summon dragon	+1 caster level
5	+2	+1	+1	+4	Draconic binding	+1 caster level

Occasionally from the ranks of the learned and wise comes an individual who devotes himself totally to the study of draconic lore. Unlike many seekers of knowledge, dragonscribes do not simply pore over moldering tomes and ancient scrolls. Rather, they travel across the breadth of the world (and across planes, if necessary) to speak, question, contact, and bargain with living dragons.

Although a dragonscribe's single-minded focus and devotion to esoteric knowledge might cause others to view him as a cold, uncaring individual, a passionate heart beats beneath his dirtied robes and studious mien. Despite this, a dragonscribe generally eschews most human contact—although he seldom hesitates to associate with individuals or groups that could aid his quest—and has a tendency to hoard knowledge like his draconic subjects hoard treasure. Though generally unconcerned about questions of good and evil, some dragonscribes utilize their abilities for selfish gain, harnessing their great power in service to their ambition or desire to dominate.

## Requirements

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

**Diplomacy:** 7 ranks.

**Knowledge (arcana):** 13 ranks.

**Feats:** Spell Penetration, Iron Will.

**Language:** Draconic.

**Special:** The character must have observed at least three different kinds of dragons personally.

**Special:** The character must be able to cast a 2nd-level or higher arcane spell from the Abjuration, Conjunction, and Divination schools.

## Class Skills

The dragonscribe's class skills (and the key ability for each skill) are: Alchemy (int), Concentration (con), Decipher Script (exclusive skill) (int), Gather Information (cha), Knowledge (all skills, taken individually) (int), Scry (int), Sense Motive (wis), Spellcraft (int), Use Magic Device (exclusive skill) (cha) See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d4

**Weapon and Armor Proficiency:** Dragonscribes gain no new proficiency with weapons or armor.

**Spells Per Day/Spells Known:** Because the dragonscribe continues in the pursuit of magical knowledge and perfection, members of this class gain new spells per day and spells known as if they gained a level in a spellcasting class that they belonged to before adding the prestige class. For example, Inkardus, a 10th-level wizard/1st-level loremaster, gains a new level and wishes to pursue the dragonscribe prestige class. Because of his previous prestige class, Inkardus casts a number of spells per day equivalent to an 11th-level wizard. Adding a level of dragon-scribe allows the mage to cast a number of spells per day as if he was a 12th-level wizard.

If a character possessed more than one spellcasting class before he became a dragonscribe, he must decide which class will receive the additional spellcasting level for purposes of determining spells per day when he adds the new level.

**Dragonlore:** At 1st level, dragon-scribes gain an ability similar to the bardic knowledge ability that pertains only to dragons. Unlike the bard's bardic knowledge ability, dragonlore comes not from random wanderings but instead from scraps of long-lost knowledge, hidden tomes, and other obscure sources. To use the dragonlore ability, the dragonscribe makes a special dragonlore check with a bonus equal to his dragonscribe level + Intelligence bonus.

Dragonscribes with bard levels may add their bard levels to this check as well; however, dragonscribe levels do not stack with a bard's normal use of the bardic knowledge ability.

Some example dragonlore DCs are listed in the Dragonlore DCs sidebar.

Dragonlore DCs	
Example	DC
Identifying a dragon's age and color from a rough description.	10
Identifying a dragon's size from signs of its passage.	15
Identifying a dragon's name, age, and origin after an encounter.	20
Identifying a dragon's special abilities and spells known from its description.	25
Determining the location of a dragon's lair from scraps of information.	30

**Overcome Resistance (Ex):** Extensive meditation and research on the customs, thoughts, and personalities of dragons affords dragonscribes a deep insight into their ways. This insight allows a dragonscribe to more easily penetrate a dragon's innate spell resistance. Whenever the dragonscribe casts a spell that affects a creature with the dragon type, he gains a +2 bonus to caster level checks to overcome the dragon's spell resistance (if any), and for the dragon, the spell's saving throw DC is increased by +2. These bonuses stack with the Spell Penetration and Spell Focus feats.

When the dragonscribe casts a spell that affects more than one creature, these bonuses still apply, but they apply only to creatures with the dragon type.

**Dragon Tongue (Ex):** Supported by their tremendous knowledge and magical power, dragonscribes are much more adept at convincing dragons to cooperate and interact peacefully with them. At the very least, should a dragonscribe be faced with a draconic foe too powerful for him to overcome, he is often able to exchange knowledge of other dragons in return for the dragon sparing his life. This ability grants a +5 competence bonus to Diplomacy checks when dealing with creatures with the dragon type.

**Summon Dragon (Sp):** Dragonscribes who are able to cast summon monster spells gain the ability to choose fiendish and celestial dragons in addition to the other monsters on the summon lists. Treat the list below as a class-exclusive addition to the summon monster table in the Player's Handbook. Note that most dragons on the list are slightly more powerful than the other monsters available at a given level; this exemplifies the dragonscribe's close connection to dragons and the innate power of the dragon species.

Summon Monster III  
Celestial brass dragon (wyrmling) (CG)  
Fiendish white dragon (wyrmling) (CE)  
Summon Monster IV  
Celestial bronze dragon (wyrmling) (LG)  
Fiendish blue dragon (wyrmling) (CE)  
Summon Monster V  
Celestial copper dragon (very young) (CG)  
Fiendish green dragon (very young) (LE)  
Fiendish Wyvern (NE)  
Summon Monster VI  
Celestial brass dragon (juvenile) (CG)  
Fiendish white dragon (juvenile) (CE)  
Summon Monster VII  
Celestial brass dragon (young adult) (CG)  
Fiendish black dragon (young adult) (LE)  
Summon Monster VIII  
Celestial bronze dragon (adult) (LG)  
Fiendish blue dragon (adult) (LE)  
Summon Monster IX  
Celestial silver dragon (adult) (LG)  
Fiendish red dragon (adult) (CE)

**Draconic Binding (Sp):** The apex of a dragonscribe's power rests in his ability to bind a dragon or other intelligent draconic creature to his service. Manipulating powerful magical forces focused through words of power spoken in the primal draconic tongue, the dragonscribe can control the mind of a draconic creature. This ability functions exactly like a dominate monster spell cast by a sorcerer with a level equal to the dragonscribe's spellcaster level, except that it only affects creatures with the dragon type. The DC to resist the effect is equal to 19 + the dragon-scribe's Charisma modifier. The dragon-scribe can use this ability once per day.

# Dreadmaster

From *Dragon* #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Dominating Aura (20 ft.)	+1 to existing class
2	+1	+3	+0	+3	Insidious Insight	+1 to existing class
3	+2	+3	+1	+3	Dominating Aura (30 ft.)	+1 to existing class
4	+3	+4	+1	+4	Rodcraft	+1 to existing class
5	+3	+4	+1	+4	Dominating Aura (40 ft.), Favored Enemy	+1 to existing class
6	+4	+5	+2	+5	Enhanced Leadership +2	+1 to existing class
7	+5	+5	+2	+5	Dominating Aura (50 ft.)	+1 to existing class
8	+6	+6	+2	+6	Enhanced Leadership +4, Fanatical Loyalty	+1 to existing class
9	+6	+6	+3	+6	Dominating Aura (60 ft.), Special Cohort	+1 to existing class
10	+7	+7	+3	+7	Enhanced Leadership +6, Second Special Cohort	+1 to existing class

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

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

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

## Requirements

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

**Alignment:** Lawful Evil.

**Patron Deity:** Bane.

**Base Attack Bonus:** +4.

**Intimidate:** 5 ranks.

**Sense Motive:** 4 ranks.

**Feats:** Leadership, Skill Focus – Intimidate, Spell Focus – Enchantment.

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

**Cohort:** A cohort of at least 6th level.

## Class Skills

The dreadmaster's class skills (and the key ability for each skill) are: Bluff (cha), Concentration (con), Craft (int), Diplomacy (cha), Gather Information (cha), Intimidate (cha), Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Profession (wis), Ride (dex), Scry (int), Sense Motive (wis), Speak Language (–) Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Dreadmasters are proficient with all simple weapons, all types of armor (light, medium, and heavy), and shields. Bane's favored weapon is the morningstar.

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

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

**Rodcraft:** Dreadmasters have an affinity for magic rods, seeing them as an extension of the symbolism of the divine scepter of rulership that is also exemplified in Bane's favored weapon, the morningstar. Beginning at 4th level, when a dreadmaster makes a rod, the DCs for saving throws against the powers of rods they craft are two higher than would be for those made by a non-dreadmaster crafter. Dreadmasters especially love to make rods of *rulership*, *enemy detection*, and *lordly might*.

**Favored Enemy:** At 5th level, the dreadmaster selects a type of creature or an organization as a favored enemy. This class feature functions just like the favored enemy ability of a ranger (see page 45 of the *Player's Handbook*) with the additional FORGOTTEN REALMS setting option (page 26 of the *FORGOTTEN REALMS Campaign Setting*) of selecting an organization rather than a creature type. The dreadmaster's favored enemy bonus becomes +2 at 10th level. Dreadmasters can only select one type of favored enemy; unlike rangers, they do not gain additional favored enemies when they increase in level.

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

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

**Special Cohort:** At 9th level, the dreadmaster attracts a special cohort (see page 46 of the *DUNGEON MASTER'S Guide*) in addition to any cohort already gained. If a leader loses this special cohort, he can generally replace it, according to his current Leadership score. It takes time (1d4 months) to recruit a replacement. At 10th level, the dreadmaster attracts a second special cohort in addition to any cohorts or special cohorts already gained. Because of the lawful nature of Bane, special cohorts who are mutually inimical by type, alignment, or nature will not both be attracted to the same dreadmaster. Dungeon Masters can use the "Example Dreadmaster Special Cohorts" table to select special cohorts gained through this ability, or select cohorts of their own choosing or crafting.

Creature	Alignment	Equip Level
Doppelganger	Neutral	6th
Helmed Horror	Neutral	13th
	Neutral	
Gouger (beholderkin)*	Evil	14th
Death kiss (beholderkin)*	Neutral	
	Evil	16th
Baneguard*	Lawful Evil	5th
Banedeath*	Lawful Evil	6th
Hell Hound	Lawful Evil	6th
Displacer Beast	Lawful Evil	7th
Imp	Lawful Evil	7th
Banelar*	Lawful Evil	9th

\* From Monsters of Faerûn

## Dwarven Thane

From *Dragon* #299 (September 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Mountain hand
2	+2	+3	+0	+0	Storm bolt
3	+3	+3	+1	+1	Thunder clap
4	+4	+4	+1	+1	Bash
5	+5	+4	+1	+1	Avatar

Dwarven Thanes, also known as Mountain Kings, are the pinnacle of dwarven martial might. Eschewing their race's talent for engineering, mining, and metallurgy, these staunch fighters craft only themselves, dedicating their entire existence to forging the ultimate soldier. They exist to defend the dwarven kingdoms from all that threatens them. While some soldiers would stand as a shield against attack, the thanes believe the best way to defend against threats is to threaten back. Wielding the traditional dwarven armament of both axe and hammer, they threaten with all the grim, unswerving focus one expects from a dwarf.

Fighters easily segue into the path of the thane, but rangers find their skills and connection with nature make them good candidates as well. Dwarven defenders have occasionally been known to become thanes, seeking out the enemy instead of waiting for the attack.

### Requirements

To become a dwarven thane, a character must fulfill the following criteria.

**Race:** Dwarf.

**Base Attack Bonus:** +6.

**Feats:** Ambidexterity, Power Attack, Two-Weapon Fighting, Weapon Focus (any axe), Weapon Focus (any hammer).

**Knowledge (Religion):** 5 ranks.

**Special:** Must be a devout follower of either a dwarven deity or earth spirits.

### Class Skills

The dwarven thane's class skills (and the key abilities for each) are: Climb (str), Intimidate (cha), Jump (str), Knowledge (religion) (int), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the dwarven thane prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** Dwarven thanes are proficient in all armors, but gain no additional proficiency in weapons or shields.

**Mountain Hand (Ex):** Thanes spurn the use of a shield in favor of the extra attacks wielding a second weapon grants. However, for them, every strike must collide with the strength of a mountain behind it; to do anything less would be a waste. Thus, the first thing a thane learns to do is strike with full power on every blow. When wielding two weapons, the dwarven thane adds his full Strength bonus to damage caused by his offhand weapon.

**Storm Bolt (Su):** Taking the doctrine of punishing power to the next level, 3 dwarven thane learns to hurl weapons with meteoric ferocity, dazing opponents with the force of impact. A number of times per day equal to his class level, the dwarven thane can make a stunning attack with any thrown weapon. This is in all other ways identical to the monk class's stunning attack ability.

**Thunder Clap (Su):** A combination of divine grace and raw, unbridled power, the thane can now use the earth as a medium to transmit the fury of his blows. By attacking the ground with any bludgeoning weapon (including bare hands), the Thane causes the ground to heave and quake.

As a full-round action, the thane may attack the ground and make a trip attack against all opponents within 5 feet. Make a standard trip attempt and apply the result to all opponents in the area of effect. However, because of the special nature of this trip attack, opponents must oppose with a Dexterity check or a Balance skill check, and size modifiers do not apply. Opponents cannot attempt to trip the thane should the thunder clap trip attempt be unsuccessful. A dwarven thane can make a thunder clap attack a number of times per day equal to his dwarven thane level plus his Wisdom modifier (with a minimum of 1 per day). If the dwarven thane has the Improved Trip feat, he does not gain extra attacks on those he trips using the Thunder clap ability.

**Bash (Su):** At 4th level, the thane learns the final secrets of power and strikes irresistible blows that none can stand against. The battlefield itself seems to shake with every explosive hammer strike and shrieking axe swing. Now, any critical the thane scores immediately becomes a stunning attack as well. These stunning attacks count against the limit of storm bolt attacks the thane is permitted each day.

**Avatar (Su):** By 5th level, the dwarven thane has proven himself a worthy receptacle for the powers of the mountains and may become their avatar for a short time. When the thane summons such power, he becomes the embodiment of the raging earth, a living earthquake that sweeps across the land and topples all in its path. When using the avatar ability, a dwarven thane gains his Wisdom bonus as a bonus to damage with all melee attacks and thrown weapon attacks for a number of rounds equal to his class level. A dwarven thane can use the avatar ability a number of times per day equal to his dwarven thane level plus his Wisdom modifier (with a minimum of 1 per day).

# Elder Druid

From Dragon #286 (August 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Communication, Uncanny Dodge (Dex bonus to AC)	+1 to existing class
2	+1	+0	+0	+3	Druid Fire 1/day	+1 to existing class
3	+1	+1	+1	+3	Sense Magic	+1 to existing class
4	+2	+1	+1	+4	Elder Druid Resistance, Druid Fire 2/day	+1 to existing class
5	+2	+1	+1	+4	Uncanny Dodge (Can't be Flanked)	+1 to existing class
6	+3	+2	+2	+5	Druid Fire 3/day	+1 to existing class
7	+3	+2	+2	+5	Druid Sleep	+1 to existing class
8	+4	+2	+2	+6	Elder Druid Blade, Druid Fire 4/day	+1 to existing class
9	+4	+3	+3	+6	Incredible Memory	+1 to existing class
10	+5	+3	+3	+7	Immolate Body, Druid Fire 5/day	+1 to existing class

Elder Druids are individuals who have been chosen to protect their world from war and darkness. Only the most knowledgeable are permitted entry into the Druid Council, and those who do must forsake all other loyalties in favor of the pursuit of peace.

Despite sharing a name, Elder Druids and typical D&D druids have almost nothing in common. Elder Druids are most often wizards or sorcerers, although fighters and bards occasionally take up the path. Paladins make excellent Elder Druids, but they are rare. Clerics seldom follow the path of the Elder Druid, as no Elder Druid can follow the doctrine of a particular god.

NPC Elder Druids are often wanderers, and most Elder Druids travel for long periods of time without the company of their brethren, seeking to learn more about the world at large. Almost all groups of Elder Druids obey a hierarchy, and their leaders spend most of their time focusing on avoiding major catastrophes. Elder Druids seek to maintain balance across the globe and prevent war, but they are not above fighting on the battlefield should the need arise.

## Requirements

To qualify to become an Elder Druid a character must fulfill all the following criteria.

**Alignment:** Any non-evil.

**Knowledge (arcana):** 10 ranks.

**Knowledge (history):** 5 ranks.

**Feats:** Skill Focus – Knowledge (history)

**Spellcasting:** Ability to cast spells.

**Special:** Must be nominated and trained by another Elder Druid and must forsake all other loyalties to any political power, nation or deity. Clerics who forsake their deity lose all spells and class features and cannot gain levels as a cleric.

## Class Skills

The Elder Druid's class skills (and the key ability for each skill) are: Alchemy (int), Appraise (int), Bluff (cha), Concentration (con), Craft (int), Diplomacy (cha), Gather Information (cha), Knowledge (int), Search (int), Sense Motive (wis), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Elder Druid prestige class.

**Hit Die:** d4

**Weapon and Armor Proficiency:** Being an Elder Druid grants proficiency with all simple weapons, but not armor or shields.

**Spells per Day:** An Elder Druid continues training in magic. Thus, when a new Elder Druid level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before 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 Elder Druid to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before he became an Elder Druid, he must decide to which class he adds an Elder Druid level for purposes of determining spells per day when he adds each new level.

**Communication:** At 1st level, the Elder Druid can invoke *tongues* and *comprehend languages* on himself as the spells of the same name, at will. This is a spell-like ability.

**Druid Fire:** Once per day per two Elder Druid class levels, as a standard action, the Elder Druid can summon forth a plane of white hot flames similar to a *burning hands* spell. This attack takes the form of a 40-foot-long semicircular burst of fire that deals damage equal to 1d6 per Elder Druid class level plus the Elder Druid's Wisdom modifier. Creatures in the area of effect can make a Reflex save (DC 20 + the Elder Druid's Wisdom modifier) to take half damage. The fire can affect incorporeal and ethereal creatures, and spell resistance does not apply. This is a Supernatural ability.

**Sense Magic:** At 3rd level, the Elder Druid can *detect magic* and *read magic* as the spells of the same name, at will. This is a spell-like ability.

**Elder Druid Resistance:** At 4th level, the Elder Druid's body becomes resistant to poison and disease. This results in a +4 resistance bonus to saving throws against poison and disease. This is an extraordinary ability.

**Uncanny Dodge:** At 1st level the Elder Druid gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 1st level and above, the Elder Druid retains his Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

At 5th level, the Elder Druid can no longer be flanked. He can react to opponents on opposite sides of him as easily as he can react to a single opponent. The exception to this defense is that a rogue who is 4 levels higher than the character can flank him (and thus sneak attack him).

**Druid Sleep:** At 7th level, the Elder Druid is taught how to enter druid sleep, a form of magical hibernation that allows him to exceed his natural lifespan. A total of twenty-eight days out of the year must be spent in hibernation (assuming your year is around 365 days; adjust this duration to about 1/12 the length of the year in your campaign). Provided this ratio is maintained, the Elder Druid adds one year to his maximum lifespan for each day spent in hibernation. If the Elder Druid does not maintain the ratio, the days spent in Elder Druid sleep provide no benefit. Druid sleep can be used to prolong one's life beyond that point, but such excessive use brings on additional side effects (see the sidebar). Provided the Elder Druid continues hibernating on a regular basis, he will no longer suffer the penalties of aging, nor will he show physical signs of aging. Bonuses still accrue.

The druid sleep is a powerful tool the last Elder Druids use to extend their ability to protect the Four Lands; however, using the sleep makes the Elder Druid dependent on it. Such individuals can walk the world for only short times before their energies are exhausted, and they must sleep again for a minimum of twenty-eight days. If used too often, the druid sleep robs its user of his humanity, gradually turning him into a creature of the spirit world. Such is what happened to the rebel Elder Druid Brona.

Every twenty-eight days past the first four weeks that someone spends in druid sleep, he must make a successful Will save (DC 15) or be turned into a ghost like the Warlock Lord (see the "Heroes of Shannara" on page 44). For every twenty-eight days the sleep continues, another Will save must be made, increasing in difficulty by one (DC 16 after 84 days, 17 after 112, and so on) until the saving throw fails.

**Elder Druid Blade:** At 8th level, the Elder Druid learns how to temporarily infuse a weapon with magical energy. This can be done as a free action, provided the weapon is already held in hand. The Elder Druid must sacrifice a memorized spell or the use of a spell slot for the remainder of the day. In exchange, the weapon is considered to have an enhancement bonus

equal to the level of the spell sacrificed for the purpose of surpassing damage reduction only. A weapon infused with a 0-level spell performs as a silver weapon for the duration of the enhancement. This temporary enhancement lasts for 1 round per class level. This is a supernatural ability.

**Incredible Memory:** At 9th level, the Elder Druid gains the ability to recall any memory with surprising accuracy. This gives the Elder Druid a +5 competence bonus on all Knowledge checks. This ability is also useful in combat, as it gives the Elder Druid a +2 competence bonus to attack rolls against any opponent he has fought during a prior encounter. This is an extraordinary ability.

**Immolate Body:** At 10th level, the Elder Druid can increase his abilities at the cost of his health. The Elder Druid can exceed his daily uses of the druid fire, suffering 1 point of temporary Constitution damage with each use. This can also be done for spells. Casting an extra spell causes 1 point of Constitution damage plus 1 per level of the spell. Casting an extra spell from level 5-8 also ages the Elder Druid by 1d4 years. Casting an extra 9th level spell ages the Elder Druid by 2d4+2 years and deals Constitution damage. This damage is suffered immediately after a spell is cast. This is a supernatural ability.

## Eldritch Master

From Dragon #280 (February 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known				
						1st	2nd	3rd	4th	5th
1	+0	+0	+0	+2	Detect Magic, Combined Levels	+3	-	-	-	-
2	+1	+0	+0	+3	True Spell (0th)	+2	+2	-	-	-
3	+1	+1	+1	+3	Metamagic Feat, Spell Boost	-	+2	+2	-	-
4	+2	+1	+1	+4	Spell Dilettante	-	-	+2	+2	-
5	+2	+1	+1	+4	True Spell (1st)	-	-	-	+2	+2
6	+3	+2	+2	+5	Powerful Presence, Metamagic Feat, Spell Boost	+3	-	-	-	-
7	+3	+2	+2	+5	True Spell (2nd)	+2	+2	-	-	-
8	+4	+2	+2	+6	Knowing Stars, Spell Dilettante	-	+2	+2	-	-
9	+4	+3	+3	+6	Metamagic Feat, Spell Boost	-	-	+2	+2	-
10	+5	+3	+3	+7	Mastered Name	-	-	-	+2	+2

"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

♦ ♦ ♦ ♦

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.

## Requirements

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

**Knowledge (arcane) 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.

## Class Skills

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 Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Eldritch Master prestige class.

**Hit Die:** d4.

**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 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 Stars:** 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.



## Faceless One

From *Dragon #300* (October 2002)

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

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 succeeds, 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 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.

### 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.

### Class Skills

The faceless one's class skills (and the key ability for each skill) are: Bluff (cha), Craft (int), Diplomacy (cha), Disguise (cha), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Knowledge (any) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), Sense Motive (wis), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**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 doppelganger; 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.

## Fiend Binder

From Dragon #292 (January 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Domination of the master, fiend binding I	+1 level of existing class
2	+1	+3	+0	+3	Empathic link	
3	+2	+3	+1	+3	Fiend binding II	
4	+3	+4	+1	+4	Animal senses (hearing, smell), speak with master	+1 level of existing class
5	+3	+4	+1	+4	Fiend binding III	

Survivors of attacks by orc hordes sometimes tell stories of the countryside being plagued by evil, vile creatures days or weeks before the assault. Livestock goes missing and is found later, wandering on roads and fields, attacking anything that moves. Wolves, bears, and other creatures of the wilds, which normally shun contact with humans, become bold and attack with an unholy desire for mayhem. When the orc warband finally descends on the hapless village, packs of fiendish dogs, wolves, and boars with glowing red eyes and frothing mouths are in the vanguard. The source behind these tales is the fiend binder.

The fiend binder is a terrifying figure who learns a secret, perverse ritual that merges the spirit of an evil entity onto the soul of a normal creature. Through this ritual, the fiend binder creates terrifying animals that lead the charge of any assault. Predators are the preferred animals for this process, including dogs, bears, wolves, and big cats, like cheetahs. However, fiend binders have been known to use the process on domesticated animals—fiendish cattle that cause herds to stampede or murderous pigs that attack and devour their owners.

Some fiend binders are so enamored with the chaos caused by their creations that they release the maddened beast back into the wild, allowing it to terrorize the countryside. This sometimes backfires, as when the bound creature goes on a rampage inside the orc camp. Some tribes see this as a form of entertainment, honing their battle skills as they try to kill the beast. Other tribes take a dim view to the fiend binder's careless actions and banish him into the wilderness. Because of this, most fiend binders are loners.

Druids who turn away from nature are the most likely candidates to become fiend binders. Rangers with particularly vicious and twisted attitudes toward animals also become fiend binders. Clerics, particularly those who worship Gruumsh, become fiend binders to create packs of fiendish warhounds. Orc wizards and sorcerers are already rare, but have been known to be drawn to this class.

### Requirements

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

**Alignment:** Any evil.

**Feats:** Iron Will.

**Race:** Orc or half-orc.

**Animal Empathy:** 8 ranks.

**Intimidate:** 4 ranks.

**Spellcasting:** Ability to cast summon monster I or summon nature's ally I.

### Class Skills

The fiend binder's class skills (and the key ability for each skill) are: Animal Empathy (cha), Concentration (con), Handle Animal (cha), Intimidate (cha), Knowledge (nature) (int), Ride (dex), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the fiend binder prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters taking a level of fiend binder gain no new proficiency with any weapons, armor, or shields.

**Spells Per Day:** At 2nd and 4th level, the fiend binder gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of fiend binder to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

**Domination of the Master (Sp):** The fiend binder gains the ability to impose his will on certain creatures. Once a day the fiend binder can cast dominate animal as a 10th-level druid. The target creature must succeed at a Will saving throw (DC 13 + the fiend binder's Charisma modifier) to resist the effect.

**Fiend Binding (Su):** Beginning at 1st level, the fiend binder can perform a perverse ritual that binds a fiendish spirit onto an animal. To do this, the fiend binder must have used the domination of the master ability (see above) on the creature within the last 24 hours, and the creature must be confined somehow. (Typically, the fiend binder uses domination of the master to force the creature into a suitable cage.) He then summons an evil and tainted entity, which merges with the creature over eight painful and terrifying hours. During this time, the fiend binder can take short breaks from working and engage in light activity, such as walking, talking, or complete rest, but cannot run, fight, cast spells, use magic items, or perform any other physically or mentally demanding task. If the fiend binder is disturbed during the ritual or allows more than 12 hours to pass since the beginning of the ritual, the ritual is ruined. Once the ritual is complete, the creature permanently gains the fiendish template (see Appendix 3: Templates in the Monster Manual). The fiend binder can only imprint a fiend onto an animal; other creature types are immune to this effect.

Fiend binding I allows the ritual to be performed on an animal with no more than 3 Hit Dice. Fiend binding II works on an animal up to 6 Hit Dice, and fiend binding III works on an animal up to 9 Hit Dice.

The process also allows the fiend binder to treat creatures affected by this ability as animal companions. A fiend binder can treat more than one creature affected by this ability as an animal companion as long as the creatures' total Hit Dice don't exceed the fiend binder's character level. However, a fiend binder can perform the ritual any number of times, releasing the uncontrolled creatures back into the wild.

This ability functions independently of a druid's or ranger's ability to have an animal companion. An adventuring character with seven druid levels and five fiend binder levels could have seven hit dice worth of normal animal companions and five hit dice worth of fiendish animal companions.

**Empathic Link (Su):** At 2nd level, the fiend binder gains an empathic link that allows him to communicate telepathically with his bound companions to a maximum distance of one mile. The fiend binder and the companion can understand one another as if a speak with animals effect were in force. Of course, intelligence is still a factor in the content of such conversations and misunderstandings on that basis are still possible.

**Animal Senses (Su):** At 4th level, the fiend binder can sense things through an animal bound and controlled by the fiend binding ability. The character can hear through the animal companion's ears or smell through its nose (this means that the character can use the animal's scent ability if the bound animal has that ability). The fiend binder can activate his animal senses as a standard action, and he does not lose the ability to sense events around him by doing so. A fiend binder can use this ability a number of times per day equal to one plus his Charisma bonus. This effect lasts for a number of rounds equal to the character's fiend binder class level.

**Speak with Master (Ex):** Also at 4th level, the fiend binder gains the ability to communicate verbally with his bound and controlled companions in a language of his own. Creatures other than his animal companions cannot understand this communication without magical aid.

# Fiend Slayer

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known			
						1st	2nd	3rd	4th
1	+1	+2	+0	+0	Fiend Hunting +1, Fiend Skin +1	0	-	-	-
2	+2	+3	+0	+0	Detect Fiends, See in Darkness	1	-	-	-
3	+3	+3	+1	+1	Fiend Hunting +2	1	0	-	-
4	+4	+4	+1	+1	Smite Fiends, Fiend Skin +2	1	1	-	-
5	+5	+4	+1	+1	Spurn Fiend's Touch	1	1	0	-
6	+6	+5	+2	+2	Fiend Hunting +3 Clutches of Vengeance, Fiend Skin	1	1	1	-
7	+7	+5	+2	+2	+3	2	1	1	0
8	+8	+6	+2	+2	Fiendbane Shout	2	1	1	1
9	+9	+6	+3	+3	Fiend Hunting +4	2	2	1	1
10	+10	+7	+3	+3	Neutralize Evil, Fiend Skin +4	2	2	2	1

Waiting for the darkness, the hunter prepares himself His quarry is no simple beast, nor even a person. His prey is that which stalks humanity from the shadows, slipping into our world through dark portals to tempt, corrupt, and destroy. His prey is a fiend itself—a devil, a demon, or something else from a nether realm beyond the normal ken.

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The fiend slayer is a shadowy character who has a hatred for evil outsiders. He has learned their ways and dedicated himself to ridding the world of them. However, he's no holy champion. He's consorted with evil to learn its weaknesses, and he has taken on fiendish aspects to better confront his foes.

Multiclass rangers make the best fiend slayers, although paladins who have become corrupted by the evil they fight against also become fiend slayers. These men and women usually work alone. Even though some have similar goals, their methods and outlooks are very different.

## Requirements

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

**Alignment:** Any non-evil, non-good.

**Base Attack Bonus:** +4.

**Knowledge (arcana):** 5 ranks.

**Knowledge (the planes):** 2 ranks.

**Favored Enemy:** Any evil outsider type (devil, demon, and so on).

**Special:** Must be able to cast *protection from evil*.

**Special:** Ex-paladins can forgo the favored enemy and the *protection from evil* requirement if they are willing to instantly lose one level of ex-paladin. For example, a 6th-level ex-paladin who has the right number of skill ranks in Knowledge (arcana) and Knowledge (the planes) can take a level of fiend slayer but he will be a 5th level ex-paladin/1st level fiend slayer. An ex-paladin who decides to make this level switch need not gain a new level to facilitate the change; once the decision to take the level of fiend slayer is made, it happens.

## Class Skills

The fiend slayer's class skills (and the key ability for each skill) are: Bluff (cha), Climb (str), Concentration (con), Hide (dex), Intuit Direction (wis), Jump (str), Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Move Silently (dex), Profession (wis), Search (wis), Sense motive (wis), Spot (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Fiend Slayer prestige class.

**Hit Die:** d8

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

**Spells:** Beginning at 1st level, a fiend slayer gains the ability to cast a small number of arcane spells. To cast a spell, the fiend slayer must have a Charisma score of at least 10 + the spell's level, so a fiend slayer with a Charisma of 10 or lower cannot cast these spells. Fiend slayer bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the fiend slayer gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the fiend slayer gets only bonus spells. A fiend slayer without a bonus spell for that level cannot yet cast a spell of that level. The fiend slayer's spell list appears

below; a fiend slayer has access to any spell on the list and need not prepare those spells ahead of time. A fiend slayer casts spells just as a sorcerer does.

**Fiend Hunting:** At 1st level, a fiend slayer gains a bonus against evil outsiders due to his extensive study and training in the proper techniques for combating them. The fiend slayer gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against evil outsiders. Likewise, he gets the same bonus to weapon damage rolls against evil outsiders. A fiend slayer also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the fiend slayer cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits. Every three levels (at 3rd, 6th, and 9th), the fiend hunting bonus increases by +1. The bonus from this extraordinary ability stacks with a ranger's favored enemy bonus.

**Fiend Skin:** By magically grafting bits of fiendish flesh to his own body, the 1st-level fiend slayer gives himself a +1 natural armor bonus. At every three levels beyond 1st (4th, 7th, and 10th) this bonus increases by +1. This is an extraordinary ability.

**Detect Fiends:** At will, a 2nd-level fiend slayer can detect evil outsiders as a supernatural ability. This ability duplicates the effects of the spell *detect undead* cast by a sorcerer of the fiend slayer's class level, except that evil outsiders are detected.

**See in Darkness:** At will, a 2nd-level fiend slayer can see in magical and non-magical darkness as a supernatural ability, up to a range of 30 feet.

**Smite Fiends:** Once a day, a fiend slayer of 4th level or higher can attempt to smite evil outsiders with one normal melee attack. He adds his Wisdom bonus to his attack roll and inflicts 2 extra points of damage per class level; for example, an 8th-level fiend slayer armed with a longsword would inflict 1d8+16 points of damage, plus 3 points of damage for fiend hunting, plus any additional bonuses for high Strength or magical effects that normally apply. If the fiend slayer accidentally smites a creature that is not an evil outsider, the smite has no effect but it is still used up for that day. Smite fiends is a supernatural ability.

**Spurn Fiend's Touch:** A 5th-level fiend slayer applies his Wisdom bonus as an additional bonus to all saving throws against effects and spells used by evil outsiders. Thus, a fiend slayer adds double his Wisdom bonus to Will saving throws. This is a supernatural ability.

**Clutches of Vengeance:** Once per day, a 7th-level fiend slayer can negate a single evil outsider's SR and damage reduction for 1 round per level with a successful melee touch attack against the target. This is a supernatural ability.

**Fiendbane Shout:** The 8th-level fiend slayer can, once per day as a supernatural ability, loose a shout that stuns all evil outsiders within 50 feet for 1 round (Fort save DC 10 + fiend slayer's Charisma bonus + fiend slayer class levels) as a move-equivalent action.

**Neutralize Evil:** Upon reaching 10th level, a fiend slayer can use the following spell-like ability once per day. After a successful melee touch attack, the fiend slayer can prevent an evil outsider from using any supernatural or spell-like abilities, spells, or magic items for 24 hours. The decision to use *neutralize evil* must be made before the touch attack is made. If the fiend slayer accidentally uses the ability on a creature that is not an evil outsider or misses the touch attack, *neutralize evil* has no effect but is still used up for that day. There is no save against this ability, and spell resistance does not apply.

## Fiend Slayer Spell List

Fiend slayers choose their spells from the following list:

**1st level** - *detect evil endure elements magic weapon protection from evil remove fear summon monster I*

**2nd level** - *bull's strength cat's grace endurance resist elements see invisibility summon monster II*

**3rd level** - *dispel magic magic vestment protection from elements searing light summon monster III*

**4th level** - *banishment freedom of movement greater magic weapon summon monster IV*

## Fierce Grappler

From Dragon #295 (May 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Precision strike
2	+2	+3	+0	+0	Power strike (1d4), great grappler
3	+3	+3	+1	+1	Deadly pin
4	+4	+4	+1	+1	Power strike (1d6)
5	+5	+4	+1	+1	Choke-out

"A halfling against a half-orc!" Aiden laughed as he looked down to the arena and the two opponents about to face each other. "That's not a good match. At least give him a weapon."

Tobar looked at his friend and nodded. "I know. That half-orc doesn't stand a chance."

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Always ready for conflict, with or without a weapon, the fierce grappler is in many ways the ultimate fighter. Fierce grapplers study the way the body moves and use this knowledge to their advantage, pinpointing pressure points and using arm and leg locks to cause the most damage to their enemies. They recognize that the most effective way to overcome an opponent is to prevent him from fighting back. They use their own bodies and their knowledge of the body to tie their opponents up, rendering them unable to fight back with sword or fist. Most realize this gives them an advantage over other, less skilled fighters, and so they are eager to challenge an opponent to unarmed combat.

Fighters, rogues, and monks are all likely to become fierce grapplers, while wizards and sorcerers are unlikely to follow this path because of the need to be so close to the enemy.

### Requirements

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

**Base Attack Bonus:** +6.

**Escape Artist:** 5 ranks.

**Feats:** Improved Unarmed Strike, Power Attack, Stunning Fist.

### Class Skills

The fierce grappler's class skills (and the key abilities for each) are: Climb (str), Craft (int), Escape Artist (dex), Heal (wis), Intimidate (cha), Jump (str), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are class features of the fierce grappler prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** A fierce grappler gains proficiency with light armor and medium armor.

**Precision Strike (Ex):** The fierce grappler has become skilled at hurting her opponents while fighting unarmed. Therefore she no longer suffers the -4 penalty to her attack roll when she switches from subdual to real damage with her unarmed strikes.

**Power Strike (Ex):** At 1st level, the fierce grappler's unarmed attacks are more deadly than most. Her unarmed strikes deal 1d4 points of damage (1d3 for Small fierce grapplers).

At 4th level, the damage a fierce grappler does with her unarmed strikes increases to 1d6 damage (1d4 for Small fierce grapplers).

**Great Grappler (Ex):** A 2nd-level fierce grappler can hold and pin creatures up to two size categories larger than she is.

**Deadly Pin (Ex):** The fierce grappler can damage opponents she pins with unarmed attacks. Successful grapple checks that she initiates against an opponent she has pinned cause unarmed damage.

**Choke-Out (Ex):** At 5th level, the fierce grappler gains the ability to render her opponent unconscious by blocking his flow of air. If the fierce grappler maintains a pin for 1 full round, at the end of the round, her opponent must make a Fortitude saving throw (DC 15 + grapple damage dealt during that round by the fierce grappler). If the saving throw fails, the opponent falls unconscious for 1d3 rounds.

# Flame Steward

From Dragon #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1	+1	+0	+0	+2	Might of the Sacred Flame	1	-	-	-	-
2	+2	+0	+0	+3	Sacred Firefan	2	-	-	-	-
3	+3	+1	+1	+3	Might of the Sacred Flame	2	1	-	-	-
4	+4	+1	+1	+4	Flames of Healing	2	2	-	-	-
5	+5	+1	+1	+4	Might of the Sacred Flame	2	2	1	-	-
6	+6	+2	+2	+5	Sacred Flame Strike	3	2	2	-	-
7	+7	+2	+2	+5	Might of the Sacred Flame	3	2	2	1	-
8	+8	+2	+2	+6	Purging Flames	3	3	2	2	-
9	+9	+3	+3	+6	Might of the Sacred Flame	3	3	2	2	1
10	+10	+3	+3	+7	Sacred Firestorm	3	3	3	2	2

The Sacred Flame is a mystical, interdimensional source of energy considered important by all the non-evil gods, although it is associated with no one god specifically. The flame stewards are those mortals who devote themselves to learning its mysteries and harnessing its power—while respecting its might. They can call upon it for healing and purification, as well as personal puissance and even fiery attack powers.

Although flame stewards can be of any class, normally clerics find that it fits their vocation and way of life best. Paladins and even rangers enjoy the power that the Sacred Flame provides.

NPC flame stewards most often gather in small monastic-like orders. They use their combined abilities to help others (often for a price to support their studies of the Sacred Flame) and to learn more about the wonders of their chosen focus.

## Requirements

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

**Alignment:** Any non-evil

**Heal ranks:** 8

**Knowledge (religion) ranks:** 5

**Knowledge (arcana) ranks:** 5

**Feats:** Endurance, Power Attack

## Class Skills

The Flame Steward's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (cha), Knowledge (int), Profession (wis), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Flame Steward prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** The flame steward is proficient with all simple weapons and with all types of armor and shields.

**Might of the Sacred Flame:** The flame steward infuses himself with the power of the Sacred Flame. He gains a +1 inherent bonus to Strength and +3 additional hit points (as if from the Toughness feat) at 1st level. At 3rd level the inherent bonus increases to +2, and the flame steward gains another +3 hit points. At 5th level the inherent bonus increases to +3, and the flame steward gains another +3 hit points. At 7th level the inherent bonus increases to +4, and the flame steward gains another +3 hit points. At 9th level the inherent bonus increases to +5, and the flame steward gains another +3 hit points.

**Spells:** Beginning at 1st level, a flame steward gains the ability to cast a small number of divine spells. To cast a spell, the flame steward must have a Wisdom score of at least 10 + the spell's level, so a flame steward with a Wisdom of 10 or lower cannot cast these spells. Flame steward bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. The flame steward's spell list appears to the right; a flame steward has access to any spell on the list and can freely choose which to prepare, just like a cleric. A flame steward prepares and casts spells just as a cleric does (though the flame steward cannot lose a spell to cast a cure spell in its place).

**Sacred Firefan:** The 2nd level flame steward can emit a fan of flames as a spell-like ability three times per day. This is exactly like the spell burning hands except that half of the damage is divine power rather than simply fire, so even creatures resistant or immune to fire take that damage. Further, if someone that the flame steward does not wish to harm is within the area of the firefan, that character suffers no damage.

**Flames of Healing:** By calling upon the Sacred Flame, any cure spell cast by the flame steward cures an additional +1 hp per die (so a cure moderate wounds heals an additional +2, a cure serious heals an additional +3, and so on). This is a supernatural ability.

**Sacred Flame Strike:** At 6th level, the flame steward can call forth a column of flame from above as a spell-like ability once per day. This is exactly like the spell flame strike except that if someone that the flame steward does not wish to harm is within the area of the sacred flame strike, that character suffers no damage.

**Purging Flames:** At 8th level, once per day, the flame steward can call upon the Sacred Flame to cast one of the following spells: heal, restoration, atonement, or remove curse. This is a spell-like ability.

**Sacred Firestorm:** Once per day, as a spell-like ability, the 10th-level flame steward can create a powerful storm of sacred flame. This works like the spell firestorm except that half of the damage is divine power rather than simply fire, so even creatures resistant or immune to fire take that damage. Further, if someone that the flame steward does not wish to harm is within the area of the firestorm, that character suffers no damage.

## Flame Steward Spell List

Flame Stewards choose their spells from the following list:

**1st level:** *bless, cure light wounds, endure elements, light, summon monster (fire only)*

**2nd level:** *consecrate, continual flame, cure moderate wounds, resist elements, summon monster II (fire only)*

**3rd level:** *cure serious wounds, protection from elements, remove blindness/deafness, remove disease, summon monster III (fire only)*

**4th level:** *cure critical wounds, quench, searing light, summon monster IV (fire only)*

**5th level:** *fire shield, healing circle, summon monster V (fire only), wall of fire*

# Fleet Runner of Ehlonna

From Dragon #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1	+0	+2	+0	+2	Fast Movement, Greater Mobility, Additional Domain	1
2	+1	+3	+0	+3	Evasion	2
3	+2	+3	+1	+3	Leap of the Hart	1
4	+3	+4	+1	+4	Shot on the Run	2
5	+3	+4	+1	+4	Run like the Huntress	1
6	+4	+5	+2	+5	Improved Evasion	2
7	+5	+5	+2	+5	Run like the Wind	1
8	+6	+6	+2	+6	Leopard's Pounce	2
9	+6	+6	+3	+6	Swiftness of the Tigress	1
10	+7	+7	+3	+7	Cheetah's Sprint	2

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.

## Requirements

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

**Alignment:** Neutral Good.

**Patron Deity:** Ehlonna.

**Base Will Save:** +3.

**Knowledge (nature):** 11 ranks.

**Knowledge (religion):** 3 ranks.

**Wilderness Lore:** 5 ranks.

**Feats:** Dodge, Mobility, Run

**Spellcasting:** Ability to cast divine spells.

## Class Skills

The Fleet Runner's class skills (and the key ability for each skill) are: Concentration (con), Heal (wis) Hide (dex), Intuit Direction (wis), Knowledge (nature) (int), Knowledge (religion) (int), Move Silently (dex), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Fleet Runner prestige class.

**Hit Die:** d8

**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 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 spell-casting 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 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.

# Flesheater

From *Dragon* #300 (October 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Sneak attack +1d6, tooth and claw (1d6)
2	+2	+0	+3	+0	Flesh grip
3	+3	+1	+3	+1	Sneak attack +2d6, poison use
4	+4	+1	+4	+1	Flesh rend Sneak attack +3d6, tooth and claw (1d8)
5	+5	+1	+4	+1	Pounce, dark transformation
6	+6	+2	+5	+2	Sneak attack +4d6
7	+7	+2	+5	+2	Swarm, scent
8	+8	+2	+6	+2	Sneak attack +5d6, vile damage
9	+9	+3	+6	+3	Tooth and claw (1d10)
10	+10	+3	+7	+3	

The Jerren are halflings, although they despise that name. About two hundred years ago, the Jerren 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 Jerren dearly in lives and food—they threatened to wipe out the halflings entirely. The leaders of the various Jerren factions gathered one winter and made a harsh decision. They called upon all the spellcasters among the Jerren 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 Jerren and their enemies threatened to wipe out both sides. Blood stained the woods. Even with their new tactics, the Jerren 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 Jerren 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.)

## 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 We Darkness*. If you do not have this book, substitute with *Endurance* and *Run*.

## Class Skills

The flesheater's class skills (and the key ability for each skill) are: Alchemy (int), Balance (dex), Bluff (cha), Climb (str), Craft (int), Escape Artist (dex), Hide (dex), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Tumble (dex), Use Rope (dex), Search (int), Spot (wis), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**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 (rained 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 End-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.

**Pounce (Ex):** A 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.

**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.

**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.

# Ghost-Faced Killer

From Dragon #289 (November 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Beyond Sight 1/day
2	+2	+3	+0	+0	Sneak Attack +1d6
3	+3	+3	+1	+1	Death Attack, Beyond Sight 2/day
4	+4	+4	+1	+1	Frightful Attack
5	+5	+4	+1	+1	Sneak Attack +2d6, Beyond Sight 3/day
6	+6	+5	+2	+2	Beyond Touch 1/day
7	+7	+5	+2	+2	Beyond Sight 4/day, Spirit Sword 1/day
8	+8	+6	+2	+2	Beyond Touch 2/day, Ghost Sight (ethereal), Sneak Attack +3d6
9	+9	+6	+3	+3	Beyond Sight 5/day, Spirit Sword 1/day
10	+10	+7	+3	+3	Beyond Touch 3/day, Ghost Sight (invisible)

*"Beware the ghost-faced killers, Li Quan, for they have spirit-medium powers—like the Immortals. Their flesh and bones can dissolve into nothingness; they pass from this world but not into the next. They become like a dream*

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From out of nothing the specter of death appears, an armored shadow with a brilliant blade held high. In a flash the katana falls, severing life from limb in a bloody arc. All around, screams of terror and shouts of fear erupt, as quaking hands draw blades to fight the masked murderer. His target dead, the ghost-faced killer walks calmly away as swords and fists pass harmlessly through his nearly transparent body.

Long ago, when the persecution of the twelve rebellious clans began, one clan sought a way to take revenge. Through dark sorcery, the shugenja of the clan contacted spirits of the Underworld to beseech a way that their clan might survive the coming strife and take revenge on the emperor who sought to crush them. The shugenja struck a dark bargain, and the demon-spirits they had contacted provided the clan with a means to the bloody ends they desired. Donning terrifying masks to hide their identities, warriors of the clan crept into the imperial palace, and through the evil power of the pact they had made, passed invisibly and intangibly into the imperial household and murdered the entire imperial family, plunging the country into bloody civil war once again. No one ever discovered the clan's honorless actions, and to this day, no one knows what clan the ghost-faced killers came from.

Today ghost-faced killers act as assassins and spies for hire, a mercenary clan that hides behind a guise of open and honorable conduct. When on a mission, they wear ghostly white, porcelain demon masks to hide their identities and as a symbol of the pact their clan made with the demon-spirits. Through training and discipline, ghost-faced killers learn the deadliest and most terrifying ways to attack foes, and through their mystic connection with the Underworld, ghost-faced killers learn to turn invisible, walk through walls, and even to see with the eyes of the spirits themselves.

While some ghost-faced killers come from the samurai or sohei character classes, most begin their careers as rangers or rogues. Fighters are only slightly less common. Few monks, barbarians, or members of spellcasting classes choose to become ghost-faced killers, but they aren't unknown.

NPC ghost-faced killers are members of the Ghost-Faced Killer clan of ninjas. This clan disguises itself as a normal samurai clan, loyal to the empire but unworthy of notice. Most of the time a ghost-faced killer simply pursues his responsibilities to the clan and the emperor, but when called by money or the clan daimyo, the ghost-faced killer dons the mask that means death for his enemies.

## Requirements

To qualify to become a ghost-faced killer, a character must fulfill all the following criteria.

**Alignment:** Any evil.

**Base Attack Bonus:** +5

**Hide:** 6 ranks.

**Concentration:** 4 ranks.

**Intimidate:** 4 ranks.

**Move Silently:** 6 ranks.

**Feats:** Death Blow\*, Improved Initiative, Power Attack, Quickdraw

\* from sword and fist

## Class Skills

The ghost-faced killer's class skills (and the key ability for each skill) are: Bluff (cha), Climb (str), Concentration (con), Hide (dex), Iaijutsu Focus (cha), Intimidate(cha), Jump (str), Listen (wis), Move Silently (dex), Open Locks (dex), Search (int), Spot (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the ghost-faced killer prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters who take a level of ghost-faced killer gain proficiency in all simple and martial weapons, and with light armor. Note that armor check penalties apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble, and that carrying heavy gear imposes a penalty on Swim checks.

**Beyond Sight (Sp):** A ghost-faced killer of 1st level or higher can cast *invisibility* as a sorcerer of a level equal to the ghost-faced killer's class level. Using this spell-like ability is a move-equivalent action, and it functions only for the ghost-faced killer. The ghost-faced killer may use *beyond sight* a number of times per day as determined by his level (see the Ghost-Faced Killer advancement table).

**Sneak Attack (Ex):** At 2nd level and higher, the ghost-faced killer can make sneak attacks. Any time the ghost-faced killer's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the ghost-faced killer flanks the target, the ghost-faced killer's attack deals +1d6 points of damage. This extra damage increases as the ghost-faced killer gains levels. Should the ghost-faced killer score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks only count as sneak attacks within 30 feet.

With a sap (blackjack) or unarmed strike, a ghost-faced killer can make a sneak attack that deals subdual damage instead of normal damage. A ghost-faced killer cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack.

A ghost-faced killer can only sneak attack a living creature with discernable anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. The ghost-faced killer 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 ghost-faced killer cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond his reach.

**Death Attack (Ex):** At 3rd level and higher, the ghost-faced killer has the ability to make devastating death attacks. If the ghost-faced killer studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has an additional effect of possibly paralyzing or killing the target (ghost-faced killer's choice). While studying the victim, the ghost-faced killer can undertake other actions so long as his attention stays focused on the target and the target does not recognize the ghost-faced killer as an enemy. If the victim of such an attack fails a Fortitude saving throw (DC 10 + the ghost-faced killer's class level + Intelligence modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's body and mind become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 1 round per class level of the ghost-faced killer. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the ghost-faced killer has studied his target for 3 rounds, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the ghost-faced killer does not launch the attack within 3 rounds of completing the study, another 3 rounds of study are required before the death attack can be attempted again.

**Frightful Attack (Su):** Three times per day, a ghost-faced killer can designate a sneak attack as a frightful attack. This is done as a free action before the attack is made. When a ghost-faced killer deals damage with a sneak attack designated as a frightful attack, all those



within 30 feet who witness the attack must make a Will saving throw (DC 10 + half the ghost-faced killer's character level + Charisma modifier) or become panicked (see Chapter 3: Running the Game in the *DUNGEON MASTER'S Guide* for a description of this condition) for 1d6 rounds plus 1 round per class level of the ghost-faced killer. Creatures of equal or greater Hit Dice than the ghost-faced killer are immune to his frightful attack. This is a fear effect.

**Beyond Touch (Sp):** As a standard action, the ghost-faced killer can become incorporeal for a number of rounds equal to his class level plus his Charisma modifier (always at least 1 round). He can do this one time per day at 6th level, two times a day at 8th level, and three times a day at 10th level. If the duration expires while the ghost-faced killer is within a solid object, he is shunted off to the nearest open space and takes 1d6 points of damage for each 5 feet he must travel in this fashion. Under normal circumstances, the ghost-faced killer cannot affect corporeal creatures or objects, but he might cause damage to them when using his *spirit sword* ability (see below). See Type Modifiers in the introduction to the *Monster Manual* for a description of the incorporeal state. Spells cast by a ghost-faced killer while incorporeal cannot affect corporeal creatures, but they affect incorporeal creatures normally.

The ghost-faced killer cannot make other creatures incorporeal, and objects carried by the ghost-faced killer while incorporeal remain incorporeal until the duration expires or the ghost-faced killer wills it to end. While incorporeal (and not invisible), the ghost-faced killer appears as a semi-translucent version of himself. The ghost-faced killer can end the duration and become corporeal as a free action.

**Ghost Sight (Su):** An 8th-level ghost-faced killer has the supernatural ability to see ethereal creatures within 20 feet. Ghost sight does not reveal the method by which the etherealness was achieved, nor does it reveal creatures who are hiding, concealed, or otherwise hard to see. At 10th level, the ghost-faced killer can see invisible creatures with the same conditions.

**Spirit Sword (Sp):** At 7th level, the ghost-faced killer can imbue a melee weapon with the ghost touch special quality for a number of rounds equal to half his class level plus his Charisma modifier (always at least 1 round). The weapon must remain in his hand or the duration of the spirit sword ability prematurely ends. When incorporeal, the ghost-faced killer can attack corporeal foes with a weapon he has imbued with ghost touch; in such cases all the normal bonuses to the Armor Class of the target apply. The weapon is effectively corporeal so long as it remains in the ghost-faced killer's hand and the duration of the *spirit sword* ability has not expired. Thus, the ghost-faced killer can harm foes while incorporeal, and opponents can attempt to disarm the ghost-faced killer. At 9th level, the ghost-faced killer can use this spell-like ability two times per day.

# Glaive of Azharadian

From Dragon #293 (March 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Martial Axe
2	+2	+3	+0	+3	Unvanquished Even In Death (+2 Con)
3	+3	+3	+1	+3	Bolt of Glory
4	+4	+4	+1	+4	Presence of Azharadian
5	+5	+4	+1	+4	Valorous Axe Unvanquished Even In Death (+4 Con)
6	+6	+5	+2	+5	Wisdom of Azharadian
7	+7	+5	+2	+5	Virtuous Axe
8	+8	+6	+2	+6	Unvanquished Even In Death (+6 Con)
9	+9	+6	+3	+6	Sight of Azharadian
10	+10	+7	+3	+7	

The knights of Onnwal's Order of the Golden Sun are known as the Glaives of Azharadian, taking their name from that of one of the greatest generals in the history of the Aeri people. The knighthood consists of three ranks, ascending in importance and influence from the general Glaives Martial to the journeymen Glaives Valorous and ultimately to the Glaives Virtuous, who comprise the most puissant warriors in the order. The foremost Glaive of Azharadian (typically a scion of one of Onnwal's four Great Noble Houses) is known as the Glaive Superior.

The knighthood follows the tenets of Heironeous, so most members take up an active opposition of evil through honorable combat and good works throughout Onnwal. Ever since the nation fell under the thumb of the Scarlet Brotherhood during the Greyhawk Wars, the Glaives of Azharadian have worked to free their homeland from the clutches of tyranny.

Prospective knights must be sponsored by a glaive in good standing and seconded by any member of the Order of the Golden Sun (who need not be a knight). A candidate can be granted the title of knight only by the Glaive Superior at a conclave of no fewer than four other knights or priests of Heironeous, preferably members of the Glaives Cohort (see above). At the ceremony, the candidate must swear an oath of allegiance to the Order of the Golden Sun, to the Free State of Onnwal, and to the nation's rightful and just ruler, SzeK Jian Destron. A second oath is sworn to Heironeous to uphold honor, justice, and the ideals and traditions of the order as outlined in the Strictures of Azharadian. Before Onnwal's occupation, such ceremonies were commonly held under the Sacred Banner of the Golden Sun, once flown by Azharadian himself. Since the fall of Scant and the presumed destruction of the banner, the knighthood has taken to using a convincing replica for this purpose.

Glaives of Azharadian are expected to at least wear chainmail in the field, and since until recently all members of the knighthood were nobles, full plate predominates. Skill with a battleaxe or longsword is required, to honor the Archpaladin, and familiarity with the lance is greatly appreciated (axe-users greatly outnumber sword-wielders in the knighthood, in part because Azharadian himself used a battleaxe). All candidates to the order must know how to ride a horse. Full knights bear shields emblazoned with the arms of the Order of the Golden Sun: the flaming Aeri sun surmounted by a silver hand gripping a lightning bolt with the slogan "Unvanquished even in death" written in Old Oeridian beneath the image.

Not surprisingly, paladins dominate the order (they may multiclass freely as a Glaive of Azharadian). Fighters, who have the greatest potential for mastering the axe, and particularly powerful clerics of the Invincible One round out the order. Members of other classes, though uncommon, occasionally become Glaives of Azharadian.

## Requirements

To qualify to become a glaive of Azharadian, a character must fulfill all the following criteria.

**Base Attack Bonus:** +6.

**Language:** Old Oeridian.

**Handle Animal:** 3 ranks.

**Knowledge (religion):** 3 ranks.

**Ride:** 6 ranks.

**Feats:** Leadership, Weapon Focus (battleaxe or longsword).

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

**Other:** Must worship Heironeous. Also, would-be glaives must have done a great deed in the eyes of the Order of the Golden Sun (usually some exceptional service to the Free State of Onnwal), garnering the sponsorship of two members of the order. They also must pass the first trial of membership, known as the Trial Martial (see sidebar).

## Class Skills

The glaive of Azharadian's class skills (and the key ability for each skill) are: Climb (str), Diplomacy (cha), Handle Animal (wis), Heal (wis), Jump (str), Knowledge (history) (int), Knowledge (religion) (int), Ride (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Glaive of Azharadian prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Glaives of Azharadian are proficient in the use of all simple and martial weapons and all armor, and with shields.

**Martial Axe (Ex):** Glaives of Azharadian receive a +1 morale bonus to attacks made with battleaxes or longswords, provided the glaive has the Weapon Focus feat related to that weapon.

**Unvanquished Even in Death (Su):** Through inner strength and faith in Heironeous, glaives of Azharadian can draw upon a reservoir of power in the most dire situations. Once per day, when the glaive's hit point total is brought between 0 and -9, the glaive's body becomes charged with vigor, granting him a bonus of reserve energy (glaives brought to -10 or fewer hit points die instantly). At 2nd level, this manifests as a +2 enhancement bonus to Constitution, at 6th level, the bonus increases to +4, and at 9th level, the bonus increases to +6. The Constitution bonus lasts a number of rounds equal to the glaive of Azharadian's class level. This ability does not function if the wound that brings the glaive between 0 and -9 hit points is self-inflicted or inflicted by an ally.

**Bolt of Glory (Sp):** By yelling an oath to the Archpaladin, a glaive wielding a battleaxe or longsword can cast the spell searing light as though cast by a cleric equal to the glaive's character level. A glaive can use this ability once per day.

**Presence of Azharadian (Su):** The mere presence of the glaive is enough to holster the courage of his allies and keep their minds focused on the task at hand. Any ally within 60 feet gains a +2 morale bonus to saving throws against fear or charm effects.

**Valorous Axe (Su):** Once per day, when employing a battleaxe or longsword in combat, the glaive can treat the weapon as if it has the keen weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already keen, this power has no effect.

**Wisdom of Azharadian (Ex):** The glaive embodies Azharadian's natural talent for the martial life and thus selects a number of glaive of Azharadian class skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, the glaive can take 10 even if stress and distractions would normally prevent him from doing so.

**Virtuous Axe (Su):** Once per day, when employing a battleaxe or longsword in combat, the glaive can treat the weapon as if it has the holy weapon quality. The glaive can do this for a number of rounds equal to the glaive of Azharadian's class level. If the weapon is already holy, this power has no effect.

**Sight of Azharadian (Ex):** The supreme embodiment of the virtues of Azharadian, the glaive also embodies Azharadian's intuitive knowledge of his enemies. Therefore the glaive is never surprised and thus can always take a partial action during a surprise round (unless otherwise prevented from doing so).

**Code of Conduct:** Should a glaive ever willingly betray the tenets of his order, he immediately loses all glaive of Azharadian special class abilities. To regain those abilities, the glaive must renew his oaths with the leaders of the order; they must be aware of all the circumstances of the betrayal and willing to allow the glaive to return to the fold.

## End Notes

Ranks Within the Order The Glaives of Azharadian can be divided into three specific branches, each technically subservient to those above it. When a candidate becomes a glaive, he is counted among the ranks of the Glaives Martial, which generally consists of knights of levels 1-4. More experienced knights often are elevated into the ranks of the Glaives Valorous. Around the time a knight achieves 7th level in the glaive of Azharadian prestige class, he is invited to test for the most honored rank within the knighthood, that of the Glaives Virtuous.

Each rank enjoys its own characteristic rituals and observances, and prospective knights must apply for and successfully test into each of the branches. Such tests generally take place at nightly conclaves. At the end of such meetings, those who have successfully tested are elevated to their new rank. The specifics of each branch's test follows:

**The Trial Martial:** Over the years, the order's entrance trials have become increasingly ritualized. The Order of the Golden Sun holds a trial by combat annually at the Pavilion of the Order (near Azharadian's Pillar). There, candidates who have garnered a sponsorship from a serving glaive in good standing that is seconded by any member of the order endure a battle against an active Glaive Martial attending the conclave. While the candidate humbles himself in obeisance to Heironeous, the glaive dons ornamental black full plate and ceremonial robes, clothing his horse in onyx barding. The supplicant is not told the identity of his helmeted opponent, who is meant to represent the Ebon Knight, Azharadian's final opponent and a nearly mythical figure who is said to usher the greatest Oeridian heroes into the afterlife.

The supplicant and the Ebon Knight fight a duel from horseback with axes or longswords until one or the other asks for quarter. Such combats occasionally escalate to battles on foot, and throughout the history of the order, several obstinate knights or would-be glaives have been

killed rather than dishonor themselves in surrender. While the hierarchy of the order frowns upon such lethality, the spirits of those who have fallen in the Trial Martial loom large over the proceedings, and all take the combats extremely seriously.

If the supplicant proves victorious, he is said to have died and been reborn as a Glaive Martial, "unvanquished even in death." (Defeating the Ebon Knight is one of several requirements for choosing the glaive of Azharadian prestige class.) Only after he has been defeated is the identity of the mysterious Ebon Knight revealed, an event usually greeted with congratulations or commiserations from the "vanquished" foe.

**The Trial Valorous:** Few know the details of this intensely secret trial, in which a prospective journeyman knight is subjected not to a test of his martial ability, but of the mettle of his spirit and soul. Candidates fast and meditate within the shadow of Azharadian's Pillar, reportedly struggling with a vision of their own inner turmoil and the darkest aspects of their soul. Those who manage to overcome their personal weaknesses without being defeated by them are elevated to the ranks of the Glaive Valorous, but the specifics of how the contest is judged remain occluded to all who have not undergone the ordeal.

**The Trial Virtuous:** Like the trial that precedes it, the test to enter the Glaives Virtuous involves a meditative spiritual journey into the darkness of the knight's own heart. The trial begins when the knight is ushered to a secret cave beneath the Pillar of Azharadian. There, spirits from the serried ranks of Azharadian's fallen allies assail the knight in visions, testing his compassion, honor, valor, humility, and sense of justice. It is said that the final test is given by the spirit of Azharadian himself, in the company of Heironeous—Glaives who ultimately prove unworthy often quit the test in shame, their minds wholly broken by the terrible ordeal. Those who succeed, however, join the highest echelons of the Glaives of Azharadian and can claim the title Glaive Virtuous.

# Gloomblade

From Dragon #298 (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6, drow sign language
2	+1	+0	+3	+0	Tremorsense 30 feet
3	+2	+1	+3	+1	Stonescreen 2/day
4	+3	+1	+4	+1	Sneak attack +2d6
5	+3	+1	+4	+1	Immunities
6	+4	+2	+5	+2	Stonescreen 3/day
7	+5	+2	+5	+2	Sneak attack +3d6
8	+6	+2	+6	+2	Tremorsense 60 feet
9	+6	+3	+6	+3	Ranged disarm, stonescreen 4/day
10	+7	+3	+7	+3	Sneak attack +4d6

Gloomblades serve in the Compact crusades as scouts and infiltrators. Elite gloomblades range far ahead of the main force, eliminating drow guard posts, trapping the dark elves' tunnels and caverns, and creating as much confusion as possible. Junior members form the ranged combat contingent of the main crusading force.

Gloomblades come from every race and background, but most are elves, dwarves, and halflings, and all have received some sort of training in reconnaissance. They share an overriding passion for the destruction of dark elves, and in the Ashen Compact's academies, they are trained to defeat the drow on their own terms.

Rogues make the best gloomblades, but rangers, monks, and bards can certainly become successful gloomblades as well. The martial classes stand to gain more from the deep avenger prestige class and rarely possess the skills or patience required to become gloomblades. Spellcasters have little to gain from this class.

## Requirements

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

**Move Silently:** 10 ranks.

**Hide:** 10 ranks.

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

**Special:** Must speak Undercommon.

## Class Skills

The gloomblade's class skills (and the key ability for each skill) are: Appraise (int), Balance (dex), Bluff (cha), Climb (str), Craft (any) (int), Diplomacy (cha), Disable Device (int), Disguise (cha), Escape Artist (dex), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Open Lock (dex), Pick Pocket (dex), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Tumble (dex), Use Magic Device (cha), Use Rope (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 8 + INT modifier.

## Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** Gloomblades are proficient with all simple and martial weapons, and light armor.

**Sneak Attack:** A 1st-level gloomblade gains the sneak attack ability (see the Rogue section in Chapter 3 of the Player's Handbook) if she does not already have it. She gains +1d6 damage at 1st level, and an additional 1d6 every three levels thereafter. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

**Drow Sign Language (Ex):** Before they go on crusade, gloomblades learn the silent language of their prey. Using these hand signals, a team of Compact crusaders can communicate silently at distances of up to 120 feet as long as they can see each other. Note that a gloomblade learns this language without spending skill points.

**Tremorsense (Ex):** During their training, gloomblades learn to pay attention to subtle vibrations and changes in air temperature. As a result, they are as aware of their immediate environment as a spider in its web. Three times per day, the gloomblade may take a full-round action to detect these tiny clues, gaining the benefits of the tremorsense special quality for 1 round. She automatically senses the location of any creature within 30 feet that is in contact with the ground. This distance increases to 60 feet at 8th level.

**Stonescreen (Sp):** At 3rd level, the gloomblade gains the ability to take the form of a large rock formation, such as a boulder or a stalagmite, as per the Stonescreen spell (see the Stonescreen Spell Description sidebar in this article), except that the duration is one hour per gloomblade level. The gloomblade may use this ability twice per day at 3rd level and gains one additional use of this ability per day at 6th and 9th level.

**Immunities (Ex):** Gloomblades undergo even more rigorous and painful exposure to poisons than deep avengers. As a result, gloomblades gain immunity to all poisons.

**Ranged Disarm:** Gloomblades are trained to disarm their opponents as quickly as possible. At 9th level, a gloomblade can use ranged attacks to disarm opponents within 30 feet. Doing so doesn't provoke an attack of opportunity from the defender unless a normal ranged attack would (if the gloomblade and the target are adjacent, for instance). Regardless of the ranged weapon the gloomblade is using, it counts as a one-handed, Medium-size weapon for the opposed disarm check. The gloomblade cannot lose her own weapon during such an attempt.

## Gnome Giant-Killer

From *Dragon* #291 (January 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favored enemy (giant) +1
2	+2	+3	+0	+0	Crafty fighter
3	+3	+3	+1	+1	Slippery
4	+4	+4	+1	+1	Favored enemy (giant) +2
5	+5	+4	+1	+1	Close shot
6	+6	+5	+2	+2	Longstrider
7	+7	+5	+2	+2	Favored enemy (giant) +3
8	+8	+6	+2	+2	Improved mobility
9	+9	+6	+3	+3	Annoying strike
10	+10	+7	+3	+3	Favored enemy (giant) +4, defensive roll

In every gnome community, only a select few individuals of extraordinary courage take up the mantle of giant-killer. Relying on a combination of agility, combat prowess, and pure craftiness, the gnome giant-killer is the bane of all creatures who use their physical size to terrorize the small or weak. Champions of those far-too-often trampled underfoot, the gnome giant-killer stands far taller than his diminutive stature would suggest. As the ultimate believers that "the bigger they are, the harder they fall," these doughty warriors actively seek out ogres, trolls, giants, and the like to slay. Some also utilize their training to take on other immense opponents, such as umber hulks, monstrous vermin, and even dragons.

Most gnome giant-killers are fighters or rangers, although some gnome paladins and clerics also follow the path of giant slaying. Rogues who favor looting the dens of ogres and the like also become giant-killers. Monks make excellent giant-killers. Arcane spellcasters rarely take up this class, since it largely depends on toe-to-toe interaction with immensely powerful creatures.

Gnome giant-killer NPCs are often lauded as heroes or celebrities within gnome communities. They might serve as captains of the guard, elite warrior trainers, or in other positions of authority. Some pass down their mantle from generation to generation, granting the bravest son or daughter a treasured nickname such as "Trollbane" or "Giant-Crasher."

Those who work for their own purposes might still enjoy some measure of popularity but prefer to remain aloof from political venues in favor of pursuing personal gain. Of course, many look to adventure to prove their mettle; rare indeed is the gnome giant-killer who hasn't bearded his share of trolls or fire giants in their very lairs.

### Requirements

To qualify to become a gnome giant-killer, a character must fulfill all the following criteria:

**Base Attack Bonus:** +5.

**Race:** Gnome.

**Escape Artist:** 3 ranks.

**Tumble:** 3 ranks.

**Feats:** Dodge, Mobility, Spring Attack.

**Special:** Speak Language (Giant)

### Class Skills

The gnome giant-killer's class skills (and the key ability for each skill) are: Climb (str), Craft (int), Escape Artist (dex), Hide (dex), Intimidate (cha), Jump (str), Move Silently (dex), Tumble (dex), Use Rope (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are class features of the gnome giant-killer prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** Gnome giant killers gain proficiency with all simple and martial weapons, with light and medium armor, and with shields.

**Favored Enemy (Giant) (Ex):** At 1st level, the gnome giant-killer gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks made against giants and +1 to damage against giants (ranged attacks only gain the damage bonus against targets within 30 feet). This stacks with the ranger favored enemy class feature if giant is the ranger's favored enemy. This bonus increases by an additional +1 for every 3 levels above 1st (4th, 7th, and 10th).

**Crafty Fighter (Ex):** At 2nd level, the gnome giant-killer can add his Wisdom bonus to his AC against giants, or half his Wisdom bonus (rounded down) against any other (non-giant) creature at least two size categories larger than himself. This is considered a dodge bonus and is lost in any situation in which the gnome giant-killer would lose his Dexterity bonus to AC.

**Slippery (Ex):** Beginning at 3rd level, if the gnome giant-killer is grappled by a creature at least two size categories larger than himself, he can add his gnome giant-killer class level to any checks (whether grapple checks or Escape Artist checks) made to escape grappling.

In addition, a gnome giant-killer can move through an area occupied by a creature two size categories larger than he is. This doesn't apply against creatures who completely fill their area, such as a gelatinous cube. (Normally, you can only move through an area occupied by a creature if it is at least three size categories larger than you are.)

**Close Shot (Ex):** At 5th level, the gnome giant-killer does not incur attacks of opportunity from giants for using a ranged weapon while threatened by them.

**Longstrider (Ex):** At 6th level, the gnome giant-killer's base speed increases by 10 feet.

**Improved Mobility (Ex):** At 8th level, a gnome giant-killer gains a +8 dodge bonus to his AC when moving out of or within a giant's threatened area. This supersedes (does not stack with) the bonus granted by the Mobility feat.

**Annoying Strike (Ex):** Beginning at 9th level, whenever the gnome giant-killer damages a giant in melee, that giant also suffers a -2 penalty to attacks for one round. The effect of multiple annoying strikes is cumulative.

**Defensive Roll (Ex):** At 10th level, the gnome giant-killer can roll with a potentially lethal blow struck by a giant to take less damage from it. Once per day, when a gnome giant-killer would be reduced to 0 hit points or less by damage in melee combat (from a weapon or other blow struck by a giant, not a spell or special ability), the gnome giant-killer can attempt to roll with the damage. He makes a Reflex saving throw (DC = damage dealt; the gnome giant-killer can add his class level to this saving throw) and, if he's successful, he takes only half damage from the blow. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't roll. Evasion or improved evasion have no effect on the damage taken.

# Gnome Trickster

From Dragon Annual 5 (2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Misdirection 1/day
2	+1	+0	+3	+0	Slippery, Illusion Expertise
3	+2	+1	+3	+1	False Charm
4	+3	+1	+4	+1	Size Combat, Misdirection 2/day
5	+3	+1	+4	+1	Extended Illusion
6	+4	+2	+5	+2	Repeated Strike Enlarge Illusion, Misdirection
7	+5	+2	+5	+2	3/day
8	+6	+2	+6	+2	Bonus Illusion
9	+6	+3	+6	+3	Quickened Illusion
10	+7	+3	+7	+3	Fade Away, Misdirection 4/day

The Trickster is a Gnome specializing in deception and misdirection to get ahead. He can be playful and light-hearted, but he just as often uses his skills to fool his foes in deadly situations. A trickster employs the skills of both illusionists and rogues fused together in a uniquely gnomish amalgam.

Tricksters are most often rogues or wizards, but just about any gnome character – short of perhaps a paladin – has taken up the role of the Trickster.

NPC tricksters are usually loners looking for fun, adventure, riches or all of the above.

## Requirements

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

**Race:** Gnome

**Spellcasting:** Must be able to cast 1st level illusions

**Feats:** Expertise

**Hide:** 3 ranks

**Pick Pocket:** 5 ranks

**Bluff:** 7 ranks

## Class Skills

The Gnome Tricksters class skills and their key abilities are: Balance (dex), Bluff (cha), Escape Artist (dex), Hide (dex), Innuendo (wis), Listen (wis), Move Silently (dex), Perform (dex), Pick Pockets (dex), Sense Motive (wis), Spot (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 4 + INT modifier

## Class Features

All of the following are class features of the gnome trickster prestige class.

**Hit Die:** d6

**Weapon and Armor Proficiencies:** Gnome Tricksters are proficient in the use of all simple weapons, but no armor or shields.

**Misdirection (Ex):** 1/day, for every 3 levels of Trickster, The trickster can, as a free action, force one foe of greater than 2 Int within 10 feet to make a Will save with a DC of 10+the trickster's class level. If the saving throw fails, that foe is treated as flatfooted until the foe's next action. This ability involves some sort of communication between the trickster and the target -- a few words, a gesture, and so on.

**Slippery (Ex):** At 2nd level, Tricksters gain a +2 bonus to Escape Artist checks.

**Illusion Expertise:** The Trickster can use his Character Level rather than his Class level in regards to any level-based effects of illusion spells (duration, range and so on).

**False Charm (Ex):** At 3rd level, the Trickster gains a +2 bonus to his Charisma.

**Size Combat (Ex):** At 4th level, the Trickster gains a +1 competence bonus to attack all creatures larger than Small size.

**Extended Illusion (Su):** At 5th level, one of the illusion spells the trickster can cast is forever treated as being extended, as per the feat Extend Spell, though with no modification in level.

**Repeated Strike (Ex):** At 6th level, a trickster in combat can attack a foe he has already hit that round again, as a free action, once per round. The gnome uses the same attack bonus as the attack that struck the foe.

**Enlarge Illusion (Su):** At 7th level, one of the illusion spells the trickster can cast is forever treated as being enlarged, as per the feat Enlarge Spell, though with no modification in level.

**Bonus Illusion (Su):** At 8th level, the trickster gains a bonus illusion spell at each spell level known.

**Quickened Illusion (Su):** At 9th level, one of the illusion spells the trickster can cast is forever treated as quickened, as per the feat Quicken Spell, though with no modification in level.

**Fade Away (Sp):** At 10th level, the trickster can use a *dimension door* once/day as a free action as if he were a sorcerer of his trickster class level.

# Gray Sage

From Dragon #298 (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Improved Counterspell, handreading	+1 level of existing class
2	+1	+0	+0	+3	Blindsight 30 feet	+1 level of existing class
3	+1	+1	+1	+3	Improved silent spell 2/day	+1 level of existing class
4	+2	+1	+1	+4	Improved spell penetration +4	+1 level of existing class
5	+2	+1	+1	+4	Greater Counterspell	+1 level of existing class
6	+3	+2	+2	+5	Improved silent spell 4/day	+1 level of existing class
7	+3	+2	+2	+5	Blindsight 60 feet	+1 level of existing class
8	+4	+2	+2	+6	Increased spell penetration +6	+1 level of existing class
9	+4	+3	+3	+6	Improved silent spell 6/day	+1 level of existing class
10	+5	+3	+3	+7	Mordenkainen's disjunction	+1 level of existing class

A gray sage is a silent, watchful figure of terrible devotion. These spellcasters give up their lives in the sunlit world and eventually sacrifice their sight to the cause of war against the dark elves.

Gray sages are trained in Total darkness and drilled night and day in the tactics and methods of their enemy. On a crusade, every gray sage is assigned to a squad of troopers as magical support. Their role is to protect their squad against summoned demons and vermin, keep them free of the normal spells cast by the drow, and to maintain a cloak of illusion or invisibility around them. In more dire situations, gray sages unleash powerful offensive magic on the front lines.

Gray sages are usually humans or elves, and the majority begin their careers as wizards and sorcerers. Clerics and druids also make good gray sages. A small number of bards are allowed to train as gray sages, but these jacks-of-all-trades typically fare better as gloomblades.

## Requirements

To qualify to become a gray sage, a character must fulfill all of the following criteria.

**Feats:** Blind-Fight, Silent Spell, Spell Penetration.

**Spells:** Able to cast any 4th-level Conjunction spell.

**Special:** Must speak Undercommon.

## Class Skills

The gray sage's class skills (and the key ability for each skill) are: Alchemy (int), Concentration (con), Craft (any) (int), Intuit Direction (wis), Knowledge (all skills, taken individually) (int), Profession (wis), Scry (exclusive skill) (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the gray sage prestige class.

**Hit Die:** d4

**Weapon and Armor Proficiency:** Gray sages gain no new proficiency in any weapon or armor.

**Spells Per Day:** When a new gray sage level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a gray sage, he must decide to which class he adds the new level for purposes of determining spells per day.

**Improved Counterspell:** Gray sages spend much of their first year training to counter spells commonly cast by the dark elves. They gain the Improved Counterspell feat (forgotten realms Campaign Setting) as a bonus feat. In addition, if the target spell is dancing lights, darkness, or faerie fire, the gray sage gains a +2 bonus to his Spellcraft check.

**Handreading (Ex):** As part of their immersion training, gray sages spend months in total darkness while they hone their craft. One side effect of this is the preternatural ability to read script with the tips of their fingers. This allows wizards to study their Spellbooks without a light source, and allows all casters to use scrolls in the darkness of the drow kingdoms. This does not impart

any ability to read additional languages or to decipher previously unreadable script. Glyphs of warding and other similar spells activate normally when read "by hand."

**Blindsight (Ex):** When a gray sage is judged worthy, he is brought before the high council of aboleths and mind flayers who dwell in the depths of The academy. These creatures are well disguised as humanoid magicians, and thus, the gray sage has no reason to suspect that anything is amiss. The gray sage is placed into a trance, and then the mind flayers excise and cauterize portions of his brain. This horrific procedure leaves the character completely blind, but with a new ability to sense The world through magic vibrations. He suffers the effects of blindness, but gains blindsight with a range of 30 feet. This increases to 60 feet at 7th level. The surgery has no other effects, and the character's memories of The event are mercifully wiped clean before he wakes.

The gray sage can be cured of his blindness with cure blindness, heal, or other powerful curative magic. However, such healing causes The gray sage To lose any blindsight granted by this class and prevents further advancement as a gray sage.

**Greater Counterspell (Ex):** At 5th level, a gray sage's counterspell ability improves so that when counter-spelling, he may use any spell of the same school that is of equal level to The target spell. In addition, if the tar-get spell is dancing lights, darkness, or faerie fire, the gray sage gains an additional +4 bonus to his Spellcraft check. If the target spell is a Conjunction (Summoning) spell, the gray sage gains a +2 bonus to his Spellcraft check.

**Improved Spell Penetration (Ex):** Gray sages receive intense training on how to overcome the dark elves' potent spell resistance. As a result, they gain a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance. This bonus does not stack with the bonus from the Spell Penetration or Greater Spell Penetration (forgotten realms Campaign Setting) feats. At 8th level, this bonus increases to +6.

**Improved Silent Spell (Su):** Beginning at 3rd level, the gray sage can cast a spell silently with no verbal components. This ability is similar to the Silent Spell feat, except that it does not use a spell slot one level higher than the spell's actual level. For example, the gray sage could cast a silent fireball as a 3rd-level spell instead of a 4th-level spell. He can use this ability twice per day at 3rd level, 4 times per day at 6th level, and 6 times per day at 9th level.

**Mordenkainen's Disjunction (Sp):** Highly skilled and successful gray sages catch the attention of their aboleth and mind flayer instructors. These few students are taken aside for special training, where they learn to harness the power of their minds to disjoin magical effects and magic items. Once per day, a 10th level gray sage can cast mordenkainen's disjunction as a 20th-level wizard.

## New Spells

**Stonescreen**  
Transmutation  
Level: Drd 2, Rgr 3  
Components: V, S, DF  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 1 hour/level (D)

By means of this spell, you are able to assume the form of a tall stalactite, stony crag, or large boulder. The closest inspection cannot reveal that the stone formation in question is actually a magically concealed creature. To all normal tests you are, in fact, a stone formation, although a detect magic spell reveals a faint transmutation on the stone. While in stone form, you can observe all that transpires around you just as if you were in your normal form, and your hit points, saves, and class abilities remain unaffected. You gain a +10 natural armor bonus to AC but have an effective Dexterity score of 1. You are immune to critical hits while inside the stonescreen. All clothing and gear carried or worn changes with you.

You can dismiss stonescreen as a free action (instead of as a standard action).

## New Feats

### Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponents' spells with great efficiency.

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



## Green Hunter

From *Dragon* #294 (April 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Quick travel	+1 level of existing class
2	+2	+2	+0	+0	Hand of Thard Harr (Weapon Focus)	+1 level of existing class
3	+3	+3	+1	+1	Unerring pursuit	+1 level of existing class
4	+4	+4	+1	+1	Hand of Thard Harr (Improve Critical)	+1 level of existing class
5	+5	+4	+1	+1	Scent	+1 level of existing class
6	+6	+5	+2	+2	Hand of Thard Harr (+1 to damage)	+1 level of existing class
7	+7	+5	+2	+2	Ferocity	+1 level of existing class
8	+8	+6	+2	+2	Hand of Thard Harr (disarm)	+1 level of existing class
9	+9	+6	+3	+3	Woodland freedom	+1 level of existing class
10	+10	+7	+3	+3	Hand of Thard Harr (reduced penalties)	

There have long been rumors of an elite, secretive group operating in the jungles of Chult, near Fort Belurian. Their purpose and leadership has been unclear, except that they wear holy symbols of Thard Harr and perform good deeds near the fort, specializing in finding those lost in the jungle. The Morning Rain, a royal courier vessel from Cormyr, was sent to Fort Belurian with an urgent request for any member, if the order did exist, to assist in locating a person of royal interest lost somewhere in the jungle. Cormyr needed someone who could pass quickly through the undergrowth like a druid, track a man like a ranger, and fend off the monsters in the jungle like a fighter.

There was a response: Lilkinen Tar'rir presented himself as a captain of a new order of "scouts." These scouts were the green hunters, and with their help, Lilkinen was able to rescue the lost alchemist. He now remains the primary liaison between the order and the public.

Green hunters seek to serve the cause of good in whatever capacity they can. They're part ranger, druid, and fighter, specializing in thick growth environments like jungles and dense forests. Green hunters are usually druids, but some begin their adventuring careers as rangers. Druids have the close bond with nature that Thard Harr respects, and rangers are predisposed to the more violent aspects of the order, which Thard Harr also respects. However, druids are much more accomplished spellcasters than rangers, so they are sooner able to meet the requirements for joining the order. Dwarves feature prominently in the order, as Thard Harr is a god among them, but non-dwarves are welcome. Regardless of race, those wishing to join the order must pledge their loyalty to Thard Harr.

The order was started by Lilkinen Tar'rir, and he serves as its leader. He has a room of his own at the Drowning Rock, an inn just outside the walls of Fort Belurian, which he uses to interact with the public whenever he needs to.

He mostly spends his time in the jungle, training new members.

While the order was founded in Chult and knows that area well, it has sent green hunters out to many parts of the world for a wide variety of purposes. One reason is to have members participate in adventures. Adventuring is a lucrative endeavor that adds substantially to the order's coffers. Player characters who take this prestige class can be members sent on a mission by Lilkinen or green hunters out in the world for the purpose of sending money back home.

## Requirements

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

**Patron Deity:** Thard Harr

**Alignment:** Any good

**Base Attack Bonus:** +4

**Knowledge (nature):** 5 ranks

**Wilderness Lore:** 5 ranks

**Feats:** Track

**Spells:** Ability to cast divine spells.

## Class Skills

The green hunter's class skills (and the key abilities for each) are: Balance (dex), Climb (str), Concentration (con), Craft (int), Heal (wis), Hide (dex), Intimidate (cha), Intuit Direction (wis), Jump (str), Knowledge (geography) (int), Knowledge (nature) (int), Listen (wis), Move Silently (dex), Search (int), Spot (wis), Swim (str), Use Rope (dex), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the green hunter prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Green hunters are proficient with all martial weapons and with light armor and shields. Druids who become green hunters may use spiked gauntlets without suffering the penalties for using a prohibited weapon.

**Spells Per Day:** At every other level gained in the green hunter prestige class, the character gains new divine 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 any other benefit a character of that class would have gained except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a green hunter, he must decide to which class he adds the new effective level for the purposes of determining spells per day.

**Quick Travel (Su):** With Thard Harr's divine guidance, green hunters are able to safely and quickly navigate terrain with dense undergrowth. When traveling on foot and in forests, jungles, or swamps dense enough to cause a movement penalty, green hunters of 1st level and higher add 10 to their base speed. The growth does not have to be natural for the Hunter to enjoy this bonus.

**Hand of Thard Harr (Ex):** In the densest jungle, there is little room to swing swords or use pole arms. Thard Harr's favored weapon, the spiked gauntlet, works well in close quarters.

At 2nd level, a green hunter gains the Weapon Focus (spiked gauntlet) feat.

At 4th level, the green hunter gains the Improved Critical (spiked gauntlet) feat.

At 6th level, the green hunter deals an extra point of damage whenever he deals damage with a spiked gauntlet.

At 8th level, the green hunter wearing a spiked gauntlet can use it to disarm foes without provoking an attack of opportunity. If successful, the green hunter can take the weapon in his gauntleted hand rather than allowing it to fall at his opponent's feet.

At 10th level, the penalties associated with using two spiked gauntlets at once are reduced by 2. Thus, a ranger or a character with the Ambidexterity and Two-Weapon Fighting feats could fight with two spiked gauntlets and suffer no penalty.

**Unerring Pursuit:** At 3rd level, the green hunter gets a +10 morale bonus to any Wilderness Lore skill checks made in any area with undergrowth thick enough to cause a movement penalty, such as a jungle or forest. The bonus is granted whether or not the growth is natural.

**Scent (Ex):** Beginning at 5th level, a green hunter's senses are so highly attuned that he can utilize the scent ability. This ability allows the green hunter 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.

The green hunter can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When the green hunter detects a scent, the exact location is not revealed—only its presence somewhere within range. He can take a move-equivalent action to note the direction of the scent. If he moves within 5 feet of the source, the green hunter can pinpoint that source.

The green hunter can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The

ability otherwise follows the rules for the Track feat. A green hunter tracking by scent ignores the effects of surface conditions and poor visibility.

**Ferocity (Su):** Once per day, a 7th-level green hunter can increase his Strength by +4 points for a number of rounds equal to his green hunter level. When the ferocity ends, the green hunter is fatigued for the duration of that encounter.

**Woodland Freedom (Su):** The time the green hunter has spent going through dense growth has given him the ability to move through it as easily as if it were not there. The green hunter can move through thorns, briars, overgrown areas, and similar terrain at his normal speed (plus the bonus from quick travel) without suffering damage or other impairment. The green hunter can move through enchanted or magically manipulated plantlife (such as the area of an entangle spell) just as easily, but the woodland freedom ability has no affect on the ability of monstrous plants to hold or attack the green hunter.

# Heartseeker

From *Dragon* #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Piercing spell +2	
2	+1	+3	+0	+3	Lodestone arrow	+1 level of class
3	+2	+3	+1	+3	Greater enchantment	
4	+3	+4	+1	+4	Bane missile	+1 level of class
5	+3	+4	+1	+4	Piercing spell +4	
6	+4	+5	+2	+5		+1 level of class
7	+5	+5	+2	+5	Spellgift arrow	
8	+6	+6	+2	+6	Brilliant energy arrow	+1 level of class
9	+6	+6	+3	+6	Piercing spell +6	
10	+7	+7	+3	+7	Heartseeker	+1 level of class

Kin to the mystical arcane archers that protect and defend elven communities, heartseekers (or the *quelaenvyn*, as the elves name them in their ancient language) defend the hidden enclaves of their people from draconic invasion through the skillful blending of physical prowess and arcane might. Masters of the traditional elven art of archery and devotees of magic, heartseekers specialize in delivering ranged attacks designed to pierce the physical and magical defenses that make dragons and their kin such feared adversaries. They are often the elves' first line of defense against the depredations of a dragon.

Unlike the insular arcane archers, members of this renowned order have spread their special blend of archery and magic to other races. Because of this, heartseekers enjoy a special place in many communities, although they can still seem abrupt and standoffish to those outside the order. Despite their perceived haughtiness, they recognize acts of bravery and skill in battle no matter its source, and members of the order are willing to stretch out their hand in friendship to any who consistently demonstrate such traits. Once befriended by a heartseeker, a person can find no better companion.

Elven leaders often deploy heart-seekers among bands of arcane archers to bolster the former's magical abilities with the arcane prowess of these more spell-oriented elven defenders. Few non-elven communities boast more than a handful of heart-seekers, making their role in large engagements somewhat limited.

Heartseekers have also been known to travel beyond the confines of their homeland and join with small bands of adventurers, usually to fulfill a perilous quest relating to the defense of an elven community.

Wizards and sorcerers (often with a few levels of fighter or ranger) who devote themselves to the martial side of combat are the most likely adventurers to become heartseekers. Fighters, rangers, and even rogues who dabble in arcane study occasionally find themselves members of this order. Monks, barbarians, and paladins rarely become heartseekers.

## Requirements

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

**Base Attack Bonus:** +4.

**Concentration:** 8 ranks.

**Knowledge (arcana):** 8 ranks.

**Listen:** 5 ranks.

**Spot:** 5 ranks.

**Feats:** Combat Casting, Spell Penetration, Weapon Focus (any bow)

**Spellcasting:** Ability to cast arcane spells.

## Class Skills

The heartseeker's class skills and the key ability for each skill are: Climb (str), Concentration (con), Jump (str), Knowledge (all skills, taken individually) (int), Listen (wis), Ride (dex), Spellcraft (int), Spot (wis), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** Heartseekers gain no new proficiency with weapons or armor.

**Spells Per Day:** Because heartseekers continue in the pursuit of magical knowledge and perfection, for every other level they gain in this prestige class, heartseekers gain new spells per day and spells known as if they gained a level in an arcane spellcasting class that they belonged to before adding the prestige class. If a character possessed more than one arcane spellcasting class before he became a heartseeker, he must decide which class will receive the additional spellcasting level for purposes of determining spells per day when he adds the new level.

**Piercing Spell (Ex):** The heartseeker's focus on creatures with the dragon type gives him a +2 bonus to his caster level checks against a dragon's spell resistance. This bonus increases to +4 at 5th level and +6 at 9th level. This bonus stacks with the Spell Penetration and Greater Spell Penetration feats.

A 2nd-level heartseeker can imbue an arrow with the power of the very earth around him. On a successful attack roll, any winged or flying creature struck by the lodestone arrow must make a Fortitude save (base DC = 15 + class level + Charisma bonus) or fall immediately to the ground, its ability to fly nullified by the arrow's magic. Grounded creatures take any applicable falling damage and cannot return to the sky until the duration of the effect expires—although they can still attack and move on the ground normally. The lodestone arrow lasts for 1 round per every two heartseeker levels of the attacker.

**Greater Enchantment (Ex):** Whenever a heartseeker casts greater magic weapon on his arrows, treat the spell as if it were cast by a spellcaster with a level equal to the heartseeker's class level plus his levels from his previous spellcasting class. For example, Elatharis, a 10th-level wizard/5th-level heartseeker, normally casts arcane spells as a 12th-level caster. However, when casting greater magic weapon on his arrows, he casts the spell as a 15th-level caster.

**Bane Missile (Su):** Once per day, as a full-round action, a 4th-level heart-seeker can prepare and fire a special arrow called a bane missile. If a bane missile strikes a creature with the dragon type, it deals an additional 1d6 points of damage per three heartseeker levels and ignores damage reduction.

**Spellgift Arrow (Su):** Once per day, as a full-round action, a 6th-level heartseeker can prepare and fire a special arrow called a spellgift arrow. If the spellgift arrow inflicts damage on a creature with the dragon type, the heartseeker gains an enhancement bonus equal to the damage inflicted to his caster level checks made to penetrate the injured creature's spell resistance for the next round only.

**Brilliant Energy Arrow (Su):** Through his devotion to the arcane arts, a heartseeker can transform an arrow fired at a creature with the dragon type to a brilliant energy weapon. This arrow functions exactly as an arrow with the brilliant energy special quality. A heartseeker can use this ability as a free action on a total of three arrows per day.

**Heartseeker (Su):** Channeling his arcane power along with his love for the elven homeland he defends, a heart-seeker can transform a single arrow per day into a greater slaying arrow keyed to any creature with the dragon type. It takes a full round for a heartseeker to transform an arrow in this way. The enchantment lasts no longer than a day, and the character can only have one such arrow in existence at a time.

# Illithidkin

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points	Powers Discovered
1	+0	+0	+0	+2	Detached mind, psionic combat mode	+3	-
2	+1	+0	+0	+3	Telepathy 30 ft.	+5	-
3	+2	+1	+1	+3	Psionic combat mode	+5	1
4	+3	+1	+1	+4	Increased Intelligence	+5	1
5	+3	+1	+1	+4	Illithid apotheosis, psionic combat mode	+7	2

Mind flayers have a notorious reputation for being cruel and uncaring slavers of other races. The vast majority of these slaves live out the remainder of their short existence toiling away as servants, miners, or as entertainment for their mind flayer masters. Once they have exhausted their usefulness, the mind flayers devour the slaves' brains for food.

On rare occasions, however, the mind flayers spare certain slaves with the gift for psionics. These individuals are carefully dominated and monitored so that their gifts are not used against their masters, but they are allowed to expand and explore the talents they possess. Part of the brainwashing includes the worship of the mind flayers' god, Illesine. While few mind flayers give much credence to the worship of gods, they find that it is a perfect tool for creating utterly devoted servants.

These individuals are known as illithidkin. As they increase in power, illithidkin begin acquiring traits that are similar to their mind flayer masters. Over time, illithidkin begin hungering for the brains of living creatures, much like mind flayers.

Illithidkin come almost exclusively from the psion class. Psychic warriors are the next most common, although few mind flayers tolerate such a martial individual for too long. As long as they meet the required amount of psionic knowledge, any other class can be an illithidkin, with wizards, bards, and rogues being most common.

Illithidkin become the eyes and ears of mind flayers, infiltrating cities, armies, and organizations. They actively seek out other potential candidates for converting to the worship of Illesine. In addition, they kidnap people off the streets and from their homes to be used as food and slaves by mind flayers. Illithidkin are entrusted by their masters to lead units of other humanoids for these chores and are often the most powerful members of such groups.

## Requirements

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

**Race:** Any humanoid or monstrous humanoid.

**Alignment:** Lawful evil.

**Patron:** Illesine.

**Concentration:** 8 ranks.

**Knowledge (Psionics):** 8 ranks.

**Special:** A character wishing to take levels of the illithidkin prestige class must willingly consume the brain of a sentient creature.

## Class Skills

The illithidkin's class skills (and the key abilities for each) are: Bluff (cha), Concentration (con), Craft (int), Hide (dex), Intimidate (cha), Knowledge (psionics) (int), Listen (wis), Move Silently (dex), Profession (wis), Search (int), Spot (wis), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** The illithidkin gains no new proficiency with weapons or armor.

**Power Points:** Illithidkin gain power points per day as shown on their advancement table. These power points are added to the character's previous total. Illithidkin gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score (see Table 1-2: Psion Bonus Power Points in the Psionics Handbook).

If the character did not previously have psion or psychic warrior levels, she gains power points and powers as shown in the advancement chart and gains the ability to use psionics and take psionic feats.

**Powers Discovered:** Illithidkin discover 0-level powers as shown on the Illithidkin Advancement table. The powers are added to the character's previous total powers known.

**Psionic Combat Mode:** The illithidkin learns a new psionic combat mode. She does not forget those that were previously learned.

**Detached Mind (Su):** The illithidkin becomes more emotionless, logical, and separated from troubling issues. The illithidkin gains a +2 bonus to saving throws against mind-affecting spells, spell-like abilities, psionic powers, and supernatural effects.

**Telepathy (Su):** Illithidkin can communicate mentally with any creature within 30 feet that has a language.

**Increased Intelligence (Ex):** At 4th level, the illithidkin's brain and skull begins to expand, increasing her Intelligence score by 2 points.

**Illithid Apotheosis:** At 5th level, the illithidkin has lost all touch with her original heritage, becoming more like a mind flayer. Her skin becomes purple and rubbery, and her eyes become completely white. Short, useless tentacles sprout from her face, and her teeth fuse into a beak-like maw. Her creature type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat her as a monstrous humanoid.

## Ex-Illithidkin

**Ex-Illithidkin:** An illithidkin who ceases worshipping the Illesine or willingly opposes mind flayers loses almost all the class features of this prestige class. The only class feature that is not lost is illithid apotheosis. The creature is permanently warped and twisted into a monstrous humanoid, retaining the horrible mouth and tentacles.

## Illithidkin (Non-Psionic Variant)

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Detached mind, Detect Thoughts
2	+1	+0	+0	+3	Telepathy 30 ft.
3	+2	+1	+1	+3	Suggestion
4	+3	+1	+1	+4	Increased Intelligence
5	+3	+1	+1	+4	Illithid apotheosis, Charm monster

The requirements and class features listed for the Illithidkin assume that the player or DM has access to the *Psionics Handbook*. If you do not, you can make the following changes to the prestige class:

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Mind flayers have a notorious reputation for being cruel and uncaring slavers of other races. The vast majority of these slaves live out the remainder of their short existence toiling away as servants, miners, or as entertainment for their mind flayer masters. Once they have exhausted their usefulness, the mind flayers devour the slaves' brains for food.

On rare occasions, however, the mind flayers spare certain slaves with the gift for psionics. These individuals are carefully dominated and monitored so that their gifts are not used against their masters, but they are allowed to expand and explore the talents they possess. Part of the brainwashing includes the worship of the mind flayers' god, Ilsensine. While few mind flayers give much credence to the worship of gods, they find that it is a perfect tool for creating utterly devoted servants.

These individuals are known as illithidkin. As they increase in power, illithidkin begin acquiring traits that are similar to their mind flayer masters. Over time, illithidkin begin hungering for the brains of living creatures, much like mind flayers.

Illithidkin come almost exclusively from the psion class. Psychic warriors are the next most common, although few mind flayers tolerate such a martial individual for too long. As long as they meet the required amount of psionic knowledge, any other class can be an illithidkin, with wizards, bards, and rogues being most common.

Illithidkin become the eyes and ears of mind flayers, infiltrating cities, armies, and organizations. They actively seek out other potential candidates for converting to the worship of Ilsensine. In addition, they kidnap people off the streets and from their homes to be used as food and slaves by mind flayers. Illithidkin are entrusted by their masters to lead units of other humanoids for these chores and are often the most powerful members of such groups.

### Requirements

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

**Race:** Any humanoid or monstrous humanoid.

**Alignment:** Lawful evil.

**Patron:** Ilsensine.

**Concentration:** 8 ranks.

**Feats:** Combat Casting, Iron Will.

**Special:** A character wishing to take levels of the illithidkin prestige class must willingly consume the brain of a sentient creature.

### Class Skills

The illithidkin's class skills (and the key abilities for each) are: Bluff (cha), Concentration (con), Craft (int), Hide (dex), Intimidate (cha), Knowledge (psionics) (int), Listen (wis), Move Silently (dex), Profession (wis), Search (int), Spot (wis), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** The illithidkin gains no new proficiency with weapons or armor.

**Detached Mind (Su):** The illithidkin becomes more emotionless, logical, and separated from troubling issues. The illithidkin gains a +2 bonus to saving throws against mind-affecting spells, spell-like abilities, psionic powers, and supernatural effects.

**Detect Thoughts (Sp):** At 1st level, an illithidkin may detect thoughts a number of times per day equal to her illithidkin class level + Intelligence modifier. This ability duplicates the spell of the same name as though cast by a wizard of the illithidkin's class level.

**Telepathy (Su):** Illithidkin can communicate mentally with any creature within 30 feet that has a language.

**Suggestion (Sp):** At 3rd level, the illithidkin can cast suggestion as a 7th-level wizard. The illithidkin may use this ability once per day.

**Increased Intelligence (Ex):** At 4th level, the illithidkin's brain and skull begins to expand, increasing her Intelligence score by 2 points.

**Illithid Apotheosis:** At 5th level, the illithidkin has lost all touch with her original heritage, becoming more like a mind flayer. Her skin becomes purple and rubbery, and her eyes become completely white. Short, useless tentacles sprout from her face, and her teeth fuse into a beak-like maw. Her creature type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat her as a monstrous humanoid.

**Charm monster (Sp):** At 5th level, the illithidkin can cast charm monster as a 7th-level wizard. The illithidkin may use this ability once per day.

### Ex-Illithidkin

**Ex-Illithidkin:** An illithidkin who ceases worshipping the Ilsensine or willingly opposes mind flayers loses almost all the class features of this prestige class. The only class feature that is not lost is illithid apotheosis. The creature is permanently warped and twisted into a monstrous humanoid, retaining the horrible mouth and tentacles.

# Invisible Blade

From Dragon #303 (January 2003)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Dagger sneak attack +1d6, unfettered defense
2	+2	+0	+3	+0	Bleeding wound Dagger sneak attack +2d6, uncanny feint (move-equivalent action)
3	+3	+1	+3	+1	
4	+4	+1	+4	+1	Feint mastery
5	+5	+1	+4	+1	Dagger sneak attack +3d6, uncanny feint (free action)

Who is this fool who dares to challenge you in the arena? You brandish a greatsword, and he whips out a dagger. You unsheathe your longsword, and he throws off his armor. You advance menacingly, and he only smiles at you—a big, maniacal grin. Is he mad? Does he have a death wish? No, he is an invisible blade, and you have made the classic mistake of underestimating his prowess. As you fight, he seems almost relaxed, stepping lightly to the side, dodging your blows easily. His eyes note your every move, as though taking mental notes about your style. Then, in the split second that you lower your guard, he exploits your error, plunging his weapon into your heart. Invisible blades are deadly fighters who prefer to use daggers and related weapons in combat. Their training and techniques with these weapons make them just as lethal as any well-armed fighter. Invisible blades enjoy cultivating misconceptions about the level of danger they present, and they relish any chance to demonstrate that the most unimposing weapons can be the most lethal. Thus, invisible blades are rarely impressed by how mighty their opponents appear.

An invisible blade specializes in fighting with the dagger, kukri, or punching dagger. He is not penalized for using other weapons with which he is proficient, but every class ability he possesses is tied into using one of these three weapons.

The typical invisible blade was once a rogue, who chose this path because his sneak attack ability dovetailed nicely with the abilities of this prestige class. Bards and monks are also good candidates, as are barbarians, fighters, and rangers who are willing to exchange their arsenals of weapons for a less cumbersome approach. Clerics and druids seldom choose this class, perceiving its members as faithless. While paladins ironically view invisible blades as too self-absorbed. Sorcerers and wizards rarely become invisible blades because they find the class's lack of offensive options and tight focus on weapon use galling.

NPC invisible blades are silently egotistical gladiators who regard their combat style as superior to all other martial philosophies. They place enormous emphasis on making a single decisive strike, thereby ending a bout in one combat round. Most invisible blades pick up their skills in a guild that loans out its members for the games. A few, however, learn from seasoned professionals who expect, a potential gladiator to practice fanatically with the dagger until he can pass the required rite-of-passage combat (see the Invisible Blade Requirements sidebar).

## Requirements

To become an invisible blade, a character must fulfill the following criteria.

**Bluff:** 8 ranks.

**Sense Motive:** 6 ranks.

**Feats:** Point Blank Shot, Far Shot, Weapon Focus (dagger, kukri, or punching dagger).

**Special:** The candidate must defeat an opponent with a CR equal to his character level in single combat using one or more daggers, kukris, or punching daggers in any combination as his only weapons. Magical aid in the form of bolstering spells and nonweapon magic items, even if provided by other characters, is permitted in such a combat.

## Class Skills

The invisible blade's class skills (and the key ability for each skill) are: Balance (dex), Bluff (cha), Climb (str), Craft (int), Escape Artist (dex), Hide (dex), Innuendo (cha), Jump (str), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), Sense Motive (wis), Spot (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All the following are class features of the invisible blade prestige class.

**Hit Die:** d6.

**Weapon and Armor Proficiency:** An invisible blade gains no new weapon, armor, or shield proficiencies.

**Dagger Sneak Attack (Ex):** The invisible blade gains the sneak attack ability (see the Rogue section in Chapter 3 of the Player's Handbook) at 1st level if he does not already have it, but the extra damage applies only to sneak attacks made with a dagger, kukri, or punching dagger. When making a sneak attack with one of these weapons, he gains +1d6 damage at 1st level, but this rises to +2d6 at 3rd level and to +3d6 at 5th level. If he already has the sneak attack ability from a previous class, the applicable damage bonuses stack.

**Unfettered Defense (Ex):** Beginning at 1st level, an invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds his Intelligence bonus (if any) to his AC in addition to any other modifiers he would normally receive. It the invisible blade is caught flat-footed or otherwise denied his Dexterity modifier to AC, he also loses this bonus. Unfettered defense functions only when the invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

**Bleeding Wound (Ex):** At 2nd level, an invisible blade who makes a successful dagger sneak attack can choose to inflict a bleeding wound, sacrificing 1d6 of the extra damage from the dagger sneak attack. Such an attack deals normal damage on the first round. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (heal, healing circle, and so on).

**Uncanny Feint (Ex):** At 3rd level, the invisible blade gains the ability to feint in combat (see the Bluff skill description in Chapter 4 of the Player's Handbook) as a move-equivalent action rather than a miscellaneous standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger and no other weapon.

**Feint Mastery (Ex):** At 4th level, an invisible blade armed with a dagger, kukri, or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat (see the Bluff skill description in Chapter 4 of the Player's Handbook), even if stress and distractions would normally prevent him from doing so.

# Justicar

From *Dragon* #290 (December 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Bring 'em back alive, Subdual strike +1d6
2	+2	+0	+0	+3	Improved grapple, Crippling strike
3	+3	+1	+1	+3	Exotic weapon proficiency (Manacles), Street savvy +2
4	+4	+1	+1	+4	Subdual strike +2d6
5	+5	+1	+1	+4	Hog-tie
6	+6	+2	+2	+5	Street savvy +4
7	+7	+2	+2	+5	Subdual strike +3d6
8	+8	+2	+2	+6	Improved hog-tie
9	+9	+3	+3	+6	Street savvy +6
10	+10	+3	+3	+7	Intuition, Subdual strike +4d6

"Come as you are, come missing a leg, or come with your head on a pike, but you're coming with me."

—Wolfgang "The Wolf" Grimm

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Where there are laws, there are those who defy them, and where citizens live in fear of these lawbreakers, brave souls hunt them down. These are the justicars. They don't do it for money; they don't do it for glory. They do it because it's a thankless job that needs to be done. It also happens to be a satisfying vocation to make a living by kicking the daylights out of a criminal who desperately needs it.

Justicars are generally solitary, relying on their own wits and skills. They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat. Innocence and alibi can be argued in front of a court, but pretty words don't change the facts of the case or absolve a criminal of guilt. Justicars are not necessarily judge, jury, or executioner; often they simply see to it that those people get the chance to do their jobs. In cases where it is impractical to bring the miscreant to the hands of the law, or if the criminal resists, justicars never hesitate to bring final justice to those who deserve it. Evil justicars, on the other hand, are notorious for torturing their prisoners for confessions before turning them in.

When faced with difficult challenges, justicars team up with each other or a posse of mixed characters to hunt those wanted by the law. This might come as a rude surprise to a group of characters who have been robbing from the rich to give to the poor.

Most justicars begin as rangers. Some monks and paladins also find being a justicar well in line with their ideologies, and some lawful gods allow their paladins to multiclass as a justicar without penalty (DM's discretion). Fighters often find enough reward in killing; bringing people back alive is typically more effort than they consider worthwhile. Conversely, many clerics are too forgiving to be justicars; obvious exceptions include clerics of St. Cuthbert, as well as Hextor and certain other lawful evil gods. Rogues and bards, with their stealth-oriented skills, can be very effective in this class. Even the occasional druid, sorcerer, or wizard (especially diviners) enter the field, wielding spells as their weapons instead of steel.

## Requirements

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

**Alignment:** Any lawful.

**Base Attack Bonus:** +6.

**Feats:** Track, Skill Focus (Gather Information)

**Wilderness Lore:** 5 ranks.

**Gather Information:** 5 ranks.

**Search:** 5 ranks.

## Class Skills

The justicar's class skills (and the key ability for each skill) are: Bluff (cha) Climb (str) Disguise (cha), Gather Information (cha), Heal (wis), Hide (dex), Innuendo (wis), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Open Locks (dex), Ride (dex), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Use Rope (dex), and Wilderness Lore (wis).

**Skill Points at Each Level:** 4 + INT modifier

## Class Features

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

**Hit Die:** d10

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

**Bring 'Em Back Alive (Ex):** Whenever a justicar attacks with a melee weapon, he can deal subdual damage with the weapon instead of normal damage with no penalty to the attack roll. Normally, attempting to deal subdual damage with a weapon in this way incurs a -4 penalty to the attack roll.

**Subdual Strike (Ex):** A 1st-level justicar can make subdual strikes. Any time the justicar uses the bring 'em back alive class ability and his target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the justicar flanks the target, the justicar's attack deals +1d6 points of subdual damage. This extra damage increases to +2d6 at 4th level, +3d6 at 7th level, and again to +4d6 at 10th level. Should the justicar score a critical hit with a subdual strike, this extra damage is not multiplied.

A justicar can only subdual strike a living creature with discernable anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Also, creatures immune to subdual damage are immune to subdual strike damage. The justicar 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 justicar cannot subdual strike a creature with concealment or when striking the limbs of a creature whose vitals are beyond his reach.

**Improved Grapple (Ex):** At 2nd level, a justicar automatically receives the feat Improved Grapple (from *Oriental Adventures*—see the sidebar), even if he does not have the prerequisites.

**Crippling Strike (Ex):** The justicar with this ability can subdual strike opponents with such precision that his blows weaken and hamper them. When the justicar damages an opponent with, a subdual strike, that character also takes 1 point of temporary Strength damage. Ability points lost due to damage return on their own at the rate of 1 point per day for each damaged ability.

**Exotic Weapon Proficiency (manacles):** Intimately familiar with the capture of criminals, justicars have learned to do more with a pair of manacles than restrain a lawbreaker. A justicar can swing a pair of metal manacles in one hand as if they were a club without suffering a penalty for using an improvised weapon. Masterwork manacles can be wielded as a masterwork light flail.

**Street Savvy (Ex):** The justicar gains a circumstance bonus on all Innuendo and Gather Information checks while in pursuit of a criminal. This bonus is initially +2 at 3rd level, but it increases to +4 at 6th level and to +6 at 9th level.

**Hog-Tie (Ex):** When the justicar successfully pins an opponent while grappling, he can attempt to hog-tie the opponent. Treat this as an extra option for the justicar who has an opponent pinned (see the *Player's Handbook* page 137). The justicar must have a rope or chain in one hand to attempt this action.

When trying to hog-tie, make an opposed grapple check. The justicar can use his Use Rope skill instead of a normal grapple check. The opponent must make an opposed grapple check or Escape Artist check. If the justicar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie attack fails and the grapple continues.

If the justicar successfully hog-ties an opponent, that person is considered bound and helpless (see the *DUNGEON MASTER'S Guide* page 84 for the helpless description). Note that the justicar receives the standard +10 bonus on Use Rope checks to bind someone, per the *Player's Handbook* page 76. Bound foes can make an Escape Artist check (opposed by the justicar's Use Rope check) or a Strength check (DC 23 for rope, DC 26 for chain) to break free. Bound characters can also cast spells that don't require somatic components and if they have the necessary material components already in hand.

The justicar can only use this ability on opponents within at least one size category larger than he is or smaller (thus, a halfling justicar can use hog-tie against Medium-size or smaller opponents). He can also only use it against humanoid-shaped creatures (thus, most Humanoids, Monstrous Humanoids, Outsiders, and Giants would qualify).

**Improved Hog-tie (Ex):** An 8th-level justicar can attempt a hog-tie without first pinning his opponent. Thus, whenever a grapple is established, the justicar can use an attack action to attempt to hog-tie his foe. Also, if the justicar has the Quick Draw feat, he does not need to be holding the rope or chain in his hand.

**Intuition (Su):** When hunting a specific person, a 10th-level justicar can use the Intuit Direction skill to determine in which direction the culprit might be found if the criminal is within one mile of the justicar. Similarly, the justicar can use this ability to determine the direction of anyone he has previously faced in combat if she is within the same range.

## New Feat

### Improved Grapple

You are skilled in martial arts that emphasize holds and throws.

**Prerequisite:** Improved Unarmed Strike

**Benefit:** If you hit with an unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You can deal normal damage while grappling, rather than subdual damage, without suffering a penalty on your grapple check.

**Normal:** Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so. They also suffer a -4 penalty on their grapple checks when trying to inflict normal damage in a grapple.



## Kabuki Warrior

From Dragon #298 (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Canny defense, clowning
2	+1	+0	+3	+3	Sneak Attack +1d6
3	+2	+1	+3	+3	Taunt 1/day
4	+3	+1	+4	+4	Stardust 1/day
5	+3	+1	+4	+4	Sneak attack +2d6, expert clowning
6	+4	+2	+5	+5	Taunt 2/day
7	+5	+2	+5	+5	Stardust 2/day
8	+6	+2	+6	+6	Sneak attack +3d6
9	+6	+3	+6	+6	Taunt 3/day
10	+7	+3	+7	+7	Stardust 3/day, master clowning

For the Dragon, combat and war are forms of art, not cold disciplines. Warriors of the Dragon clan view combat as an outlet for passion and an opportunity for expression. None embody this philosophy better than the kabuki warriors. These soldiers are equal parts fighter and entertainer. In times of peace they use their talents to amuse those around them with feats of acrobatics, sleight of hand, illusions, and stories. These skills are not wasted when conflict arises. Dressed in garish costumes with wild hair and even wilder face paint, kabuki warriors take the field of battle with a smile on their faces and a quip on their tongues, often juggling items in one hand as they leap and slash at their opponents.

The kabuki warrior melds martial skill and theatrics into a dazzling, confusing display that tricks opponents into making mistakes—errors the kabuki warrior is quick to exploit with vicious brutality. Many fear the humiliation that they could suffer in fighting these warriors more than they fear the injuries they risk.

The eclectic requirements of the kabuki warrior code and fighting style requires a broad knowledge of combat, magic, and acrobatics. Most kabuki warriors are bards or multiclassed bard/fighters. Some multiclassed sorcerer/rogues join the order, and monk/illusionists are fairly common. Single-classed kabuki warriors are rare and usually come from the wizard class.

### Requirements

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

**Base Attack Bonus:** +5

**Bluff:** 5 ranks.

**Perform:** 5 ranks.

**Tumble:** 3 ranks.

**Feats:** Dodge, Expertise, Mobility, Spring Attack

**Special:** The ability to cast three Illusion spells.

### Class Skills

The kabuki warrior's class skills (and the key abilities for each) are: Alchemy (int), Balance (dex), Bluff (cha), Concentration (con), Craft (int), Escape Artist (dex), Jump (str), Perform (cha), Sense Motive (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are features of the kabuki warrior prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** The kabuki warrior is proficient in all martial weapons, but no armor or shields.

**Canny Defense (Ex):** When wearing no armor or shield, the kabuki warrior adds his Intelligence bonus to his Armor Class. Should the kabuki warrior lose his Dexterity bonus, he loses this bonus as well.

**Clowning (Ex):** As a master of performing arts, the kabuki warrior gains a +2 competence bonus to his Bluff, Perform, and Tumble checks.

**Sneak Attack:** At 2nd level, a kabuki warrior gains the ability to sneak attack foes (see the Rogue section in Chapter 3 of the Player's Handbook). He gains +1d6 damage at 2nd level, and an additional 1d6 every three levels thereafter. If a kabuki warrior gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Taunt (Su):** With a combination of cutting jibes and frustrating defense, the kabuki warrior can enrage his opponents, driving them to become wild and sloppy. Once per day at 3rd level, the kabuki warrior can make a Bluff check opposed by a melee opponent's Sense Motive roll. If the kabuki warrior succeeds, the opponent falls victim to her own temper and suffers a -2 morale penalty to all attack rolls and AC for a number of rounds equal to the kabuki warrior's Charisma bonus +1. Characters with the ability to rage (such as barbarians) who are four levels higher than the kabuki warrior are immune to this ability. At 6th level, the kabuki warrior can taunt twice per day. At 9th level, he can taunt three times per day.

**Stardust (Sp):** The kabuki warrior can summon shimmering streams of sparkles that dance about him as he twirls and spins. This dazzling display is bright and confusing, blurring the kabuki warrior's form and making it difficult to ascertain his exact position.

This effect lasts for a number of rounds equal to the kabuki warrior's Charisma bonus +1. During this time, he gains a circumstance bonus to his Armor Class equal to his Charisma bonus +1. At 7th level the kabuki warrior can perform this ability twice per day, and at 10th level he can perform it three times per day.

Creatures who cannot see the lights are not distracted by them.

**Expert Clowning (Ex):** At 5th level, the kabuki warrior's mastery of performance and understanding of the human reaction has reached the point where he gains a +4 competence bonus to Bluff, Tumble, and Perform checks.

Additionally, he can use the Bluff skill in combat to feint and apply the result to all opponents within 10 feet. Roll once and apply that single result to all applicable targets.

**Master Clowning (Ex):** By 10th level, the kabuki warrior is a master of showmanship. He can use the Bluff skill to feint in combat as a move-equivalent action, applying the result to all creatures within 10 feet.

# Knight of the Chase

From Dragon #297 (July 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known			
						1st	2nd	3rd	4th
1	+1	+2	+0	+0	Special hindrances, Track	-	-	-	-
2	+2	+3	+0	+0	Insight of vengeance	0*	-	-	-
3	+3	+3	+1	+1	Nemoud's brethren	1	-	-	-
4	+4	+4	+1	+1		2	0*	-	-
5	+5	+4	+1	+1	Flight of Krelestro	2	1	-	-
6	+6	+5	+2	+2		3	2	0*	-
7	+7	+5	+2	+2	Harrukin	3	2	1	-
8	+8	+6	+2	+2		3	3	2	0*
9	+9	+6	+3	+3		4	3	2	1
10	+10	+7	+3	+3	The doom of inescapable retribution	4	3	3	2

\*Provided the knight has sufficient Wisdom to have a bonus spell of this level.

The Knights of the Chase are loosely organized into a knighthood made up exclusively of fanatical followers of Trithereon the Summoner, Oerth's god of individuality, liberty, retribution, and self-defense. Most knights come from the ranks of wronged clerics or fighters, although some rangers (and even a few rogues) have joined the fellowship. Members of other classes are welcome within the order, though rare. Due to the usually unhappy circumstances surrounding their birth, many half-ores and half-elves find themselves attracted to the order.

Most knights work and travel alone, although on some occasions, small groups of Chasers have acted in concert to rid the Flanaess of would-be oppressors. Such groups rarely stay together long, as the highly individualistic, chaotic personalities of the members are seldom conducive to long-term teamwork.

As befits the chaotic nature of its members, the Order of the Chase was for many years an informal organization dedicated to following Trithereon's liberating doctrine. The order organized itself into its current incarnation during the series of conflicts that marked the eastward retreat of the Great Kingdom after the independence of Nyrond in the late 3505 cy. Three knights of the order took the field in the legendary Battle of a Thousand Banners in 447 cy, and Chasers have stood watch along the eastern border of Almor since the foundation of that realm.

In the West, the order first gained popularity among those opposed to Keoish expansion. As the Throne of the Lion's interest in its neighbors waned, the resident Chasers (typical for Trithereonites) flocked to the southern borders to protect local folk from the depravities of the slave-taking Sea Princes.

Today, individual knights mete out justice and vengeance as they see fit. No official hierarchy exists within the order, though most members defer to the views of experienced Chasers. All recognize the authority of senior clerics of Trithereon, and the church's tacit support of what many consider a terrorist organization has led to a great deal of tension between Trithereonite superiors and the leaders of their resident communities. Though most temple clerics deny a strong correlation between their belief and the knighthood, membership in the Order of the Chase comes only through invitation by senior clerics of the Summoner, usually as recognition of the individual's dedication to liberty and vengeance.

Though the order's support structure remains a poorly guarded secret, the knights themselves seldom take precaution against detection. Most knights clad themselves in distinctive blue chainmail emblazoned with a metallic rune of pursuit (Trithereon's holy symbol) across the chest. Most Chasers choose a silver color for this device, but particularly devout or powerful knights often favor gold. Like their divine patron, most Knights of the Chase travel with one or more animal companions. Members of the order favor the longsword and shortspear, with many naming their favored weapons in homage to Trithereon.

Wanderers all, Knights of the Chase travel the Flanaess fighting oppression and freeing those who are enslaved or held for no just cause. As wanderers they own only what they carry, but many bear extra weapons to gift to those in need.

Many Chasers travel with sleek, swift dogs well trained in the arts of hunting and warfare. These hounds, known as Nemoud's Brethren, are specially selected and trained at centers of Trithereonite worship and share a special bond with proven members of the order. Particularly accomplished knights may call upon the services of intelligent hawks known collectively as Harrukin. No one outside the order knows how the Chasers come by these majestic beasts. Some suggest that the Summoner himself dispatches a Harrukin when one of his favored knights has earned its companionship through word and deed.

Knights of the Chase are highly individualistic, devoted folk used to acting on their own initiative to right the wrongs of the world. Merciless opponents, they relentlessly hunt those who have earned their ire. Chasers rarely turn over apprehended transgressors. Instead, each knight deals with his captives as he sees fit. Within the order's infrequent counsels, actions most definitely speak louder than words, and decisions are made swiftly and without mercy.

The order's legendary disregard for the laws and customs of civilized lands often brings knights into conflict with local rulers eager to defend their authority. Since the knights represent a destabilizing influence upon the downtrodden and desperate, few in positions of authority appreciate the meddling of a Chaser in pursuit of his prey.

## Requirements

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

**Alignment:** Chaotic good.

**Base Attack Bonus:** +6.

**Handle Animal:** 4 ranks.

**Ride:** 4 ranks.

**Feats:** Weapon Focus (longsword).

**Special:** The character must be an ardent worshiper of Trithereon who has performed some great undertaking in the name of his deity.

**Special Hindrances:** A knight must always follow the Code of the Chase (see sidebar). Should a senior cleric of Trithereon determine that the knight has acted against the code, the character may not attain another level in this class until the senior cleric willingly casts atonement upon him. This usually involves a quest at the behest of the cleric's church, the difficulty of which greatly depends upon the seriousness of the Chaser's transgression.

## Class Skills

The Knight of the Chase's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (religion) (Wis), Profession (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Knight of the Chase prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** A knight is proficient in the use of all simple and martial weapons, all armors (heavy, medium, and light), and shields.

**Spells per Day:** A Knight of the Chase has the ability to cast a small number of divine spells from the cleric spell list (see Player's Handbook, page 160). To cast a spell, the Knight of the Chase must have a Wisdom score of at least 10 + spell level, so a Knight of the Chase with a Wisdom of 10 or lower cannot cast these spells. Knight of the Chase bonus spells are based on Wisdom, and saving throws against those spells have a DC of 10 + spell level + the Chaser's Wisdom modifier. When the Knight of the Chase gets 0 spells of a given level, such as 0 1st-level spells at and level, he gets only bonus spells. A Knight of the Chase prepares and casts spells as a cleric does (though he cannot spontaneously cast cure or inflict spells).

**Track:** At 1st level, a knight gains Track as a bonus feat. If the knight already possesses the Track feat, he gains a +2 synergy bonus to associated skill checks instead.

**Insight of Vengeance:** When fighting with a longsword or shortspear, a knight gains a +1 insight bonus to attack rolls.

**Nemoud's Brethren:** At 3rd level, the knight gains the services of a specially selected hound. This hound is similar to a war dog, however it also gains abilities in a comparable fashion to a wizard's familiar (see The War Dog Special Abilities chart in this article and page 51 of the Player's Handbook). Nemoud's Brethren, however, do not grant their master any special powers (such as the toad's +2 Constitution bonus) in the way that familiars do. If the dog is slain, the knight gains no replacement until he has gained an additional level as a knight.

### War Dog Special Abilities

Level	Natural		Special
	AC	Int	
3	+1	6	Alertness, improved evasion, share spells, empathic link
4	+2	7	Touch
5-6	+3	8	Speak with master
7-8	+4	9	Speak with animals of its type
9-10	+5	10	—

**Flight of Krelestro (Su):** Once per day a knight can affect a shortspear as if a true strike spell has been cast upon it. If the spear has previously been blessed by a cleric of The Vengeful One, its range increment is tripled. The act of imbuing a shortspear with The Flight of Krelestro is a move-equivalent action that provokes an attack of opportunity. The effect lasts until the spear is used in combat or for a number of rounds equal to the knight's class level, whichever occurs first.

**Harrukin:** At 7th level, the knight gains the services of an intelligent hawk. This bird has the basic characteristics of a hawk (as noted in the Monster Manual, page 197), and in addition gains further abilities in a similar fashion to a wizard's familiar (see the Harrukin Special Abilities chart below and page 51 of the Player's Handbook). Harrukin, however, do not grant their master any special powers (such as the weasel's +2 bonus on Reflex saves) in the way that familiars do. If the hawk is slain, the knight gains no replacement until he has gained an additional level as a knight.

### Harrukin Special Abilities

Level	Natural		Special
	AC	Int	
7	+1	6	Alertness, improved evasion, share spells, empathic link
8	+2	7	Touch
9	+3	8	Speak with master
10	+4	9	Speak with animals of its type

**The Doom of Inescapable Retribution (Sp):** Only the most powerful of knights can invoke this ability, the power for which is said to come directly from Trithereon himself. Because of this, they use it sparingly and only against those who are guilty of denying others their freedom. In the past it has been inflicted upon dictators, brutal military officers, slaveholders, and high priests of certain highly lawful religions.

A Knight of the Chase can use this spell-like ability once per day. To invoke this power the knight must make a successful touch attack against his opponent while declaring: "In the name of The Summoner, I mark you!" If the attack is successful, The Target must succeed at a Will

save (DC = 10 + 1/2 the knight's Hit Dice + the knight's Wisdom bonus). The Doom of Inescapable Retribution has two main effects:

The rune of pursuit is burnt into the forehead of the target. This process inflicts 2d8 points of fire damage upon the target. This effect occurs even if the subject made a successful saving throw.

The target is subjected to a mark of justice spell as though cast by a cleric of the knight's character level.

The most common behavior proscribed by a knight is the keeping of slaves. If the target already has slaves, he must release his slaves immediately, renounce slavery, and never keep slaves again or suffer the curse of the mark of justice.

The mark of justice spell can be removed by the means outlined in the spell's description, but the rune of pursuit scar remains until the target is healed by a heal spell or atones for his misdeeds and receives the benefit of an atonement spell.

## The Code of the Chase

A knight of the chase never turns away from those in need of rescue or protection, as doing so is a mortal sin in the eyes of Trithereon. Knights live their lives by the following four principles:

**Individuality**—Live your life as you see fit as long as you act in the cause of good. Do not force your beliefs on others. Let your conscience guide you, but do not allow unbelievers to sway you. The end justifies the means.

**Liberty**—freedom is an individual's greatest treasure, which should be safeguarded at all costs. Laws can be oppressive whether enacted for "good" or "evil." Those who oppress or enslave others should be persecuted without mercy. Unjust laws should be denounced and opposed wherever uncovered.

**Retribution**—Avenge yourself against those who have wronged you. Justice comes from the heart and can only be truly meted out by the persecuted. The law is often inadequate and should be ignored if it fails to dispense justice.

**Self-Defense**—All folk deserve the ability to defend themselves and their property. Those who cannot defend themselves should be protected so that they remain free. Killing another is justified if he wrongs you.

# Knight of the Scale

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Blood of heroes, detect dragon
2	+2	+2	+0	+0	Sacred shield +2
3	+3	+3	+1	+1	Dragonslaying +1/1d6
4	+4	+3	+1	+1	Shatter scale
5	+5	+4	+1	+1	Mount
6	+6	+4	+2	+2	Ride-By Attack
7	+7	+5	+2	+2	Sacred shield +4
8	+8	+5	+2	+2	Dragonslaying +2/2d6
9	+9	+6	+3	+3	Heal mount
10	+10	+6	+3	+3	Righteous charge

Bolstered by the divine power of their god and driven by the force of their sacred duty, knights of the scale travel throughout the world raising sword and shield against the threat of dragonkind. Undaunted by the primal fury of formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.

Unlike their more traditional noble counterparts, knights of the scale (also referred to as scale knights) are called from every social rank and caste, causing some hidebound folk to cast a disdainful glance whenever they make an appearance. Despite the vagaries of their breeding, these fierce warriors embody a nobility of spirit and purity of purpose that shines forth when confronted by a draconic adversary. Knights of the scale do not throw caution to the wind and foolishly charge into battle with a dragon, preferring instead to plan as carefully as possible. However, bravery, courage, and strength are paramount for these characters. Scale knights seek to face and defeat dragons through force of arms, faith, and intellect while remaining true to the strict dictates of their honor and sense of duty. Sneaking in to a black dragon's cavern and dropping the ceiling upon its head would be anathema to them, for example.

Paladins, fighters, and clerics make excellent knights of the scale. Some barbarians also find themselves called to this pursuit, while rogues and arcane spellcasters rarely don the armor and shield of a scale knight.

## Requirements

To qualify to become a knight of the scale, a character must fulfill all of the following criteria:

**Alignment:** Any good.

**Base Attack Bonus:** +6.

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

**Ride:** 9 ranks.

**Feats:** Mounted Combat, Weapon Focus (Lance, heavy).

**Special:** A character seeking to become a knight of the scale must have killed a dragon (either singly or as part of a group) of young adult age or older and commissioned a suit of armor constructed from its scales.

## Class Skills

The knight of the scale's class skills and the key ability for each skill are: Str: Climb (str), Concentration (con), Diplomacy (cha), Handle Animal (cha), Heal (wis), Jump (str), Knowledge (all skills, taken individually) (int), Ride (dex), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d10

**Weapon and Armor Proficiency:** Knights of the scale gain proficiency with all simple and martial weapons, with all types of armor, and with shields.

**Blood of Heroes (Su):** Bathed in the radiance of their deity's power, knights of the scale are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the knight receive a +4 morale bonus to their Will saves versus this fear-generating effect. If the knight of the scale also possesses a paladin's aura of courage, her protective emanation improves, extending immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist the effects of the dragon's frightful presence.

**Detect Dragon (Sp):** At will, the knight of the scale can detect the presence of dragons as a spell-like ability. This ability is identical to the detect evil spell except that it detects only creatures with the dragon type (regardless of alignment), and there is no chance for the knight to become stunned.

**Dragonslaying (Su):** Energized by the might of her deity, a scale knight receives a +1 morale bonus to her attack rolls starting at 2nd level when combating dragons and other draconic creatures. On a successful attack roll, she inflicts an additional 1d6 points of holy damage.

At 8th level, the bonus increases to +2 and +2d6 holy damage.

**Sacred Shield (Su):** Knights of the scale receive a +2 sacred bonus to all saves against a dragon's spells and supernatural abilities, as the hand of their god protects them from harm. This bonus increases to +4 at 7th level.

**Shatter Scale (Su):** Once per day, a scale knight can summon the wrath of her deity and focus it in one melee attack against a creature with the dragon type. When doing so, she receives a +4 bonus on her melee attack roll and a damage bonus equal to her knight of the scale class level.

**Mount (Su):** At 5th-level, the knight of the scale can call a special winged mount to carry her into the air. The knight of the scale can choose either a celestial griffon, a celestial pegasus (advanced to 6 hit dice), a celestial giant eagle (advanced to 6 hit dice), or a celestial giant owl (advanced to 6 hit dice).

Should a knight of the scale's mount fall, she can call for another one after a year and a day.

A knight of the scale with paladin levels does not gain the mount ability. Instead, her knight of the scale levels stack with her paladin levels to determine the power of her special mount.

**Ride-By Attack:** At 6th level, the knight of the scale gains the Ride-By Attack feat.

**Heal Mount (Sp):** Once per day, the knight of the scale can cast the heal mount spell as a paladin with a level equal to the knight's character level.

**Righteous Charge (Su):** Once per day after attaining 10th level, a knight of the scale can open her being to the pure power of her deity and use the divine energy to make a devastating charge attack. When mounted and using the charge action against a creature with the dragon type, a knight of the scale deals double damage with a melee weapon (or triple damage with a lance). If the knight already has the Spirited Charge feat, the damage from a charge attack is tripled against a draconic foe (or quadrupled when using a lance).

# Lifedrinker

From *Dragon #288* (October 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Lifewell, Invigorate
2	+1	+3	+3	+3	Empower Blood Spell
3	+2	+3	+3	+3	Heighten Blood Spell
4	+3	+4	+4	+4	Blood Gift
5	+3	+4	+4	+4	Blood Servant, Night Shroud
6	+4	+5	+5	+5	Maximize Blood Spell
7	+5	+5	+5	+5	Greater Blood Drain, Night's Boon
8	+6	+6	+6	+6	Quicken Blood Spell
9	+6	+6	+6	+6	Night's Strength
10	+7	+7	+7	+7	Blood Revel

*Come, let me drink from the cup that is your life. Let me take from thee all that is you.*

*I can make much better use of it than you ever could, you simple, simple creature.*

— The last words spoken to Ethernian by the vampire Cadmeus

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Among the ranks of the undead, the vampires are some of the most feared creatures that stalk the night. Yet even those cursed with vampirism have those that they look upon with respect. They have many names, but most often they are called the lifedrinks.

Lifedrinks are vampires who have been undead for a very long time, honing their evil abilities to the fullest. They focus on their inherent ability to feed upon the living. Vampire wizards, sorcerers, or clerics make the best lifedrinks, for the primary ability of the lifedrinker is to turn life energy and blood stolen from another being into magical power.

Like most vampires, lifedrinks are likely to have a host of vampire spawn that serve them, charmed guardians, and other servants. They often keep a small prison of living beings to feed upon—their "cattle."

## Requirements

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

**Alignment:** Any Evil.

**Knowledge (arcana):** 6 ranks.

**Spellcraft:** 6 ranks.

**Special:** Must have the vampire template.

## Class Skills

The Lifedrinker's class skills (and the key ability for each skill) are: Bluff (cha), Hide (dex), Knowledge (arcana) (int), Listen (wis), Move Silently (dex), Profession (wis), Search (int), Sense Motive (wis), Spellcraft (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d12

**Weapon and Armor Proficiency:** A vampire that takes a level of lifedrinker gains no new proficiency in weapons, armor, or shields.

**Lifewell (Ex):** Lifedrinks store the life energy that they steal within themselves, in a reservoir called a lifewell. From this well, they draw the points needed to use their other powers. Points are gained from bestowing negative levels and draining Constitution. Each negative level given with the vampire's energy drain power grants two lifewell points. Each point of Constitution drained using the vampire's blood drain ability grants one lifewell point. Lifedrinks must keep track of their total lifewell points. The lifewell of a lifedrinker can hold up to 3 points per class level. Points gained when the lifewell is full are wasted.

The lifedrinker can absorb only 3 lifewell points per class level between one sunrise and the next.

A lifedrinker with 0 lifewell points must make a Will saving throw (DC 20) or begin attacking any living creature within sight until the reservoir has at least 1 point per level of the lifedrinker. A successful saving throw means that the lifedrinker need not make a saving throw versus this blood madness until a week has passed (and only if, during that week, the lifewell has remained at 0 points). When a vampire attains its first lifedrinker level, it has 0 lifewell points and must immediately make the required saving throw.

**Invigorate (Su):** A lifedrinker can spend 1 lifewell point and gain 1d6 temporary hit points. These hit points last until the next sunrise and do not stack with other sources of temporary hit points. Hit points from multiple uses of the invigorate power do not stack with themselves. (See "Sage Advice" in this issue for a detailed explanation of how temporary hit points from different sources and multiple uses of the same source interact.)

No more points can be spent on this ability in any given day than the lifedrinker has levels.

**Empower Blood Spell (Ex):** If the lifedrinker casts spells, it may use 4 lifewell points to empower a spell as if using the feat, Empower Spell. The spell's level is not affected.

**Heighten Blood Spell (Ex):** If the lifedrinker casts spells, it may use a variable number of lifewell points to heighten a spell as if using the feat, Heighten Spell.

For every 2 lifewell points devoted, the spell is treated as if one level higher for purposes of save DC and other effects. For example, if a lifedrinker uses 4 lifewell points to heighten a *fireball* spell, this spell is treated as a 5th-level spell when figuring its saving throw DC, and it can penetrate a *minor globe of invulnerability* (a 3rd-level *fireball* cannot). The spell's level is not affected.

**Blood Gift (Ex):** The lifedrinker can use 4 lifewell points to enhance its blood drain and children of the night special abilities. The lifedrinker must pay this cost when using the ability to be enhanced, and the bonus lasts for only one use of the ability.

A lifedrinker using this ability to enhance its blood drain ability multiplies the Constitution drain inflicted by 1.5.

When using this ability to enhance its children of the night ability, the lifedrinker summons 1.5 times the usual number of creatures.

**Blood Servant (Sp):** Using 10 lifewell points, the lifedrinker can call an outsider to serve it. This ability works just like the *lesser planar ally* spell; however, the lifedrinker can only call evil outsiders with this ability. The ally automatically serves the lifedrinker until the next sunrise, but no longer. A lifedrinker may only have one blood servant in existence at any one time.

**Night Shroud (Ex):** At 5th level, a lifedrinker can use 8 lifewell points to add +2 to its natural armor and turn resistance, add +10 to its cold and electricity resistance, and increase its damage reduction to 20/+2. These effects last until the next sunrise.

**Maximize Blood Spell (Ex):** If the lifedrinker casts spells, it may use 6 lifewell points to maximize a spell as if using the feat, Maximize Spell. The spell's level is not affected.

**Greater Blood Drain (Ex):** At 7th level, the lifedrinker's blood drain ability now drains 1d6 points of permanent Constitution loss.

**Night's Boon (Ex):** The lifedrinker can use 6 lifewell points to enhance its greater blood drain and children of the night special abilities. The lifedrinker must pay this cost when using the ability to be enhanced, and the bonus lasts for only one use of the ability.

A lifedrinker using this ability to enhance its greater blood drain ability inflicts 6 points of permanent Constitution drain.

When using this ability to enhance its children of the night ability, the lifedrinker summons the maximum number of creatures possible (32 rats, 100 bats, or 18 wolves).

**Quicken Blood Spell (Ex):** If the lifedrinker casts spells, it may use 8 lifewell points to quicken one of its spells, as if using the feat, Quicken Spell. The spell's level is not affected.

**Night's Strength (Su):** At 9th level, the lifedrinker can spend 3 lifewell points to temporarily increase its Strength by 2 points. This ability score increase lasts until the next sunrise.

**Blood Revel (Su):** Once a 10th-level lifedrinker drains any blood from a victim, it may enter a state called a blood revel in the round after draining blood from a victim and remain in that state for 10 rounds. In this state, the lifedrinker gains a +4 enhancement bonus to Strength, its damage resistance increases to 25/+3, its fast healing increases to 10 points per round, and it ignores its weakness toward garlic, mirrors, holy symbols, and running water as well as its vulnerability to sunlight. However, during the blood revel, the lifedrinker cannot flee from a living foe, and must attack physically every round (a *hasted* lifedrinker in a blood revel could use its extra partial action to cast a spell as long as it also made a melee attack that round). If the lifedrinker is unable to make a physical attack against a living foe (for example, if trapped inside an *Otiluke's resilient sphere*) the blood revel ends.

A blood revel ends when the lifedrinker decides it ends, when no living foes are within range, or when to rounds are over. For the purposes of a blood revel, foes within range are those that can be reached by a full attack, a move and an attack, or a charge. When the blood revel ends, the lifedrinker must reach its coffin home within 2 hours or be utterly destroyed. Once it reaches its coffin, it must remain inside for 1 hour.

## Lightbearer

From *Dragon* #285 (July 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Detect Evil, Light
2	+1	+3	+3	+3	Resist Elements
3	+2	+3	+3	+3	Share Aura, Deflect Attacks +2
4	+3	+4	+4	+4	Provide Healing
5	+3	+4	+4	+4	Darkvision
6	+4	+5	+5	+5	Deflect Attacks +4
7	+5	+5	+5	+5	Dispel Evil
8	+6	+6	+6	+6	Holy Word
9	+6	+6	+6	+6	Deflect Attacks +6
10	+7	+7	+7	+7	Resist Spells

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

The heroes of the gnomes and halflings seem particularly focused on protection and stewardship. The powerful spirits of those who are the most pure, truthful, and valiant shine through them, marking them as special. Halfling and gnome cultures select these rare few as guardians called lightbearers. The power within these individuals grants them a special aura of purity and righteousness. Lightbearers serve as guardians, peacekeepers, and general purveyors of goodness. Their aura—normally an invisible, shimmering, warm glow undetectable to the naked eye—sometimes becomes visible when the lightbearer is engaged in melee combat with evil foes.

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

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

### 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 Skills

The Lightbearer's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Knowledge (religion) (int), Knowledge (local) (int), Listen (wis), Profession (wis), Spellcraft (int), Spot (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8.

**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 light-bearer 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 light-bearer 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.

## Mask of Johydee

From Dragon #302 (December 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known				
						1st	2nd	3rd	4th	5th
1	+0	+0	+2	+2	Bonus language: Ferral	1	-	-	-	-
2	+1	+0	+3	+3		2	-	-	-	-
3	+2	+1	+3	+3	Mask thoughts	2	1	-	-	-
4	+3	+1	+4	+4		3	2	-	-	-
5	+3	+1	+4	+4	Persuasive	3	2	1	-	-
6	+4	+2	+5	+5		3	3	2	-	-
7	+5	+2	+5	+5	Trustworthy	4	3	2	1	-
8	+6	+2	+6	+6	Alluring	4	3	3	2	-
9	+6	+3	+6	+6	Alter Self 3/day	4	4	3	2	1
10	+7	+3	+7	+7	Mind blank	4	4	3	3	2

The faith of Johydee is an ancient one, and her followers are scattered across the Flanaess. Many sages speculate that members of the masks of Johydee can be found in lands far from the Iron League, but certainly the greatest concentration inhabits the southeastern Flanaess. Adopting many different guises, masks serve as the hidden guardians of the Oeridian people. They prefer to use the weapons of their foes against them, following the ancient example of Johydee. (In ancient times, the Hidden Empress tricked the Lords of Evil to fashion for her a mask that allowed her to take any shape, which she then used to rescue her people from thralldom.) Given then-very nature, it is unknown whether the masks represent a vast network spanning the Flanaess or merely isolated individuals quietly fighting their own private wars against the enemies of all things Oeridian.

Masks of Johydee often serve as spies for armies or the nobility, capitalizing on their dedication to subterfuge and disguise while quietly pushing a pro-Oeridian agenda. Most believe that their daring exploits, secret missions, and narrow escapes please Johydee. Prized by their benefactors as peerless agents, those who know of the cult know enough to respect their ability and fear their reach. Rogues, fighters, are rangers dominate the rank and file of the cult, with the somewhat more rare clerics serving in positions of authority.

NPC masks of Johydee usually work alone, and they can serve as both allies and adversaries to player characters (and sometimes both at the same time). They often have powerful political allies who can pull the right strings to get them in and out of danger with relative ease. Though as a whole dedicated to good, masks of Johydee can be ruthless in their double-crossings.

## Requirements

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

**Alignment:** Neutral good.

**Base Attack Bonus:** +5.

**Disguise:** 6 ranks.

**Gather Information:** 6 ranks.

**Spot:** 4 ranks.

**Feats:** Alertness, Skill Focus (Bluff, Diplomacy, or Gather Information)

**Special:** The character must be an ardent worshiper of Johydee and must speak Old Oeridian.

## Class Skills

The mask of johydee's class skills (and the key ability for each skill) are: Appraise (int), Bluff (cha), Climb (str), Decipher Script (int), Diplomacy (cha), Disable Device (dex), Disguise (cha), Gather Information (cha), Hide (dex), Innuendo (wis), Listen (wis), Move Silently (dex), Open Locks (dex), Read Lips (int), Spot (wis), See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the masks of Johydee prestige class:

**Hit Die:** d8

**Weapon and Armor Proficiency:** A mask's training focuses on small and easily concealable weapons. All masks are proficient with the crossbow (light or hand), dagger (any type), dart, handaxe, light mace, sap, shortbow, short sword, sling, throwing axe, and rapier. They are proficient with light armor and shields.

**Spells:** Masks of Johydee may prepare and cast a small number of divine spells, to cast a spell, the mask must have a Wisdom score of at least 10 + the spell's level. Masks of Johydee with a Wisdom of 10 or lower cannot cast these spells. Mask of Johydee bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. Masks have access to any spell in the Mask of Johydee Spell List sidebar and can freely choose which to prepare, just as a cleric does (although the mask of Johydee cannot use spontaneous casting to substitute a cure spell in place of a prepared spell).

**Bonus Language:** As part of his initial training, a mask of Johydee learns the ancient Oeridian tribal language of Ferral. Long forgotten to the rest of the world, agents of the Iron League use the language to communicate reports and orders, zealously keeping its existence and meaning secret to all but the uninitiated. A dead language originally used to bark orders on the field of combat, Ferral is ill-equipped to handle emotions or modern concepts.

**Mask Thoughts (Ex):** At 3rd level, a mask gains a +2 bonus to saving throws against spells and effects from the Enchantment school, since his training enables him to better resist mind-affecting attacks.

**Persuasive (Ex):** At 5th level, a mask gains a +2 bonus to all Bluff and Intimidate checks.

**Trustworthy (Ex):** At 7th level, a mask gains a +2 bonus to all Diplomacy and Gather Information checks.

**Alluring (Ex):** At 8th level, a mask gains a +2 bonus to all Diplomacy checks and to the save DCs of her mind-affecting, language-dependent spells.

**Alter Self (Sp):** Masks of Johydee of 9th level or higher can tap into the power of Johydee's fabled mask, granting them the Spell-like ability to cast alter self up to three times per day.

**Mind Blank (Sp):** At 10th level, a mask of Johydee gains the ability to cast mind blank once per day.

## Mask of Johydee Spell List

**1st level:** *Change self, comprehend languages, detect chaos/evil/good/law, detect undead, endure elements, obscuring mist, protection from chaos/evil/good/law, sanctuary, shield of faith*

**2nd level:** *Aid, alter self, augury, find traps, invisibility, resist elements, shield other, undetectable alignment, zone of truth*

**3rd level:** *Dispel magic, glyph of warding, locate object, magic circle against chaos/evil/good/law, magic vestment, nondetection, obscure object, protection from elements*

**4th level:** *Confusion, discern lies, divination, freedom of movement, holy smite, repel vermin, sending, spell immunity, status*

**5th level:** *Break enchantment, commune, dispel evil, false vision, scrying, spell resistance, true seeing*



# Master of the Secret Sound

*From Dragon #297 (July 2002)*

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

*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.*



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 who studies 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.

## 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.

## Class Skills

The master of the secret sound's class skills (and the key ability for each) are: Alchemy (int), Concentration (con), Innuendo (wis), Knowledge (arcana) (int), Listen (wis), Perform (cha), Profession (wis), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

**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 envelops 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 easier 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, it, 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 in + 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.

# Master Siege Engineer

From Dragon #295 (May 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Siege accuracy, increased range
2	+2	+3	+0	+0	Siege weapon specialization
3	+3	+3	+1	+1	Siege guidance
4	+4	+4	+1	+1	Siege accuracy (improved)
5	+5	+4	+1	+1	Command siege

As long as there is war, the master siege engineer will have a place in society. In small battles, the master siege engineer operates a ballista himself, but in larger struggles, he commands several teams of siege weapon operators.

Most master siege engineers are drawn from the ranks of fighters, experts, or warriors. Occasionally, a paladin or cleric dedicated to a god of war might train as a master siege engineer, but such characters are rare. Barbarians, monks, and rangers find the life of a master siege engineer unappealing, and few spellcasters are interested in its rewards.

Master siege engineers generally receive their training from military academies and often find employment with military forces. Those who leave formal service often become mercenaries, hiring themselves out to the highest bidder.

## Requirements

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

**Feats:** Skill Focus (Profession) (siege engineer).

**Craft (siege weaponry):** 4 ranks.

**Knowledge (architecture and engineering):** 4 ranks.

**Profession (siege engineer):** 8 ranks.

**Spot:** 4 ranks.

## Class Skills

The master siege engineer's class skills (and the key ability for each skill) are as follows: Climb (str), Craft (int), Disable Device (int), Handle Animal (cha), Jump (str), Knowledge (architecture and engineering) (int), Profession (wis), Spot (wis), Swim (str), Use Rope (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the master siege engineer prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** A master siege engineer gains no weapon or armor proficiency.

**Siege Accuracy (Ex):** As a result of his specialized training, a master siege engineer is highly accurate when firing siege weapons. When firing a siege weapon such as a catapult, a master siege engineer makes a Profession (siege engineer) check (DC 20) as normal. Success, however, indicates that the master siege engineer consults the Deviation Diagram (6 feet to 10 feet) on page 68 of the dungeon master's Guide.

At 4th level, the master siege engineer's skills are so finely tuned that he rarely misses his target when firing a siege weapon and uses the Deviation Diagram (1 foot to 5 feet) after making a successful Profession (siege engineer) check.

**Increased Range (Ex):** When operating a siege weapon, the master siege engineer may add 10% to the weapon's range increment. This has no effect on the weapon's minimum range (such as for catapults).

**Siege Weapon Specialization (Ex):** At 2nd level, a master siege engineer selects a specific siege engine (such as a heavy catapult, light catapult, ballista, or ram). Whenever the master siege engineer operates that type of siege weapon, he adds an additional 1d6 to the damage it inflicts.

**Siege Guidance (Ex):** At 3rd level, the master siege engineer can spend a standard action to guide nearby siege teams. This grants a +2 morale bonus to all Profession (siege engineer) checks made by any allied siege weapon operators within 100 feet (and within sight) of the master siege engineer. This is a language-dependent ability.

**Command Siege (Ex):** At 5th level, the master siege engineer can oversee other troops conducting a siege. By spending a standard action, he can extend his siege accuracy to a number of siege weapon teams equal to his master siege engineer class level plus his Charisma bonus. Siege weapon teams are groups of characters who are responsible for operating and firing a siege weapon. All commanded siege weapon teams must be within 120 feet (and within sight) of the master siege engineer for this ability to have an effect. This is a language-dependent ability.

## Mighty Contender of Kord

From *Dragon* #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Mighty Endurance, Feat of Strength	
2	+1	+3	+0	+3		+1 to existing class
3	+2	+3	+1	+3	Surge of Strength	
4	+3	+4	+1	+4		+1 to existing class
5	+3	+4	+1	+4	Strength Increase	
6	+4	+5	+2	+5		+1 to existing class
7	+5	+5	+2	+5	Feat of Power	
8	+6	+6	+2	+6		+1 to existing class
9	+6	+6	+3	+6	Strength Increase	
10	+7	+7	+3	+7	Surge of Power	+1 to existing class

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.

### Requirements

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

**Alignment:** Chaotic Good.

**Patron Deity:** Kord.

**Base Fortitude Save:** +6.

**Knowledge (religion):** 9 ranks.

**Feats:** Endurance, Power Attack

**Spellcasting:** Ability to cast divine spells.

### Class Skills

The Mighty Contender's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Intimidate (cha), Intuit Direction (wis), Knowledge (religion) (int), Profession (wis), Scry (int), Sense Motive (wis), Spellcraft (int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are class features of the Mighty Contender prestige class.

**Hit Die:** d10.

**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 spell-casting 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 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).

## Monk of the Enabled Hand

From Dragon #299 (September 2002)

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

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 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.

### 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.

### Class Skills

The monk of the enabled hand's class skills (and the key ability for each skill) are as follows: Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Escape Artist (dex), Hide (dex), Jump (str), Knowledge (arcana) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**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 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.

# Mystic

From *Dragon* #274 (August 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1	+0	+0	+0	+2	Spell Secret	2
2	+1	+0	+0	+3	Bonus Language	3
3	+1	+1	+1	+3	Spell Secret	2
4	+2	+1	+1	+4	Bonus Language	3
5	+2	+1	+1	+4	Spell Secret	2
6	+3	+2	+2	+5	Bonus Language	3
7	+3	+2	+2	+5	Spell Secret	2
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

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.

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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 spell-casters 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 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.

## Requirements

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

**Spellcraft:** 10 ranks.

**Knowledge (arcana):** 10 ranks.

**Knowledge (religion):** 5 ranks.

**Feats:** Spell Penetration, Spell Focus, One Metamagic Feat, and One Item Creation Feat

## Class Skills

The Mystic's class skills (and the key ability for each skill) are: Alchemy (int), Concentration (con), Craft (int), Knowledge (int), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6.

**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.

# Nightcloak

From *Dragon #286* (August 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Darkness Spells	+1 to existing class
2	+1	+3	+0	+3	Eyes of Shar	+1 to existing class
3	+2	+3	+1	+3	Insidious Magic	+1 to existing class
4	+3	+4	+1	+4	Shadow Talk	+1 to existing class
5	+3	+4	+1	+4	Disk of Night	+1 to existing class
6	+4	+5	+2	+5	True Lies	+1 to existing class
7	+5	+5	+2	+5	Mind of Shar	+1 to existing class
8	+6	+6	+2	+6	Shar's Caress	+1 to existing class
9	+6	+6	+3	+6	Minion of Shar	+1 to existing class
10	+7	+7	+3	+7	Voice of Ineffable Evil	+1 to existing class

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

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

## Requirements

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

**Alignment:** Neutral Evil.

**Patron Deity:** Shar.

**Base Attack Bonus:** +4.

**Bluff:** 2 ranks.

**Move Silently:** 2 ranks.

**Perform:** 4 ranks.

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

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

## Class Skills

The Nightcloak's class skills (and the key ability for each skill) are: Bluff (cha), Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Intuit Direction (wis), Knowledge (arcana), Knowledge (history), Knowledge (the planes), Knowledge (religion), Sory (int), Sense Motive (wis) Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

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

**Darkness Spells:** A nightcloak can pray for and receive any Darkness domain spell as if it were on her divine spell list. The spell uses a spell slot of a level equal to its level in the

Darkness domain list. For instance, a cleric/nightcloak could pray for *darkbolt* as a 5th-level cleric spell, and a ranger/nightcloak could pray for *blacklight* as a 3rd-level ranger spell.

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

**Insidious Magic:** Nightcloaks get the Insidious Magic feat as a bonus feat at 2nd level, reflecting their ability to use the Shadow Weave under Shar's close guidance.

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

**Disk of Night:** When a nightcloak wields a chakram, she negates damage reduction in creatures she attacks as if it were a +2 weapon. If the chakram's bonus is greater than the effect of this class ability, use the chakram's bonus to determine if damage reduction is negated. This is a supernatural ability.

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

**Mind of Shar:** Shar grants nightcloaks the extraordinary ability to use their minds to warp their bodies. They can choose to use their Intelligence modifier or their Constitution modifier, whichever is greater, as a bonus to Fortitude saving throws. This is an extraordinary ability.

**Shar's Caress:** Nightcloaks that have Weapon Focus in chakram, whip, or dagger become able to surround that weapon with Shadow Weave magic that burns Shar's opponents with a black flame on a successful attack. The night-cloak is able to use this ability to deal an additional 2d6 points of divine damage a number of times per day equal to the nightcloak's Charisma modifier. A nightcloak must decide to use this supernatural ability before the attack is made; if the attack misses, that use of Shar's caress is wasted. This damage is divine damage not fire damage, and spell resistance does not apply.

**Minion of Shar:** Once per day as a standard action, a nightcloak can summon one shadow per nightcloak class level to do her bidding for a number of rounds equal to her class level. Any shadows this summoned shadow creates by draining Strength are under the control of the nightcloak, but vanish along with the original when the duration expires. The nightcloak is able to verbally communicate with the shadows as if she knew their language. She can also use her shadow talk ability to communicate with them. This is a spell-like ability.

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

## Nightshade

From *Dragon #298* (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Light adjusted, web walker
2	+1	+0	+3	+0	Wall runner
3	+2	+1	+3	+1	Sneak attack +1d6
4	+3	+1	+4	+1	Change self 3/day
5	+3	+1	+4	+1	Poison immunity
6	+4	+2	+5	+2	Sneak attack +2d6
7	+5	+2	+5	+2	Poison spittle
8	+6	+2	+6	+2	Web 3/day
9	+6	+3	+6	+3	Sneak attack +3d6
10	+7	+3	+7	+3	Shadow walk 1/day

Once Venrit decided to enter the Godwar, she knew she would need intelligence about her new foes. Getting information about the dwarves and gnolls was easy enough, but the factions that made their homes above-ground posed a few difficulties. What Venrit needed was a group of skilled infiltrators who could operate in the bright sunlight of the surface world. Each must be a master of disguise and stealth, and a friend of the shadows.

It was the sorceress Ildred who gave Venrit the instrument she craved. Ildred perfected the lost art of "arachthel," a path of stealth that relied on powers granted from the venom of spiders. The only problem: The spider venom killed as often as not. Venrit was willing to pay the price, and so the Nightshades were born. This secretive group spies on the surface nations, gathering information, spreading panic and fear, and bringing the silent blade to Kilesek's foes.

### Requirements

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

**Race:** Drow.

**Alignment:** Any evil.

**Move Silently:** 7 ranks.

**Feats:** Point Blank Shot.

**Special:** Must be able to cast arcane spells.

Every nightshade must survive the Spider Queen's challenge. Four monstrous spiders bite the candidate's limbs as other nightshades hold him down. If the venom doesn't kill him, he can join the nightshades.

### Class Skills

The Nightshade's class skills (and the key abilities for each) are: Bluff (cha), Decipher Script (exclusive skill) (int), Disable Device (dex), Disguise (cha), Escape Artist (dex), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Listen (wis), Move Silently (dex), Open Lock (dex), Pick Pockets (dex), Read Lips (exclusive skill) (int), Search (int), Sense Motive (wis), Spot (wis), Tumble (dex), Use Magical Device (exclusive skill) (cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Nightshades are proficient with all simple weapons, as well as the sap, rapier, and short bow. Nightshades are proficient with light armor but not with shields.

**Light Adjusted (Ex):** Nightshades are specially trained to operate above ground, and this includes a brutal regimen to forcibly adjust their eyes to bright light. A nightshade does not suffer from light blindness as other drow do.

**Web Walker (Ex):** A nightshade can move through webs (both natural and Those of the web spell) without hindrance.

**Wall Runner (Su):** Nightshades learn to harness the spider blood in their veins as time goes by. Starting at 2nd level, a nightshade can walk on walls and ceilings as if wearing slippers of spider climbing. At 5th level, a nightshade's speed when wall running increases to 30 ft.

**Sneak Attack (Ex):** At 3rd level, a nightshade gains a +1d6 sneak attack. Any time the nightshade's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the nightshade's attack deals +1d6 points of damage. The extra damage increases to +2d6 at 6th level and +3d6 at 9th level. Should the nightshade score a critical hit with a sneak attack, his 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 nightshade 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 nightshade 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 nightshade 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 nightshade 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 nightshade gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Change Self (Sp):** At 4th level, a nightshade can cast the change self spell three times per day, with a caster level equal to his character level.

**Poison immunity (Ex):** At 5th level, a nightshade becomes immune to poison of all types.

**Poison Spittle (Ex):** At 7th level, a nightshade can secrete poison-like saliva (injury, DC 14; 1d4 Strength initial and secondary damage). A nightshade can coat a bladed weapon with this poison spittle as a move-equivalent action.

**Web (Sp):** At 8th level, a nightshade can cast the web spell three times per day at a caster level equal to his character level.

**Shadow Walk (Sp):** At 10th level, a nightshade can cast the shadow walk spell once per day at a caster level equal to his character level.

# Nightsong Enforcer

From Dragon #293 (March 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6
2	+1	+0	+3	+1	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)

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.

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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.

## 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: Balance (dex), Climb (str), Decipher Script (int), Disable Device, (int), Disguise (cha), Escape Artist (dex), Hide (dex), Innuendo (wis), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Open Lock (dex), Profession (int), Read Lips (int), Ride (dex), Search (int), Spot (wis), Swim (str), Tumble (dex), Use Magical Device (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**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 1st 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 night-song 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 night-song 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.



## Nightsong Enforcer

**Improved Evasion (Ex):** The night-song 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 night-song 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.

# Nightsong Infiltrator

From Dragon #294 (April 2002)

Level	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

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).

## 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: Appraise (int), Balance (dex), Bluff (cha), Climb (str), Craft (int), Decipher Script (int), Diplomacy (cha), Disable Device (int), Disguise (cha), Escape Artist (dex), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Jump (str), Listen (wis), Move Silently (dex), Open Lock (dex), Pick Pocket (dex), Profession (int), Ride (dex), Search (int), Spot (wis), Swim (str), Tumble (dex), Use Magic Device (int), Use Rope (dex) See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

**Skill Points at Each Level:** 8 + INT modifier.

## Class Features

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

**Hit Die:** d8

**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 night-song 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 night-song 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

## Nightsong Infiltrator

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.

# Occult Slayer

From Dragon #303 (January 2003)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Magical defense +2, Weapon bond
2	+2	+3	+0	+3	Vicious strike, mind over magic 1/day
3	+3	+3	+1	+3	Auravision, magical defense +3
4	+4	+4	+1	+4	Cloak of absence, mind over magic 2/day
5	+5	+4	+1	+4	Blank thoughts, magical defense +4

Rare among gladiators, the occult slayer is driven to confront any arcane or divine spellcaster who steps into the fighting pits. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters, although barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers, and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such characters are not without precedent.

NPC occult slayers do not form organizations within gladiator societies because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. When an occult slayer steps into an arena, she is usually presented as a last-minute addition to the roster so as not to scare off her chosen target. Otherwise, the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

## Requirements

To qualify as an occult slayer, a character must fulfill the following criteria:

**Base Attack Bonus:** +5

**Knowledge (arcana):** 4 ranks

**Spellcraft:** 3 ranks.

**Feats:** Improved Initiative, Weapon Focus (any).

**Special:** The candidate (or someone close to her) must have been brought to 0 hit points or below by a magical attack.

## Class Skills

The occult slayer's class skills (and the key ability for each skill) are: Craft (int), Gather Information (cha), Innuendo (wis), Knowledge (arcana) (int), Listen (wis), Profession (wis), Sense Motive (wis), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the occult slayer prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** The occult slayer is proficient with all simple and martial weapons and all armor (heavy, medium, and light) and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, the occult slayer takes a -1 penalty on Swim checks for every 5 pounds of armor or equipment carried.

**Magical Defense (Ex):** The occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or magical effects. This bonus is +2 at 1st level, but it increases to +3 at 3rd level and to +4 at 5th level.

**Mind Over Magic (Su):** Starting at 3rd level, an occult slayer can cause spells (and spell-like abilities) targeted against her to rebound onto the originators as a free action. This ability otherwise functions like the spell turning spell (caster level equals the character's occult slayer level + 5). The occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

**Weapon Bond (Su):** At 1st level, an occult slayer must choose a particular masterwork weapon as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any hit she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra +1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another masterwork weapon of the same type.

**Vicious Strike (Ex):** At 2nd level, an occult slayer who takes a ready action to disrupt a spellcaster deals double damage if the attack hits.

**Auravision (Su):** At 3rd level, the occult slayer can see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions like the detect magic spell.

**Cloak of Absence (Su):** Upon reaching 4th level, an occult slayer becomes more difficult to locate through divinations such as clairaudience/clairvoyance, locate object, and detection spells. This ability functions like a nondetection spell (caster level equals the character's occult slayer level), except that activating it is a free action and its effects apply to the slayer only. The occult slayer can use this ability once per day per class level.

**Blank Thoughts (Ex):** At 5th level, the occult slayer can induce a state of mental absence, thereby becoming immune to mind-influencing effects (charms, compulsions, patterns, phantasms, and morale effects) for a number of rounds per day equal to her occult slayer level. This duration need not be used all at once; the character may activate this ability for as little as 1 round at a time. An occult slayer who is already under a mind-influencing effect when she activates this ability may attempt a second saving throw to resist the effect, but she is limited to this one additional attempt through this ability. Activating blank thoughts is a free action.

## Orc Blademaster

From Dragon #299 (September 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Focused strike
2	+2	+0	+3	+0	Invisibility
3	+3	+1	+3	+1	Mirror image
4	+4	+1	+4	+1	Critical strike
5	+5	+1	+4	+1	Whirlwind Attack, bladestorm

The scattered survivors of the Burning Blade Clan, blademasters come from a legacy of demonic corruption that shattered their past. Their clan fell long ago, among the hardest hit by the destruction wrought by the Burning Legion. Once nothing more than wretched refugees, the blademasters have again found a home within the Horde. They are unusual fighters for orcs, preferring the bastard sword to heavier weapons, and grace and speed to raw power. Combining unsurpassed skill with focused magical ability, they are a fierce parallel to the elven bladesingers. Despite this comparison, they are every bit as savage and vicious as any orc, and they have become elite foot soldiers, bringing fear and death to the enemy like few others can.

Fighters are natural choices to become blademasters, but barbarians who manage to pick up the requisite feats make very effective blademasters as well, combining fierce rages with precision strikes. Rare half-orc paladins and clerics (often with a few levels of fighter) are also likely candidates for the class, and their single-minded pursuit of evil often makes them the most deadly blademasters. Because of their concentration on a single weapon, weapon masters (from Sword and Fist) specializing in the bastard sword also make excellent blademasters, finding that their old training compliments their new skills. Even rogues, provided they multiclass to gain a few fighter levels, make effective blademasters.

### Requirements

To become an orc blademasrer, a character must fulfill the following criteria.

**Race:** Orc or half-orc.

**Base Attack Bonus:** +6.

**Knowledge (Religion):** 5 ranks.

**Feats:** Dodge, Exotic Weapon Proficiency (bastard sword), Mobility, Spring Attack, Expertise.

### Class Skills

The orc blademaster's class skills (and the key abilities for each) are: Balance (dex), Climb (str), Concentration (con), Intimidate (cha), Jump (str), Knowledge (religion) (int), Move Silently (dex), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the orc blademaster prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** The orc blademaster gains no new proficiency in weapons, armors, or shields.

**Focused Strike (Ex):** The first lesson of the blademaster is one she will spend the rest of her training perfecting. Blademasters learn that raw strength is useless if not properly applied. A titanic strike against thick steel plating is nothing compared to a subtle slice that finds soft skin. When using a single bastard sword in one or two hands, the blademaster may add +1 point per orc blademaster level to damage (+5 maximum) on any successful strike. In order for this to be effective, she cannot be wielding anything, be it weapon or shield, in the other hand. The orc blademaster does not gain this bonus damage when attacking creatures immune to critical hits.

**Invisibility (Sp):** Taking respite from pure martial training, the blademaster begins to learn to commune with the spirits of the air and wind in a limited fashion. At 2nd level, this mastery is sufficient to ask the spirits to cloak her in their embrace, effectively rendering her invisible for a number of minutes equal to her blademaster level + Charisma modifier. Because the wind spirits are cloaking the blademaster, she is also rendered effectively invisible to creatures with the scent ability. The effects are otherwise identical to the spell invisibility as though cast by a sorcerer of the orc blademaster's level. An orc blademaster can cast invisibility once per day.

**Mirror Image (Sp):** As her relationship with the wind spirits increases, the favors she can beg of them increase in potency to match. At 3rd level, she may call on these spirits to create duplicates of herself in the midst of combat. The effects are identical to the spell mirror image as though cast by a sorcerer of the orc blademaster's class level. An orc blademaster can use this ability once per day.

**Critical Strike (Ex):** At 4th level, the blademaster's precision with her blade sharpens, and she gains +1 to her threat range with the bastard sword. If the blademaster gains this bonus from another source (such as the weapon master's ki critical ability), these bonuses stack. However, this bonus is applied only after any multiples have been applied to the threat range, for example, a 4th level blademaster wielding a +1 keen bastard sword would have a threat range of 16-20.

**Whirlwind Attack:** The orc blademaster gains the Whirlwind Attack feat as a bonus feat.

**Bladestorm (Ex):** At her final level, the blademaster finally melds what she has learned of the sword and wind, and becomes a hurricane of sharp, ripping steel. At will, she may launch into a whirling torrent of spinning slashes, decimating all around her as she sweeps across the battlefield. On any round that she uses the Whirlwind Attack feat, the orc blademaster can make two whirlwind attacks as a full-round action. She can take her 5-foot adjustment before making either whirlwind attack, after using one and immediately before the other, or after both. She need not move in order to make the additional whirlwind attacks if she does not wish; she can simply stand in place and make two whirlwind attacks. Although incredibly effective, this ability does not come without cost. A physical body was not meant to withstand the whirling torrent of a hurricane, and even with the shielding of the wind spirits, the blademaster is incapable of fully handling the strain. Each round she performs a bladestorm action (makes two whirlwind attacks within one round), the orc blademaster must succeed at a Fortitude save (DC 10 + 5 per bladestorm performed during the encounter) or become fatigued. The blademaster remains fatigued until the end of the encounter, and she cannot make a bladestorm attack while fatigued.

# Poison Fist

From Dragon #289 (November 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Poison Use, Totem Form 1/day
2	+1	+3	+3	+3	Sneak Attack +1d6
3	+2	+3	+3	+3	Acrobatics (+10), Totem Form 2/day
4	+3	+4	+4	+4	Venomous Blow 1/day, +1 Natural Armor Bonus
5	+3	+4	+4	+4	Sneak Attack +2d6, Totem Form 3/day
6	+4	+5	+5	+5	Totem Aspect, Venomous Blow 2/day
7	+5	+5	+5	+5	Poison Immunity, Acrobatics (+20), Totem Form 4/day
8	+6	+6	+6	+6	Sneak Attack +3d6, Venomous Blow 3/day
9	+6	+6	+6	+6	Totem Form 5/day, +2 Natural Armor Bonus
10	+7	+7	+7	+7	Improved Venomous Blow, Venomous Blow 4/day

A dart a dagger a bowl of rice; there are many devices used to deliver poison, but none is so deadly and insidious as the empty hand"

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Once an empire lay on the brink of disaster. The emperor died and left his teenage son in control. Scheming eunuchs controlled the child-king, and this did not pass the notice of the samurai clans. Three clans in particular were offended by the young emperor's ascendance to the throne. The Snake, Scorpion, and Spider clans conferred with one another about the young emperor and decided that one of their clans should rule, although they could not agree which one. Through diplomacy and bullying they gathered nine other samurai clans to their cause, and they sought to dethrone the emperor and take the empire for themselves. Unfortunately, the emperor proved to be more intelligent and willful than the clans anticipated. In battle after battle, the young lord's strategic genius overcame the rebellious clans' superior numbers. Soon it became clear that the twelve clans would lose the war and that the eunuchs would rule the empire through their strategically brilliant puppet emperor.

Some of the rebellious clans were wiped out during the war. Others surrendered to the emperor or were captured and executed to a man. The Snake, Scorpion, and Spider clans were determined not to succumb to such a fate. As one they fled the empire, leaving the rebellion without leadership and allowing the eunuchs to take control.

The coup was a complete failure. The other clans blamed the Snake, Scorpion, and Spider clans for abandoning them to defeat, while the emperor and his eunuchs held those clans to be the instigators of the war. Forced into exile, the three clans banded together to survive and set up a base of operations in a long-forgotten ruined fortress. From there they plotted their revenge. They remain there to this day, waiting and scheming for the chance to assume the throne and their place in the sun.

The Poison Fist ninja clan was formed from the remaining Snake, Scorpion, and Spider clans. Although formally unified, members of the Poison Fist clan still hold the highest allegiance to their own clan, and though they work toward the same goal, competition and conflict among the three clans is commonplace.

The Poison Fist clan has abandoned the concepts of honor and the code of the bushido. Vengeance against the empire and the samurai clans is their ultimate goal. Their numbers are too small for a martial victory, so the leaders of the Poison Fist clan hope to bring down the empire from within. Thus, ninja of the Poison Fist clan act as thieves, spies, and assassins for hire, rarely revealing their true loyalties.

Rogues, rangers, and monks most commonly become poison fists. Samurai, sohei, fighters, and spellcasters often multiclass as poison fists to gain prestige within the Poison Fist clan as masters of the prestige class are accorded more respect and honor than members of other classes. NPC poison fists are elite spies, thieves, and assassins for the three clans and carry out many missions on the Poison Fist clan's behalf.

## Requirements

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

**Alignment:** Any non-good.

**Base Attack Bonus:** +3.

**Hide:** 8 ranks.

**Intimidate:** 5 ranks.

**Move Silently:** 8 ranks.

**Feats:** Dodge, Improved Unarmed Strike, Great Fortitude, Mobility, Stunning Fist or monk's stunning attack

**Special:** In addition, she must choose one of the three poison fist clans: Snake, Scorpion, Spider.

## Class Skills

The poison fist's class skills (and the key ability for each skill) are: Balance (dex), Bluff (cha), Climb (str), Craft (int), Disable Device (dex), Disguise (cha), Escape Artist (dex), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Jump (str), Knowledge (local) (int), Listen (wis), Move Silently (dex), Open Locks (dex), Read Lips (int), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** Characters who take a level of poison fist gain no new proficiency in the use of armor or weapons.

**Poison Use (Ex):** The poison fist is trained in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

**Totem Form (Sp):** At 1st level, a poison fist can use *polymorph self* as a spell-like ability to transform into her totem creature (snake, scorpion, or spider). Unlike the standard use of the *polymorph self* spell, the poison fist can only adopt the form of her totem creature and is limited to Tiny size. With the initial change, the poison fist regains hit points as though she had rested for a day (this does not provide any of the other benefits of resting for a day, and subsequent changes during the same use of the *totem form* ability do not heal the poison fist further). During the duration of the *totem form* ability, the poison fist can change into her totem creature and back again as a free action as many times as she likes. *Totem form* has a duration equal to 10 rounds plus the poison fist's class level. It can be used a number of times per day as determined by level (see the Poison Fist advancement table).

The totem creatures for each poison fist clan are as follows:

Clan	Creature
Snake	Tiny viper
Scorpion	Tiny monstrous scorpion
Spider	Tiny monstrous spider

**Sneak Attack (Ex):** A 2nd-level poison fist can make sneak attacks. Any time the poison fist's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not) or when the poison fist flanks the target, the poison fist's attack deals +1d6 points of damage. This extra damage increases to +2d6 at 5th level and again to +3d6 at 8th level. Should the poison fist score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks only count as sneak attacks within 30 feet.

With a sap (blackjack) or unarmed strike, a poison fist can make a sneak attack that deals subdual damage instead of normal damage. A poison fist cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack.

A poison fist can only sneak attack a living creature with discernable anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. The poison fist 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 poison fist cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond her reach.

**Natural Armor Bonus (Ex):** As the poison fist delves deeper into the mysteries of her clan's philosophy, her skin begins to take on the attributes of her clan's totem animal. A poison fist of the Snake clan becomes scaly, while the skin of a Scorpion or Spider clan member becomes hard and chitinous. At 4th level, the poison fist gains a natural armor bonus. This bonus increases at 9th level.

**Acrobatics (Su):** A 3rd-level poison fist gains a +10 competence bonus to Balance, Climb, Jump, and Tumble checks. At 7th level, this bonus increases to +20. In addition, a poison fist

can always choose to take 10 on a Balance, Climb, Jump, or Tumble check, even when circumstances would normally prevent her from doing so.

**Venomous Blow (Su):** At 4th level and higher, a poison fist gains the power to imbue her unarmed sneak attacks with poison. Enabling this ability is a free action, but the poison fist must choose to use it before she has taken any other actions during the round. For the rest of that round, all her sneak attacks also do poison damage as determined by her poison fist clan allegiance (see below). If her attacks in that round fail, she has wasted that use of the ability. The victim of a venomous blow must make a Fortitude saving throw (DC 10 + the poison fist's class level + Charisma modifier) or suffer the initial damage of the poison. One minute later, the victim must succeed at a second saving throw (regardless of the result of the first) or suffer the secondary damage. This ability can be used a number of times per day as determined by level (see the Poison Fist advancement table).

Clan	Poison Damage (initial and secondary)
Snake	1d2 temporary Constitution
Scorpion	1d4 temporary Strength
Spider	1d4 temporary Strength

**Totem Aspect (Sp):** At 6th level, the poison fist gains a spell-like ability that grants an aspect of her totem creature. It is usable three times a day as though cast by a sorcerer of a level equal to the poison fist's character level. Use of this ability is a free action, but it can only be used once in any given round. Each poison fist clan has a different *totem aspect* ability as follows:

Clan	Totem Aspect Ability
Snake	Cobra's Breath*
Scorpion	Ray of Enfeeblement
Spider	Spider Climb

\*See Oriental Adventures

**Poison Immunity (Su):** A poison fist of 7th level or higher is completely immune to poisons.

**Improved Venomous Blow (Su):** At 10th level, any unarmed attack made during the round that the venomous blow ability is being used can cause poison damage as per the venomous blow ability's description. The attack need not be a sneak attack.

## End Notes

**Multiclass Note:** Monk characters can freely multiclass with this class. Monks who have already taken levels in another class may again take monk levels after gaining a level of poison fist.

# Prairie Runner

From Dragon #292 (January 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Fast movement, fleet of foot 1/day
2	+1	+3	+0	+3	Trance of the run, pathlore
3	+2	+3	+1	+3	Fleet of foot 2/day
4	+3	+4	+1	+3	Bolster the runner
5	+3	+4	+1	+3	Fleet of foot 3/day, haste

The prairie grass sways in the wind like water in the tide, with nothing around for miles and miles to stop the breeze. In the distance, a tiny figure can be seen running through the grass with a steady, graceful purpose. Her feet barely touch the ground, and her eyes are fixed on the horizon, taking in everything around her but also shutting everything out. For the prairie runner, nothing matters except for a steady stride, the rhythm of her breath, and the serenity of her mind. She is chasing after an elusive state of being called "the Run."

Nomadic halfling family groups sometimes travel great distances, journeying them far from other clans. Although most clans stick to tried-and-true patterns, some strike out into new territory. Over the centuries, a special group of halflings has developed, and it is this group, more than any other, that allows the far-ranging halfling clans to maintain contact with one another and scout dangerous terrain; members of this special group are called prairie runners. These halflings have an innate sense that allows them to find the best paths to take. They also have been blessed with amazing speed and stamina, which helps them make long, arduous journeys quickly and easily. Prairie runners are sent out as scouts and trailblazers, finding suitable campsites, water sources, and hunting grounds for the clan.

Prairie runners are also used as messengers between the far-flung clans, carrying messages when magic fails or the assurance of a fellow halfling is necessary to maintain relations. Because of this, many prairie runners train in diplomacy. The sight of an approaching prairie runner is a cause of celebration for a clan, because she is full of news, gossip, and vital information of all kinds. Other than food and a place to rest, prairie runners rarely ask for payment for their services, but small tokens of appreciation are accepted. Because they must travel lightly, prairie runners must be diplomatic when a clan leader gives them a heavy or bulky gift, doing their best to show their appreciation for the gift, but also politely declining.

Prairie runners almost never wear armor heavier than leather, and they carry only light weapons. They do their best to avoid combat, relying on their speed and agility to get them out of danger. If a prairie runner has no choice, she stays on the move, sprinting and dodging gracefully with each strike.

Instead of relying on steeds, which can sicken, become injured, or die out in the wilderness, prairie runners have become superb long-distance runners. Prairie runners become obsessed with the Run—a transcendental state of being in which they lose any sense of self. When a prairie runner enters this trance, she becomes incredibly attuned to her body, falling into a steady rhythm that allows her to run for hours and hours without food, water, or rest. She becomes faster and faster as she runs, until she becomes almost a blur. Over time, an experienced prairie runner learns how to pass along some of her stamina and endurance to others, allowing them to move almost as quickly with her through the wilderness.

Rangers and druids are the most common classes to become prairie runners, as they are used to the hardships of the wilderness and do not mind acting alone. Fighters who pack lightly sometimes become prairie runners, as well as some monks, who find a spiritual purity in the Run. A few barbarians become prairie runners, although it takes special discipline to balance the serenity of the Run and the barbarian rage. Clerics of Fharlanghn are the most likely clerics to become prairie runners. Wizards, sorcerers, rogues, and bards are almost never drawn to this path—wizards and sorcerers usually lack the physical stamina, and rogues and bards often become bored by the loneliness of the wilds.

## Requirements

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

**Feats:** Endurance, Run.

**Race:** Halfling.

**Intuit Direction:** 4 ranks

**Wilderness Lore:** 8 ranks

**Special:** Must spend three days alone on the prairie. If the character receives any aid while meeting this requirement, she must begin the trial again.

## Class Skills

The prairie runner's class skills (and the key ability for each skill) are: Concentration (con), Diplomacy (cha), Heal (wis), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Swim (str), Tumble (dex), Wilderness Lore (wis) See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the prairie runner prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters that take a level of prairie runner gain no new proficiency with any weapons, armor, or shields.

**Fast Movement (Ex):** The prairie runner has a speed faster than the norm for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). This movement stacks with the barbarian fast movement class ability.

**Fleet of Foot (Su):** Starting at 1st level, a prairie runner can drastically increase her speed for short distances as a standard action when wearing no armor, light armor, or medium armor (and not carrying a heavy load). This is similar in most respects to the expeditious retreat spell, although the duration lasts for 10 minutes per prairie runner class level.

**Trance of the Run (Su):** Starting at 2nd level, a prairie runner can enter a trance-like state that allows her to run great distances for a long period of time. She can hustle (see Overland Movement, Chapter g: Adventuring in the Player's Handbook) a number of hours equal to her Constitution bonus plus class level. One hour after that, the prairie runner must make a Constitution check (DC 10) to continue running for another hour—if she fails, she takes 1 point of subdual damage. Every additional hour increases the DC by 1 and causes twice the damage taken in the previous failed save. A prairie runner in a trance does not have to sleep or eat, and only requires the normal amount of sleep and food when she comes out of the trance and stops running.

**Pathlore (Ex):** At 2nd level, the prairie runner gains an intuitive understanding of the best path to take through the wilderness. The prairie runner receives a +10 insight bonus to Wilderness Lore checks for the purposes of determining the easiest and most direct route through terrain.

**Bolster the Runner (Su):** Starting at 4th level, a prairie runner can lend some of her amazing endurance to others. Once per day, the prairie runner can grant the Endurance feat to a number of targets equal to her class level. The affected targets can also hustle for a number of hours equal to their Constitution bonus (minimum 1 hour), before taking subdual damage (see Overland Movement, Chapter g: Adventuring in the Player's Handbook).

**Haste (Sp):** Once per day, the prairie runner can cast haste on herself using her prairie runner class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.



# Psi-Hunter

From *Dragon* #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1	+1	+0	+0	+2	Detect Psionics, Mental Defense 1	1	0	-	-	-
2	+2	+0	+0	+3	Hamper Psionics	2	1	-	-	-
3	+3	+1	+1	+3	Mental Defense 2	3	2	0	-	-
4	+4	+1	+1	+4	Psychic Stab	3	3	1	-	-
5	+5	+1	+1	+4	Invisible to Psionics	4	3	2	0	-
6	+6	+2	+2	+5	Mental Defense 3	4	4	2	1	-
7	+7	+2	+2	+5	Power Resistance, Hamper Psionics	4	4	3	2	0
8	+8	+2	+2	+6	Null Psionics Prison	4	4	4	2	1
9	+9	+3	+3	+6	Mental Defense 4	4	4	4	3	2
10	+10	+3	+3	+7	Mete Out Mental Justice	4	4	4	4	3

Psi-hunters are individuals well-versed in the arcane arts who provide a service for those troubled by beings with psionic powers. These mysterious characters hunt down such beings and neutralize them, either by killing the creatures or capturing them. They are skilled combatants and spellcasters, but all their skills are honed with the destruction of psionic beings in mind.

Psi-hunters are most often fighters or rangers with a level or two of sorcerer (or wizard), but often bards or single-classed sorcerers and wizards take up the task of hunting psionic creatures. Rogues also make good psi-hunters.

NPC psi-hunters are often loners, or they work with a small group of other capable individuals all dedicated to fighting psionics. Occasionally they work in small, tight-knit hunting parties made up of nothing but psi-hunters. Woe to the psion who faces such a group.

Psi-hunters require the *Psionics Handbook* to use.

## Requirements

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

**Base Attack Bonus:** +5.

**Knowledge (psionics):** 3 ranks.

**Feats:** Track, Iron Will

**Spellcasting:** Must be able to cast arcane spells

## Class Skills

The Psi-hunter's class skills (and the key ability for each skill) are Climb (str), Craft (int), Intimidate (cha), Jump (str), Knowledge (psionics) (int), Profession (wis), Search (int), Spellcraft (int), Spot (wis), Wilderness Lore (wis), . See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Psi-hunter prestige class.

**Hit Die:** d8.

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

**Spells per Day:** Beginning at 1st level, a psi-hunter gains the ability to cast a small number of arcane spells. To cast a spell, the psi-hunter must have an Intelligence score of at least 10 + the spell's level, so a psi-hunter with an Intelligence of 10 or lower cannot cast these spells. Psi-hunter bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the psi-hunter's Intelligence modifier (if any). When the psi-hunter gets "0" spells of a given level, such as 0 2nd-level spells at 1st level, the psi-hunter gets only bonus spells. A psi-hunter without a bonus spell for that level cannot yet cast a spell of that level. The psi-hunter's spell list appears below. A psi-hunter learns, prepares, and casts spells just as a wizard does, but only from the psi-hunter spell list.

**Detect Psionics:** At will, a psi-hunter can detect psionics as the power of the same name. This is a spell-like ability.

**Mental Defense:** When any psionic attack mode is used against the 1st-level psi-hunter, he is considered to have 1 point of mental hardness and gains a +1 luck bonus to Will saving throws

made against any psionic attack or power (including psionic items). At 3rd level, this defense improves so that the mental hardness increases to 2 points and the Will saving throw bonus becomes +2. At 6th level, the mental hardness increases to 3 points, and the Will saving throw bonus is +3. At 9th level the mental hardness is 4 points, and the Will save bonus is +4. Note that the mental hardness gained from this ability does not stack with mental hardness from another source (such as from a psionic defense). This is a supernatural ability.

**Hamper Psionics:** At 2nd level, the psi-hunter generates psychic static around him at all times. Anyone attempting to use a psionic power within 30 feet of the psi-hunter does so as though in the area of a *catapsi* field. When the psi-hunter reaches 7th level, the area of this power increases to 50 feet, and the effect triples the amount of power points required to manifest a psionic power. This is a spell-like ability.

**Psychic Stab:** At 4th level, once per day, the psi-hunter can alter one melee attack so that it is particularly potent against psionic characters or creatures. This strike is made at a +4 attack bonus and a damage bonus equal to the class level of the psi-hunter. If the psi-hunter accidentally stabs a creature that is not psionic, the stab has no effect but it is still depleted for that day. This is a supernatural ability.

**Invisible to Psionics:** At 5th level, the psi-hunter can no longer be detected or sensed by psionic powers, feats, or items. This is a supernatural ability.

**Power Resistance:** At 7th level, the psi-hunter gains a special PR of 10 + psi-hunter class levels. This ability functions only against psionic powers, feats, and items. This is a supernatural ability.

**Null Psionics Prison:** Once per day, as a spell-like ability, the 8th-level psi-hunter can create a 5-foot radius area in which psionics do not function (as if under the affects of a null psionics field). The prison can be created only around a psionic creature. This prison is immobile and lasts as long as the psionic creature remains within the 5-foot-radius area.

**Mete Out Mental Justice:** At 10th level, the psi-hunter can place a powerful curse upon any psionic creature he touches. If the psi-hunter succeeds at a melee touch attack, the creature touched must make a Will saving throw (DC 20). Failure indicates that the creature takes 2d6 points of damage each time he uses a psionic power, ability, attack mode, or defense mode. A *remove curse*, *limited wish*, *miracle*, or *wish* spell can remove the curse. This supernatural ability can be used a number of times equal to the character's psi-hunter levels.

## Psi-Hunter Spell List

Psi-Hunters choose their spells from the following list:

**1st level:** *alarm*, *cause fear*, *command*, *doom*, *hypnotism*, *magic weapon*, *obscuring mist*, *true strike*, *shield*

**2nd level:** *blur*, *bull's strength*, *cat's grace*, *detect thoughts*, *endurance*, *hypnotic pattern*, *locate object*, *see invisibility*

**3rd level:** *dispel magic\**, *freedom of movement*, *greater magic weapon*, *hold person*, *minor globe of invulnerability\**, *nondetection*, *spell immunity\**

**4th level:** *emotion*, *detect scrying\**, *dimensional anchor*, *discern lies*, *haste*, *locate creature*, *scrying*

**5th level:** *anti-magic field*, *globe of invulnerability\**, *magic jar*, *mind fog*, *Rary's telepathic bond*, *true seeing*

\* Regardless of how psionics and magic interrelate in the campaign, these abilities work against both magic and psionics.

# Primal Rager

From Dragon #295 (May 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Strength of the beast, power strike 1d4
2	+2	+3	+0	+0	Quell the rage
3	+3	+3	+1	+1	Damage reduction 1/-, power strike 1d6
4	+4	+4	+1	+1	Rage +1/day
5	+5	+4	+1	+1	Heart of the beast

*Timin slipped from his hiding place and struck out with his blade at the large man who had his partner in a death grip. The blade found its mark, and he smiled as the man dropped his partner with a grunt. That smile vanished as, instead of falling to the ground dead, the enraged man spun and struck out. Timin watched in horror as a clawed hand ripped into him, and as he fell to the ground all he could think to do was shout, "You should be dead!"*

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Many have heard tales of the ferocious and deadly nature of barbarian tribes, and many highly trained warriors have found out too late that skill with the blade is a poor match for the animal power of these wild fighters. Yet even among these fierce people, there are those who stand out as violent and untamed. So removed from civilization are these creatures that many hesitate to even call them men. Instead they are thought to be part beast, possessed by a spirit that thrives on chaos and battle. In some barbarian tribes this is seen as a blessing, and the primal rager holds great respect. For others, the primal rager's nature is seen as a perversion, and he is feared and often driven from the tribe. This removal from the tribe, either by being set on a pedestal or by being driven out, leads to a solitary nature, and a primal rager often turns to a life of adventure as a means of finding some measure of acceptance. The primal rager pours everything into battle. He is as skilled without a weapon as with one, and he usually prefers to attack unarmed, using his great strength to overpower his opponents and to tear them limb from limb. He feels a close connection to the primal forces within himself and has learned to harness that power when in battle. Above all, he respects the strength of the body, even over the strength of steel.

Half-orcs and humans are the most common primal ragers, but some dwarves also choose this path if they have been cast out of their clan or otherwise find themselves removed from dwarven society. Half-elves, halflings, and gnome primal ragers are very rare, but elven primal ragers are not unheard of.

Most primal rangers are barbarians, but other characters who gain the ability to rage by multiclassing or through some other means can be primal ragers.

## Requirements

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

**Alignment:** Any nonlawful.

**Base Attack Bonus:** +8.

**Wilderness Lore:** 5 ranks.

**Feats:** Improved Unarmed Strike, Iron Will.

**Special:** Ability to Rage.

## Class Skills

The primal rager's class skills (and the key abilities for each) are: Climb (str), Craft (int), Handle Animal (cha), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Ride (dex), Spot (wis), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

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

## Class Features

All the following are class features of the primal rager prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** A primal rager gains proficiency with light armor and medium armor.

**Strength of the Beast (Ex):** Each time the primal rager uses his rage ability, he may choose to increase the fury of his attacks by sacrificing the duration of his rage. He must make this choice before the rage begins, and it cannot be altered once made. The primal rager can choose to give up a number of rounds from the duration of his rage equal to his primal rager levels and barbarian levels combined. For each round that he gives up, he gains an additional +1 to his Strength and Constitution. The added Constitution does not extend the duration of his rage, and all bonuses granted by use of this ability expire when the rage expires.

**Power Strike (Ex):** At 1st level, the primal rager's unarmed attacks are more deadly than most. His unarmed strikes deal 1d4 points of damage (1d3 for Small primal ragers). This damage is still subdual unless the primal rager decides to take the -4 penalty to his attack roll.

At 3rd level, the damage a primal rager does with unarmed strikes increases to 1d6 damage (1d4 for Small primal ragers).

**Quell the Rage (Ex):** At 2nd level, the primal rager can hold his temper without dismissing the rage. For a number of rounds equal to his Wisdom modifier, the primal rager may quell his rage. During this time he loses his rage bonuses, but he does not suffer from fatigue. He may then choose to return to his raging state for the remainder of its duration or end the rage. Ending the rage results in fatigue as normal. The primal rager must have at least one round of rage left before he is fatigued to use this ability.

**Damage Reduction (Su):** Starting at 3rd level, the primal rager gains the ability to shrug off some amount of injury from weapon blows, unarmed strikes, and natural weapon attacks. Subtract 1 from the damage the primal rager takes each time he is dealt damage by such attacks. This damage reduction stacks with any damage reduction the primal rager has from levels in the barbarian class. Note that the primal rager's damage reduction allows him to penetrate the damage reduction of other creatures with his unarmed attacks as noted in the Monster Manual.

**Rage (Ex):** At 4th level, the primal rager can rage one additional time per day.

**Heart of the Beast (Ex):** At 5th level, the primal rager's fury becomes so great that the animal within him manifests during a rage. His hands grow large claws, and his skin thickens into an animal hide. During a rage, the primal rager's damage reduction is increased by 1, and his unarmed attacks deal 1d8 points of slashing damage (1d6 for Small primal ragers). This damage is normal damage; the primal rager does not suffer a -4 penalty to hit.

## Purple Dragon Highknight

From *Dragon Annual 5* (2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Dauntless Guard
2	+2	+3	+0	+0	Uncanny Dodge – Dex bonus to AC
3	+3	+3	+1	+1	Magic Resistance 1
4	+4	+4	+1	+1	Natural Armor +1
5	+5	+4	+1	+1	Poison Resistance 1
6	+6	+5	+2	+2	Magic Resistance 2
7	+7	+5	+2	+2	Uncanny Dodge – Cannot be flanked
8	+8	+6	+2	+2	Natural Armor +2
9	+9	+6	+3	+3	Magic Resistance 3
10	+10	+7	+3	+3	Poison Resistance 2

A Highknight of Cormyr is a recently created rank of service to the Crown.

Trained in Court etiquette and realm law as well as in the use of weapons, highknights are regularly mind-read by War Wizards to guarantee their continued loyalty, as well as to guard against magical influences or impostors posing as real knights. Highknights usually draw difficult duties, such as investigating suspected traitors among the ranks of superior Purple Dragon officers or the nobility, or guarding royally or unpopular visiting envoys.

In Cormyr, highknights speak with royal authority, and they can always gain audience to any royal or Court personage (though they'll lice penalties for frivolous use of this privilege).

Most highknights are fighters, but Filfaeril and Vangerdahast (joint creators of this rank) desire the office to be open to bards, rangers, and other persons difficult to fit into the normal Court hierarchy. Rowen Cormaeril, for example, has been accorded the rank of highknight, as has his brother Beliard, bladebrother to Alusair and bastard son of Azoun IV. Both would otherwise share exile with the rest of their family.

Highknights can be encountered anywhere in the Dragonreach and Dragon Coast, but they are most likely to be found in Cormyr proper.

### Requirements

To qualify to become a purple dragon highknight, a character must fulfill all the following criteria:

**Base Attack Bonus:** +8

**Alignment:** Any Good

**Feats:** Dodge, Endurance, Great Fortitude

### Class Skills

The Purple Highknight's class skills and their key abilities are: Balance (dex), Concentration (con), Diplomacy (cha), Listen (wis), Move Silently (dex), Sense Motive (wis), and Spot (wis)

**Skill Points at Each Level:** 2 + INT modifier

### Class Features

**Hit Die:** d10

**Weapon and Armor Proficiencies:** The Highknight is proficient in the use of all simple and martial weapons as well as all armor and shields.

**Dauntless Guard (Ex):** While guarding a known or familiar area in accordance with orders, such as a single room, doorway or passage, he gains the following abilities while fighting in that area: +2 Strength, +2 Constitution, +2 resistance bonus on all saves, +4 dodge bonus to AC. The increase in constitution raises the highknights hp by 1 point per level, but these go away the moment the highknight moves out of the area or ceases fighting or defying possible foes.

**Uncanny Dodge (Ex):** At 2nd level, the highknight does not lose his Dex bonus to AC when flat-footed. At 7th level, opponents do not gain any attack bonus for flanking the highknight.

**Magic Resistance (Su):** At 3rd level, due to exposure to spells (working with War Wizards), the highknight gains resistance to one class of magical attack, such as fire, electrical, cold or acid. Whenever the highknight receives damage from that form of attack, subtract 1 point of damage per die of damage suffered. (i.e. 3d6 fire damage would be 3d6-3, 2d6 would be 2d6-2, etc.) This immunity improves to 2 points at 6th level (i.e. 3d6-6), and 3 points at 9th (i.e. 3d6-9).

**Natural Armor (Ex):** The highknights natural armor rating improves by +1 at 4th level and an additional +1 at 8th.

**Poison Resistance (Su):** At 5th level, a highknight gains a second chance on Fortitude saves vs. poison once per day (gases included); if the result of the first save is unfavorable, a second roll may be attempted. At 10th level, immunity to secondary damage becomes automatic.

## Radiant Servant of Pelor

From Dragon #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Radiance, Turn Undead, Extra greater Turning	+1 to existing class
2	+1	+3	+0	+3	Empower Healing, Divine Health	+1 to existing class
3	+2	+3	+1	+3	Aura of Warding	+1 to existing class
4	+3	+4	+1	+4		+1 to existing class
5	+3	+4	+1	+4	Additional Domain	+1 to existing class
6	+4	+5	+2	+5	Maximize Healing	+1 to existing class
7	+5	+5	+2	+5		+1 to existing class
8	+6	+6	+2	+6	Positive Energy Burst	+1 to existing class
9	+6	+6	+3	+6		+1 to existing class
10	+7	+7	+3	+7	Supreme Healing	+1 to existing class

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.

### Requirements

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

**Alignment:** Neutral Good.

**Patron Deity:** Pelor.

**Base Will Save:** +5.

**Heal:** 5 ranks.

**Knowledge (religion):** 9 ranks.

**Knowledge (undead):** 3 ranks.

**Feats:** Extra Turning

**Spellcasting:** Ability to cast divine spells.

### Class Skills

The Radiant Servant's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Knowledge (arcana) (int), Knowledge (religion) (int), Profession (wis), Scribe (int), Sense Motive (wis), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the Radiant Servant prestige class.

**Hit Die:** d6.

**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.

**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 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 cannot 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.

# Rage Mage

From Dragon 276 (November 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1	+0	+2	+0	+2	Spell Rage 1/day	0	-	-	-
2	+1	+3	+0	+3	Spell Bonus	1	-	-	-
3	+2	+3	+1	+3		1	0	-	-
4	+3	+4	+1	+4	Spell Rage 2/day	1	1	-	-
5	+3	+4	+1	+4	Overcome Spell Failure	1	1	0	-
6	+4	+5	+2	+5		1	1	1	-
7	+5	+5	+2	+5		2	1	1	0
8	+6	+6	+2	+6	Spell Rage 3/day	2	1	1	1
9	+6	+6	+3	+6		2	2	1	1
10	+7	+7	+3	+7	Spell Retention, No longer winded after rage	2	2	2	1

At first it seems like a contradiction – an arcane spellcaster that “loses herself” in a blind fury. Yet the rage mage makes for an interesting case, as her approach to magic is based on the primal passion of magic more than the studious quasi-scientific approach. The rage mage prestige class is sure to enliven any campaign as it raises fascinating questions on the true nature of magic and magic-use. But don’t ask the rage mage to answer those questions herself – she’s not interested in the “why,” only the result.

The rage mage can tap into the primal essence of magic using her own natural anger and frenzy to channel arcane power in flashy, Flamboyant ways. Like the barbarian, the rage mage is often the product of less civilized societies.

All rage mages must have at least some background as a barbarian, as well as training as a wizard, sorcerer, or – very rarely – a bard.

Rage mage NPCs are usually found working with barbarians. They tend to shy away from traditional spellcasters and avoid the colleges and guilds where they usually gather.

Strength, -2 Dexterity, can’t run or charge) for the duration of that encounter (unless the rage mage is 10th level, when this limitation no longer applies). The rage mage can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the rage mage can only do it during her action, not in response to somebody else’s action. Note that a character cannot enter both a barbarian rage and a spell rage at the same time; the two rages are just too different.

**Spells:** Beginning at 1st level, a rage mage gains the ability to cast a small number of arcane spells. To cast a spell, the rage mage must have a Charisma score of at least 10 + the spell’s level, so a rage mage with a Charisma of 10 or lower cannot cast these spells. Rage mage bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When a rage mage gets “0” spells of a given level, such as 0 1st-level spells at 1st level, the rage mage only gets bonus spells. A rage mage without bonus spells for that level cannot yet cast a spell of that level. The rage mage’s spell list appears below. The number of spells of a given level that a rage mage might know from this list is given on the table below. A rage mage casts spells just as a sorcerer does.

## Requirements

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

**Alignment:** Any non-lawful.

**Spellcasting:** Ability to cast 1st-level arcane spells.

**Special Ability:** Rage

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

## Class Skills

The rage mage’s class skills (and the key ability for each skill) are Concentration (con), Knowledge (Arcana) (int), Profession (wis), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

**Overcome Spell Failure:** At 5th level, a rage mage can ignore a 10% or lower chance of spell failure from armor. Spell failure chances of higher than 10% are lowered by 10% for the rage mage.

**Spell Retention:** Upon reaching 10th level, a rage mage that casts spells gained from her class while raging does not count those spells against her daily limit.

## Class Features

All of the following are class features of the rage mage prestige class.

**Hit Die:** d6.

**Weapon and Armor Proficiency:** Rage mages are proficient with all simple weapons, but with no armor or shields

**Spell Bonus:** At second level, and beyond when casting spells of the Abjuration, Conjunction, Evocation, Necromancy and Transmutation schools, the rage mage uses her character level rather than her class level to determine the effects of the spells. This ability only works when the rage mage is in a spell rage.

**Spell Rage:** When she needs to, the rage mage can enter a state of cold-blooded, white-hot fury. The barbarian rage is a screaming blood frenzy, but the spell rage is completely internalized. In fact, many rage mages are known to grow much quieter in the midst of their rage, as they focus all their anger within. In a rage, a rage mage gains phenomenal magical ability but becomes reckless and less able to defend herself. The temporarily suffers a –2 to Armor Class. The benefits, however, are this: She increases the DC of any spell of the Abjuration, Conjunction, Evocation, Necromancy and Transmutation school cast during the rage by her class level. All effects of the spells of those schools are treated as if cast by a caster 2 levels higher than the rage mage.

Unlike a barbarian’s rage, the rage mage can use any type of skill or feat, while raging. A fit of rage lasts for 3 rounds plus the character’s Constitution modifier. The rage mage can prematurely end the rage voluntarily. At the end of the rage, the rage mage is fatigued (-2

## Rage Mage Spell List

Rage Mage’s choose their spells from the following list:

**1st level:** *Animate Rope, Burning Hands, Cause Fear, Chill Touch, Enlarge, Erase, Feather Fall, Grease, Hold Portal, Jump, Mage Armor, Magic Missile, Magic Weapon, Mount, Obscuring Mist, Protection from Evil, Protection from Good, Protection from Law, Ray of Enfeeblement, Reduce, Shield, Shocking Grasp, Spider Climb, Summon Monster I, Unseen Servant.*

**2nd level:** *Alter Self, Blindness/Deafness, Bull’s Strength, Cat’s Grace, Darkness, Darkvision, Daylight, Endurance, Flaming Sphere, Fog Cloud, Ghoul Touch, Glitterdust, Knock, Levitate, Melf’s Acid Arrow, Obscure Object, Protection from Arrows, Pyrotechnics, Scare, Shatter, Spectral Hand, Summon Monster II, Summon Swarm, Web*

**3rd level:** *Blink, Dispel Magic, Fireball, Flame Arrow, Fly, Gaseous Form, Greater Magic Weapon, Gust of Wind, Halt Undead, Haste, Keen Edge, Lightning Bolt, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Nondetection, Phantom Steed, Sleet Storm, Slow, Summon Monster III*

**4th level:** *Bestow Curse, Contagion, Dimension Door, Dimensional Anchor, Enervation, Evard’s Black Tentacles, Fear, Fire Storm, Ice Storm, Minor Globe of Invulnerability, Otiluke’s Resilient Sphere, Polymorph Other, Polymorph Self, Shout, Solid Fog, Stoneskin, Summon Monster IV, Wall of Fire, Wall of Ice*

# Reaper's Child

From Dragon #299 (September 2002)

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

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 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.

## 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).

## Class Skills

The reaper's child class skills (and the key ability for each skill) are as follows: Balance (dex), Bluff (cha), Climb (str), Concentration (con), Craft (int), Escape Artist (dex), Hide (dex), Intimidate (cha), Jump (str), Knowledge (religion) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**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.

# Reaping Mauler

From Dragon #303 (January 2003)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Improved grapple, Mobility
2	+2	+3	+3	+0	Adept wrestling +1
3	+3	+3	+3	+1	Counter grapple, sleeper lock
4	+4	+4	+4	+1	Adept wrestling +2
5	+5	+4	+4	+1	Devastating grapple

Truly wise gladiators are always wary of unarmed opponents, for such adversaries are almost always more than they seem. Such an opponent might even be a reaping mauler—the worst nightmare of a gladiator who depends on weapon skills to win. Anyone who dares to wield a weapon against a reaping mauler had better make use of it quickly, because the opportunity won't last long.

Reaping maulers are the back-breakers, the limb twisters, and the neck-snappers among pit fighters. Grapplers of the highest order, they wear nothing heavier than light armor in combat to maximize their flexibility, and they use no weapons to achieve their gruesome victories, for they prefer the intimacy of a barehanded kill. Reaping maulers want to be close enough to taunt their opponents in whispers while crushing the life out of them, to smell their fear, and to watch the despair creep over their faces when they realize just how useless their weapons are during a grapple.

Fighters are most often attracted to the reaping mauler prestige class, but it is not uncommon for barbarians or rangers to embrace this path. Paladins and clerics have also been known to dabble in this prestige class, treating the combat style as both good, hearty sport and a means to tender their opponents unconscious without killing them. Druids sometimes become reaping maulers to enhance their ability to tame animals by hand, and even rogues and monks occasionally adopt the class. Bards, sorcerers, and wizards usually lack the physical strength to be good candidates for the class, but they respect reaping maulers for their obvious spell disrupting abilities.

NPC reaping maulers are burly, rowdy individuals who carry themselves with an air of invulnerability. When it comes to the simple pleasures of life—drink and food—they believe the world exists for their convenience. In the reaping mauler's mind, there is no problem that can't be solved with brawn. If something can be taken by force, he feels that it must naturally belong to him, and rarely does anyone openly oppose this concept.

## Requirements

To become a reaping mauler, the character must fulfill the following criteria.

**Base Attack Bonus:** +5.

**Escape Artist:** 8 ranks.

**Tumble:** 5 ranks.

**Feats:** Clever Wrestling (see feat description below), Improved Unarmed Strike.

**Special:** The candidate must have detailed at least 3 opponents one size category larger than himself with his bare hands.

## Class Skills

The reaping mauler's class skills (and the key ability for each skill) are: Str: Climb (str), Craft (int), Escape Artist (dex), Intimidate (cha), Jump (str), Profession (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All the following are class features of the reaping mauler prestige class.

**Hit Die:** d10.

**Weapon and Armor Proficiency:** The reaping mauler is proficient with light armor but gains no new weapon or shield proficiencies. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, the reaping mauler takes a -1 penalty on Swim checks for every 5 pounds of armor or equipment carried.

**Improved Grapple (Ex):** Beginning at 1st level, whenever a reaping mauler makes a successful unarmed strike, he can immediately attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. In addition, he can deal normal damage rather than subdual damage while grappling without taking the usual penalty on his grapple checks.

**Mobility (Ex):** When wearing light armor or no armor, a 1st-level reaping mauler gains the benefits of the Mobility feat, even if he does not meet the prerequisites.

**Adept Wrestling (Ex):** Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all opposed grapple checks and opposed Dexterity or Strength checks he makes. This bonus increases to +2 at 4th level.

**Counter Grapple (Ex):** When held or pinned, a 3rd-level reaping mauler wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check result to free himself as normal, if he fails the check he has chosen, he can immediately attempt the other check as a free action.

**Sleeper Lock (Ex):** At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If the reaping mauler pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a successful fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wisdom modifier) at the end of the round or fall unconscious for 1d3 rounds.

**Devastating Grapple (Ex):** If a 5th-level reaping mauler pins his opponent while grappling and maintains the pin for 3 full rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wisdom modifier) at the end of the round or die.

## New Feat

**Clever Wrestling [General]**

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

**Prerequisites:** Improved Unarmed Strike, Small or Medium-size.

**Benefit:** When your opponent is larger than Medium-size, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, according to the following table.

Opponent Size	Bonus
Colossal	+8
Gargantuan	+6
Huge	+4
Large	+2

# Royal Herald

From *Dragon Annual 5* (2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						0th	1st	2nd	3rd	4th
1	+0	+0	+2	+2	False Alignment	2	0	-	-	-
2	+1	+0	+3	+3	Sneak Attack +1d6	3	1	-	-	-
3	+2	+1	+3	+3	Uncanny Dodge (Dex bonus to AC)	3	1	0	-	-
4	+3	+1	+4	+4	Sneak Attack +2d6	3	2	1	-	-
5	+3	+1	+4	+4	Nondetection	4	2	1	0	-
6	+4	+2	+5	+5	Sneak Attack +3d6	4	2	2	1	-
7	+5	+2	+5	+5	Uncanny Dodge (can't be flanked)	4	3	2	1	0
8	+6	+2	+6	+6	Sneak Attack +4d6	4	3	2	2	1
9	+6	+3	+6	+6	Skill Mastery	4	3	3	2	1
10	+7	+3	+7	+7	Sneak Attack +5d6	4	4	3	2	2

The Royal Heralds serve as the eyes and the ears of the Queen. Reporting directly to Lord Chamberlain Kell Fleming, the Heralds travel far and wide, gathering information as they go. Most people see the Royal Heralds as little more than a group of diplomats, messengers, and errand-runners, and that's exactly how the Heralds want it.

## HISTORY OF THE ROYAL HERALDS

The first Royal Heralds were exactly that: messengers of the Crown. Over the years, however, the monarchs of the kingdom had occasional need for a particularly trusted errand-runner or information gatherer. When a wise lord chamberlain (whose name has been lost to history) grew tired of repeatedly recruiting such trustworthy individuals, he created a network of skilled agents that would report directly to him. Once identified and recruited, each new Herald was trained in spycraft and diplomacy—at first by the lord chamberlain himself, and later by the chamberlain's hand-picked officers and senior agents.

Within a generation, the group's founder had passed on and been replaced. But the network of Heralds lived on, thriving in the kingdom's climate of political intrigue. As time passed, the organization continued to grow. While occasional lapses in security have threatened to pull away the Heralds' cover of secrecy, they have managed time and again to turn crises into opportunities.

Today, no one person knows all the Heralds' identities, but it is believed that the group numbers over two hundred. Lord Chamberlain Kell Fleming retains his leadership of the Heralds, though he secretly realizes that even he is no longer fully in control of his network of spies and agents.

## HERALD RESPONSIBILITIES

The chamberlain assigns some Heralds for "internal duties," meaning that they restrict their activities to within the kingdom. These Heralds watch for potential insurgency, foreign spies, government corruption, and other problems facing the kingdom. They pose as minor officials, traveling merchants, itinerant performers, or even adventurers, depending on the task and area.

Heralds working within the kingdom can count on strong support. Most junior Heralds work "internal" until they prove their ability to work independently. They file frequent reports to their superior officers and are kept on a short leash.

The majority of Heralds are assigned to "foreign affairs." These Heralds travel to other kingdoms far and near, where they use their formidable skills to learn the kingdoms' secrets, deliver clandestine messages, rescue prisoners, kidnap nobles, or foment discord. Most carry a title like "emissary" or "ambassador" that helps get them into foreign courts. Those working incognito might pose as traders, wealthy travelers, or even minor royalty.

Heralds assigned to foreign kingdoms must rely almost completely on their own abilities. Only rarely can the Lord Chamberlain supply any assistance to these faraway servants. In some cases, Heralds must go without contact from home for months or years. Stories persist of one Herald who posed as a spice merchant in a distant empire for six years before he was able to complete his mission.

## REQUIREMENTS FOR MEMBERSHIP

The Royal Heralds accept characters of all classes, though some—particularly bards and rogues, with their appropriate array of class skills—tend to make better Heralds than others. Still, the Heralds employ plenty of fighters, monks, and rangers; a cleric, sorcerer, or wizard with the right mix of spells can also be an exceptional Herald. Druids, paladins, and barbarians tend to make poor Heralds, though rare exceptions exist. It's rumored that the Lord Chamberlain employs a few assassins for particularly devious assignments. The most prized Heralds, of course, are those who actually advance in the herald prestige class. (See below.)

A Herald's most important ability scores are Charisma, Wisdom, and Dexterity. While Heralds tend to have a wide range of skills, aptitude in interaction, detection, and stealth are critical. Skills such as Bluff, Diplomacy, Disguise, Forgery, Hide, Listen, Move Silently, Search,

Sense Motive, and Spot are all important to a good Herald. Gather Information is a must—if a Herald can't dig up rumors, he'll have trouble handling missions.

Above all else, a Herald must be absolutely loyal to the Queen. The Lord Chamberlain doesn't accept even the rumor of disloyalty, and he won't hesitate to use magical means to confirm or dispel such suspicions.

## PC HERALDS

Obviously, player characters who belong to the Royal Heralds have a dual allegiance: both to their fellow adventurers and to the Crown. This can create many interesting situations, but it shouldn't be allowed to interfere with the group's enjoyment. PC Heralds can have a longer leash than other Heralds—perhaps the PC is a special operative who works only occasional missions, or a "sleeper agent" who waits for a particular event for activation.

It also isn't critical that all characters belong to the Heralds, though any Heralds in the group should keep either the organization's motives and interests and the knowledge that his actions will be supported by her agents. This support can take the form of gold, weapons, magic, supplies, letters of marque, or royal dispensations, to name a few. While serving as a Royal Herald, a character is an extension of the Queen's own hand and is treated as such.

With that benefit comes a drawback, however. Despite the support of the Queen, the Herald must work in complete secrecy. He cannot share the knowledge of his responsibility and authority with those outside the organization, nor can he take advantage of his position for personal gain. He also loses a measure of personal freedom, as he can be ordered to travel hundreds of miles at a moment's notice.

Still, the Queen rewards those who serve her well. Royal Heralds who survive the first few years can enjoy a life of moderate luxury, while those who manage to retire after many years of service find themselves well compensated for their loyalty and bravery. Titles, tracts of land, and cushy positions among the Queen's ministers await the Herald who finally decides to take it easy.

The twelve rogues, bards, and wizards working for Jherrith operate out of an abandoned warehouse near the docks. So far, Jherrith has managed to maintain the group's cover, and the Lord Chamberlain hasn't connected recent Herald failures with an organized resistance.

## ENEMIES

As the existence of the Heralds remains a secret, no group realizes who is behind the thwarting of their plans. Still, it is safe to say that most foreign rulers and governments would count the Heralds among their enemies.

However, there are those within the organization whose goals differ from the Lord Chamberlain's. After many years of loyal service, veteran Herald Jherrith Mandrakesson (a cleric of Olidammara) believes that the Lord Chamberlain no longer has the Queen's best interests at heart. Deciding to choose for himself who should be investigated, what kingdoms should be sown with discord, and which foreign royals should be assassinated, Jherrith has recruited his own secret cell within the Heralds that he uses to accomplish missions of his own planning. Sometimes he even uses these recruits to thwart the actions of other Heralds.

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## ALLIES

Due to their need for secrecy, the Royal Heralds don't have true allies. Individual agents often have many contacts, resources, and safe houses that they use from time to time during missions.

## WITH A TWIST

If you want a different spin on the Royal Heralds, here are a few options.



The Heralds serve the Lord Chamberlain as his personal secret police, without any authorization or knowledge of the Queen. Eventually, Fleming plans to use his network of spies and assassins to launch a coup.

The Heralds don't actually work for the Lord Chamberlain at all—that's just what the person who recruited the PCs wants them to think. In actuality, the Royal Heralds are an independent organization dedicated to digging up the secrets of every kingdom in the region, with the goal of blackmailing nobles and fomenting wars for profit.

Use the Heralds as written, but assign them to the service of a kingdom at war with the PCs' homeland. The Heralds can make a great enemy organization to pit against your PCs, particularly as the characters become influential in the kingdom.

#### ADVENTURE HOOKS

The PCs are traveling across the countryside not far from the Queen's Castle and find a dead man lying by the side of the road. The man, a Royal Herald working "internal," was killed by brigands who didn't know his identity. Though his possessions are gone, he still carries a small scrap of paper concealed in the seam of his tunic (Search check DC 15 to find). The paper is addressed to the Lord Chamberlain and bears the Herald's final report on a group of rebels plotting the assassination of a local dignitary. Curious characters can investigate the report or deliver it directly to the chamberlain. This adventure hook can both introduce the PCs to the Royal Heralds and give the Lord Chamberlain some idea of their loyalty to the Crown.

The PC members of the Heralds are assigned to spy on one of the Queen's ministers. The Lord Chamberlain suspects the man of being a traitor to the Crown, but he needs strong evidence because of the man's connection to wealthy families. At the DM's discretion, Fleming's suspicion might or might not be well-founded—the minister might be a spy, a double agent, or even a patsy for someone looking to cover up his own illicit activities.

The only copy of a peace treaty between the PCs' kingdom and a neighboring land has gone missing from the Royal Depository. While the document in question doesn't contain state secrets or other valuable information, its loss could prove a serious blow to future talks between the two kingdoms. The PCs must track down the stolen document quickly—before word of its disappearance leaks out—and return it intact, to the Lord Chamberlain. The treaty might have been stolen by someone within the government who wishes to ruin relations between the two kingdoms, by an agent of a third kingdom, or even by a thief who didn't realize the value of what she now holds.

One of the senior Heralds assigned to foreign affairs has been arrested on charges of treason against the kingdom to which she is assigned. Though her true mission remains a secret (for now), the Heralds cannot risk her knowledge being disclosed. The Lord Chamberlain sends the PCs to the foreign kingdom with simple orders: They must either rescue the imprisoned Herald (without her captors realizing her escape is part of an organized plan) or ensure that she does not live to divulge her secrets. Good-aligned PCs might have difficulty with the second option and must weigh their conscience against their duty to the Queen.

Duke Vasily Rasputin, a prominent nobleman of a neighboring kingdom, is vocally pushing for his lord to declare war against the PCs' home nation. The Lord Chamberlain fears that the lord in question, a rather weak-willed man, might soon agree with Vasily's viewpoint and orders the PCs to assassinate the duke before war is declared. Of course, they must carry out their mission with the utmost secrecy—if anyone even suspects that the PCs' kingdom is behind the duke's death, war will result. This mission is not appropriate for good-aligned PCs unless the DM wishes to challenge the characters' morals and ethics.

## Requirements

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

**Base Attack Bonus:** +4.

**Bluff:** 4 ranks.

**Diplomacy:** 6 ranks.

**Gather Information:** 6 ranks.

**Sense Motive:** 4 ranks.

**Special:** Must speak at least 3 languages.

## Class Skills

The royal herald's class skills (and the key ability for each skill) are: Bluff (cha), Decipher Script (int), Diplomacy (cha), Disguise (cha), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Knowledge (int), Listen (wis), Move Silently (dex), Open Locks (dex), Perform (cha), Read Lips (int), Scry (int), Search (int), Sense Motive (wis), Speak Language (-), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

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

**Spells:** A herald casts arcane spells from the herald spell list (See below.) She casts these spells without needing to prepare them beforehand or keep a spellbook. Heralds receive bonus spells for high Charisma. To cast a spell, a herald must have a Charisma score of 10 + the level of the spell. The Difficulty Class for a saving throw against a herald's spell is 10 + the spells level + the heralds charisma modifier. The heralds effective casting level is equal to her herald class level.

**False Alignment:** A herald of 1st level or higher receives a Will saving throw against any attempt to discern her alignment or aura (such as with a *detect good* spell or the divine version of the *true seeing* spell). The DC of the saving throw is 10 + the spells level + the caster's ability modifier. If the saving throw is successful, the herald can disguise her alignment with an alignment of her choice. This is a supernatural ability.

**Sneak Attack:** A herald can strike a vital spot for extra damage. Any time the herald's target would be denied a Dexterity bonus to AC (whether her Target actually has a Dexterity bonus or not), or when the herald flanks the target, the herald's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every two levels thereafter. This ability is otherwise identical to the rogue's sneak attack and is cumulative with any sneak attack capability the character has from other classes.

**Uncanny Dodge:** Starting at 3rd level, the herald gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 3rd Level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized. At 7th level, the herald can no longer be flanked, as she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies other characters The ability to use flank attacks to sneak attack her. The exception to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

The character's herald levels are cumulative with her levels in any other class that has the uncanny dodge ability for the purposes of determining the characters total uncanny dodge. For instance, a 6th-level rogue/5th-level herald would have uncanny dodge equal to an 11th-level herald.

**Nondetection:** Starting at 5th level, a herald has a permanent nondetect-1 effect (as the spell). If a divination is attempted against the herald or anything he carries, the caster of the divination must succeed in a caster level check (1d20 + caster level) against a DC of 15 + the herald's class level. This is a spell-like ability.

**Skill Mastery:** At 9th level, the her-aid selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, the herald can take to even if stress and distractions would normally prevent her from doing so. She becomes so certain in those skills that she can use them reliably even under adverse conditions.

## Royal Herald Spell List

Royal heralds choose their spells from the following list:

**0th level**—*Dancing lights, daze, distract\*, ghost sound, guidance, know direction, light, mage hand, open/close, prestidigitation*

**1st level**—*Alarm, changeself, charm person, comprehend languages, endure element, detect secret doors, glib tongue\*, message, sleep, spider climb*

**2nd level**—*Arcane lock, cat's grace, darkness, detect thoughts, invisibility, knock, locate object, lord's charisma\*, silence, suggestion*

**3rd level**—*Clairaudience/clairvoyance, darkvision, detect scrying, eagle eyes\*, hold person, illusory script, Leomund's tiny hut, nondetection, shrink item, tongues*

**4th level**—*Discern lies, dimension door, dominate person, freedom of movement, legend lore, modify memory, scrying, sending, speak with dead, sudden mastery\**

## New Royal Herald Spells

### Distract

Enchantment [Compulsion]  
Level: Hrd 0  
Components: S  
Casting Time: 1 action  
Range: Close (25 ft + 5 ft/2 levels)  
Target: One creature  
Duration: One round  
Saving Throw: Will negates  
Spell Resistance: Yes

This spell distracts its target for a full round, giving it a -10 penalty to any Spot or Listen checks during that time. The spell is commonly used to give the caster the ability to dart across an open hallway guarded by a sentry or to perform a move-equivalent action without being detected. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 circumstance bonus on its saving throw. Any act that threatens the distracted creature breaks the spell, as does any attack made against it.

### Eagle Eyes

Transmutation  
Level: Hrd 3  
Components: V, S, M  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level  
Saving Throw: None  
Spell Resistance: Yes (harmless)

The target of this spell gains extraordinary visual acuity. This grants a +20 bonus to Search and Spot checks for the duration of the spell.

Material Component: A pinch of diamond dust (worth 10 gp) sprinkled over the target's eyes.

### Glib Tongue

Transmutation  
Level: Hrd 1  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 10 minutes/level  
Saving Throw: None  
Spell Resistance: Yes (harmless)

You grant the target of the spell a +4 competence bonus to Diplomacy and Bluff skill checks. This bonus increases by +2 for every two levels of the caster beyond 1st (+6 at 3rd, +8 at 5th, and so on) to a maximum of +16 at 9th level.

### Lord's Charisma

Transmutation  
Level: Hrd 2  
Components: V, S  
Casting Time: 1 action  
Range: Touch  
Target: Creature touched  
Duration: 1 hour/level  
Saving Throw: None  
Spell Resistance: Yes (harmless)

The transmuted creature becomes more personable, charming, and socially graceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to all uses of the Charisma score modifier. No additional bonus spells are granted by the increased ability score.

### Sudden Mastery

Transmutation  
Level: Hrd 4  
Components: V, S  
Casting Time: 1 action  
Range: Personal  
Target: You  
Duration: 10 minutes/level

You gain a +20 competence bonus to a single skill of your choice. You can't select a skill that is exclusive to another class.

## Sensate

From *Dragon* #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Darkvision, Heightened Senses +5
2	+1	+0	+0	+3	Dramatic Recount
3	+2	+1	+1	+3	Sense Link (1/day)
4	+3	+1	+1	+4	Heightened Senses +10
5	+3	+1	+1	+4	Sense Link (2/day), Energy Acceptance
6	+4	+2	+2	+5	Sensory Overload (equal)
7	+5	+2	+2	+5	Sense Link (3/day), Heightened Senses +15
8	+6	+2	+2	+6	Sensory Overload (double), Shared Spell Experience
9	+6	+3	+3	+6	Sense Link (4/day), Scent
10	+7	+3	+3	+7	Sensory Overload (triple), Heightened Senses +20, Blindsight

*Myrindi fixed her gaze on the man at the next table, concentrating. Slowly the image of the map he studied appeared before her eyes, along with the instructions for finding the secret entrance to the slaver's hideout.*

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The members of the Society of Sensation call themselves sensates. The belief of this faction is simple—experience equals power. Experience everything, and you can control any situation. Some members are hedonistic, seeking exotic experiences only for the pleasure, but those few sensates truly in touch with themselves know that each event, no matter how unpleasant, can be a valuable learning experience. Spellcasters gravitate toward this prestige class, as knowledge increases their power in more ways than one.

## Requirements

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

**Intuit Direction:** 5 ranks.

**Spot:** 7 ranks.

**Listen:** 7 ranks.

**Feats:** Alertness, Skill Focus — Knowledge (any).

## Class Skills

The Sensate's class skills (and the key ability for each skill) are: Animal Empathy (cha), Balance (dex), Bluff (cha), Concentration (con), Craft (int), Disguise (cha), Gather Information (cha), Handle Animal (cha), Knowledge (int), Listen (wis), Perform (cha), Ride (dex), Spellcraft (int), Spot (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** Characters who take a level of sensate gain proficiency in light armor and all simple weapons.

**Darkvision:** Sensates gain darkvision with a 60-foot range, regardless of their race. This is an extraordinary ability.

**Heightened Senses:** At 1st level, the sensate gains a competence bonus to Intuit Direction, Listen, Sense Motive, Spot, and Wilderness Lore checks. This bonus increases to +10 at 4th level, +15 at 7th level, and +20 at 10th level. In addition, the sensate can always choose to take 10 on an Intuit Direction, Listen, Sense Motive, Spot, or Wilderness Lore check, even when circumstances would normally prevent her from doing so. This is a supernatural ability.

**Dramatic Recount:** At 2nd level, the sensate can recount one of her many adventures or experiences, captivating the attention of an audience as per an *enthrall* spell cast by a sorcerer of a level equal to the sensate's character level. This spell-like ability can be employed once per day per sensate class level and requires only a verbal component.

**Sense Link:** At 3rd level, the sensate can establish a link with another creature within 30 feet, gaining the benefits of a *clairaudience/clairvoyance* spell centered on that creature's position.

Unwilling targets can make a Will saving throw (DC 13 + the sensate's Charisma modifier) to resist the link. Once the link is established, distance is not a factor (although both the sensate and subject must remain on the same plane). The duration is 1 minute per sensate class level and can be ended at any time. Initiating this spell-like ability is a standard action. The link can be dispelled with *dispel magic*, and in such a case, the spell's caster level is equal to the sensate's character level.

**Energy Acceptance:** At 5th level, the sensate can forego a saving throw and choose to fully experience a spell, or spell-like or supernatural effect that causes damage of an energy type (acid, cold, fire, lightning, or sonic). The sensate is then protected against that energy type as per *protection from elements* cast by a sorcerer of a level equal to the sensate's class level.

**Sensory Overload:** At 6th level or higher, the sensate can magnify a creature's perception of the damage she inflicts. The sensate must make a melee touch attack against the target. The sensate must decide to use this ability before the attack is made. If the attack misses, that use of sensory overload is wasted. With a successful melee touch attack, the target must make a Will saving throw (DC 15 + the sensate's class level + the sensate's Charisma modifier). Failure indicates that the target takes additional subdual damage the next time the sensate damages the target. This subdual damage is equal to the original damage, but at 8th and 10th level the sensate's ability to create a sensory overload improves and the additional subdual damage doubles and then triples the original damage. This supernatural ability is usable three times per day.

**Shared Spell Experience:** At 8th level, the sensate can cause targeted spells and spell-like effects that target her to rebound on the original caster. When she does so, the sensate is also affected by the spell. This works like *spell turning* as cast by a sorcerer of a level equal to the sensate's class level with the added effect that the rebounded spell is not partially turned; it affects both the sensate and the original caster normally. If the spell is of a level greater than the remaining amount of spell turning, the spell is not rebounded and affects the sensate normally. If the original caster has a *spell turning* spell in effect, the rebounded spell doesn't set up a resonating field; instead it drains away without affecting either the sensate or the original caster. Initiating this spell-like ability is a standard action. It can be used two times a day.

**Scent:** At 9th level, the sensate's sense of smell is so acute that she gains the scent special quality (as described in the *Monster Manual*).

**Blindsight:** At 10th level, the sensate's senses are so attuned to her surroundings that she gains blindsight up to a range of 30 feet.

# Shining Blade of Heironeous

From Dragon #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Detect Evil, Smite Evil 1/day	
2	+1	+3	+0	+3	Shocking Blade 1/day	+1 to existing class
3	+2	+3	+1	+3		
4	+3	+4	+1	+4	Smite Evil 2/day	+1 to existing class
5	+3	+4	+1	+4	Holy Blade 2/day	
6	+4	+5	+2	+5		+1 to existing class
7	+5	+5	+2	+5	Smite Evil 3/day	
8	+6	+6	+2	+6		+1 to existing class
9	+6	+6	+3	+6	Radiant Blade 3/day	
10	+7	+7	+3	+7	Celestial Transformation, Smite Evil 4/day	+1 to existing class

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.

## Requirements

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

**Alignment:** Lawful Good.

**Patron Deity:** Heironeous.

**Base Attack Bonus:** +7.

**Base Will Save:** +3.

**Knowledge (religion):** 7 ranks.

**Spellcasting:** Ability to cast divine spells.

## Class Skills

The Shining Blade's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Knowledge (religion) (int), Profession (wis), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Shining Blade prestige class.

**Hit Die:** d10.

**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 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 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*.

## End Notes

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

## Shoal Servant

From *Dragon* #300 (October 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Skin of the kuo-toa, resistance to poison and paralysis	
2	+1	+3	+0	+3	Amphibious	+1 level of existing class
3	+2	+3	+1	+3	Eyes of the kuo-toa	
4	+3	+4	+1	+4	Bite of the kuo-toa	+1 level of existing class
5	+3	+4	+1	+4	Kuo-toa apotheosis, lightning bolt	

The uncaring ocean holds ancient evils and vile secrets, and few of the alien 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 races through slow, subtle conversion. 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.

### 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 3 kuo-toan cleric.

**Spellcasting:** Must be able to cast divine spells.

### Class Skills

The shoal servant's class skills (and the key ability for each skill) are: Bluff (cha), Concentration (con), Craft (int), Diplomacy (cha), Escape Artist (dex), Knowledge (arcana) (int), Knowledge (nature) (int), Knowledge (religion) (int), Move Silently (dex), Profession (wis), Scry (int), Search (int), Spellcraft (int), Spot (wis), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**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, 600-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 worshipping 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 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.

## Silverstar

From *Dragon* #285 (July 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Moon Spells	+1 to existing class
2	+1	+3	+0	+3	Lunar Sight	+1 to existing class
3	+2	+3	+1	+3	Moon's Hand +1	+1 to existing class
4	+3	+4	+1	+4	Tears of Selûne 1/day	+1 to existing class
5	+3	+4	+1	+4	Prophet's Sight 1/day	+1 to existing class
6	+4	+5	+2	+5	Selûnite Lycanthrope	+1 to existing class
7	+5	+5	+2	+5	Moonshield	+1 to existing class
8	+6	+6	+2	+6	Prophet's Sight 2/day	+1 to existing class
9	+6	+6	+3	+6	Tears of Selûne 2/day, Moon's Hand +2	+1 to existing class
10	+7	+7	+3	+7	Moonfire	+1 to existing class

Some of the old specialty priests are poorly translated with just multiclassing and feat choice. Some of them were such a grab bag of capabilities that it is difficult to see their core theme. Want to have some of those eclectic abilities and refocus your cleric on the driving themes of his deity? Then you probably want to enter into a prestige class. Here is one to take the place of Selûne's specialty priests, the silverstars.

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

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

### Requirements

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

**Alignment:** Chaotic Good.

**Patron Deity:** Selûne.

**Base Attack Bonus:** +4.

**Intuit Direction:** 2 ranks.

**Sense Motive:** 2 ranks.

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

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

### Class Skills

The silverstar's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Intuit Direction (wis), Knowledge (arcana) (int), Knowledge (geography) (int), Knowledge (local) (int), Knowledge (nature) (int), Knowledge (the planes) (int), Knowledge (religion) (int), Profession (wis), Scry (int), Sense Motive (wis), Spellcraft (int), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Silverstars are proficient with all simple weapons, all types of armor, and with shields. Selûne's favored weapon is the heavy mace, which silverstars refer to as the moon's hand.

**Spellcasting:** A silverstar continues training in magic. Thus, when a new silverstar 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 a character of that class would have gained (improved chance of controlling or rebuking undead, additional favored enemies, and so on). This essentially means that she adds the level of silverstar to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

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

**Lunar Sight:** Silverstars have low-light vision. This is an extraordinary ability.

**Moon's Hand:** When a silverstar wields a heavy mace, she negates damage reduction in creatures she attacks as if it were a +2 weapon. At 9th level, it negates damage reduction as if her heavy mace were a +3 weapon. If the mace's bonus is greater than the effect of this class ability, use the mace's bonus to determine whether damage reduction is negated.

**Tears of Selûne:** A silverstar can project small balls of luminescent lunar energy from her eyes as a *dancing lights* spell (torches or will-o'-wisp only) cast by a wizard of her level. At 9th level, this ability can be used twice per day. Activating this ability is a standard action. This is a spell-like ability.

**Prophet's Sight:** A silverstar is able to see as if under the effect of a *true seeing* spell cast by a cleric of her level. At 8th level, this ability can be used twice per day. Activating this ability is a standard action. This is a supernatural ability.

**Selûnite Lycanthrope:** Silverstars who contract any form of lycanthropy are treated as natural lycanthropes. Their type becomes shapechanger, and they can select the Improved Control Shape feat (see the *Monster Manual*, page 218) or the Scent ability as a feat (see the *Monster Manual*, page 10) at any point that they can select a new feat. Silverstars do not change alignment due to contracting lycanthropy and are aware of their actions while in animal or hybrid form.

**Moonshield:** The silverstar gains a +1 bonus to saves against Enchantment, Illusion, and Necromancy spells and effects, and spells and effects with the Darkness descriptor. This is a supernatural ability.

**Moon fire:** The silverstar can cast *moon fire* once a day as a 17th-level cleric. Activating this spell-like ability is a standard action.

# Sinker

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day	
						1st	2nd
1	+0	+2	+0	+0	Entropic Blow (1/day)	-	-
2	+1	+3	+0	+0	Sifting	-	-
3	+2	+3	+1	+1	Destructive Expertise, Entropic Blow (2/day)	0	-
4	+3	+4	+1	+1		1	0
5	+3	+4	+1	+1	Entropic Blow (3/day)	2	1
6	+4	+5	+2	+2		2	2
7	+5	+5	+2	+2	Entropic Blow (4/day)	3	2
8	+6	+6	+2	+2		3	3
9	+6	+6	+3	+3	Entropic Blow (5/day)	4	3
10	+7	+7	+3	+3	Disintegrate	4	4

Revik let the ashes fall through his fingers into the brass bowl. "This was the note, alright, but I don't know what it said."

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Sinkers belong to the Doomguard faction. They believe the multiverse is in a state of decay and that nothing should interfere with this natural process. Speeding it up is another matter. Fighters gravitate toward this philosophy because it justifies violence and rewards their fighting prowess, but clerics of evil gods and wizards that favor destructive spells also claim membership.

## Requirements

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

**Base Attack Bonus:** +5.

**Disable Device:** 5 ranks.

**Knowledge (architecture & engineering):** 3 ranks.

**Feats:** Great Fortitude, Power Attack, Sunder.

## Class Skills

The Sinker's class skills (and the key ability for each skill) are: Animal Empathy (cha), Balance (dex), Bluff (cha), Concentration (con), Craft (int), Disguise (cha), Gather Information (cha), Handle Animal (cha), Heal (wis), Knowledge (int), Listen (wis), Perform (cha), Ride (dex), Spot (wis), Spellcraft (int), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d10

**Weapon and Armor Proficiency:** A character who takes a level of sinker becomes proficient with all simple and martial weapons, and all armor and shields.

**Entropic Blow:** As a vessel of entropy, a sinker can channel destructive energy, causing extra damage with a melee attack. She adds her Charisma bonus to her attack roll and deals 2 points of extra damage per sinker class level. The entropic blow is especially good at unraveling the things that bind non-living matter together. Against objects, constructs, and undead, the extra damage entropic blow causes is doubled (4 points of extra damage per sinker class level). Use of the entropic blow must be declared before the attack is made. If the attack misses, the blow is wasted for that day. This is a supernatural ability.

**Sifting:** Sinkers of at least 2nd level can sift through the remains of an object or creature and determine what it was and how it was destroyed. The amount of information gained depends on how long the sinker holds and concentrates on some part of the remains.

**1st Round:** Creature type (humanoid, giant, construct, shapechanger, undead, and so on); or what the object was (table, sword, brick, and so on).

**2nd Round:** Gender and age of the creature; or cosmetic details of the object before destruction (paint color, materials used in construction, and so on).

**3rd Round:** The sinker gains a mental vision of the object or creature before its destruction. This vision is brief and somewhat hazy. The sinker can recognize a familiar creature or object, or gain enough of a mental image to describe the features of something, but the sinker could not read a note or distinguish between the features of two twin creatures. The vision reveals the actual form of the creature before destruction. Thus, a creature that was cloaked in an illusion would be shown in its normal form, but a shapechanger would have whatever form it was using just before its death.

**4th Round:** The sinker learns how long the creature or object has been dead or destroyed.

**5th Round:** The sinker learns how the object or creature was destroyed or killed. The sinker gains no information about who caused the destruction, only how it was destroyed. The sinker could therefore learn that a person drowned, but not who held the person under the water.

This supernatural ability can be used at will as a standard action and requires the sinker to touch the object in question (thereby risking any effect that touching the remains might provoke).

**Destructive Expertise:** As agents of destruction, 3rd-level sinkers learn to promote entropy by the most efficient means. The sinker gains a +10 insight bonus to Disable Device and Knowledge (architecture and engineering) skill checks, when attempting to take apart or disable traps and other objects. In addition, the sinker can always take 10 on such checks, even under circumstances when it would normally not be allowed.

**Spells:** Beginning at 3rd level, a sinker gains the ability to cast a small number of arcane spells. To cast a spell, the sinker must have a Charisma score of at least 10 + the spell's level, so a sinker with a Charisma of 10 or lower cannot cast these spells. Sinker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the sinker's Charisma modifier. The sinker's spell list appears below; a sinker has access to any spell on the list and can freely choose which to cast, just like a sorcerer.

When the sinker gets 0 spells of a given level, she gets only bonus spells for that spell slot. A sinker without a bonus spell for that level cannot yet cast spells of that level.

**Disintegrate:** Once per day, a 10th-level sinker can cast *disintegrate* as a sorcerer of a level equal to the sinker's character level. Using this spell-like ability is a full-round action.

## Sinker Spell List

Sinkers choose their spells from the following list:

**1st level**—*chill touch*, *doom*, *erase*, *inflict light wounds*, *true strike*.

**2nd level**—*blindness/deafness*, *death knell*, *inflict moderate wounds*, *shatter*.



## Snake Servant

From *Dragon* #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Medusa gaze immunity
2	+1	+0	+0	+3	Poison damage reduction 1
3	+2	+1	+1	+3	Stunning gaze (1/day)
4	+3	+1	+1	+4	Poison damage reduction 2
5	+3	+1	+1	+4	Petrification immunity, medusa apotheosis, stunning gaze (2/day)

Snake servants are the chosen of various cults that revere medusas and their power. Unlike the other monster cultists presented here, snake servants are not as completely blind to their situation. Medusas demand servitude, but they hate obsequious behavior. As a result, snake servants must walk a fine line, following their master's commands, but doing so in a way that will not anger her.

Snake servants do most of the dirty work for a medusa, infiltrating organizations, scouting locations, and acting as the first line of defense against attack. Medusas that set up criminal rings use snake servants as proxies and middlemen, negotiating on their behalf and setting up jobs for other cultists. In a city with medusas running these rackets, snake servants are often the only "face" that is presented.

Snake servants are very active in setting up "churches" in big cities dedicated to the worship of Shekenster. They actively recruit impressionable, misguided, and deluded individuals into the cult, making them into pawns for the snake servant's use. Snake servants enjoy corrupting officials, nobles, and religious leaders, bringing them into the sight of Shekenster's never-ending gaze.

Rogues are the most likely candidates to be chosen as a snake servant, followed by clerics. Fighters, rangers, and monks who understand subtlety are also likely to take this class, followed by wizards and sorcerers. Classes with a chaotic bent, like barbarians and bards, are never found as snake servants.

### Requirements

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

**Race:** Any humanoid or monstrous humanoid.

**Alignment:** Lawful evil.

**Patron:** Shekenster.

**Base Attack Bonus:** +5.

**Bluff:** 5 ranks.

**Disguise:** 5 ranks.

**Special:** The potential snake servant must go through a special ceremony with a medusa, allowing her to poison him until his Strength score is brought completely down to 0.

### Class Skills

The snake servant's class skills (and the key abilities for each) are: Bluff (cha), Climb (str), Craft (int), Disguise (cha), Intimidate (cha), Hide (dex), Listen (wis), Move Silently (dex), Profession (wis), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Snake servants are proficient with longbows, composite longbows, short-bows, composite shortbows, and all simple weapons, but they gain no new proficiency with armor or shields.

**Medusa Gaze Immunity (Su):** The snake servant becomes immune to the petrifying gaze attack of a medusa. The snake servant gains no immunity to any other sort of gaze attack.

**Poison Damage Reduction (Ex):** Through constant exposure to poisons of all types, especially those created by medusas, the snake servant can ignore a limited amount of poison damage. If the medusa cultist fails her Fortitude save against poison, she reduces the amount of poison damage by 1 point at 2nd level and 2 points at 4th level. This ability does not reduce any damage from the delivery method, just the poison itself. This reduction applies to both initial and secondary poison damage.

**Stunning Gaze (Su):** At 3rd level, the snake servant's gaze becomes particularly unnerving, causing creatures to be stunned. This effect has a range of 30 feet and is negated by a Fortitude save (DC 10 + snake servant class level + Charisma modifier). The snake servant can use this ability for 1 round a number of times per day as indicated on the Snake Servant Advancement table. A creature that fails its saving throw is stunned for 1 round.

**Petrification Immunity (Su):** Snake servants of 5th level are immune to all petrification effects.

**Medusa Apotheosis:** At 5th level, the snake servant has lost all touch with her original heritage, becoming more like a medusa. Her skin becomes scaly, and her eyes change into those of a reptile. Her eyelids wither away and are replaced by a nictitating membrane—her eyes never blink again. The snake servant's type changes to "monstrous humanoid." All special abilities, spells, or effects treat her as a monstrous humanoid.

### Ex-Snake Servants

**Ex-Snake Servants:** A snake servant who ceases worshipping Shekenster loses almost all class features of the prestige class. The only class feature that is not lost is the medusa apotheosis—the creature is permanently warped and twisted into a monstrous humanoid as a reminder of her former master. However, due to Shekenster's treacherous nature, a snake servant who remains faithful to the deity does not lose her abilities if she opposes medusas.

# Sphere Minion

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Eye stalk 1 1/day
2	+1	+0	+0	+3	All-around vision
3	+2	+1	+1	+3	Eye stalk II 1/day, eye stalk I 2/day
4	+3	+1	+1	+4	Levitate
5	+3	+1	+1	+4	Beholder apotheosis, eye stalk III 1/day, eye stalk II 2/day, eye stalk I 3/day

Among some humanoids and monstrous humanoids, insane individuals worship the terrible gods of the beholders. To these people, beholders are perfect beings that have reached the pinnacle of evolution. They look at their own bodies, with only two feeble eyes and flawed, crude limbs and are filled with disgust. By venerating the Great Mother of the beholders, they hope to receive her blessing.

The sphere minion is typically one of the many slaves that belong to a beholder community. Through constant brainwashing and exposure to beholders, they lose any sense of their former identity, making obedience to their masters the only goal worth pursuing. They are the masters and elite among the slaves, preaching the message of the Great Mother and the superiority of beholderkind. Beholders treat sphere minions slightly better than the other slaves, but they still look at them with disgust and disdain. The other slaves view them with awe and envy, for the sphere minion has been touched and changed by the Great Mother.

Wizards, sorcerers, and bards are most likely to become sphere minions, because they have an understanding of the arcane forces that beholders employ. Although they must devote a large percentage of their time learning arcane theory to be considered by the Great Mother, some clerics also make good sphere minions. Monks possess the right mindset, but fighters, rogues, and members of the other martial classes make poor candidates for the class.

Sphere minions are occasionally found outside the (relative) safety of the beholder warrens. They scout terrain in preparation for an assault by beholders. Sphere minions are also found in human cities, performing secret business for their masters. They cloak their appearance under thick hoods or use illusion magic to remain hidden, revealing themselves only to other cultists or when they want to use their eye stalks to attack someone.

## Requirements

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

**Race:** Any humanoid or monstrous humanoid.

**Alignment:** Lawful evil.

**Patron:** The Great Mother.

**Knowledge (Arcana):** 8 ranks.

**Spot:** 4 ranks.

**Feats:** Alertness, Weapon Focus (ray).

## Class Skills

The sphere minion's class skills (and the key abilities for each) are: Bluff (cha), Concentration (con), Craft (int), Intimidate (cha), Knowledge (arcana) (int), Listen (wis), Profession (wis), Search (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the sphere minion prestige class.

**Hit Die:** d6

**Weapon and Armor Proficiency:** Sphere minions gain no new proficiency with any weapons, armor, or shields.

**Eye Stalks (Su):** As he gains experience, a sphere minion grows eye stalks. Unlike a beholder, the sphere minion can aim his eye stalks in any direction without problems. Using an eye stalk is a standard action. The sphere minion can use each eye stalk a number of times per day as described in the Sphere Minion Advancement table.

Each ray resembles a spell as though cast by a sorcerer of a level equal to 5 + the sphere minion's class level but follows the rules for a ray (see Aiming a Spell, page 148 in the Player's Handbook). Each has a range of 50 feet and a saving throw DC of 10 + sphere minion class level + Charisma modifier.

**Eye Stalk I (Su):** At 1st level, the sphere minion can choose one of the following abilities for the eye stalk:

**Charm Person:** The target must succeed at a Will save or be affected as though by the spell.

**Inflict Light Wounds:** This works just like the spell, causing 1d8+5 points of damage (Will half).

**Sleep:** This works like the spell, except that it affects one creature with a number of HD up to the character level of the sphere minion. The target must succeed at a Will save to resist.

**Eye Stalk II (Su):** At 3rd level, the sphere minion can choose one of the following abilities for his second eye stalk:

**Fear:** This works like the spell, except that it targets one creature. The target must succeed at a Will save or be affected as though by the spell.

**Charm Monster:** The target must succeed at a Will save or be affected as though by the spell.

**Slow:** This works like the spell, except that it affects one creature. The target must make a Will save to resist.

**Eye Stalk III (Su):** At 5th level, the sphere minion can choose one of the following abilities for his third eye stalk:

**Flesh to Stone:** The target must succeed at a Fortitude save or be affected as though by the spell.

**Finger of Death:** The target must succeed at a Fortitude save or be slain as though by the spell. The target suffers 2d6+6 points of damage if his saving throw succeeds.

**Disintegrate:** The target must succeed at a Fortitude save or be affected as though by the spell.

**Telekinesis:** The sphere minion can move objects or creatures, as per the spell. Creatures can resist with a successful Will save.

**All-Around Vision (Ex):** At 2nd level, the sphere minion grows accustomed to its eye stalk. This grants the sphere minion a +2 circumstance bonus to Spot and Search checks. In addition, the sphere minion cannot be flanked.

**Levitate (Su):** A sphere minion gains the ability to levitate—the better to serve his beholder masters. The sphere minion can levitate at will, as per the spell cast by a sorcerer of the sphere minion's class level.

**Beholder Apotheosis:** At 5th level, the sphere minion has lost all touch with his original heritage, becoming more like a beholder. Both of his normal eyes merge together into one huge, single eye in the middle of his forehead. His creature type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat him as a monstrous humanoid.

## Ex-Sphere Minions

**Ex-Sphere Minions:** A sphere minion who ceases worshipping the Great Mother or willingly opposes a beholder loses almost all the class features of this prestige class. Any eye stalks that the former sphere minion has cease working and then fall off. He also loses the ability to levitate. The only class feature that is not lost is the beholder apotheosis. The creature is permanently warped and twisted into a monstrous humanoid, retaining the single, merged eye as a sign of his former allegiance to the beholder goddess.

## Stonelord

From Dragon 277 (December 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Earth's Blood
2	+2	+3	+0	+0	Stone Power
3	+3	+3	+1	+1	Stone Shape
4	+4	+4	+1	+1	Stone Power
5	+5	+4	+1	+1	Meld into Stone
6	+6	+5	+2	+2	Stone Power
7	+7	+5	+2	+2	Stone Tell
8	+8	+6	+2	+2	Stone Power
9	+9	+6	+3	+3	Earthquake
10	+10	+7	+3	+3	Stone Power

*"Earthblood, Rockfire  
Called from down low,  
Scour clean the land  
Of our foes."*

- Stonelord evocation chant

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Dwarves know more secrets about stone than anyone else. They live and die among the stones, and the earth whispers to them - or at least to select individuals. These special dwarves are known as stonelords, or occasionally rockbrothers and rocksisters. They use their connection with the earth to draw from the infinite reserves of power within it to help them perform amazing feats.

Fighters are the most common stonelords, although Dwarven paladins and rangers adopt this mantle as well. Though uncommon, Dwarven rogues, clerics and even the occasional wizard or sorcerer become stonelords.

NPC stonelords work in Dwarven communities as protectors and leaders. Occasionally they work in groups, but even then their varied backgrounds and chosen powers make them all very different.

### Requirements

In order to join the ranks of the Stonelord, a character must fulfill the following requirements.

**Race:** Dwarf

**Base Attack bonus:** +5

**Feats:** Endurance

**Skills:** Craft (Stoneworking) 6, Spellcraft 3, Language (Terran)

**Special:** To become a stonelord, a dwarf must undergo an arduous ritual involving immersion in sacred loam, long fasting periods deep underground, and the ingestion of 1,000gp worth of powdered gemstones. The gem type chosen is then the stonelord's totem gem, and he must carry that type of stone with him at all times to access the spell-like abilities he gains as a stonelord.

### Class Skills

The Stonelord's class skills (and the key ability for each skill) are: Climb, Craft, Knowledge (any), Profession, Spot. See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

**Hit Die:** d8

**Weapon and Armor Proficiencies:** Proficient in all simple weapons, and all Axes, but no types of armor and shield.

**Earth's Blood:** Once per day, the stonelord can heal her own wounds using a clump of mud. This ability heals 1d8 + class level hit points. This is a spell-like ability, and using it is a standard action.

**Stone Power:** At every other level, the stonelord can choose on from the following list of stone powers. No power may be chosen more than once.

**Earth's Strength:** Once per day, the stonelord grants himself a boost to his strength as if he were affected by a bull's strength spell for one hour. This is a spell-like ability, and using it is a standard action.

**Earth's Endurance:** Once per day, the stonelord grants himself a boost to his constitution as if he were affected by an endurance spell for one hour. This is a spell-like ability, and using it is a standard action.

**Earthgrip:** Once per day, the stonelord can cast hold monster on any target on the ground, using her class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

**Gravity:** Once per day, the stonelord can cast slow as a spell-like ability using her class level as the level of the caster. Using this ability is a standard action.

**Earth Magic:** Once per day, a spell cast by the stonelord (assuming he can cast spells) is considered maximized as if prepared with the Maximize Spell feat, although the spell's level is unaffected. The spell's level cannot be greater than the class level of the stonelord, and must deal with stone, earth or the like. This is a supernatural ability; using it count as a free action.

**Earth Shadows:** Once per day per class level, the stonelord can create a figment of a Medium-sized earth elemental that appears in a flanking position on the other side of the stonelord's opponent for one round. This spell-like ability allows the stonelord to make flanking attacks (+2 to hit, can make sneak attack if ability is available) against that opponent during that round. Using this ability is a free action.

**Earth Power:** Once per day, all melee attacks made by the stonelord in a single round gain a +2 attack bonus and a +2d6 damage bonus. This is a supernatural ability; using it counts as a free action.

**Stone Skin:** Once per day, the stonelord grants himself skin like stone as if he were affected by a stoneskin spell, using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

**Summon Earth Elemental:** Once per day, the stonelord can summon a small earth elemental as if she cast summon monster III, using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

**Stoneshape:** Once per day, the stonelord can shape stone as if he cast a stone shape spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

**Meld into Stone:** Once per day, the stonelord can merge with stone as if he were affected by a meld into stone spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

**Stonetell:** Once per day, the stonelord can speak with stone as if he cast a stone tell spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

**Earthquake:** Once per day, the stonelord can invoke an earthquake as if he cast an earthquake spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

# Tainted

From Dragon #302 (December 2002)

## Tainted Warrior Advancement

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

## Tainted Spellcaster Advancement

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
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	

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

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

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

## 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.

(Note: For Your Campaign and For Your Character articles are not included with this or any class)

## Class Skills

The tainted's class skills (and the key ability for each skill) are: Bluff (cha), Climb (str), Concentration (con), Disguise (cha), Hide (dex), Intimidate (cha), Jump (str), Knowledge (arcana) (int), Knowledge (religion) (int), Knowledge (the planes) (int), Listen (wis), Move Silently (dex), Ride (dex), Search (int), Spellcraft (int), Spot (wis), See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## 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.

**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.

**Tainted Warrior Hit Die:** d10

**Tainted Spellcaster Hit Die:** d6

**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 (magical 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.
- **Glabezru:** 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.
- **Osyloth:** 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.
- **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 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.
- **Ultrloth:** 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.
- **Glabezru:** 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.
- **Osyloth:** The character's fat is stripped away, making him shockingly skinny.
- **Kyton:** The character's eyes glow yellow, and all the hair on his body falls out.
- **Hellcat:** The character's hair grows rapidly but becomes translucent.
- **Barbazu:** The tainted grows a long, snaky beard that attracts vermin.
- **Erinyes:** The tainted sprouts useless, feathered wings from his back.
- **Hamatula:** Small barbs protrude from the tainted's skin.
- **Cornugon:** The tainted grows a short tail.
- **Gelugon:** The tainted's mouth changes into a set of blunt mandibles.
- **Pit Fiend:** The character's teeth now drip a foul-smelling fluid.
- **Canoloth:** The tainted's tongue becomes rough, like a cat's.
- **Mezzoloth:** The tainted's eyes glow red when he's angry.
- **Nycaloth:** The character sprouts a tiny pair of limp arms beneath his current set.
- **Ultrloth:** 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.
- **Glabezru:** Spell-like Abilities (Sp): 1/day—con fusion 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.
- **Osyloth:** Spell-like Abilities (Sp): 1/day—fly and wall of ice.
- **Kyton:** Chain Control (Su): The tainted can cause any chain in his hand (including a spiked chain) to lengthen 10 feet while it remains in his hand. This increases the reach of any spiked chain wielded by the tainted by 10 feet. In addition, the tainted can now climb chains at his normal speed.
- **Hellcat:** Pouncing Attack (Ex): If the tainted charges a foe during the first round of combat, he can make a full attack even if he has already taken a move action.
- **Barbazu:** Spell-like Abilities (Sp): 3/day—magic weapon and produce flame.
- **Erinyes:** Spell-like Ability (Sp): 3/day—suggestion.
- **Hamatula:** Spell-like Abilities (Sp): 2/day—doom and major image.
- **Cornugon:** Spell-like Ability (Sp): 1/day—dispel chaos.
- **Gelugon:** Spell-like Ability (Sp): 1/day—cone of cold
- **Pit Fiend:** Spell-like Ability (Sp): 1/day—wall of fire.
- **Canoloth:** Blindsight (Ex): The tainted's senses of hearing and scent become so great that he can perceive all creatures and objects within 10 feet. Negating one of the aforementioned senses reduces this ability to the benefits of the Blind-Fight feat. Negating both makes the tainted effectively blind.
- **Mezzoloth:** Spell-like Ability (Sp): 3/day—dispel magic.
- **Nycaloth:** Spell-like Abilities (Sp): 1/day—deeper darkness and fear.
- **Ultrloth:** 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.
- **Mariilith:** 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.
- **Osluth:** The tainted grows a long, bony tail with a scorpion-like stinger on the end. This allows him to make a stinger 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.
- **Hellicat:** The tainted's body becomes translucent and pale, granting him a +6 circumstance bonus to Hide checks.
- **Barbazu:** The tainted's beard grows longer and more foul. Any foe grappled 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.
- **Ultraloth:** 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 Feblemind.
- **Mariilith:** Spell-like Ability (Sp): 1/day—Teleport without Error (self plus 50 pounds of objects only).
- **Balor:** Spell-like Ability (Sp): 1/day—Firestorm
- **Osluth:** 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.
- **Hellicat:** 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).

- **Ultraloth:** Spell-like Ability (Sp): 2/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.
- **Mariilith:** 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.
- **Osluth:** 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.
- **Hellicat:** Like the hellicat, 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 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 2d4 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 injured 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 vrock's ability of the same name, the tainted does not have to be dancing in a group to use it.
- **Hezrou:** Spell-like Ability (Sp): 2/day—Blasphemy.
- **Glabrezu:** Spell-like Ability (Sp): 5/day—Chaos Hammer.
- **Nalfeshnee:** See Invisibility (Su): The tainted continually sees invisibility, as the spell.
- **Mariilith:** Spell-like Ability (Sp): 5/day—Bestow Curse.
- **Balor:** Body Flames (Su): The tainted can breathe 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.
- **Osluth:** 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.
- **Hellicat:** 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.

## 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.

## 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.

# Taker

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1	+0	+0	+2	+0	Survival Skill	0	-	-	-
2	+1	+0	+3	+0	Larger than Life (1/day)	1	-	-	-
3	+2	+1	+3	+1	Survival Skill	2	0	-	-
4	+3	+1	+4	+1	Aura of Confidence (1/day)	3	1	-	-
5	+3	+1	+4	+1	Survival Skill, Charisma Increase	3	2	-	-
6	+4	+2	+5	+2	Larger than Life (2/day)	3	2	0	-
7	+5	+2	+5	+2	Survival Skill	3	3	1	-
8	+6	+2	+6	+2	Aura of Confidence (2/day)	3	3	2	-
9	+6	+3	+6	+3	Survival Skill	3	3	2	0
10	+7	+3	+7	+3	Larger than Life (3/day), Charisma Increase, Supreme Confidence	3	3	3	1

"Don't do me any favors." Parlo walked away from the woman offering to bind his wounds. "I have learned to take care of myself."

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Takers belong to the Fated faction, which advocates survival of the fittest. If you can take it (and keep it), you were meant to have it. If you want something, go and get it. Adventurers in general are attracted to this philosophy, for it is the primary motivation for adventuring. Fighters and barbarians tend to play the bully, while bards, clerics, sorcerers, and wizards use a more subtle approach to get all they desire. Rogues are particularly attracted to the Fated faction for obvious reasons.

## Requirements

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

**Base Attack Bonus:** +4.

**Bluff:** 5 ranks.

**Diplomacy:** 5 ranks.

**Intimidate:** 5 ranks.

**Feats:** Skill Focus (Bluff, Diplomacy, or Intimidate).

## Class Skills

The Taker's class skills (and the key ability for each skill) are: Appraise (int), Bluff (cha), Concentration (con), Diplomacy (cha), Forgery (int), Gather Information (cha), Intimidate (cha), Knowledge (int), Listen (wis), Profession (wis), Read Lips (int), Search (int), Sense Motive (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** A character who takes a level of taker becomes proficient with all simple weapons, light armor, and shields.

**Survival Skill:** Choose one non-exclusive skill. The taker gains a competence bonus to that skill equal to his taker class level. The taker can choose another skill at every other level.

**Larger Than Life:** At 2nd level and higher, the taker can grow in size and power, taking on an aspect that represents his self-importance. This spell-like ability works exactly like a *righteous might* spell cast by a cleric of a level equal to the taker's character level. Use of this ability is a standard action, and the taker can use it a number of times per day as determined by level.

**Aura of Confidence:** At 4th level and higher, the taker's confidence in himself rubs off on allies nearby and disturbs enemies. This spell-like ability works exactly like a *prayer* spell cast by a cleric of a level equal to the taker's character level. Use of this ability is a standard action and the taker can use it a number of times per day as determined by level.

**Charisma Increase:** When a taker reaches 5th level, and again at 10th level, his Charisma score increases by 1. This is not an enhancement bonus; it is an ability score increase.

**Supreme Confidence:** At 10th level, the taker is so confident in his abilities that he gains a morale bonus to attack rolls and saving throws equal to his Charisma bonus. This is an extraordinary ability.

**Spells:** A taker gains the ability to cast a small number of arcane spells. To cast a spell, the taker must have a Charisma score of at least 10 + the spell's level, so a taker with a Charisma of 10 or lower cannot cast these spells.

Taker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the taker's Charisma modifier. The taker's spell list appears below; a taker has access to any spell on the list and can freely choose which to cast, just like a sorcerer.

When the taker gets 0 spells of a given level, he gets only bonus spells for that spell slot. A taker without a bonus spell for that level cannot yet cast spells of that level. Bonus spells are based on Charisma.

Spells gained from being a taker cannot be cast on others. All of the spells cast from the taker spell list are treated as though they have a range of personal.

## Taker Spell List

Takers choose their spells from the following list:

**1st level**—*cure light wounds, endure elements, enlarge, expeditious retreat, lump, sanctuary, true strike.*

**2nd level**—*bull's strength, cat's grace, cure moderate wounds, darkvision, endurance, lesser restoration, resist elements.*

**3rd level**—*cure serious wounds, haste, protection from elements, nondetection, remove disease, tongues.*

**4th level**—*cure critical wounds, neutralize poison, remove curse, restoration, stoneskin.*



## Tiger Mask

From *Dragon* #300 (October 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Arrow magnet, arrow/bolt damage reduction 5/+1	
2	+2	+3	+0	+0	Visage of deception	+1 level of existing class
3	+3	+3	+1	+1	Arrow/bolt damage reduction 10/+2	
4	+4	+4	+1	+1	Claws of the tiger	+1 level of existing class
5	+5	+4	+1	+1	Alter self 1/day, Visage of the Infernal tiger	

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.

### Requirements

To qualify to become a Tiger Mask, the 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.

### Class Skills

The tiger mask's class skills (and the key ability for each skill) are: Appraise (int), Bluff (cha), Concentration (con), Craft (int), Diplomacy (cha), Disguise (cha), Gather Information (cha), Hide (dex), Intimidate (cha), Listen (wis), Move Silently (dex), Profession (wis), Sense Motive (wis), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**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 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.

# Truth Seeker

From Dragon #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known					
						PP	0th	1st	2nd	3rd	4th
1	+0	+2	+0	+2	Share Mind, Monk Strike, 2 Psionic Combat Modes	2	2	-	-	-	-
2	+1	+3	+0	+3	Share Mind (Insight Bonus to AC)	3	3	-	-	-	-
3	+2	+3	+1	+3	Psychoanalyst	4	3	1	-	-	-
4	+3	+4	+1	+4	Share Mind (Cannot be Flanked)	5	3	2	-	-	-
5	+3	+4	+1	+4	Psionic Combat Mode	8	3	3	1	-	-
6	+4	+5	+2	+5	Share Mind (+2 Insight Bonus)	11	3	3	2	-	-
7	+5	+5	+2	+5	Psychic Inquisitor	16	3	3	2	1	-
8	+6	+6	+2	+6	Share Mind (Swap Initiative)	21	3	3	3	1	-
9	+6	+6	+3	+6	Psionic Combat Mode	26	3	3	3	2	-
10	+7	+7	+3	+7	Share Mind (Grant Share)	33	3	3	3	2	1

Truth seekers are the elite agents of the splinter brotherhood. Their primary mission is to find spies and agents of the Scarlet Brotherhood that have placed themselves within local governments. The truth seekers determine the extent of the Brotherhood corruption within the government and report back to the Splintered Mind monastery.

All truth seekers are trained at the secret Splintered Mind monastery. Through rigorous exercises, they not only perfect their fighting skills but also unlock the powers within their minds. This mental energy is focused into Clairsentient and Telepathic powers, and truth seekers have honed these abilities to allow them to establish mental links with their comrades in the heat of battle. They also study in the Monastery's library, learning all they can of the history and politics of their assigned domain.

Truth seekers are formidable in combat, but they are even more powerful when multiple truth seekers fight in tandem. They almost always train and travel in pairs, allowing both to get the full benefit of their *share mind* power. They use their skills of Disguise and Forgery to gain entrance to nearly any location, and they tend to fight unarmed, so they are never at a loss for a weapon.

Most truth seekers are monks or psychic warriors, as they possess the martial skills as well as the inner focus needed to follow this path. Rogue, fighter, and paladin truth seekers are not uncommon, but wizards, barbarians, and clerics rarely seek the path of the truth seeker, though they are very much a part of the Splintered Mind.

NPC truth seekers always travel in pairs. They do not reveal their identity unless they completely trust the confidant.

## Requirements

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

**Alignment:** Any non-evil.

**Base Attack Bonus:** +5.

**Diplomacy:** 8 ranks.

**Sense Motive:** 4 ranks.

**Feats:** Improved Unarmed Strike, Combat Reflexes, Dual Strike (from Sword and Fist).

## Class Skills

The truth Seeker's class skills (and the key ability for each skill) are Concentration (con), Diplomacy (cha), Disguise (cha), Forgery (int), Knowledge (local) (int), Knowledge (nobility and royalty) (int), Knowledge (psionics) (int), Listen (wis), Psicraft (int), Sense Motive (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Truth Seeker prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Truth seekers are proficient with simple weapons. They are not proficient with armor or shields. The use of armor or shields does not interfere with the truth seeker's abilities but does affect the favorable number of unarmed attacks per round (see below).

**Powers:** A truth seeker manifests psionic powers. At each level, the truth seeker discovers powers as indicated on the table. These powers must be Clairsentient or Telepathic powers. A truth seeker must have a Wisdom score of at least 10 + the power's level to discover a Clairsentient power, and a Charisma score of at least 10 + the power's level for Telepathic powers. The DC for saving throws to resist a truth seeker's powers is 1d20 + the power's level + the key ability score modifier. The 1d20 roll is made by the truth seeker when the power is manifested.

**Power Points:** A truth seeker can manifest a number of powers based on available power points, but he does not need to prepare powers in advance, as the power point cost is paid when the power is manifested. Truth seekers do not gain bonus power points for exceptional ability scores. Power points earned as a truth seeker are pooled with power points from any other psionic class, so they can be used to manifest any other discovered power, psionic combat mode, or special ability.

**0-level Powers:** A truth seeker can manifest any talent (0-level power) he knows for free a number of times per day equal to his truth seeker level + 2, after which the truth seeker must pay the power point cost.

**Psionic Combat Modes:** At 1st level, a truth seeker learns two of the ten psionic combat modes. At succeeding levels, the truth seeker learns additional psionic combat modes according to the schedule on the table above. Psionic combat modes are covered in Chapter 4 of the *Psionics Handbook*.

**Monk Strike:** A truth seeker uses unarmed combat much like a monk. A truth seeker has a number of unarmed attacks and deals regular damage as a monk of the character's truth seeker class level. If the truth seeker has monk levels, then these are combined for the purposes of unarmed damage and number of unarmed attacks. Thus a 6th-level monk/6th-level truth seeker would attack as a 12th-level monk.

**Share Mind:** Truth seekers have the ability to connect to other minds and share thoughts and senses. Once per class level per day, the truth seeker can create a *lesser mindlink* with one willing target. The duration is 1 minute per truth seeker class level, and this power requires no power points to activate. A truth seeker can maintain *share mind* with only one creature at a time. This is a spell-like/psionic ability.

In addition to the *lesser mindlink*, the truth seeker (not the target) gains some advantages, based on his level:

At 1st level, the truth seeker taps into the emotions of the partner mind. As a result, the truth seeker gains any morale bonus or penalty that affects the target mind.

At 2nd level, the additional awareness of the *shared mind* gives the truth seeker a +1 insight bonus to AC. This bonus increases to +2 at 6th level and to +3 at 9th level.

At 4th level, the truth seeker gains even greater perception of his surroundings and cannot be flanked, provided he and the shared target are within line of sight. He can still be flanked by a rogue of four levels higher than his character level.

At 6th level, by understanding how his partner mind is moving, the truth seeker gains a +2 insight bonus to attack rolls against any target that both he and the partner mind threaten.

At 8th level, the truth seeker can communicate to such a degree with the partner mind that he is able to act when the partner would normally act, or cause the partner mind to act more quickly. Once per mindlink, the truth seeker can swap initiatives with the mindlink subject. This is declared at the beginning of a round, before anyone has acted, and the subject must be willing.

At 10th level, the truth seeker can filter information back to the mindlink subject, bestowing any of the above abilities onto the partner mind. This ability lasts for 1 minute and can be used once per day.

The truth seeker gains these benefits whenever a *lesser mindlink* is established, regardless of whether the initiator was the truth seeker. Truth seekers can choose *lesser mindlink* as a discovered power and gain the above benefits.

**Psychoanalyst:** Truth seekers get the Psychoanalyst feat for free at 3rd level. This gives them a +2 bonus to Diplomacy, Bluff, Intimidate, and Charisma checks. The feat is described in detail in the *Psionics Handbook*.

**Psychic Inquisitor:** Truth seekers get the Psychic Inquisitor feat for free at 7th level. This allows the truth seeker to detect lies during a conversation. It is described in detail in the *Psionics Handbook*.

## Truth Seeker Power List

Truth Seekers choose their spells from the following list:

**0 level:** *daze, detect psionics, distract, inkling, know direction, missive, telepathic projection*

**1st level:** *attraction, charm person, combat precognition, conceal thoughts, demoralize, destiny dissonance disable, \*distraction, empathy, expanded vision, identify, know location, lesser mindlink, object reading, sense link, steadfast gaze*

**2nd level:** *augury, aversion, brain lock, clairaudience/clairvoyance, combat prescience, darkvision, detect thoughts, \*discover truth, \*fairy tale, \*find the heart, inflict pain, intrusive sense link, narrow thoughts, recall pain, see invisibility, sensitivity to psychic impressions, suggestion*

**3rd level:** *\*brittle psyche, charm monster, crisis of breath, danger sense, false sensory input, fate link, invisibility purge, lesser domination, mindlink, nondetection, poison sense, remote viewing, schism, ubiquitous vision, undead sense*

**4th level:** *anchored navigation, aura sight, detect remote viewing, divination, domination, fatal attraction, fate of one, forced mindlink, mindwipe, tailor memory*

## New Powers

### Discover Truth

Clairsentience  
Level: Psion 2, Truth Seeker 2  
Display: Au  
Manifestation Time: 1 action  
Range: Touch  
Target: One creature  
Duration: 5 rounds  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 3

This subtle power uses the target's memories to uncover hidden truths. When activated, the target can visualize a specific 30-second period of time that he remembers. The target sees not what he remembers but rather what was truly there. In the target's memory, invisible creatures and objects can be seen, and illusions have no effect. For *discover truth* to work, the time period recalled must have occurred at least 24 hours before the power's activation.

### Distraction

Telepathy (Compulsion, Mind-affecting)  
Level: Psion 1  
Display: Vi  
Manifestation Time: 1 action  
Range: Short (25 ft. + 5 ft./level)  
Target: One creature  
Duration: 1 round/level  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 1

This power affects the mind of the target, clouding his anticipation of attacks and disrupting his ability to focus on an attacker. Any creature attacking the target gains a +2 circumstance bonus to hit and characters with the sneak attack ability add their extra damage when attacking the creature if it can be affected by sneak attacks.

Distraction can only affect creatures with an Intelligence score.

### Narrow Thoughts

Telepathy (Compulsion, Mind-affecting)  
Level: Psion 1  
Display: Vi, Au  
Manifestation Time: 1 action  
Range: Short (25 ft. + 5 ft./level)  
Target: One creature  
Duration: 1 round/level  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 1

Like its lesser counterpart *distraction*, *narrow thoughts* affects the target's ability to concentrate on combat. However, where *distraction* dulls the perceptions and focus of the target, *narrow thoughts* heightens the target's awareness of a single foe.

A creature affected by *narrow thoughts* must choose one visible enemy to focus on when the power is manifested. For the duration of the power, the affected creature's Dexterity bonus, dodge bonuses, and shield bonus to AC apply only when attacked by the chosen enemy. Furthermore, the affected creature gains an additional +2 dodge bonus to AC against the chosen enemy. This means, of course, that attackers other than the one the affected creature chooses to concentrate on will have a much easier time striking the power's target.

### Find the Heart

Clairsentience  
Level: Psychic Warrior 2, Truth Seeker 2  
Display: Vi, Ma  
Manifestation Time: 1 action  
Range: Personal  
Target: One creature  
Duration: 1 round/level  
Saving Throw: None  
Power Resistance: No  
Power Points: 3

*Find the heart* gives its user an intuitive feel for striking a creature's anatomy. Using this insight allows the psychic warrior to make more precise, damaging strikes. This power grants the equivalent of +2d6 sneak attack damage. The extra damage is treated like the rogue's ability to sneak attack, except *find the heart* grants bonus damage only to melee attacks. Any time the psychic warrior makes a melee attack, she can add +2d6 points of bonus damage if the target would be denied a Dexterity bonus to AC or if the target is flanked.

The extra damage from *find the heart* applies only against creatures susceptible to a rogue's sneak attack damage; it does not work against undead, oozes, plants, and incorporeal creatures. Any creature that is immune to critical hits is also immune to the extra damage from *find the heart*. Multiclass psychic warriors who already have the sneak attack ability still gain the benefit of *find the heart* the extra damage from this power stacks with regular sneak attack damage.

### Brittle Psyche

Telepathy (Mind-affecting)  
Level: Psychic Warrior 4, Truth Seeker 3  
Display: Au  
Manifestation Time: 1 action  
Range: Short (25 ft. + 5 ft./level)  
Target: One creature  
Duration: 1 round/level  
Saving Throw: Will negates  
Power Resistance: Yes  
Power Points: 7

The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Creatures with 10 or more Hit Dice avoid this effect with a successful Will save. Creatures with less than 10 Hit Dice get no saving throw to reduce the initial effect. Creatures who succeed at their first save are immune to the further effects of the power.

Furthermore, when the affected creature takes damage during a combat round, the penalties increase. At the end of any round of combat during which the creature takes damage, the morale penalty increases by an additional -2. The creature can avoid this additional penalty with a successful Will save. Successfully making a saving throw prevents the penalty from increasing but does nothing to prevent the penalty from increasing next round, nor does it rid the creature of penalties already accrued.

## Truth Seeker, Arcane

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					Spells Known				
						0th	1st	2nd	3rd	4th	0th	1st	2nd	3rd	4th
1	+0	+2	+0	+2	Share Mind, Monk Strike	2	-	-	-	-	4	-	-	-	-
2	+1	+3	+0	+3	Share Mind (Insight Bonus to AC)	3	0	-	-	-	5	2*	-	-	-
3	+2	+3	+1	+3	Psychoanalyst	3	1	-	-	-	6	3	-	-	-
4	+3	+4	+1	+4	Share Mind (Cannot be Flanked)	3	2	-	-	-	6	3	2*	-	-
5	+3	+4	+1	+4		3	3	1	-	-	6	4	3	-	-
6	+4	+5	+2	+5	Share Mind (+2 Insight Bonus)	3	3	2	-	-	6	4	3	-	-
7	+5	+5	+2	+5	Psychic Inquisitor	3	3	2	1	-	6	4	4	2*	-
8	+6	+6	+2	+6	Share Mind (Swap Initiative)	3	3	3	1	-	6	4	4	3	-
9	+6	+6	+3	+6		3	3	3	2	-	6	4	4	3	-
10	+7	+7	+3	+7	Share Mind (Grant Share)	3	3	3	2	1	6	4	4	4	2*

Some DMs or players might not wish to include psionics in their campaigns. If this is the case, the truth seekers can be converted to an arcane class rather than a psionic class by replacing the discovered psionic powers and power points with an arcane spell progression

identical to the first ten levels of bard. This covers number of castings per day and spells known. These spells should all be chosen from the Divination and Enchantment schools of the wizard spell list. Charisma is the primary attribute for arcane truth seekers.

# Vengeance Sworn

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Blood of heroes	
2	+2	+3	+0	+0		+1 level of existing class
3	+3	+3	+1	+1	Might of heroes	
4	+4	+4	+1	+1	Rage	
5	+5	+4	+1	+1	Shield of fury +2	
6	+6	+5	+2	+2		+1 level of existing class
7	+7	+5	+2	+2	Will of heroes	
8	+8	+6	+2	+2	Rage	
9	+9	+6	+3	+3	Shield of fury +4	
10	+10	+7	+3	+3	Dragonslayer	+1 level of existing class

Born from the aftermath of dragon-wrought tragedy, death, and destruction, the vengeance sworn focus their hatred of dragons and their desire for revenge into a divinely sealed oath that drives them beyond the limits of mortal endurance. Battle-hardened and tested by the harsh environments in which they live, vengeance sworn characters travel through rugged mountains and across trackless seas to sate their burning desire for draconic blood.

In battle, the vengeance sworn are relentless, implacable foes, hurling themselves against the gleaming scales of their draconic enemies armed only with steel weapons and their bitter fury. Among the close-knit brotherhood of warriors, vengeance sworn are given wide berth, as their often single-minded purpose sets them at odds with their more mercenary brethren. Still, their reputation for ferocity and true skill in battle wins them a place among many adventuring groups.

The vengeance sworn are far from common, but multiclassed characters with levels in barbarian and either cleric or druid from more primitive cultures are the most likely characters to become members of the prestige class. Rogues, monks, wizards, sorcerers, and other arcane spellcasters, however, rarely take the single-minded oath that fuels the hearts and limbs of the vengeance sworn.

## Requirements

To qualify to become vengeance sworn, a character must fulfill all of the following criteria:

**Base Attack Bonus:** +6.

**Intimidate:** 5 ranks.

**Knowledge (arcana):** 5 ranks.

**Wilderness Lore:** 5 ranks.

**Feats:** Ambidexterity, Two-Weapon Fighting, Expertise.

**Special Ability:** Rage.

**Spellcasting:** Ability to cast 1st-level divine spells.

**Special:** Must have been killed by a dragon or had a loved one killed by a dragon.

## Class Skills

The vengeance sworn's class skills and the key ability for each skill are: Str: Climb (str), Craft (int), Handle Animal (cha), Hide (dex), Intimidate (cha), Intuit Direction (wis), Jump (str), Knowledge (int), Listen (wis), Ride (dex), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the vengeance sworn prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** Vengeance sworn characters are proficient with all simple and martial weapons, as well as light and medium armor.

**Spells Per Day:** Because a vengeance sworn character continues in her worship of the divine, she increases her caster level and continues to gain new spells per day at 2nd, 6th, and 10th level. If a character possessed more than one divine spellcasting class before she became vengeance sworn, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day.

**Blood of Heroes (Su):** Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the vengeance sworn receive a +4 morale bonus to their Will saves against this fear-generating effect. In the unlikely event that the vengeance sworn also possesses a paladin's aura of courage, her protective emanation improves, extending her personal immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist the effects of the dragon's frightful presence.

**Might of Heroes (Ex):** At 3rd level, anytime the vengeance sworn is inside the radius of a dragon's frightful presence ability, she gains a +2 sacred bonus to attacks, saves, and skill checks. This bonus applies only to rolls made against a creature with the dragon type, including attack rolls to hit the dragon, saving throws against the dragon's spells and abilities, and similar checks. In addition, the vengeance sworn must be fighting against the dragon; in the rare instance where a vengeance sworn might be allied with a dragon, the allied dragon's frightful presence ability does not trigger the might of heroes ability.

**Rage (Ex):** The oath-stirred fires of a vengeance sworn's anger allows her to rage one additional time per day. This ability functions exactly like the rage ability from the barbarian class (a prerequisite for this class). At 8th level, the vengeance sworn gains another daily use of the rage ability.

**Shield of Fury (Su):** At 5th level, the vengeance sworn receives a +2 sacred bonus to all saves against breath weapons, spells, and other abilities that originate with a creature with the dragon type. At 9th level, this bonus increases to +4.

**Will of Heroes (Su):** At 7th level, whenever the vengeance sworn is within the radius of an opposing dragon's frightful presence ability, she becomes immune to all Enchantment and Illusion effects.

**Dragonslayer (Su):** At 10th level, because of their passion and experience at fighting dragons, as well as their divinely inspired skills, vengeance sworn are more likely to inflict a critical hit whenever they battle a creature with the dragon type. This supernatural ability doubles the effective threat range of each of the vengeance sworn's attacks against a creature with the dragon type. This increase stacks with the Improved Critical feat and the keen weapon enhancement just like those effects stack with themselves (the increase affects the base threat range only, not the modified threat range). For example, a +1 keen longsword wielded by a vengeance sworn with the Improved Critical (longsword) feat and the dragonslayer ability would have a threat range of 13-20.

## Waker of the Beast

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Natural armor +1, locate the sleeper
2	+2	+3	+0	+0	Strength of the beast
3	+3	+3	+1	+1	Natural armor +2, claws and bite
4	+4	+4	+1	+1	Strength of the beast
5	+5	+4	+1	+1	Natural armor +3, tarrasque apotheosis

Apocalypse. The world ablaze. A horrid monster stalking the land, crushing the unrighteous and cleansing the world of everything. This is the vision of the waker of the beast.

The "beast" is none other than the tarrasque, an immense creature that is virtually impossible to destroy. Every decade or so, the tarrasque awakens from a deep slumber, terrorizing the land and devouring anything that it encounters.

A waker of the beast is a humanoid who belongs to an apocalyptic cult that believes in the end of the world through the violence caused by the tar-rasque. This cult sees the tarrasque as a method of cleansing the world of all living beings, bringing the world back to a pure state of being. However, although the tarrasque is truly a neutral being (being too stupid and hungry to care about complex things like right or wrong), the quest of the wakers of the beast make them evil and deluded beyond compare.

A person usually becomes a waker after receiving powerful visions of the tarrasque. During these nightmares, he can see the beast stalking the land, destroying everything in its path. However, he also becomes part of the tarrasque, feeling its power, its hunger, and its lust for destruction. When he awakens, the person either recoils with the horror of the nightmare or is ... changed. From that moment on, he is drawn to the tarrasque, as a moth to flame, doing whatever he can to cause the beast to rise from its slumber. Most wakers hope to be devoured by their "god," seeing it as the ultimate sacrifice.

It is unclear how a waker gains his powers from such an uncaring (and un-divine) creature. Scholars suggest that the power that created the tarrasque in the first place can be tapped by anyone willing to relinquish their sanity and identity. As a waker grows in power, he also becomes more like the beast that he emulates, growing a thick carapace and bulking up with huge muscles. However, the alien mind of the tarrasque destroys the intellect, and the waker becomes more a creature of instinct and brutality than reason.

Only the truly insane and deluded would want to become a waker. Most wakers are clerics of evil gods who wish to bring about the end of the world by crushing it beneath the feet of the tarrasque. Beyond that, almost every other class is represented. Ex-paladins who have given in to evil and madness are also likely candidates to become a waker of the beast.

## Requirements

To qualify to become a waker of the beast, a character must fulfill all the following criteria:

**Race:** Any humanoid or monstrous humanoid.

**Alignment:** Any evil.

**Base Attack Bonus:** +7.

**Feats:** Power Attack, Toughness.

## Class Skills

The waker of the beast's class skills (and the key abilities for each) are: Climb (str), Craft (int), Intimidate (cha), Listen (wis), Spot (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the waker of the beast prestige class.

**Hit Die:** d12

**Weapon and Armor Proficiency:** A waker of the beast gains no new proficiency with any weapons, armor, or shields.

**Natural Armor (Ex):** At 1st level, a waker of the beast begins to grow a tough carapace that provides him with natural armor. This increases the waker's natural armor by +1 and increases it by an additional +1 at 3rd and 5th level.

**Locate the Sleeper (Su):** A 1st-level waker of the beast begins having visions about the tarrasque. These visions (or nightmares) take place only when the waker of the beast is asleep. Through these dreams, the waker of the beast learns the current location of the tarrasque. These visions also give the waker an understanding of how to awaken the slumbering tarrasque. Once a waker is within 1 mile of the location of the tarrasque, he can begin chanting to call the tarrasque from its sleep. The waker of the beast can try to awaken the tarrasque once per month, with a percent chance equal to his class level. Multiple wakers can attempt the chant together by joining hands, combining their class levels for the total percentage. Upon waking, the tarrasque begins its reign of terror on the landscape. The waker of the beast in no way controls the tarrasque.

**Strength of the Beast (Su):** At 2nd and 4th level, a waker of the beast begins turning into a terrible monster-increasing in strength, but losing intellect. The waker gets a permanent +2 increase to Strength and -2 decrease to Intelligence. This also results in the loss of skill points.

**Claws and Bite (Ex):** At 3rd level, the waker of the beast gains claw and bite attacks if he does not already have them. Use the values below or the waker's base claw and bite attacks, whichever are better.

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

**Tarrasque Apotheosis (Su):** At 5th level, the waker of the beast's type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat him as a monstrous humanoid.

In addition, the waker of the beast grows larger by one size category, which affects many of its statistics. See "Size Increases" in the introduction of the Monster Manual for more information on the effects of increasing a size category. Note that this will change the waker's claw and bite damage. However, this final transformation decreases the waker of the beast's Intelligence by an additional -2.

## Ex-Wakers

**Ex-Wakers:** A waker of the beast who willingly and unnecessarily procrastinates going to awaken the tarrasque loses all class features except that the waker's Intelligence remains decreased and he retains the monstrous humanoid type.

# Weightless Foot

From Dragon #289 (November 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Leap of the Clouds, Slow Fall (20 ft)
2	+2	+0	+3	+3	Light Step (+10), Spring Attack
3	+3	+1	+3	+3	Acrobatics (+10), Slow Fall (30 ft)
4	+4	+1	+4	+4	Purity of Body, Trackless Step, Shot on the Run
5	+5	+1	+4	+4	Dry Feet, Slow Fall (50 ft), Light Step (+20)
6	+6	+2	+5	+5	Purity of Mind, Uncanny Step
7	+7	+2	+5	+5	Light as a Feather, Acrobatics (+20)
8	+8	+2	+6	+6	Light as Air
9	+9	+3	+6	+6	Purity of Spirit, Improved Evasion
10	+10	+3	+7	+7	Weightlessness

"Man in life is light and elusive: He can move about and leaping, leave the ground Man in death is heavy and still: His body lays on the ground and, sinking into the land, is eaten by worms.

The ten thousand things, the birds and the trees, while they live they are supple and move with the wind When they die, they are rigid and weigh heavily upon the earth.

Thus the slow and the heavy are the companions of death. The quick and the light are the companions of life. Therefore the path of true enlightenment lies above the ground; weightlessness is a state of bliss."

- Wu Shenyang on the virtue of weightlessness  
◆ ◆ ◆ ◆ ◆

Rooftop battles and aerial acrobatics, stunning swordplay and cunning kung fu: this is the realm of the weightless foot. Each step can lead them into the air, each leap can become flight. In mountaintop monasteries and desert dojos the Weightless Foot meditate and study, sharpening their martial arts and mental prowess. Yet, things were different once.

In the wake of the second civil war, many samurai were left without a clan to serve. Bands of ronin formed and roamed the land, pillaging villages and robbing whomever they came across. One such band fought or absorbed many of the others, growing in strength and numbers. Formed of the toughest cutthroats and thieves, the band remained a thorn in the new emperor's side despite his best efforts to exterminate it. When he sent spies among them, they were discovered and killed. When overwhelmed by numbers, they faded into the forests or scattered into the cities only to later reform and return to their murderous and lawless ways. Soon they became a clan in their own right, a clan of ninja. They called themselves the Iron Foot, representing both the weight of their influence on the empire and their martial prowess.

Then one day some of them met Wu Shenyang. At that time Wu Shenyang was not yet an Immortal, but he was well on his way to that path and would not suffer himself to be killed by bandits. Wu Shenyang defeated them handily, as handily as he defeated the next band that was sent against him, and the next, and the still larger band that was sent after that. Finally, the four leaders of the Iron Foot and two hundred of their best fighters confronted Wu Shenyang. With each punch he offered a pearl of wisdom, with each kick he conferred advice on tactics and fighting style. When the combat was over, all the Iron Foot lay groaning around him, and the four leaders begged him to be their master. Thus, the Iron Foot clan became the Weightless Foot clan and took up Wu Shenyang's philosophy of weightlessness. Wu Shenyang taught them that strength comes from mobility and power from knowing when weight should be applied. Before he passed into the realm of the Immortals, Wu Shenyang saw the Weightless Foot become a law-abiding, accepted part of the empire. The people and the emperor came to view them like the many monastic orders that flourished throughout the empire—as warrior-philosophers, valued for the art, literature, and public aid they give to the empire, but also as a strong arm of military might when the empire or innocent individuals are in need.

Rogues and monks make up the majority of the Weightless Foot clan, though samurais, soheis, and fighters multiclassing as rogues or monks are also quite common. Barbarians are virtually unknown among them, but the spellcasting classes are all fairly well represented. Weightless Foot shugenja usually specialize in air as a tribute to the ideal of weightlessness, whereas wujen generally attempt to master metal, reflecting their clan's focus on martial prowess. NPC weightless foot are often encountered as advisors to the politically powerful as their wise counsel is never influenced by desire for personal gain or corruption.

## Requirements

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

**Alignment:** Any non-chaotic, non-evil.

**Base Attack Bonus:** +4.

**Base Reflex Save:** +2.

**Balance:** 8 ranks.

**Climb:** 4 ranks.

**Concentration:** 4 ranks.

**Jump:** 6 ranks.

**Tumble:** 4 ranks.

**Feats:** Dodge, Iron Will, Mobility, Point Blank Shot

**Special:** Must have the evasion class feature.

## Class Skills

The weightless foot's class skills (and the key ability for each skill) are: Balance (dex), Climb (str), Concentration (con), Diplomacy (cha), Escape Artist (dex), Hide (dex), Iaijutsu Focus (cha), Jump (str), Listen (wis), Move Silently (dex), Search (int), Spot (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the Weightless Foot prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters who take a level of weightless foot gain proficiency in all simple and martial weapons, but they gain no new proficiency with armor.

**Leap of the Clouds (Su):** A 1st-level weightless foot's jumping distance (vertical or horizontal) is not limited according to her height.

**Slow Fall (Ex):** At 1st level, a weightless foot within arm's reach of a wall can use the wall to slow her descent. The weightless foot takes damage as if the fall were 20 feet shorter than it actually is. Her ability to slow her fall (that is, to reduce the effective height of the fall when next to a wall) improves with her level until at 5th level she can fall 50 feet without harm. This ability does not stack with the monk ability of the same name.

**Light Step (Su):** A 2nd-level weightless foot gains a +10 competence bonus to Move Silently checks. At 6th level, this bonus increases to +20. In addition, a weightless foot can always choose to take 10 on a Move Silently check, even when circumstances would normally prevent her from doing so.

**Spring Attack:** At 2nd level, the weightless foot gains the Spring Attack feat.

**Acrobatics (Su):** A 3rd-level weightless foot gains a +10 competence bonus to Balance, Climb, Jump, and Tumble checks. At 7th level, this bonus increases to +20. In addition, a weightless foot can always choose to take 10 on a Balance, Climb, Jump, or Tumble Check, even when circumstances would normally prevent her from doing so.

**Purity of Body (Ex):** At 4th level, the weightless foot gains control over her body's immune system. She gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

**Trackless Step (Su):** At 4th level and higher, a weightless foot leaves no trail in natural surroundings and cannot be tracked.

**Shot on the Run:** At 4th level, the weightless foot gains the Shot on the Run feat.

**Dry Feet (Sp):** A weightless foot of 5th level or higher can cast *water walk* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot.

The weightless foot may use *dry feet* three times per day plus a number of times equal to her Charisma modifier (always at least once).

**Purity of Mind (Ex):** At 6th level, the weightless foot gains control of her wandering thoughts and can focus all of her mind to a given task. She gains a +5 competence bonus to all Intelligence-based skill checks.

**Uncanny Step (Su):** At 6th level, a weightless foot can take part of one of her move actions on a wall or other vertical surface so long as she begins and ends her movement on a horizontal surface. If she does not end her movement on a horizontal surface, a weightless foot falls, taking damage appropriate to her height above the ground. Treat the vertical surface as normal floor for the purposes of measuring movement. Passing the boundary from vertical to horizontal is equivalent to 5 feet of movement on a normal floor. Opponents on the floor still get attacks of opportunity if the weightless foot moves through areas they threaten. The weightless foot can take other move actions in conjunction with uncanny step. For example, the weightless foot could use the Spring Attack feat and the Tumble and Jump skills, but she cannot charge a foe.

For instance, Kangling the weightless foot has a base speed of 40 feet. She begins her action with her back to a wall facing some enemies who guard the building across the street. Kangling turns, runs up the wall for 10 feet, and then leaps 15 feet across the street (using the Jump skill and the leap of the clouds ability) to land on the wall of the building the men are guarding. She then moves 5 feet to an open window and ends her movement on a horizontal surface by stepping inside the building through the window.

**Light as a Feather (Sp):** At 7th level or higher, a weightless foot can cast *feather fall* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *light as a feather* three times per day plus a number of times equal to her Charisma modifier (always at least once).

**Light as Air (Sp):** A weightless foot of 8th level or higher can cast *air walk* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *light as air* three times per day plus a number of times equal to her Charisma modifier (always at least once).

**Purity of Spirit (Su):** At 9th level, a weightless foot gains control of her spirit. She gains a +10 insight bonus to saving throws made to resist level drains or alignment changes.

**Improved Evasion (Ex):** At 9th level, a weightless foot's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she takes only half damage on a failed save.

**Weightlessness (Sp):** A weightless foot of 10th level can cast *fly* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *weightlessness* three times per day plus a number of times equal to her Charisma modifier (always at least once).

## End Notes

**Multiclass Note:** Monk characters can freely multiclass with this class. Monks who have already taken levels in another class may again take monk levels after gaining a level as a weightless foot.



# Windsinger

From *Dragon #294* (April 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Windsong (bolster the wind)
2	+2	+0	+0	+3	Windsong (sailor's fate)
3	+3	+1	+1	+3	Windsong (calm the waves)
4	+4	+1	+1	+4	Windsong (rower's chant)
5	+5	+1	+1	+4	Windsong (ocean mist)
6	+6	+2	+2	+5	Windsong (dead reckoning)
7	+7	+2	+2	+5	Windsong (favorable winds)
8	+8	+2	+2	+6	Windsong (angry seas)
9	+9	+3	+3	+6	Windsong (becalm)
10	+10	+3	+3	+7	Windsong (control weather)

Songs and sea-shanties have always had their place on the open ocean, where superstitious sailors found comfort, solace, and relief from boredom in hundreds of ballads, jigs, and other songs. But in D&D, such songs have real power, and sometimes a singer in desperate straits finds the wind rising at his back whenever a tune escapes his lips. Thus is a windsinger born.

Almost all windsingers have at least one level of bard, because the arcane connection between melody and power is key to a windsinger's prowess. Rogues and fighters sometimes become windsingers after dabbling in the arcane arts. Druids are sometimes attracted by a windsinger's command of the weather.

## Requirements

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

**Perform:** 10 ranks (performance type must include song, ballad, or chant).

**Knowledge (nature):** 5 ranks

**Spells:** Able to cast 0-level arcane spells

**Special:** The character must have survived a great trial at sea. Examples of events that qualify as a great trial include:

- Taking part in or quashing a mutiny aboard a major ship
- Reduction to 0 hit points from drowning (see the Drowning Rule in Chapter 3 of the *Dungeon Masters Guide*).
- Being marooned on a small island or other isolated shore for three months or more.
- Surviving a ship sinking

## Class Skills

The windsinger's class skills (and the key abilities for each) are: Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Intuit Direction (wis), Jump (str), Knowledge (geography) (int), Knowledge (nature) (int), Perform (cha), Profession (wis), Ride (dex), Sense Motive (wis), Spot (wis), Swim (str), Use Rope (dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** A windsinger is proficient with martial weapons and light armor.

**Windsong:** By singing the right melody, a windsinger can create an array of effects useful to life aboard a ship. Ordinarily the windsinger can sing a windsong once per windsinger level per day. The windsinger's wind-song class feature works like bardic music, and if the windsinger has bard levels, windsong uses and bardic music uses are interchangeable. Many windsong effects require more than one of the ability's allotted daily uses (that's why almost all windsingers were once bards—without the extra uses per day, they're powerless at low levels).

Many windsongs last as long as the music does, so windsingers sometimes sing for hours on end to extend the effect. A windsinger can sing for one hour without a problem. Singing for a second hour in between sleep cycles causes 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

As with bardic music, the windsinger can fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word.

**Bolster the Wind (Su):** A 1st-level windsinger with at least 11 ranks in Perform can change the wind to make it more favorable for sailing. After a full round of singing, the wind speed picks up by one category (light winds become moderate, moderate winds become strong, and so on). Furthermore, the windsinger can alter the direction of the wind by 90 degrees in either direction.

If the wind is coming from the south, for example, a windsinger who bolsters the wind can change it so it blows from the southeast, east, southwest, or west. Bolstering the wind requires three uses of windsong. This windsong affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.

**Sailor's Fate (Su):** A 2nd-level windsinger with at least 12 ranks in Perform can ask the wind a question about a fellow sailor. This functions exactly like the divination spell, except that the subject of the question must be someone aboard a ship. The caster level of the effect is the sum of the character's windsinger and bard levels. Sailor's fate takes minutes of singing, requires three uses of windsong, and is usable only once per day.

**Calm the Waves (Su):** A 3rd-level windsinger with at least 13 ranks in Perform can reduce the severity of weather effects. Table 3-19 and the Weather section of Chapter 3 in the *dungeon master's Guide* list weather effects. The windsinger can reduce wind strength by one or two categories (from severe to strong or moderate, for example), waves by one or two categories (thus making control checks for ships easier), and overall weather on Table 3-19 by one or two categories (from inclement weather to normal, for example). Furthermore, calm the waves can dissipate any mists or fogs within 1,000 feet in a single round. This wind-song affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.

Calm the waves requires two uses of windsong if it improves the weather by one category and four uses of windsong if it improves the weather by two categories.

**Rower's Chant (Su):** A 4th-level windsinger with at least 14 ranks in Perform can use music to stave off the effects of fatigue and exhaustion. Characters do not suffer the penalties from being fatigued or exhausted while they hear the rower's chant. Rower's chant lasts as long as the windsinger continues to sing, and any penalties from fatigue or exhaustion return at the point that the song ends. Additionally, anyone who can hear the rower's chant is immune to subdual damage from exertion effects such as forced marches and hustling for more than one hour. The windsinger still takes subdual damage from singing for hours on end, however.

**Ocean Mist (Su):** A 5th-level windsinger with at least 15 ranks in Perform can conjure forth misty fog, often to obscure his ship from pursuers. By expending a single use of windsong, the windsinger can fill a 1,000-foot radius with obscuring mist (as the spell). By expending three uses of windsong, a solid fog emerges (as the spell). The mist appears to expand outward from the general vicinity of the windsinger, billowing outward at 100 feet per round. If the windsinger stops singing before the full radius is reached, the mist stops expanding when the singing does.

Ocean mist lasts as long as the windsinger continues to sing, plus an additional 30 minutes, although moderate winds will dissipate it in 4 rounds and strong winds in 1 round.

**Dead Reckoning (Su):** A 6th-level windsinger with at least 16 ranks in Perform can entice the breezes to reveal the best route to any destination. This functions exactly like the find the path spell, except that the destination must be somewhere touched by normal winds (almost anywhere outdoors and almost nowhere indoors). The caster level of the effect is the sum of the character's windsinger and bard levels. Dead reckoning requires a single use of the windsong ability.

**Favorable Winds (Su):** A 7th-level windsinger with at least 17 ranks in Perform can create a weather pattern that affects only his ship. This functions as the control winds spell except that it changes the winds in a 100-foot emanation around the windsinger only and lasts as long as he maintains the song. The caster level of the effect is the sum of the character's windsinger and bard levels. The windsinger must expend one windsong use each hour he continues to sing a windsong of favorable winds.

**Angry Seas (Su):** An 8th-level windsinger with at least 18 ranks in Perform can increase the severity of storms and other inclement weather. When the song begins, the windsinger picks a point within 1000 feet. Weather within a 100-foot radius of that point becomes up to two categories worse, according to Table 3-19 in the *dungeon master's Guide*. Roll randomly for specific effects as directed by the table.

The weather lasts as long as the windsinger continues to sing. The windsinger can change the center-point of the effect as a free action once per turn. Angry seas takes three uses of windsong to invoke.

**Becalm (Su):** A 9th-level windsinger with at least 19 ranks in Perform can steal the wind from another ship's sails, stopping it completely. When the song begins, the windsinger picks a point within 1000 feet. No wind blows within a 100-foot radius of that point, although the prevailing winds elsewhere are unaffected. The windsinger can also target an object with this effect, in which case the becalmed area is centered on the object (usually an enemy ship) and moves as it does. The becalm windsong lasts for 30 minutes and expends two uses of windsong.

**Control Weather (Sp):** A 10th-level windsinger with at least 20 ranks in Perform can command the clouds and winds. This functions exactly like the druid spell of the same name. The caster level of the effect is the sum of the character's windsinger and hard levels. Control weather requires a single use of the windsong ability to activate, and another every time the windsinger wishes to change the weather during the duration.

## Opposing Windsongs

If two windsingers are trying to create contradictory effects (one is using bolster the wind while an enemy windsinger is trying to becalm it), an opposed Perform check determines whose windsong works in the overlap between their areas of effect,

Parts of the area of effect that don't overlap another windsong function normally, regardless of the outcome of the Perform check.

# Xaositect

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Hide from the Law, Chaotic Contagion, No Rhyme or Reason
2	+1	+0	+3	+0	Babble (10 ft.)
3	+1	+1	+3	+1	Confusion Aura (5 ft.)
4	+2	+1	+4	+1	Babble (20 ft.), Chance's Friend (1/day)
5	+2	+1	+4	+1	Chaotic Defense, Confusion Aura (10 ft.)
6	+3	+2	+5	+2	Babble (30 ft.), Burst of Chaos
7	+3	+2	+5	+2	Spark of Life, Chance's Friend (2/day), Confusion Aura (15 ft.)
8	+4	+2	+6	+2	Babble (40 ft.)
9	+4	+3	+6	+3	Confusion Aura (20 ft.), Law's bane
10	+5	+3	+7	+3	Babble (50 ft.), Chance's Friend (3/day), Chance's Master

Zibbit looked around at his companions dodging flapping books and sliding chairs. "Interesting. I didn't know I could do that."

◆ ◆ ◆ ◆ ◆

Xaositects belong to the faction of the same name, promoting chaos in all its glorious forms. Members of this faction see the universe as a place of permanent chaos. Patterns and order are illusions. Barbarians are attracted by the lawlessness of the faction, but the other classes are fairly well represented (with the noted exception of monks and paladins).

## Requirements

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

**Alignment:** Any chaotic.

**Base Attack Bonus:** +4.

**Base Fort Save:** +2.

**Base Reflex Save:** +2.

**Base Will Save:** +2.

## Class Skills

The Xaositect's class skills (and the key ability for each skill) are: Bluff (cha), Craft (int), Decipher Script (int), Diplomacy (cha), Forgery (int), Gather Information (cha), Innuendo (wis), Intimidate (cha), Knowledge (int), Read Lips (int), Search (int), Sense Motive (wis), Use Magic Devise (cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** A character who takes a level of xaositect becomes proficient with all simple and martial weapons, all armor, and shields.

**Hide from the Law:** Lawful spellcasters find it difficult to perform divinations against the xaositect. This supernatural ability functions like a *nondetection* spell cast by a spellcaster of the xaositect's character level, except that it functions only against creatures of lawful alignment. This ability can be suppressed or resumed by the xaositect as a free action.

**No Rhyme or Reason:** Xaositects are immune to Illusion (Pattern) spells and gain a +3 bonus to saving throws against spells with a Lawful designator.

**Chaotic Contagion:** With a successful melee touch attack, the xaositect can compel a creature to act randomly. The touched creature must make a Will saving throw (DC 10 + the xaositect's class level + the xaositect's Charisma modifier). Failure indicates the creature must act randomly as per the *random action* spell. The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once). The xaositect must declare the use of this ability before the attack is made. If the attack misses, that use of *chaotic contagion* is wasted.

Unlike *random action*, this is not a mind-affecting effect. Thus, mindless undead, constructs, oozes, and vermin are not immune. The subject of a *protection from chaos* spell is made immune to this ability for the duration of the spell.

**Babble:** At 2nd level, the xaositect can generate a field that causes all sounds in the area to become garbled, cacophonous, and unintelligible noise. All noise within the area is altered and changed. Noises that issue from, enter, or pass through the area are altered and made

unrecognizable as a natural sound. Verbal communication is impossible. Even something so simple as a shout of surprise is turned into a warped and alien sound. Spells with verbal components cannot be cast. Scrolls and other magic items that require a verbal component to be activated do not function. Spells and items that rely on sound do not function. Sonic damage has no effect.

The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once). The effect is an emanation centered on the xaositect with a radius of 10 feet per two xaositect class levels.

There is no saving throw for this effect, and spell resistance does not apply.

**Confusion Aura:** A xaositect of 3rd level or higher can cause nearby creatures to become *confused*. Creatures within range must make a Will saving throw (DC 10 + the xaositect's class level + the xaositect's Charisma modifier). Failure indicates the creatures are *confused* for a number of rounds equal to the xaositect's class level.

The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once). The effect targets all creatures except the xaositect in an area centered on the xaositect with a radius as determined by level.

**Chance's Friend:** At 4th level, the xaositect can manipulate the whim of chance. Using this ability allows the xaositect to reroll one roll just made. The xaositect must use the result of the second roll. This supernatural ability is usable a number of times per day as determined by level.

**Chaotic Defense:** At 5th level and higher, the chaos a xaositect embodies manifests as a protective force of randomness. Any attack directed at the xaositect suffers a 10% miss chance. This is a supernatural ability.

**Burst of Chaos:** At 6th level, the xaositect can create a burst of chaotic energy that damages lawful opponents.

This spell-like ability works exactly like *chaos hammer* as cast by a sorcerer of a level equal to the xaositect's character level.

The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once).

**Spark of Life:** At 7th level, the xaositect can imbue nearby inanimate objects with mobility and the semblance of life. The animated object, or objects, then attacks whomever or whatever the xaositect initially designates. The xaositect cannot animate objects carried or worn by a creature, but unattended objects of any nonmagical material can be affected. The xaositect can animate masses of raw material, such as sand or a rock from the ground, as long as the volume does not exceed his maximum.

The xaositect can affect 1 cubic foot of material per xaositect class level within 20 feet. The objects remain animated for 3 rounds plus the xaositect's Charisma modifier (always at least 1 round). The xaositect can use this spell-like ability once per day.

**Law's Bane:** At 9th level, the xaositect is permanently warded from attacks by lawful creatures. This works exactly like *protection from law* as though cast by a caster of the xaositect's class level, except that it has a permanent duration. This supernatural ability can be dispelled, but the xaositect can resume its protection as a free action.

**Chance's Master:** At 10th level, the xaositect is so immersed in the random nature of the universe that he can force any creature to reroll a result he does not like. The creature must be a visible target within 60 feet. After the result of a roll is announced, the xaositect can announce that he uses the chance's master ability. The targeted creature must then make a Will saving throw (DC 10 + the xaositect's class level + the xaositect's Charisma modifier). Failure indicates that the xaositect can force the roll to be made again. The creature must use the result of the second roll. The xaositect cannot change the result of a roll made in the past, only one that has just been made. The chance's master ability can be used during another creature's action. It requires no action on the part of the xaositect to use. This supernatural ability is usable once per day on any creature other than the xaositect.

## Zerth Cenobite

From Dragon #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Student of Perfection, Sense Fate
2	+1	+3	+3	+3	Combat Foresight
3	+2	+3	+3	+3	Danger Sense
4	+3	+4	+4	+4	Improved Foresight
5	+3	+4	+4	+4	Insight, Ki Strike +1
6	+4	+5	+5	+5	Time Step
7	+5	+5	+5	+5	Discerning Attack
8	+6	+6	+6	+6	Timeless Body, Ki Strike +2
9	+6	+6	+6	+6	Improved Insight
10	+7	+7	+7	+7	Timeless, Ki Strike +3

Strict meditation into the nature of time and her body's movements through it form the basis of a zerth cenobite's studies of a martial art called zerth in. Zerthin is taught only at Zerth'Ad'Lun. Although disorder rages without, calm order reigns within, allowing a zerth cenobite to learn the art of peering for a moment or two into the future, and thereby gain insight as to where to place her next blow and how to best dodge the next attack of her foe.

Taking this prestige class does not invoke the special monk restriction—if a monk takes one or more levels of zerth cenobite, she can take levels of monk without restriction, following the standard restrictions for multiclassing.

### Requirements

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

**Base Attack Bonus:** +4

**Knowledge (outer planes):** 8 ranks

**Feats:** Improved Unarmed Strike, Deflect Arrows, Dodge, Mobility

**Alignment:** Any lawful

**Special:** Must find the Monastery of Zerth'Ad'Lun amidst the chaos of limbo, successfully petition the sensei for membership, and complete a unique trial determined by the sensei.

### Class Skills

The Zerth Cenobite's class skills (and the key ability for each skill) are Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Escape Artist (dex), Hide (dex), Jump (str), Knowledge (outer planes) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), and Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the Zerth Cenobite prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Cenobites are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling. The zerth cenobite gains the same advantages for using a kama, nunchaku, or siangham as does a monk.

**Student of Perfection:** Zerth cenobites are monks, although they meditate on alternative methods of achieving physical enlightenment. As such, a zerth cenobite 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 zerth cenobite level. For instance, a 6th-level monk/1st-level zerth cenobite has an unarmed attack bonus of +6/+3 (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 a monk equal to only their zerth cenobite level. This is an extraordinary ability.

**Sense Fate:** The character sometimes gets premonitions of the immediate future and can attempt to alter the perceived future in a limited fashion. Once per day, the cenobite is allowed to reroll one roll that she has just made. She must take the result of the reroll, even if it's worse than the original roll. If the zerth cenobite has levels of cleric with Luck as a domain power, this power is cumulative with that domain power. This is an extraordinary ability.

**Combat Foresight:** The zerth cenobite's awareness extends a fraction of a second into the future, allowing her to better land blows against opponents. She gains a +1 insight bonus to her attack rolls. This is an extraordinary ability.

**Danger Sense:** Presentiments of danger are more acute for the character. She gains a +2 dodge bonus to Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. This is an extraordinary ability.

**Improved Foresight:** The zerth cenobite's temporal awareness extends a fraction further forward. She has a total +2 insight bonus to her attack rolls and a +1 insight bonus to her damage rolls. This is an extraordinary ability.

**Insight:** With meditation, secrets of the future become clear to the character. Each day, the zerth cenobite gains a floating insight bonus of +2. That insight bonus can be applied to any ability check, skill check, or saving throw roll. The character can decide to add the insight bonus to the roll before or immediately after it is made. For instance, if the character rolls a Fortitude saving throw with a total of 10, she could decide to "bring her insight to bear," thereby increasing her total to 12. The floating insight bonus can only be used once per day, and like most bonus types, does not stack with other insight bonuses—only the highest bonus applies. This is an extraordinary ability.

**Ki Strike:** A zerth cenobite'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. Ki strike improves as the zerth gains experience, allowing her unarmed strikes at 8th level to deal damage against creatures with damage reduction as if the attacks were made with a weapon with a +2 enhancement bonus, and at 10th level to deal damage against creatures with damage reduction as if the attacks were made with a weapon with a +3 enhancement bonus. This ability does not stack with a standard monk's ability of the same name. This is a supernatural ability.

**Time Step:** Once per day, the cenobite can step forward in time up to a number of rounds equal to her Wisdom bonus (always into the future, never into the past). In effect, the character seems to disappear, then reappear the appropriate number of rounds later. The monk reappears in exactly the same orientation and condition as before. For the zerth cenobite, no time has passed at all. The zerth cenobite can utilize time step once per day. This is a supernatural ability.

If the space from which the character departed is occupied upon her return to the time stream, she appears in the closest unoccupied space, still in her original orientation. Determine the closest space randomly if necessary.

**Discerning Attack:** A zerth cenobite can see a foe's past hurts even if completely healed, and she has the ability to attack the creature and re-inflict those past wounds in the present. A discerning attack can be made against a creature damaged by the cenobite's unarmed attacks. The cenobite can use this supernatural ability once per round, but no more than once per zerth cenobite level per day. The cenobite must declare she is using a discerning attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the cenobite is forced to make a Fortitude saving throw (DC 10 + the zerth cenobite's level + the zerth cenobite's Wisdom modifier) in addition to receiving normal damage. If the saving throw fails, the opponent takes double damage (as if the attack had delivered a critical). If the cenobite strikes with a critical hit while using a discerning attack, the damage is tripled (as if the attack had a critical rating of x3). Creatures immune to critical hits cannot be affected by the cenobite's discerning attack. This is a supernatural ability.

**Timeless Body:** A zerth cenobite no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she might have already suffered remain in place.) Bonuses still accrue, and the monk still dies of old age when her time is up.

**Improved Insight:** The cenobite's daily floating insight bonus increases to +4, and it can also be used for attack rolls. This is an extraordinary ability.

**Timeless:** Once per day, the zerth cenobite's personal sense of time increases so greatly that all other creatures seem frozen; however, they are actually still moving at their normal speeds. The zerth cenobite is free to act for a number rounds of apparent time equal to her Wisdom modifier. Normal and magical fire, cold, gas, and the like can still harm her. While timeless, other creatures are invulnerable to the character's attacks; however, she can create spell or psionic effects and leave them to take effect when her timeless period ends. (These effects' durations do not begin until the timeless period is over.)

The character cannot move or harm items held, carried, or worn by a creature stuck in normal time, but she can affect any item that is not in another creature's possession. She is undetectable while the timeless period lasts. She cannot enter an area protected by an antimagic field, by protection from alignment spells (if they apply to the cenobite), or by magic circle spells. This is a supernatural ability.

## Classes From Wizards.com

Well, I have considered the notion that since I am compiling Prestige Classes, that I might as well include the classes from [www.wizards.com](http://www.wizards.com) as well as those from Dragon Magazine as they are closely related. However, since many of these classes online are psionic in nature, and some games do not include psionics, as well as the fact that this compilation was originally going to be a compilation of Dragon Magazine classes, I have decided to make the web classes into its own section. The exception to this is epic classes. Epic classes are all in the "Epic" section. My reason for this is, if you are playing epic, you are probably playing with most rules that you can get your hands on, psionic or otherwise, and therefore, it is unlikely to cause any confusion.

Please feel free to write me at [tatsuki@shaw.ca](mailto:tatsuki@shaw.ca) with any comments or criticisms as to this addition.

Thanks Again

Tatsuki

# Arcane Duelist

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Chosen weapon, Enchant chosen weapon +1
2	+1	+0	+3	+3	Apparent defense
3	+1	+1	+3	+3	Dexterous attack
4	+2	+1	+4	+4	Enchant chosen weapon +2
5	+2	+1	+4	+4	Blur
6	+3	+2	+5	+5	Enchant chosen weapon +3
7	+3	+2	+5	+5	False keenness
8	+4	+2	+6	+6	Enchant chosen weapon +4
9	+4	+3	+6	+6	Mirror image
10	+5	+3	+7	+7	Flurry of swords

The duelist is a well-known figure in many taverns, streets, and roadways. Exchanging bulk for speed, the duelist's sword flashes as its wielder mocks her heavier, slower opponents. However, not all possess the skill of the duelist. Some, like the arcane duelist, attempt to achieve through spells and trickery what the duelist achieves through skill.

The arcane duelist is a tricky, evasive opponent who relies on her foe's perceptions of her abilities as much as her actual abilities. Through magic, the arcane duelist can appear to be as dangerous as a duelist, but in general she does not do as much damage to her opponents. She prefers to win by cowering her opponent into defeating himself. Thus, Dexterity and Charisma are the arcane duelist's most valuable ability scores.

Rogues, bards, and sorcerers make excellent arcane duelists, since each class hides its own surprises in addition to this class's abilities. Some fighters become arcane duelists if they prefer not to kill opponents unless absolutely necessary. Paladin arcane duelists are unheard-of because of the trickery involved, and barbarians don't usually have the subtlety for the class. Humans and elves become arcane duelists more often than dwarves or half-orcs, but halfling and gnome arcane duelists are not uncommon.

## Requirements

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

**Base Attack Bonus:** +6.

**Skills:** Perform 5 ranks, Tumble 5 ranks.

**Feats:** Dodge, Mobility, Weapon Proficiency (rapier, short sword, dagger, or any variation of these weapons as given in *Sword and Fist*).

**Spellcasting:** Able to cast 1st-level arcane spells.

## Class Skills

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

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

## Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Arcane duelists gain no weapon or armor proficiencies. Arcane duelists are not proficient with armor.

**Chosen Weapon:** Since much of the arcane duelist's apparent ability is tied to magic, the arcane duelist can imbue a specific melee weapon with powers to make herself appear more skilled. The arcane duelist must choose a specific melee weapon to be her chosen weapon. If that melee weapon is lost, she can choose another, but it takes seven days for a chosen weapon to bond to the arcane duelist so that she can use it with other powers of this class.

**Enchant Chosen Weapon (Ex):** The arcane duelist's chosen melee weapon acts as if it has an enhancement bonus, even if it does not. If it does have an enhancement bonus, the arcane duelist adds this bonus to the weapon as an effective bonus. This can bring a weapon's effective enhancement bonus above +5. However, no weapon can have more than a +10 total effective bonus, so this class-granted effective bonus cannot be added to a weapon if the addition would increase the weapon's total effective bonus above +10. This class-granted bonus works only for the arcane duelist when wielding her chosen melee weapon. The enhancement bonus is +1 at 1st level, and rises to +2 at 4th level, +3 at 6th level, and +4 at 8th level.

**Apparent Defense (Ex):** Due to trickery and force of personality, the arcane duelist adds her Charisma bonus to her Armor Class, in addition to her Dexterity bonus. Conditions that cause the arcane duelist to lose her Dexterity bonus to Armor Class also cause the arcane duelist to lose this bonus.

**Dexterous Attack (Ex):** Because the arcane duelist values successful hits over actual damage dealt, she can subtract damage from her chosen melee weapon's potential damage and add the same amount to her attack bonus. However, the weapon must do a minimum 1 point of damage. For example, the arcane duelist who wields a rapier as her chosen weapon can subtract up to 5 points from the damage, since the rapier has a damage potential of 6 points, and add that to her attack bonus. If she were wielding a +3 rapier, she could subtract up to 8 points from damage, since the weapon has a damage potential of 9 points, and add that to her attack bonus. The arcane duelist declares this power before rolling her attack, and the amount subtracted cannot exceed her base attack bonus.

**Blur (Sp):** The arcane duelist can activate a *blur* effect, as the spell cast by a caster of her arcane duelist level. She can use this power once per day per arcane duelist level.

**False Keenness (Ex):** To create the idea that she is more effective than she really is, the arcane duelist can make her chosen melee weapon *keen* once per day per arcane duelist level. To activate the *keen* effect, she must subtract the weapon's normal threat range for critical hits from her attack bonus. For example, if the arcane duelist wields a rapier, she must subtract 3 from her attack bonus, since the rapier has a threat range of 18-20, to make it *keen*. The *keen* effect lasts for 1 round per arcane duelist level, and it does not stack with the *keen edge* spell or other magical effects that make a weapon *keen*. The ability does stack with the increased threat range granted by the Improved Critical feat and by a *keen* magic weapon. If the arcane duelist uses this power in conjunction with the dexterous attack power, the damage dealt by a critical hit is reduced by the weapon's critical multiplier. Thus, the arcane duelist wielding a rapier and using dexterous attack to reduce the damage by 4 on her rapier has it reduced by 12 if she scores a critical hit using this power. The weapon must still do a minimum 1 point of damage.

**Mirror Image (Sp):** The arcane duelist can activate *mirror image* effect as the spell cast by a caster of her arcane duelist level.

**Flurry of Swords (Ex):** The pinnacle of the arcane duelist's power is to create a flurry of sword attacks against a single target. When this power is activated, the arcane duelist makes one additional attack each round at her highest base attack bonus, but each attack that round suffers a -2 penalty. All attacks must be made on the same opponent. Further, the arcane duelist creates 1d4 quasi-real images plus 1 additional image per three levels of arcane duelist. Each image attacks the same opponent as the arcane duelist herself using the same bonuses as the arcane duelist, and any hits do subdual damage to the target. This power is usable once per day per arcane duelist level, but only once per day against any opponent. It requires the full-attack action to use this power. Aside from these differences, the images act as the *mirror image* spell.

## Arch Psion

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers Discovered
1	+0	+0	+0	+2	+1 level psion	High psionics	+1 level psion
2	+1	+0	+0	+3	+1 level psion	High psionics	+1 level psion
3	+1	+1	+1	+3	+1 level psion	High psionics	+1 level psion
4	+2	+1	+1	+4	+1 level psion	High psionics	+1 level psion
5	+2	+1	+1	+4	+1 level psion	High psionics	+1 level psion

Even the mighty archmage bows to me . . ."

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Many believe that the highest art is magic, and those who do often follow the path of the arcane arts. Others believe that unlocking the mysteries of the mind is truly the highest art. The arch psion is the most advanced practitioner of the psionic arts, and she bends powers in ways unavailable to other manifesters. The arch psion gains the ability to alter powers remarkably, but she sacrifices some of her psionic capability to master these psionic secrets.

## Requirements

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

**Manifesting:** Ability to manifest a 7th-level power, knowledge of 4th-level or higher powers from at least 3 psionic disciplines.

**Skills:** Knowledge (psionics) 15 ranks, Psicraft 15 ranks.

**Feats:** Skill Focus (Psicraft), Psionic Focus in two psionic disciplines.

## Class Skills

The arch psion's class skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills taken individually) (Int), Psicraft (Int), Remote View (Int). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

All the following are class features of the arch psion prestige class.

**Hit Die:** d4

**Weapon and Armor Proficiency:** An arch psion gains no proficiency in any armor or weapons, though she retains any knowledge gained from former classes.

**Power Points:** Arch psions gain power points per day as though they gained a level of psion. These power points are added to the characters' previous totals. Arch psions gain bonus power points based on the key ability score for their primary ability. If a character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** Arch psions discover powers each level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Arch psions do not discover any new psionic combat modes. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Arch psion levels count toward the level of psion for determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Arch psion levels count toward the level of psion for determining the number of free manifestations per day or 0-level powers.

**High Psionics:** The arch psion discovers secrets unknown to lesser psions. She gains the ability to select a special ability from among the following by permanently decreasing her daily power points total. The number of power points that are lost are listed below. For example, a 15th-level psion with a primary attribute score of 18 would normally have 116 power points for the day. A character with 14 levels of psion and a level of arch psion who chooses the psionic reach ability permanently loses 11 power points, leaving her with only 105.

**Extra Power:** The arch psion can learn one additional power of any level up to one level lower than the highest-level power she can currently manifest. They learn extra powers from their class power list. The arch psion can select this ability more than once. The permanent power point loss for this ability equals the cost to manifest the selected power.

**Innate Psionics:** The arch psion can select one of her known powers and permanently prepare it as an innate spell-like ability that she can manifest for free twice per day. The arch psion does not need to expend any power points to manifest this power, although a power that costs XP to manifest still does. The arch psion can manifest the power by paying power points as normal.

The arch psion can alter innate powers with the use of metapsionic feats. She must pay the appropriate amount of power points, and the power spent cannot exceed the arch psionic character's metapsionic cap.

The arch psion can select this ability more than once. Each time she selects this ability, she can select a new power or extend the amount of free uses of an existing innate power by two. This ability causes the character to permanently lose 11 power points.

**Mastery of Power Negation:** An arch psion that knows the *negate psionics* power can select to alter it so that it can be used to counter spells and powers as *dispel magic*. When the arch psion successfully counters a spell or power, it is turned back on the caster or manifester as if it were fully affected by *spell turning*. If the spell or power cannot be affected by *spell turning* (for example, if it is an area or effect power), then it is merely countered. This ability causes the character to permanently lose 11 power points.

**Psionic Energy Discharge (Su):** The arch psion gains the ability to channel raw psionic energy into a focused ray. The discharge is treated as a ranged touch attack with long range (400 feet + 40 feet/level of arch psion) and deals 1d4 points of damage per level of arch psion plus 1d4 points of damage for every power point channeled to create the effect. The amount of power points spent cannot exceed your level minus 1. This ability cannot be modified by the use of metapsionic feats. Therefore, a character with 14 levels of psion and a level of arch psion who channels 12 power points into psionic energy discharge deals 13d4 points of damage to the target if it hits. This ability causes the character to permanently lose 15 power points.

**Psionic Energy Substitution:** The arch psion can alter a power they know when manifesting so that it uses a different type of psionic energy than normal. For example, an arch psion could manifest *whitelfire* and have it deal sonic instead of fire damage. This ability can alter powers with the acid, cold, fire, electricity, or sonic descriptors only. A substituted power works normally in all respects except the type of damage dealt. The manifester decides whether or not to alter a power's energy type and chooses the new energy type when she begins manifesting. This ability costs 11 power points.

**Greater Psionic Focus +1:** This ability increases the DC for saving throws against the arch psion's powers and manifester level checks for all of her powers to overcome power resistance by +1. This ability can be selected only once, and it stacks with greater psionic focus +2 and greater psionic focus +3, as well as psionic focus and power penetration effects from other sources, such as from the Psionic Focus or Power Penetration feats. This ability causes the character to permanently lose 7 power points.

**Greater Psionic Focus +2:** As greater psionic focus +1, except the increase is +2 instead of +1. This ability can be selected only once, and it stacks with greater psionic focus +1 and greater psionic focus +3, as well as power focus and power penetration effects from other sources. This ability causes the character to permanently lose 11 power points.

**Greater Psionic Focus +3:** As greater psionic focus +1, except the increase is +3 instead of +1. This ability can be selected only once, and it stacks with greater psionic focus +1 and greater psionic focus +2, as well as psionic focus and power penetration effects from other sources. This ability causes the character to permanently lose 15 power points.

**Psionic Reach:** The arch psion can use touch powers on targets up to 30 feet away. If the power requires a touch attack (melee or ranged), the arch psion must make a ranged touch attack. If selected a second time as a special ability, the range increases to 60 feet. This ability causes the character to permanently lose 11 power points.

**Sculpt Power:** The arch psion can modify an area power by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot radius spread). The sculpted power works normally in all respects except for its shape. The arch psion can further alter the shape to create spaces within the power's area of effect that are not subject to the power. The minimum dimension for these spaces is a 5-foot cube. For example, the arch psion could manifest a *firefall* power whose area is changed to a cone that deals the same amount of damage, but affects a 40-foot cone burst. The arch psion could also leave a hole in the area of the *firefall* where her ally stands, preventing any damage. This ability causes the character to permanently lose 9 power points.

# Ballisteer

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers
1	+0	+0	+2	+0	Psionic Sidestep, Throw Anything	--
2	+1	+0	+3	+0	<i>Invisible shot</i>	+ 1 psychic warrior level
3	+2	+1	+3	+1	<i>Ethereal shot</i>	+ 1 psychic warrior level
4	+3	+1	+4	+1	<i>Energy shot</i>	--
5	+3	+1	+4	+1	<i>Incorporeal shot</i>	+ 1 psychic warrior level
6	+4	+2	+5	+2	Pinpoint Shot	+ 1 psychic warrior level
7	+5	+2	+5	+2	<i>Explosive shot</i>	--
8	+6	+2	+6	+2	Improved Psionic Sidestep	+ 1 psychic warrior level
9	+6	+3	+6	+3	<i>Phased shot</i>	+ 1 psychic warrior level
10	+7	+3	+7	+3	Infused shot	--

It's what you can't see that can hurt you . . ."

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The psychic warrior has turned his mind's potential to the warrior arts. By focusing on the union of mind and body, he works towards martial perfection. This is the path of every psychic warrior. This path does not follow a straight line, however. It has many twists and turns and side branches. Some psychic warriors feel unarmed combat is the true path, and others feel the mastery of a single weapon is the ultimate goal.

Then, there is the ballisteer.

The ballisteer holds true to the union of mind and body, but he believes the road to this follows the art of ranged combat. For him, distance is the key. The ability to deal lethal damage from afar is his journey to perfection. All his energies are focused on how to hit his target from a nice, safe distance.

## Requirements

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

**Base Attack Bonus:** +3.

**Skills:** Tumble6 ranks.

**Feats:** Dodge, Mobility, Point Blank Shot, and Psionic Shot.

**Manifesting:** Ability to manifest a 2nd-level power.

## Class Skills

The ballisteer's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (Wis), Intuit Direction (Wis), Jump (Str), Profession (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Hit Dice:** d8.

**Weapon and Armor Proficiency:** Ballisteers gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** Ballisteers gain power points every level as though they gained a level of psychic warrior. They do not gain bonus power points.

**Powers Discovered:** With the exception of 1st, 4th, 7th, and 10th levels, ballisteers discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Ballisteers do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

**0-Level Powers:** Ballisteer levels count toward the level of psychic warrior for determining the number of free manifestations per day of 0-level powers.

**Psionic Sidestep (Ex):** The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 5+ power points.

**Throw Anything (Ex):** The ballisteer gains this feat even if he does not meet the prerequisites.

**Invisible Shot (Sp):** By expending 1 power point per shot, the ballisteer makes his fired ammo invisible. This provides the ballisteer a bonus of +2 to hit and denies the target the ability

to deflect the attack through normal means, unless it has the ability to detect invisible objects. This ability is applied as the attack is made.

**Ethereal Shot (Sp):** By expending 1 power point per shot, the ballisteer makes his fired ammo ethereal. Ethereal ammo has no effect on normal targets, but it affects ethereal targets normally. This ability is applied as the attack roll is made.

**Energy Shot (Sp):** The ballisteer can expend power points to add energy damage to his ranged attacks. For each power point spent this way he increases the damage by +1d4. He can spend a number of points equal to his level of ballisteer (maximum damage is 10d4). This ability is applied as the attack is made, but the cost must be paid before the attack roll. This ability can be used only once per shot.

**Incorporeal Shot (Sp):** By expending 1 power point per shot, the ballisteer makes his fired ammo incorporeal. Incorporeal ammo has no effect on normal targets, but it affects incorporeal targets normally. This ability is applied as the attack roll is made.

**Pinpoint Shot (Ex):** The ballisteer gains this feat even if he does not meet the prerequisites. (See the article

**Explosive Shot (Sp):** The ballisteer can now make his Energy Shots explode with a 10-ft.-radius burst with the expenditure of 2 additional power points. This ability is applied as the attack is made, but the cost must be paid before the attack roll. Explosive shots that miss their target do not explode and the energy dissipates harmlessly. Creatures other than the initial target in the affected area may attempt a Reflex save (DC 20) for half damage.

**Improved Psionic Sidestep (Ex):** The ballisteer gains this feat even if he does not meet the prerequisites. To use this feat he must maintain a power point reserve of 9+ power points.

**Phase Shot (Sp):** By expending 3 power points per shot, the ballisteer causes his ammo to phase and move through the Astral Plane. His shots ignore most natural and magical barriers, and his target is denied any armor bonuses it may have had. The target also loses any Dexterity and dodge bonuses if the ballisteer is attacking from a concealed position. This power also allows you to shoot targets through opaque walls, but the target gets total concealment against these attacks. *Phase shot* does not allow for sneak attacks unless the ballisteer could make a sneak attack without using *phase shot*. This is considered a teleportation effect and can be blocked by powers and spells that affect those. There is also a chance something occurs to the shot while it is on the Astral Plane: Any attack roll of a natural "1" or "2" is an automatic miss, and the shot is lost. This ability is applied as the attack is made.

**Infused Shot (Su):** The ballisteer's ammo becomes infused with psionic energy as it is used in a ranged attack. His ranged attacks now do additional energy damage equal to that of the ammo used. For example, a thrown dagger now does 1d4 points of damage + 1d4 points of psionic energy damage + any other bonuses. Infused shots can be enhanced with *energy shot* or *explosive shot*.

## New Feats

**Improved Psionic Sidestep** [Psionic]

You have a greater knack for avoiding attacks of opportunity.

**Prerequisites:** Dex 15, Wis 15, Dodge, Mobility, Psionic Sidestep, reserve power points 9+.

**Benefit:** Once per round when you provoke an attack of opportunity, you can move up to 10 feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 10 feet of movement does not itself provoke any attacks of opportunity. If your free 10 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack; this dodge bonus stacks with the dodge bonus from the Psionic Sidestep feat.

**Pinpoint Shot** [General]

You make a single, accurate shot against a target with cover.

**Prerequisites:** Point Blank Shot, base attack bonus 6+.

**Benefit:** By using a full-round action, you can make a single ranged attack and ignore the cover bonus of a target. This does not work against a target with total cover.



## **Psionic Sidestep** [Psionic]

You have a knack for avoiding attacks of opportunity.

**Prerequisites:** Dex 13, Wis 13, Dodge, Mobility, reserve power points 5+.

**Benefit:** Once per round when you provoke an attack of opportunity, you can move up to 5 feet as a free action. If this movement takes you out of the attacker's reach, the attack of opportunity fails. This 5 feet of movement does not itself provoke any attacks of opportunity. If your free 5 feet of movement does not take you out of the attacker's reach, the attack does not automatically fail; however, you gain an additional +2 dodge bonus to your Armor Class for this attack.

## **Throw Anything** [General]

In your hands, any weapon becomes a deadly ranged weapon.

**Prerequisites:** Base attack bonus 2+, Dex 15+.

**Benefit:** You can throw any weapon you can use, regardless of whether it is intended to be used as a ranged weapon. The range increment of weapons used in conjunction with this feat is 10 feet

## Cerebral Assassin

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers
1	+0	+0	+0	+2	Talented mind, Prepared Mind, Guarded Mind, Greater Psionic Combat Buffer	--
2	+1	+0	+0	+3	Bonus combat mode	+1 Level Psion
3	+1	+1	+1	+3	Bonus feat, Mind twist (1)	+1 Level Psion
4	+2	+1	+1	+4	Bonus combat mode	--
5	+2	+1	+1	+4	Superior Psionic Combat Buffer	+1 Level Psion
6	+3	+2	+2	+5	Bonus combat mode, bonus feat	+1 Level Psion
7	+3	+2	+2	+5	Mind twist (2)	--
8	+4	+2	+2	+6	Bonus combat mode	+1 Level Psion
9	+4	+3	+3	+6	Bonus feat, Mastered psionic combat buffer	+1 Level Psion
10	+5	+3	+3	+7	Mind walk	--

"The mind is a terrible thing . . . indeed"

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The cerebral assassin has chosen a different path than most and embraces the power of psionic combat. Unlike some, they believe that true psionic mastery involves a complete understanding of the mind. Their devotion can at times seem fanatical. They are shunned by most psions and psychic warriors, and they are generally not found in areas with a significant population.

Some believe that a secret society comprised of cerebral assassins may have a stronghold on a demiplane that can be reached only via the Astral Plane. Rumors are that they carry out raids against illithid and gith cities and strongholds, killing all that they find there. Their ruthless aggression and lack of compassion has labeled them as a menace to good and evil alike.

**Note:** The cerebral assassin was created to take advantage of the feats provided in the "Battle of the Mind" article as well as the material from the "Alter Your Basic Psionic Combat" article. (Both of which have been included)

### Requirements

To qualify as a cerebral assassin, a character must meet the following criteria.

**Manifesting:** Ability to manifest a 3rd-level power.

**Psionic Combat Modes:** 6.

**Feats:** Psychic Assault, Psionic Combat Buffer.

**Skills:** Knowledge (psionics) 4 ranks, Concentration 4 ranks.

### Class Skills

The cerebral assassin's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Profession (Wis), Psicraft (Int), Sense Motive (Wis). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

### Class Features

All of the following are class features of the cerebral assassin prestige class.

**Hit Die:** d4

**Armor and Weapon Proficiency:** Cerebral assassins gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** When they gain a level, cerebral assassins gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Cerebral assassins gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** With the exception of 1st, 4th, 7th, and 10th levels, cerebral assassins discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** One psionic combat mode is discovered at each level of the prestige class. (Characters do not forget previously discovered attack and defense modes.) These combat modes cannot be traded in for feats with the Resculpt Mind feat.

**Psicrystals:** Cerebral assassin levels count toward the level of psion for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Cerebral assassin levels count toward the level of psion for purposes determining the number of free manifestations per day of your 0-level powers.

**Prepared Mind (Su):** The cerebral assassin has mastered control of her psionic attacks. She can add half of her cerebral assassin levels as a modifier to the defender's Will save DC for psionic combat.

**Guarded Mind (Su):** The cerebral assassin has mastered control of her psionic defenses. She can add half of her cerebral assassin levels as a modifier to the her roll when defending in psionic combat.

**Talented Mind (Su):** The cerebral assassin may use one of her free 0-level manifestations to reduce the base cost to activate a psionic combat mode by 1 power point. She may not use this ability more than once on a single activation.

**Greater Psionic Combat Buffer (Su):** At 1st level the cerebral assassin gains the Greater Psionic Combat Buffer feat if she did not already have it.

**Bonus Combat Mode:** At 2nd, 4th, 6th, and 8th levels, the cerebral assassin can select a psionic combat mode. These combat modes cannot be traded in for feats with the Resculpt Mind feat.

**Bonus Feat:** At 3rd, 6th, and 9th level, the cerebral assassin gains a bonus psionic combat related feat. The feat should be chosen from the following: Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Bonus Mode, or Mind Blind.

**Mind Twist (Su):** At 3rd level, instead of using a standard defense mode, the cerebral assassin can completely negate a psionic attack directed at her. She can use this ability a number of times per day equal to her level of cerebral assassin. At 7th-level, attack modes that would be negated by this ability are instead reflected back upon the attacker. The attacker is caught mentally flat-footed for purposes of defending against the reflected attack mode. The attacker uses his own stats when determining the save DC of the reflected attack.

**Superior Psionic Combat Buffer:** At 5th-level the cerebral assassin gains a more powerful version of Psionic Combat Buffer, this ability allows the cerebral assassin to activate psionic combat modes for 1/4 the normal cost, and she can designate up to 3/4 of her total power points for the day for use in psionic combat.

**Mastered Psionic Combat Buffer (Su):** At 9th-level the cerebral assassin has mastered her Psionic Combat Buffer and can activate psionic combat modes for 1/5 the normal cost. She also may designate up to 100% of her total power points for the day for use in psionic combat.

**Mind Walk (Su):** At 10th level, the cerebral assassin has become perfectly attuned to the patterns of brainwaves; she gains the ability to transport herself via the minds of living creatures. Once per day as a standard action she can seamlessly enter any living creature with an Intelligence score equal to or greater than 1 and pass to another living creature that meets the same requirements and is within line of sight of the first creature. The cerebral assassin appears as close to the second creature as possible.

The entry and destination creatures need not be familiar to the cerebral assassin, but they must be alive and have a metabolism. (Thus, plants and undead are not eligible targets.) The cerebral assassin cannot use herself as the entry or destination creature. Neither creature needs to be a willing participant. When exiting the destination creature, the cerebral assassin chooses an adjacent square in which to appear. Entering and leaving a creature is painless, unless the cerebral assassin wishes otherwise (see below). In most cases, though, the destination creature finds being the endpoint of a psionic portal surprising and quite unsettling.

If she desires, the cerebral assassin can attempt to psionically assault either or both creatures. She can select an attack mode that she knows to assault the creature. Power points for the attack must be paid as normal. Psionic creatures cannot activate a defense mode and both psionic and nonpsionic creatures are caught mentally flat-footed. The cerebral assassin cannot activate any other attack modes this round. If the creature fails its Will save, it takes damage as normal from the attack as well suffering the effects of being stunned for +2d4 rounds.

## New Feats

### Bonus Mode

[Psionic]

You have discovered an additional psionic combat mode.

**Benefit:** You learn one additional psionic combat mode or alteration.

### Psychic Assault

[Psionic]

You can increase your chance of success in psionic combat.

**Benefit:** You may add up to half of your manifester level as a modifier to the defender's Will save DC for psionic combat when you pay the cost of +3, plus +2 power points per +1 DC modifier. You must pay this cost prior to determining the failure or success of the psionic attack. For example, a 13th-level psion selects mind thrust in psionic combat and adds half his manifester level (+6) to the Will save DC. He pays 15 power points to use this feat.

### Greater Psionic Combat Buffer

[Psionic]

You become more efficient at psionic combat.

**Prerequisite:** Psionic Combat Buffer

**Benefit:** You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/3 the normal cost. If you maintain a reserve of at least 3 power points in your buffer, the cost to activate some combat modes can be reduced to zero, otherwise the minimum cost is 1 power point. You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

### Psionic Combat Buffer

[Psionic]

You become more efficient at psionic combat.

**Prerequisite:** Minimum level 6th+, any other psionic combat feat\*

**Benefit:** You have developed a psionic combat power point buffer that allows you to activate psionic attack and defense modes at 1/2 the normal cost (minimum 1 power point). You may choose to designate a maximum of half of your total power points per day as buffer points for use in psionic combat only (subject to available power points -- you cannot spend what you do not have). You can do this at any time, but charging the buffer is a full-round action. If in combat while charging the buffer, you are considered flat-footed for that round of psionic combat. You can use power points stored in the buffer only for psionic defense and attack modes, and they have a duration of 1 hour per manifester level. Once the duration has been reached, no additional power points can be placed in the buffer that day. Half of any unused points are returned to the character at the end of the duration; the remaining half dissipates harmlessly. The buffer may be dismissed at any time and is treated as though it had reached its duration.

\*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, and Mind Blind.

### Quicken Mode

[Psionic]

You can activate a psionic combat mode with a moment's thought.

**Prerequisites:** Minimum level 6th, any other psionic combat feat\*.

**Benefit:** Activating a psionic combat mode as a quickened mode is a free action. You can perform another action, including activating another psionic combat mode, in the same round that you activated the quickened mode. You can activate only one quickened mode per round. A quickened mode costs a number of power points equal to its standard cost +8. In addition to the +8 additional power points required, a combat mode that has had alterations applied costs an additional +3 power points for each application of an alteration.

\*Psionic combat feats that can be used as a prerequisite include Psychic Assault, Mental Adversary, Mind Trap, Psychic Bastion, Disarm Mind, Psionic Combat Buffer, Greater Psionic Combat Buffer, Bonus Mode, and Mind Blind.

## Alter Your Basic Psionic Combat

For centuries psionic creatures have engaged in a unique kind of psionic combat, using their mind to assail their adversaries. The basic attacks and defenses of psionic combat are referred to as combat modes, and it has long been believed that the ten basic combat modes and the feats that have developed around them were the only weapons in this battle of the mind, but recent discoveries have shown that there may be much more to psionic combat than first believed.

Psionic creatures have used metapsionic feats to alter the way powers are manifested, changing the range, duration, or intensity of a power. However that flexibility has eluded those who engage in psionic combat -- until now.

New combat modes modifiers known as "alterations" have been discovered, adding flexibility to the world of psionic combat. Alterations can be learned in place of standard combat modes, provided the prerequisites are met. More than one alteration can be applied to a combat mode (but see below), but the power points for the mode and all alterations must be paid. Unlike metapsionics, there is no cap to the number of power points that you can spend applying alterations to a combat mode.

Each individual alteration and type of alteration cannot be applied to the same combat mode more than once unless otherwise specified. For example, you cannot apply *area alteration (cone)* and *area alteration (radius)* to the same combat mode. Some alterations can be applied only in certain situations or to specific combat modes as described in the alteration. For example, *target alteration* can be applied only to *area alteration (cone)* or *area alteration (radius)*. Alterations are available to all psionic creatures (psions, psychic warriors, prestige classes that gain combat modes, and so on). Alterations cannot be applied to the imbed psionic ability of the soulknife.

Alteration	PP	Prerequisite**	Type
Area alteration (cone)	+7	7 modes	Area
Area alteration (radius)	+9	8 modes	Area
--- Target alteration	+2*	Area alteration (cone) or area alteration (radius)	--
Attack alteration	+2*	4 modes (3 of which must be attack modes)	--
--- Intensity alteration	+3*	5 modes, attack alteration	--
Condition alteration (blinding/deafening)	+7	6 modes	Condition
Condition alteration (bewildering)	+11	7 modes	Condition
Condition alteration (dread)	+5*	4 modes	Condition
Condition alteration (fatigue)	+3*	3 modes	Condition
Condition alteration (nauseating)	+1	3 modes	Condition
Condition alteration (stun)	+13	8 modes	Condition
Defense alteration	+2*	4 modes (3 of which must be defense modes)	--
Extend alteration (basic)	+9	6 modes	Extend
--- Extend alteration (improved)	+13	Extend alteration (basic)	Extend
--- Extend alteration (greater)	+17	Extend alteration (improved)	Extend
Hidden alteration	+1	1 mode	--
Origin alteration	+7	5 modes	--
Range alteration	+3*	3 modes	--

\*Power points may vary with additional applications of this alteration.

\*\*Modes referred to in the prerequisites can be attack, defense, or alterations unless otherwise specified.

### Area Alteration (Cone)

**Prerequisites:** 7 modes

**Power Points:** +7

*Area alteration (cone)* changes the area and range of an attack mode to a 60-foot cone. All creatures within the area are affected (friend and foe).

### Area Alteration (Radius)

**Prerequisites:** 8 modes

**Area:** 30-ft. radius, centered on you

**Power Points:** +9

*Area alteration (radius)* changes the area and range of an attack mode to a 30-foot radius, centered on you. All creatures within the area are affected (friend and foe).

### Attack Alteration

**Prerequisites:** 4 modes (3 of which must be attack modes)

**Power Points:** +2 (see text)

The save DC of an attack mode that this alteration is applied to is increased by +1. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (2 + 3 = 5) 5 power points, +3 would cost (2 + 3 + 4 = 9) 9 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

### Condition Alteration (Blinding/Deafening)

**Prerequisites:** 6 modes

**Power Points:** +7

An attack mode with this alteration causes the defender to become blind and deaf for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become blind and deaf for 1d4 rounds starting the round after the stun effect expires.

### Condition Alteration (Bewildering)

**Prerequisites:** 7 modes

**Power Points:** +11

An attack mode with this alteration *confuses* an opponent (as the *confusion* spell) for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become confused 1d4 rounds starting the round after the stun affect expires. The target adds a +2 bonus to its saving throw against this mode.

### Condition Alteration (Dread)

**Prerequisites:** 4 modes

**Power Points:** +5 (see text)

An attack mode with this alteration causes the target to become frightened for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become frightened for 1d4 rounds starting the round after the stun affect expires. This alteration can be applied up to three times. Applying this alteration a second time causes the defender to become panicked. Applying this alteration a third time causes the defender to become paralyzed. Each time beyond the first that this alteration is applied, the target adds a +1 bonus to its saving throw against this mode, and the cost to activate the alteration is increased by +3 power points. The total amount of power points spent on this alteration cannot exceed your manifester level.

### Condition Alteration (Fatigue)

**Prerequisites:** 3 modes

**Power Points:** +3 (see text)

An attack mode with this alteration causes the defender to become fatigued for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become fatigued for 1d4 rounds starting the round after the stun affect expires. This alteration can be applied a second time, increasing the fatigue so that the defender becomes exhausted. Applying this alteration a second time costs +5 power points. The total amount of power points spent on this alteration cannot exceed your manifester level.

**Condition Alteration (Nauseating)****Prerequisites:** 3 modes**Power Points:** +1

An attack mode with this alteration make an opponent nauseated for a number of rounds equal to the points of ability damage that would normally be dealt. Applying this alteration to a mode that stuns an opponent causes the foe to become nauseated for 1d4 rounds starting the round after the stun affect expires.

**Condition Alteration (Stun)****Prerequisites:** 8 modes**Power Points:** +13

An attack mode with this alteration stuns an opponent for a number of rounds equal to the points of ability damage that would normally be dealt. The target adds a +4 bonus to its saving throw against this mode. Applying this alteration to a mode that stuns a nonpsionic opponent causes it to become stunned for an additional 1d4 rounds.

**Defense Alteration****Prerequisites:** 4 modes (3 of which must be defense modes)**Power Points:** +2 (see text)

Add a +1 bonus on your roll when defending against an attack mode. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (2 + 3 = 5) 5 power points, +3 would cost (2 + 3 + 4 = 9) 9 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

**Extend Alteration (Basic)****Prerequisites:** 6 modes**Power Points:** +9

A defense mode with *extend alteration (basic)* has its duration changed to 1 round per manifester level. The mode persists until the defender fails her Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

**Extend Alteration (Improved)****Prerequisites:** *Extend alteration (basic)***Power Points:** +13

A defense mode using *extend alteration (improved)* has its duration changed to 1 minute per manifester level. The mode persists until the defender fails his Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

**Extend Alteration (Greater)****Prerequisites:** *Extended alteration (improved)***Power Points:** +17

A defense mode with *extend alteration (greater)* has its duration changed to 10 minutes per manifester level. The mode persists until the defender fails her Will save when defending in psionic combat, another defensive mode is activated, or the duration expires.

**Hidden Alteration****Prerequisites:** 1 mode**Power Points:** +1

Attack or defense modes with *hidden alteration* emit no display.

**Intensity Alteration****Prerequisites:** 5 modes, *attack alteration***Power Points:** +3 (see text)

The amount of ability damage you do with an attack mode is increased by 1. You can apply this alteration multiple times to the same attack mode. Each additional +1 bonus costs one more power point than the +1 bonus before it. For example +2 would cost (3 + 4 = 7) 7 power points, +3 would cost (3 + 4 + 5 = 12) 12 power points, and so on. The total amount of power points spent on this alteration cannot exceed your manifester level.

**Origin Alteration****Prerequisites:** 5 modes**Power Points:** +7

An attack mode with *origin alteration* has its point of origin changed to a location within range (25 ft. + 5 ft./level) that is in your line of effect.

**Range Alteration****Prerequisites:** 3 modes**Power Points:** +3 (see text)

A combat mode with a range other than personal has its range increased by 25 feet. You can apply this alteration multiple times, adding 25 feet to the range each time. Each time this alteration is applied it costs +3 power points. A combat mode cannot have its range increased to more than double with this alteration. Modes with an area effect such as *mind blast* or modes that have been altered by an area alteration are increased by 5 feet each time this alteration is applied.

**Target Alteration****Prerequisites:** *Area alteration (cone)* or *area alteration (radius)***Power Points:** +2 (see text)

This alteration modifies the target of a combat mode with an area effect, such as those modes modified by *area alteration (cone)*, *area alteration (radius)*, or *mind blast*. You can choose to exclude one creature from its effects for a cost of +2 power points. Additional targets beyond the first can be excluded for a cost of +1 power point each. You cannot exclude more targets than your current manifester level.

# Constructor

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points per day	Special	Powers Discovered
1	+0	+0	+0	+2	*see text	Advanced Construction	--
2	+1	+0	+0	+3	*see text	Extended Construction	+1 Psion Level
3	+1	+1	+1	+3	*see text	Infused Construction, Efficient Construction 1	+1 Psion Level
4	+2	+1	+1	+4	*see text	Enhanced Construction, Ecto Manipulation	+1 Psion Level
5	+2	+1	+1	+4	*see text	Empower Construction	+1 Psion Level
6	+3	+2	+2	+5	*see text	Infused Construction, Efficient Construction 2	+1 Psion Level
7	+3	+2	+2	+5	*see text	Combat Construction	+1 Psion Level
8	+4	+3	+3	+6	*see text	Empower Construction	+1 Psion Level
9	+4	+3	+3	+6	*see text	Infused Construction, Efficient Construction 3	+1 Psion Level
10	+5	+3	+3	+7	*see text	Quickened Construction	--

*I'll call for reinforcements."*

◆ ◆ ◆ ◆

It seems like someone is always itchin' for a fight. It's a well-known fact that most psions don't last too long in a knock-down drag-'em-out style melee. However a few gifted psionic characters have chosen to follow a different path. They use the brawn and bodies of others as their fists and shields. These psionic characters have focused their studies on astral constructs and have created constructs that are faster, stronger, and more efficient than their so-called "normal" counterparts. Some of these specialists, sometimes known as "Erbauer" or constructors, have become quite famous by leading the charge into battle or laying waste to the walls of enemy strongholds. Regardless of the path they travel in life, it is always comforting to know that extra help isn't far away whenever they're around.

## Requirements

To qualify as a constructor, a character must meet the following criteria:

**Manifesting:** Ability to manifest the following powers: astral construct I, astral construct II, and astral construct III.

**Feats:** Augment Construction, Empower Construction.

## Class Skills

The constructor's class skills are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Disguise (Cha), Knowledge (psionics) (Int), Psircraft (Int), Remote View (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Hit Die:** d4.

**Weapon and Armor Proficiency:** Constructors gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points\*:** When they gain a level, constructors gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Constructors gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** Constructors gain powers per level as though they gained a level of psion, except where noted in the table below. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class. If there is an *astral construct* power (*astral construct IV* through *astral construct IX*) that they do not already know, and if they have an available slot of the appropriate level, they must learn that specific *astral construct* power.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Constructor levels count toward the level of the psionic character for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Constructor levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

**Extended Construction:** The constructor gains Extended Construction as a bonus feat at 2nd level if he didn't already have it.

**Advanced Construction:** The constructor gains Advanced Construction as a bonus feat at 1st level if he didn't already have it. All constructor levels count toward the manifester level of the character for purposes determining abilities gained with the advanced construction feat.

**Efficient Construction:** The constructor can manifest astral construct and astral tasker powers (including *ecto puppet*) at a decreased cost. The number after the power signifies the number of power points the cost is decreased by. For example, at 6th-level, the cost is decreased by 2 power points. The minimum cost of manifesting is always 1 power point.

**Ecto Manipulation:** The constructor gains Ecto Manipulation as a bonus feat at 4th level if he didn't already have it.

**Combat Construction:** The constructor gets a +4 bonus on Concentration checks made to manifest a construct-related power while on the defensive. This ability works similarly to the Combat Manifestation feat (see page 24 of the *Psionics Handbook*). The +4 bonus from this ability stacks with that of the Combat Manifestation feat, granting a total of a +8 bonus on Concentration checks that deal with construct-related powers.

**Empower Construction:** The constructor can manifest astral constructs with additional special abilities as the Empower Construction feat. This ability stacks with that of the Empower Construction feat, granting an additional ability of the appropriate type at 5th and 8th levels.

**Enhanced Construction:** The constructor gains Enhanced Construction as a bonus feat at 4th level if he didn't already have it.

**Infused Construction:** The constructor gains Infused Construction as a bonus feat at 3<sup>rd</sup>, 6<sup>th</sup>, and 9th level.

**Quickened Construction:** The constructor can manifest *astral construct* and *astral tasker* powers (including *ecto puppet*) as a free action. The constructor can use this ability only once per round and up to 5 times per day. This ability is similar to Quicken Power feat (see page 29 of the *Psionics Handbook*) and cannot be used the same round as the Quicken Power feat.

## New Psionic Feats

Advanced Construction [Psionic]

You can choose special abilities for your construct from an extended list.

**Prerequisite:** Augment Construction.

**Benefit:** You can add new special abilities to the list of special abilities from which you can choose when manifesting astral constructs. When you take this feat, you can select from Table 1-1: Advanced Construction Special Abilities a number of Menu A special abilities that equal twice your manifester level. When you make a selection, that ability is permanently added to the selection from which you can choose when manifesting astral constructs. For each manifester level that you gain, you can select two additional special abilities from Menu A. You can trade in two selections from Menu A for one selection from Menu B. You can elect to postpone your selections until you gain another level. If you have postponed a selection from an earlier level, you can trade in four Menu A selections for one selection from the Menu C. If you have postponed selections so that you have eight Menu A selections available, you can trade them for a selection from the D menu.

## Advanced Construction Special Abilities

### Menu A

- **Brawn (Ex):** Construct does an additional +1 point of damage on a successful melee attack. (Multiple selections stack, and you cannot select this ability more than 8 times.)
- **Claws (Ex):** The construct has razor sharp claws. Attacks are now considered claw attacks instead of slams. Damage from these claw attacks is 1d8 + Strength modifier. The claw attacks are considered slashing or piercing weapons. The type is chosen when the construct is manifested. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)
- **Cleave (Ex):** The cleave extraordinary ability works as the Cleave feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.
- **Dodge (Ex):** The dodge extraordinary ability works as the Dodge feat, and though no prerequisites are required (Dex 13+), constructs do not get the benefits from the prerequisites, either.
- **Improved Bull Rush (Ex):** The improved bull rush extraordinary ability works as the Improved Bull Rush feat, and though no prerequisites are required (Str 13+, Power Attack), constructs do not get the benefits from the prerequisites, either.
- **Power Attack (Ex):** The power attack extraordinary ability works as the Power Attack feat, and though no prerequisites are required (Str 13+), constructs do not get the benefits from the prerequisites, either.
- **Spiked Armor (Ex):** The construct's body is covered in spikes. The spikes allow the construct to deal 1d6 points of piercing damage (x2 critical) with a successful trample, squeeze, bull rush, or grapple attack.

### Menu B

- **Astral Repair (Ex):** The astral construct heals 2 hit points each round so long as it has at least 1 hit point.
- **Carapace (Ex):** The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 10/+1. This replaces any damage reduction the construct might already have.
- **Energy Touch (Ex):** The construct's physical attacks do 1d4 points of energy damage (fire, cold, electricity, sonic, acid) in addition to their standard damage. The type of energy is chosen when the construct is manifested. (Multiple selections stack and may be of different energy types. You cannot select this ability more than 5 times.)
- **Extra Arms (Ex):** The construct has an additional set of arms and can make an additional attack with an attack bonus equal to its highest attack bonus -2. (A construct with squeeze or rend can use that ability with these arms, as well.) This ability cannot be chosen more than once.)
- **Expertise (Ex):** The expertise extraordinary ability works as the Expertise feat, and though no prerequisites are required (Int 13+), constructs do not get the benefits from the prerequisites, either.
- **Great Cleave (Ex):** The great cleave extraordinary ability works as the Great Cleave feat, and though no prerequisites are required (Str +13, Power Attack, Cleave, base attack bonus +4 or higher), constructs do not get the benefits from the prerequisites, either.
- **Improved Critical (Ex):** The improved critical extraordinary ability works as the Improved Critical feat, and though no prerequisites are required (proficient with weapon, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.
- **Improved Fly (Ex):** Construct has physical wings (12-foot wingspan) and a speed of 120 feet (average). (This is similar to the power in the *Psonics Handbook*, though slower.)
- **Improved Swim (Ex):** Construct becomes streamlined and sharklike with a large (8-foot-wide) tail. Its speed is 120 feet.
- **Mobility (Ex):** The mobility extraordinary ability works as the Mobility feat, and though no prerequisites are required (Dex 13+, Dodge), constructs do not get the benefits from the prerequisites, either.
- **Poison Touch (Ex):** The construct is covered in a shimmering purple liquid. If the construct hits with a melee attack, the target must make an initial Fortitude save (DC 15) or take 1d2 points of temporary Wisdom damage. A minute later, the target must save again (Fortitude save DC 15) or lose 1d4 points of temporary Wisdom damage.
- **Reach (Ex):** The construct's arms elongate, which increases its reach by 5 feet. (If the construct has the extra arms ability, this ability must be chosen twice to affect both sets of arms.)
- **Spike Volley (Ex):** The construct can send forth a volley of 3 spikes as a standard action. This ranged attack has a range of 120 feet with no range increment. These spike attacks are treated as thrown weapons, so the construct's Strength bonus is applied to damage (see page 97 of the *Player's Handbook* for more on thrown weapons). Damage is 1d6 + Strength modifier per spike. The construct can use this attack up to three times. (The construct must have the spiked armor ability to use this attack.) This volley can be fired in any direction (including straight up) regardless of the direction the construct is facing.
- **Stunning Fist (Ex):** The stunning fist extraordinary ability works as the Stunning Fist feat, and though no prerequisites are required (Dex 13+, Improved Unarmed Strike, Wis 13+, base attack bonus +8 or higher), constructs do not get the benefits from the prerequisites, either.
- **Tough (Ex):** The construct receives 7 hit points per die, instead of 5.5 per die.

### Menu C

- **Ectoplasmic Form (Sp):** The construct manifests *ectoplasmic form* as a standard action.
- **Hardened Carapace (Ex):** The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 15/+2. This replaces any damage reduction the construct might already have.
- **Power Resistance (Ex):** The construct gains a power resistance of 5 + the construct's Hit Dice. This ability can be chosen multiple times and adds 5 to the power resistance of the construct. For example, choosing this ability three times for an *astral construct IX* would give a total power resistance of 34 (19 + 5 + 5 + 5 = 34).
- **Rend (Ex):** A construct that hits with its claw attack does an additional 2d6 + 1.5 times its Strength modifier points of damage. (It must also have the claws ability; see entry above. A construct cannot use squeeze and rend in the same round.)
- **Spike Flurry (Ex):** The construct can send forth a hail of spikes as a standard action. The attack is a cone shape with a range of 60 feet. Anyone caught in the flurry is immediately struck by 2d4 spikes that deal 1d6 damage each. A successful Reflex save (DC 13) halves the damage. This attack can be used only once. (The construct must have the spiked armor ability to use this attack.)
- **Spring Attack (Ex):** The spring attack extraordinary ability works as the Spring Attack feat, and though no prerequisites are required, constructs do not get the benefits from the prerequisites, either.
- **Tail Slap (Ex):** The construct has a tail and gains one additional slam attack with an attack bonus equal to its highest attack bonus -2, and it deals damage of 2d8 + 1.5 times its Strength modifier (A construct cannot have a tail if it has extra arms.)
- **Tougher (Ex):** The construct receives 8.5 hit points per die, instead of 5.5 per die.
- **Whirlwind Attack (Ex):** The whirlwind attack extraordinary ability works as the Whirlwind Attack feat, and though no prerequisites are required (Int 13+, Expertise, Dex 13+, Dodge, Mobility, base attack bonus +4 or higher, Spring Attack), constructs do not get the benefits from the prerequisites, either.

### Menu D

- **Amplified Invisibility (Sp):** The construct manifests *amplified invisibility* (self only) as a standard action.
- **Extra Hard Carapace (Ex):** The construct's surface forms hard, armorlike plates. The construct gains a damage reduction of 20/+3. This replaces any damage reduction the construct might already have.
- **Mass Concussion (Sp):** The construct manifests *mass concussion* as a free action 3 times per day.
- **Super Buff (Ex):** The construct gains 17d10 temporary hit points. Multiple selections do not stack.
- **Toughest (Ex):** The construct receives 10 hit points per die, instead of 5.5 per die.
- **Ultraheavy Armor (Ex):** The construct gains a +10 deflection bonus to AC.
- **Whitefire Aura (Ex):** The entire surface of the construct radiates with an intense white-hot flame. Creatures within 5 feet of the construct take 5d4 points of damage. The fire ignites combustibles as the whitefire power. Once activated, the aura burns for a number of rounds equal to half of the construct's Hit Dice. Multiple selections do not stack.

## New Feats

### Augment Construction [Psionic]

**Prerequisite:** Manifester level 2nd+.

**Benefit:** Astral constructs you create with the astral construct powers gain +1 hit point per Hit Die and a +1 competence bonus on attack and damage rolls.

### Ecto Manipulation [Psionic]

You can manifest a more powerful astral construct at the expense of flexibility.

**Prerequisite:** Manifester level 3rd+, Augment Construction.

**Benefit:** When you manifest an astral construct, you can trade in two abilities from the same menu for an ability from the next highest menu. For example when manifesting *astral construct VI* you can trade in two Menu B selections for a single Menu C selection.

### Extended Construction [Psionic]

You gain an increased duration on your manifested astral constructs.

**Prerequisite:** Manifester level 3rd+, Augment Construction, Ecto Manipulation.

**Benefit:** Astral constructs that you manifest have a duration of 1 minute per manifest level instead of their normal duration. For example a 13th-level psion manifests *astral construct VI*, creating a single type VI construct with a duration of 13 minutes

### Enhanced Construction [Psionic]

When you manifest constructs, you create additional constructs.

**Prerequisite:** Manifester level 6th+.

**Benefit:** When you manifest constructs, you create additional bonus constructs. You create 1d3 bonus constructs of at least two levels below the *astral construct* power you are manifesting. For example, when a 13th-level psion manifests *astral construct VI*, she not only gets to choose the construct that normally manifests with the spell, but she also receives 1d3 constructs of her choice of type from I to IV.

Astral Construct	Bonus Type
I	--
II	--
III	I
IV	I to II
V	I to III
VI	I to IV
VII	I to V
VIII	I to VI
IX	I to VII

**Empower Construction [Psionic]**

You can manifest astral constructs with additional special abilities.

**Prerequisite:** Augment Construction

**Benefit:** Astral constructs you create with the *astral construct* powers gain one additional special ability. The ability must be from a menu that the construct can legally choose from. This ability cannot be traded in for choices from lesser menus, as is normally the case.

**Infused Construction [Psionic]**

You increase your metapsionic cap and can spend more power points manifesting astral constructs that are modified by metapsionic feats than would normally be possible.

**Prerequisite:** Manifester level 6th+.

**Benefit:** Your metapsionic cap is increased to a number of power points equal to your manifest level + 2 for purposes of manifesting astral constructs. For example, a 13th-level psion with a metapsionic cap of 12 would have that cap raised to 15 for purposes of manifesting astral constructs.

**Special:** You can take this feat multiple times. Each time you take this feat beyond the first, you can add 2 power points to the metapsionic cap for purposes of manifesting astral constructs. Your new cap cannot exceed double your base metapsionic cap. For example, a 13th-level psion who has taken this feat 3 times can spend her normal 12 power points plus an additional 7 power points for a total of 19 power points. This would allow her to manifest *astral construct VI*, with the metapsionic feat Maximize Power applied to it (11 + 6 = 17 power points) that she could not normally have manifested with the standard metapsionic cap of manifest level - 1 (13 - 1 = 12 power points).

**New Psionic Items**

**Amulet of Advanced Construction:** When worn, the *amulet of advanced construction* grants the wearer additional special abilities from which he or she can select when manifesting astral constructs. These menu items must be from the table provided in the Advanced Construction feat. When crafted, the selections are set in the amulet and can consist of either 4 Menu A selections, 2 Menu B selections, or 1 Menu C selection.

**Manifester Level:** 14th; **Prerequisites:** Craft Universal Item, Advanced Construction, Astral Construct VII; **Market Price:** 10,000 gp; **Weight:** --.

**Gloves of Ecto Manipulation:** *Gloves of ecto manipulation* are thin leather gloves that are very flexible and are usually adorned with several small gemstones. When worn, they grant the wearer the ability to manipulate astral constructs as the Ecto Manipulation feat.

**Manifester Level:** 10th; **Prerequisites:** Craft Universal Item, Ecto Manipulation; **Market Price:** 10,000 gp; **Weight:** --.

**Crystalline Construct:** A crystalline construct is a small crystal figurine that resembles a tiny astral construct. When placed on the ground, and when a command word is spoken, the crystal animates into an astral construct as per the *astral construct V* power. The construct has the same menu choices each time it is summoned, and the figurine resembles the final construct form. It obeys the commands of the owner.

If the *crystalline construct* figurine is broken, the power within it is lost. If the construct is destroyed or dismissed while activated, it reverts back into the figurine. The construct can be brought forth once per day for 10 rounds. The figurine has an AC of 7, 6 hit points, hardness of 8, and a break DC of 20.

**Manifester Level:** 10th; **Prerequisites:** Craft Universal Item, astral construct V; **Market Price:** 40,000 gp; **Weight:** --.

**Sling Bullets of the Construct:** *Sling bullets of the construct* appear to be sling bullets made of crystal instead of lead. They do normal sling bullet damage and have a +1 enhancement bonus to hit. Upon striking a target, the sling bullet brings forth a single astral construct that immediately begins to attack the target. Typically, 2-5 bullets are found.

**Manifester Level:** see chart; **Prerequisites:** Craft Universal Item, astral construct I-IX; **Market Price:** see chart; **Weight:** --.

Minor	Med	Major	Construct	Market Price (each bullet)	Manifester Level
01-50			astral construct I	90 gp	1
51-95	01-05		astral construct II	400 gp	4
96-00	06-65		astral construct III	900 gp	6
	66-95	01-05	astral construct IV	1600 gp	8
	96-00	06-50	astral construct V	2500 gp	10
		51-70	astral construct VI	3600 gp	12
		71-85	astral construct VII	4900 gp	14
		86-95	astral construct VIII	6400 gp	16
		96-00	astral construct IX	8100 gp	18



# Conventioneer

From <http://www.wizards.com/dnd/>

Level	Dice Karma Bonus		Fort Save	Ref Save	Will Save	Special	Additional Knowledge Skills
1	+1	+1	+1	+0	+0	Savvy	+1 rank
2	+1	+2	+2	+0	+0	Savvy	+1 rank
3	+2	+2	+0	+0	+0	Savvy	+1 rank
4	+2	+4	+0	+0	+0	Savvy	+1 rank
5	+3	+6	-1	+0	+0	Savvy	+1 rank
6	+3	+8	-1	+0	+0	Savvy	+1 rank
7	+4	+8	-1	-1	+0	Savvy	+1 rank
8	+4	+10	-2	-1	+0	Savvy	+1 rank
9	+5	+12	-2	-2	+0	Savvy	+1 rank
10	+5	+15	-2	-3	+0	Savvy	+1 rank

\* **Fortitude Saves** increase quickly through built-up tolerance for sleep deprivation, caffeine and sugar, and other remarkable strains on the physical well-being of the conventioneer.

\*\* **Reflex Saves** slowly decline because of the relatively low demands of dice-rolling, card-flipping, and most other tabletop and computer game-related activities. *Note:* These penalties can be offset by multiclassing into the LARPer prestige class.

\*\*\* **Will Saves** diminish somewhat because of the conventioneer's driving need to game and propensity to mindlessly consume entire bags of potato chips whilst playing.

Above all other gamers, amidst collectors and costumed folk, there is no one more at home and familiar with the intricacies of attending gaming conventions as the conventioneer. For up to four days at a time (and sometimes conscious for all 96 unrelenting hours), the conventioneer rises above his or her game-playing peers to thrive in the chaotic environment that is a con.

Hard-core gamers, power gamers, die-hard gamers, and old-school gamers make extremely effective conventioneers. Casual gamers, newbies, and first-time gamers can greatly benefit from the experience that comes from taking up the dice bag of the conventioneer, though the rigorous gaming existence that is the stock and trade of a conventioneer can at first prove daunting.

Conventioneers, not surprisingly, gather in great numbers at conventions such as Gen Con and Origins. However, some small cons (such as GeneriCon or MonteCon) see a disproportionate number of conventioneers in attendance, often well over 50%. Amongst other gamers, conventioneers are often regarded with a sense of astonishment, as many of their savvy abilities lend them an almost unnatural aura (particularly if observed over the course of two or more days at a con.)

Savvy	Effect
<b>Around-the-Clock Gaming</b>	+15 to Will saves vs. Sleep.
<b>Comprehend Schedule</b>	+6 to Int checks to understand events listings
<b>Dealer Room Timing</b>	Always choose the short, fast line; find good stuff before it's gone
<b>Fill Open Chair</b>	When a player is needed, the conventioneer is always on hand
<b>Obscure Reference</b>	+4 to Innuendo checks to impress GMs, and +2 to Intimidate non-conventioneers
<b>Quote</b>	Int modifier +6 worth of known movie or TV dialog, +2 to Diplomacy and Perform checks
<b>Resist Stench</b>	Immunity to all gamers' smell-related attacks
<b>Rules Lawyerling</b>	+6 to all arguments, +4 to min/max characters
<b>Wilderness Lore (convention)</b>	+6 to all checks that deal with locating restrooms, cheap food, and hotel rooms with extra floor space
<b>Track Event</b>	Locate events that have been moved or changed

**Around-the-Clock Gaming:** Cramming as much gaming as possible into a weekend is what it's all about. Conventioneers develop a phenomenal ability to play through the wee hours and well into the next day without flagging. Around-the-Clock Gaming gives the conventioneer +15 bonus to Will saves vs. sleep after less than 24 hours of continual gaming, a +10 bonus between 24 and 48 hours, and +5 bonus to all other saves vs. sleep. (*Note:* Gamers playing elven or half-elven characters are still susceptible to sleep.)

**Comprehend Schedule:** The intricate and arcane matrices of events in the pre-registration and on-site convention books become clear. A Conventioneer with Comprehend Schedule gains a +6 bonus to Intelligence checks to understand the listings of events to such a high degree that well-formed plans can be made and successfully executed. Note that this bonus not only works when pre-registering for events with limited openings, but also allows for on-the-fly decision-making.

**Dealer Room Timing:** Conventioneers have an uncanny knack for getting in lines when they are at their shortest and most quick-moving. A conventioneer with Dealer Room Timing also manages to acquire hot, fast-selling, or highly desirable items and merchandise before they're all gone.

**Fill Open Chair:** When a player drops out of a game or doesn't show for a scheduled event, someone has to jump in. The conventioneer's talent for being in the right place at the right time enables him or her to join games that otherwise would have been missed.

**Obscure Reference:** Conventioneers know things like which image in the *Dungeon Master's Guide* has shown up in all three editions. They can, at will, toss out buzzwords, catch phrases, and other jargon that instantly displays their seemingly infinite gaming knowledge. (*Note:* that conventioneers often use Obscure References to speak with one another, adding +4 to Innuendo checks when communicating with other conventioneers.) Obscure Reference also adds +4 to Diplomacy checks when trying to impress game masters, and +2 to Intimidate checks when dealing with non-conventioneers.

**Quote:** Lines from movies like *Monty Python and the Holy Grail* and *Highlander*, or TV shows such as *Star Trek* or *The Simpsons* constitute the primary content of many gamer conversations. However, the conventioneer is even more intimately familiar with a well-chosen collection of favorites. For each point of Int modifier +6, the conventioneer possesses high-perfect recall of dialogue from one feature-length film or single season of a television series. An appropriate quote used in conversation or in response to another quote provides a +2 synergy bonus to Diplomacy or Perform checks made against that audience for 1d10+3 minutes.

**Resist Stench:** After nonstop gaming in excess of 24 hours, all gamers develop an extraordinary scent-based attack that worsens with time. (Those within 5 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to their ability to pay attention to what's going on in the game for 1d4+2 minutes.) Conventioneers instantly become acclimated to this odiferous olfactory offense and are immune to its effects.

## Requirements

To become a conventioneer, a gamer must fulfill all the following criteria:

**Knowledge (gaming system):** At least one rank in three gaming systems.

**Feats:** Substist on Junk Food, Appraise Swag.

**Special:** Must attend at least one convention (T-shirt purchase is optional).

## Class Skills

The conventioneer's class skills (and the ability for each skill) are: Card Shuffling (Dex), Character Generation (Wis), Costuming (Cha), Dice Rolling (Dex), Gamer Humor (Wis), Knowledge (all skills taken individually) (Int), Read Polyhedral Dice (Int), Scarf Pizza (Con), Schmooze (all skills taken individually) (Cha), Solve Puzzle (Int), Spot Celebrity (Wis), and Tote Rulebooks (Str). There are no rule books for skill descriptions, you should know what they do already.

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

## Class Features

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

**Hit Die:** d12. (Really, it's a d4, but we need more reasons to roll d12s.)

**Weapon and Armor Proficiency:** Conventioneers gain no proficiency in any weapon or armor. Note that wearing armor can provide situational modifier bonuses to Costuming skill checks, especially if it's really cool armor. Carrying a weapon can provide similar benefits but can provoke ejection from most cons if it's ever unsheathed -- even if it's a really neat-o weapon.

**Increased Gamer Knowledge:** For each level attained, the conventioneer adds one rank of skill in any of the following: Knowledge (anime), Knowledge (comic book), Knowledge (gaming system), Knowledge (movie), Knowledge (sci-fi/fantasy novel), Knowledge (television series), and Knowledge (video game).

**Convention Savvy:** When you start putting conventions under your belt, they just keep getting easier. For each level attained, the conventioneer becomes even more worldly in the ways of the convention and may add one of the following specialties (no bit of convention savvy can be chosen more than once):

**Rules Lawyering:** Cover-to-cover, front-to-back, a conventioneer learns everything there is to know in the rulebooks. By wringing out every drop of information regarding a favored gaming system, a conventioneer gains a +6 situational modifier to arguments about that system and has a +4 synergy bonus on Min/Max Character skill checks.

**Wilderness Lore (convention):** There are many impediments to successfully navigating an entire convention, and conventioners know secrets that make the whole experience significantly easier and more pleasant. Conventioners with Wilderness Lore (convention) receive a +6 bonus to all checks that deal with locating urgently needed restrooms, cheap food, and hotel rooms with friendly occupants and/or extra floor space.

**Track Event:** Despite the best intentions on the part of organizers, scheduled events occasionally go missing. Whether they've changed locations, game master, theme or system, a conventioneer has a near unerring sense that guides the way to errant events.

DC Modifier	Condition
+1	Moved no farther than 50 feet, or is in direct line-of-sight of original scheduled location
+1	Changed game master
+2	Changed name
+3	Changed game system
+5	Moved farther than 50 feet
+5	On a different floor, in a different building
+10	Canceled without notice
-2	Signage at original site with information about new location
-2	Staff member on hand who is aware of the change (-5 if staff member can also give directions to the new location)

## Sample Gamer

**Mat Smith:** Male human Gamer 9/LARPer 4/Conventioner1; CR 14; Medium-size humanoid (6 ft. 0 in. tall); HD 9d4+9 plus 4d6+4 plus 1d12+1; hp 41; Init +1 (Dex); Spd 30 ft.; AC 12 (+1 Jacket, +1 Dex); Atk +7/+3 melee (1d3, dicebag; 1d4, rulebook) or +8/+4 ranged (1d2, dice); SA wordplay; SQ dodge nickel; AL LE; SV Fort +9, Ref +6, Will +7; Str 11, Dex 13, Con 12, Int 15, Wis 9, Cha 12.

**Skills and Feats:** Bluff +10, Character Generation +7, Costuming +5, Dice Rolling +4, Gamer Humor +10, Knowledge (gaming system) +11, Juggle Workload +9, Not Work +15, Perform (lute) +4, Profession (copywriter) +13, Profession (foam weaponsmith) +5, Read Polyhedral Dice +3, Scarf Pizza +6, Solve Puzzle +9, Swim +2, Tote Rulebooks +1; Appraise Swag, Enhanced Sleep Resistance, Fabricate Factoid, Hit Deadline, Obscure Reference, Subsist on Junk Food.

**Possessions:** Beach towel of astonishment, +4 coffee mug of Siegfried & Roy, +2 eyedrops, +3 laptop of Mac, marker pad of ideas, pen of readiness, picture of Torg waving "Hi," purple dicebag of holding, ring of enduring, sleeping bag of the underdesk, wallet of the seashore.

**Tactics:** Mat has been a Wizards of the Coast copywriter for just over six months, but has been playing **Dungeons & Dragons** and waiting to get a job with the company that makes it for well over 18 years. Now he gets to spend most of his days thinking about new ways to tell everyone in the world to play **D&D**, which is just the coolest thing ever.

## Crystal Master

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers
1	+0	+0	+0	+2	+1 psion level*	Craft Master's Third Eye	--
2	+1	+0	+0	+3	+1 psion level*	Embed Gem	+1 psion level
3	+1	+1	+1	+3	+1 psion level*		+1 psion level
4	+2	+1	+1	+4	+1 psion level*	Embed Gem	+1 psion level
5	+2	+1	+1	+4	+1 psion level*		+1 psion level
6	+3	+2	+2	+5	+1 psion level*	Embed Gem	+1 psion level
7	+3	+2	+2	+5	+1 psion level*		+1 psion level
8	+4	+3	+3	+6	+1 psion level*	Embed Gem	+1 psion level
9	+4	+3	+3	+6	+1 psion level*		+1 psion level
10	+5	+3	+3	+7	+1 psion level*	Embed Gem	+1 psion level

*It's all in the stones; the stones are all in."*

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Psionic characters have learned many ways to utilize the special psionic properties inherent in crystal, creating such wondrous items as crystal capacitors, power stones, and dorjes. In creating psicrystals, psionic characters have instilled a portion of their own personality in the crystal, resulting in their own unique crystalline companion. Some psionic characters, known as crystal masters, have ventured further into the world of crystalline studies and have chosen to focus on the properties of precious crystals known as gemstones. Through their studies, they have learned that these gemstones can enhance the powers of a psionic being by providing a focal point for the psionic being's own energies.

The research of the crystal master has led to the discovery that the enhancements become more powerful as you increase the contact that the gems have with the body. To this end, they devised a method to ensure complete contact with the gem. In a process known as embedding, the psionic character's body absorbs the gem. The gem is destroyed in the procedure since it fully integrates itself with the psionic character's body. This procedure takes a full day and is quite painful. When the procedure ends, the gem has fused with the psionic character's circulatory system in the area of the body in which the gem is placed and shows through the skin as a faint shimmer. As the psionic character adds more gems to her body, this web-like latticework ends up covering her entire body except for her hands, feet, and head; thus it can be concealed with the proper attire.

### Requirements

To qualify as a crystal master, a character must meet the following criteria:

**Manifesting:** Ability to manifest a 3rd-level power.

**Feats:** Encode Stone.

**Skills:** Knowledge (gemology) 4 ranks, Craft (gemcutting) 4 ranks.

### Class Skills

The crystal master's class skills are Alchemy (Int), Appraise (Int), Climb (Str), Concentration (Con), Craft (gemcutting) (Int), Intuit Direction, Knowledge (gemology) (Int), Knowledge (psionics) (Int), Psicraft (Int), and Search (Int). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

### Class Features

All of the following are class features of the crystal master prestige class.

**Hit Die:** d4.

**Weapon and Armor Proficiency:** Crystal masters gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points\*:** When they gain a level, crystal masters gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Crystal masters gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** With the exception of 1st and 10th levels, crystal masters discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Crystal master levels count toward the level of the psionic character for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Crystal master levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

**Embed Gem (Su):** When the crystal master gains this ability, she adds another embedded gem to her body. She can embed up to five gems -- one each in the arms, legs, and chest. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found below. The level restriction is the minimum level of crystal master needed to take this gem. Each type of gem can be embedded only once.

The gem itself must initially be unworked and nonenhanced in any way (in other words, it cannot have any magical or psionic properties). It needs to have a minimum value of 100 gp before it is cut. The crystal master needs to make a Craft (gemcutting) check (DC 15) to successfully shape the stone for embedding.

**Craft Master's Third Eye:** The craft master's third eye ability allows the crystal master to make the special third eyes available to this prestige class as though they had the Craft Universal Item feat. This does not give the ability to make other third eyes nor any other universal items.

### Embedded Gems

The following gems provide different abilities or enhancements to the crystal master. Each type of gem can be embedded only once.

**Amethyst:** The crystal master becomes immune to all poisons. This includes alcohol.

**Aquamarine:** The crystal master gains an Intelligence enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

**Azurite:** The crystal master no longer needs to eat, drink, or sleep, though may do so if she desires. (Level restriction: 10th.)

**Bloodstone:** The crystal master gains a Strength enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

**Blue Zircon:** The crystal master is immune to all diseases. (Level restriction: 4th.)

**Bulls Eye Agate:** The crystal master is immune to all fear effects.

**Calcite:** The crystal master gains a Wisdom enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

**Chrysocolia:** The crystal master gains the ability to probability travel as the power. This ability can be used a number of times per day times equal to the character's Intelligence modifier +1. (Level restriction: 6th.)

**Diamond:** The crystal master's powers from her primary discipline become cheaper to manifest. All of her primary discipline's power costs are reduced by 1, to a minimum of 1 point. (Level restriction: 4th.)

**Emerald:** The crystal master gains power resistance equal to 11 + 2 per embedded gem she possesses.

**Jade:** The crystal master is immune to aging attacks and doesn't suffer the effects of old age. (Any penalties already incurred stay in effect.) The character still dies of old age. (Level restriction: 4th.)

**Jet:** The crystal master gains the ability to fly as the power. This can be activated a number of times per day equal to the number of gems embedded + the character's Dexterity modifier. (Level restriction: 4th.)

**Malachite:** The crystal master gains a limited telepathy. She can communicate with any single being of Intelligence 2 or higher that is within a range of 30 feet. Selecting and changing the being are partial actions.

**Moonstone:** The crystal master gains an insight bonus to her Armor Class of +1 per embedded gem.

**Obsidian:** The character gains the ability of nondetection as the power. (Level restriction: 8th.)

**Onyx:** When activated, this causes the opponent viewing the crystal master to make a Will save (DC 10 + crystal master levels + Charisma modifier) or suffer a -1 per embedded gem morale penalty to attack rolls, damage rolls, and saves. This ability can be used a number of times per day equal to the number of gems embedded + the character's Charisma modifier.

**Opal:** The crystal master gains the ability of divination as the power. This ability can be used a number of times per day equal to the gems embedded + the character's Wisdom modifier. (Level restriction: 4th.)

**Peridot:** The crystal master gains damage reduction of 2 points per embedded gem. This reduction is ignored by energy attacks and by magic weapons equal to or better than the character's Constitution modifier to a maximum value of +5.

**Red Garnet:** The crystal master gains the ability to heal herself. She can heal 2 points per crystal master level each day. This can be divided up into many uses over the day.

**Red Jasper:** The crystal master becomes partially immune to ability draining attacks. The character can completely ignore the effects of ability-draining attacks a number of times per day equal to the number of gems embedded + the character's Strength modifier. This immunity does not apply to ability damage from psionic combat.

**Ruby:** The crystal master gains a Constitution enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

**Sapphire:** The crystal master is immune to blindness effects and can see in magical darkness.

**Smokey Quartz:** The crystal master gains a Charisma enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

**Sugilite:** The crystal master gains a mental hardness of +1.

**Tiger Eye:** The crystal master gains a Dexterity enhancement bonus of +1 per embedded gem. This ability lasts for 1 hour per manifester level and can be activated once a day.

**Tourmaline:** The crystal master gains an insight bonus to the following skills: Alchemy, Appraise, Craft (gemcutting), Knowledge (gemology), and Search. The bonus is equal to the number of embedded gems she possesses.

Embedded Stones By Level Restriction
<b>1st-Level Crystal Master</b>
- Amethyst*
- Aquamarine*
- Bloodstone*
- Bulls Eye Agate*
- Calcite*
- Emerald*
- Malachite
- Moonstone*
- Onyx
- Peridot
- Red Garnet
- Red Jasper
- Ruby*
- Sapphire
- Smokey Quartz*
- Sugilite*
- Tiger Eye*
- Tourmaline*
<b>4th-Level Crystal Master</b>
- Blue Zircon
- Diamond
- Jade
- Jet
- Opal
<b>6th-Level Crystal Master</b>
- Chrysocolla
<b>8th-Level Crystal Master</b>
- Obsidian
<b>10th-Level Crystal Master</b>
- Azurite
<b>Notes</b>

- 1) See the Embed Gem ability of the crystal master prestige class for more on level restrictions.
- 2) You may embed any gem provided you meet the minimum level restriction.
- 3) Gems that may be crafted into master's third eyes are indicated with an asterisk (\*).

## Psionic Items

The crystal master knows how to make special third eyes called master's third eyes based on the gems she normally embeds. The following is the list of gems she can craft into a master's third eye. Only a crystal master can craft these master's third eyes, though they can be used by any character and do not count as an embedded gem for the crystal master. Crafting these master's third eyes follows the standard item creation rules for third eyes. If these master's third eyes lose their power for whatever reason, they revert back to a simple 10 gp gem.

**Amethyst Master's Third Eye:** The character gains a bonus to her saves versus poison and is immune to the effects of alcohol. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	500 gp	--
+2	10th level	crystal master	2,000 gp	--
+3	12th level	crystal master	4,550 gp	--
+4	14th level	crystal master	8,000 gp	--
+5	16th level	crystal master	12,500 gp	--

**Aquamarine Master's Third Eye:** The character gains an Intelligence enhancement bonus. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	2,000 gp	--
+2	10th level	crystal master	8,000 gp	--
+3	12th level	crystal master	18,000 gp	--
+4	14th level	crystal master	32,000 gp	--
+5	16th level	crystal master	50,000 gp	--

**Bloodstone Master's Third Eye:** The character gains a Strength enhancement bonus. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	2,000 gp	--
+2	10th level	crystal master	8,000 gp	--
+3	12th level	crystal master	18,000 gp	--
+4	14th level	crystal master	32,000 gp	--
+5	16th level	crystal master	50,000 gp	--

**Bulls Eye Agate Master's Third Eye:** The character gains a bonus to their saves against all fear effects. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	500 gp	--
+2	10th level	crystal master	2,000 gp	--
+3	12th level	crystal master	4,550 gp	--
+4	14th level	crystal master	8,000 gp	--
+5	16th level	crystal master	12,500 gp	--

**Calcite Master's Third Eye:** The character gains a Wisdom enhancement bonus. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	2,000 gp	--
+2	10th level	crystal master	8,000 gp	--
+3	12th level	crystal master	18,000 gp	--
+4	14th level	crystal master	32,000 gp	--
+5	16th level	crystal master	50,000 gp	--

**Emerald Master's Third Eye:** The character gains power resistance.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
PR: 13	8th level	crystal master	20,000 gp	--
PR: 15	10th level	crystal master	60,000 gp	--
PR: 17	12th level	crystal master	100,000 gp	--
PR: 19	14th level	crystal master	120,000 gp	--
PR: 21	16th level	crystal master	180,000 gp	--

**Moonstone Master's Third Eye:** The character gains an insight bonus to their Armor Class. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	5,000 gp	--
+2	10th level	crystal master	20,000 gp	--
+3	12th level	crystal master	45,000 gp	--
+4	14th level	crystal master	80,000 gp	--
+5	16th level	crystal master	125,000 gp	--

**Ruby Master's Third Eye:** The character gains a Constitution enhancement bonus. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	2,000 gp	--
+2	10th level	crystal master	8,000 gp	--
+3	12th level	crystal master	18,000 gp	--
+4	14th level	crystal master	32,000 gp	--
+5	16th level	crystal master	50,000 gp	--

**Smokey Quartz Master's Third Eye:** The character gains a Charisma enhancement bonus. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	2,000 gp	--
+2	10th level	crystal master	8,000 gp	--
+3	12th level	crystal master	18,000 gp	--
+4	14th level	crystal master	32,000 gp	--
+5	16th level	crystal master	50,000 gp	--

**Sugilite Master's Third Eye:** The character gains a mental hardness of +1.

Manifester Level: 8th; Prerequisites: crystal master; Market Price: 4,000 gp; Weight: --.

**Tiger Eye Master's Third Eye:** The character gains a Dexterity enhancement bonus. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	8th level	crystal master	2,000 gp	--
+2	10th level	crystal master	8,000 gp	--
+3	12th level	crystal master	18,000 gp	--
+4	14th level	crystal master	32,000 gp	--
+5	16th level	crystal master	50,000 gp	--

**Tourmaline Master's Third Eye:** The character gains an insight bonus to one of the following skills: Alchemy, Appraise, Craft (gemcutting), Knowledge (gemology), and Search. Skill type is determined during creation. See the chart for requirements.

Bonus	Manifester Level	Prerequisites	Market Price	Weight
+1	7th level	crystal master	50 gp	--
+2	9th level	crystal master	170 gp	--
+3	11th level	crystal master	370 gp	--
+4	13th level	crystal master	650 gp	--
+5	15th level	crystal master	1,000 gp	--

# Crystalsinger

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers
1	+0	+0	+0	+2	*see text	Channeling 5th, Metacreative Creation 1	+1 Manifester Level
2	+1	+0	+0	+3	*see text	Enhanced Craft, Item Creation	+1 Manifester Level
3	+1	+1	+1	+3	*see text	Channeling 6th, Metacreative Creation 2	+1 Manifester Level
4	+2	+1	+1	+4	*see text	Enhanced Craft, Item Creation	+1 Manifester Level
5	+2	+1	+1	+4	*see text	Channeling 7th, Metacreative Creation 3	--
6	+3	+2	+2	+5	*see text	Enhanced Craft, Item Creation	+1 Manifester Level
7	+3	+2	+2	+5	*see text	Channeling 8th, Metacreative Creation 4	+1 Manifester Level
8	+4	+2	+2	+6	*see text	Enhanced Craft, Item Creation	+1 Manifester Level
9	+4	+3	+3	+6	*see text	Channeling 9th, Metacreative Creation 5	+1 Manifester Level
10	+5	+3	+3	+7	*see text	Item Creation, Song of the Crystal	--

"They have heard the song,"

◆ ◆ ◆ ◆

The crystalsinger has learned the music all crystals possess. They have learned how to shape crystal cacophony into fluid melody -- how to truly tap the power trapped within crystals. While others can craft psionic items, the crystalsinger knows they do so without order and without the evenness that is inherent to the crystal.

The crystalsinger masters the ability to craft crystalline psionic items and how to make that which others cannot. They alone have learned how to create the drilbu, the true items of power. (See below for the drilbu description.)

Due to the length of time needed to create psionic items, most crystalsingers are NPCs. You can generally find them where there is a concentration of psions and psychic warriors.

## Requirements

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

**Manifesting:** Ability to manifest a 5th-level power.

**Knowledge (psionics):** 10 ranks

**Perform:** 6 ranks.

**Psicraft:** 10 ranks.

**Feats:** Any 2 item creation feats.

## Class Skills

A crystalsinger's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (psionics) (Int), Perform (Cha), Psicraft (Int), Use Psionic Device (Cha). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Hit Die:** d4.

**Armor and Weapon Proficiency:** The crystalsinger gains no proficiency in any weapon or armor.

**Power Points:** When they gain a level, crystalsingers gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Crystalsingers gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** With the exception of 5th and 10th levels, crystalsingers discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifestor level is increased by one for each level of the prestige class.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Crystalsinger levels count toward the level of psion for purposes determining psicrystal intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Crystalsinger levels count toward the level of psion for purposes determining the number of free manifestations per day or your 0-level powers.

**Channeling (Su):** The crystalsinger gains the ability to channel another psion's powers for use in the creation of items. The crystalsinger becomes a conduit for the power to be transferred to the item being created from another user. During item creation, if another psion is providing the powers to an item, the crystalsinger expends a number of power points equal to the highest power being used by the psion. If there is an XP cost associated with the power being imbued, the psion using it pays this cost, not the crystalsinger (though the crystalsinger must still pay the 1/25 item cost in XP). All other item creation limitations listed in the *Psionics Handbook* are in effect, however.

When first learned, the crystalsinger may channel up to 5th-level powers. This increases to 6th-level powers at 3rd level, 7th-level powers at 5th, 8th-level powers at 7th, and finally 9th-level powers at 9th level. Powers may be channeled only for the creation of an item.

**Enhanced Craft:** The crystalsinger gains a bonus to all Craft skills of her selection. This bonus is +2 at 2nd level. This bonus increases by +1 at 4th, 6th and 8th levels, to a final bonus of +5 at 8th level.

**Item Creation:** The crystalsinger learns an item creation feat previously unknown to her. Item creation feats include Craft Crystal Capacitor, Craft Dorje, Craft Drilbu (see below), Craft Psionic Arms and Armor, Craft Universal Item, Encode Stone, Scribe Tattoo.

**Metacreative Creation:** At 1st level the crystalsinger may apply the effects of the Metacreative feat to any items they create, lowering the level for creation purposes by 1 level (minimum 1st level), they gain the ability to further lower this level by one at 3rd, 5th, 7th, and 9th levels. (The Metacreative Creation ability is based on the latest version of the Metacreative feat.)

**Song of the Crystal:** At 10th level, due to long association and study of crystals, the crystalsinger undergoes a physical transformation. Her body becomes crystalline, and her type changes to "elemental" with a subtype of earth. She is no longer affected by powers that specifically target humanoids, such as *domination*; she gains an elemental creature's immunity to poison, sleep, paralysis, and stunning; and since she has no discernable front or back, she is no longer subject to critical hits or flanking. However, the following items remain the same as before: Hit Dice, speed, AC, abilities, skills, feats, saves (with the exceptions listed above), and alignment. The character gains a +1 to her CR if she is an NPC.

## New Psionic Feats

**Craft Drilbu** [Item Creation]

You can create a drilbu, which is a long shaft of crystal that can manifest powers when charges are expended.

**Prerequisite:** Manifester level 5th+

**Benefit:** You can create a drilbu, which is an enhanced version of a dorje, of any psionic power of 9th-level and lower that you know (or can channel, if you're crystalsinger). The character needs a supply of raw materials, with the most obvious being the drilbu or pieces of the drilbu to be assembled. The crafter must pay 1/25 of the base price in XP and use up raw materials costing half of the base price. To get the final price, the results can be modified by up to 20% based on the number and types of powers placed together in the same drilbu. Drilbus are always fully charged (fifty charges) when created. The base cost is as follows:

Total levels of powers x 750 gp x manifestor level = base cost

If desired, a power can be placed into the drilbu at half the normal cost and power limitations, but activating that particular power costs 2 charges from the drilbu. For example, the crafter decides to add *plane shift*, a 7th-level power, to her drilbu, and she decides to halve the cost. The *plane shift* now requires 2 charges to activate, but it counts only as 3.5 power levels (round down) for determining cost and power limitations. A single power can cost no more than 2 charges, and the manifestor level for all powers must be the same.

A drilbu is limited to 18 total power levels and can hold up to six powers; all powers must come from the same discipline.

The crafter must know the powers to be placed into the drilbu or must have the channeling ability to use the power from another psion. If manifesting the power would reduce the crafter's XP total, she pays the cost (times fifty) upon beginning the drilbu in addition to the XP cost for making the drilbu itself. This additional XP cost is paid by the psion manifesting the power if the power is a channeled one. The powers to be placed in the drilbu must be manifested each day while creating the drilbu. This does not incur the additional XP cost; it just requires the expenditure of the power points.

Crafting a drilbu requires one day for each 1,000 gp value of the completed drilbu.

## Psionic Feat Errata

### **Metacreative** [Psionic]

You supplement your craft with psionic inspiration.

**Prerequisite:** Any item creation feat.

**Benefit:** You can create psionic items (including psionic armors and weapons, psionic tattoos, dorjes, power stones, and universal items) as if your effective manifester level were one less than your actual level (minimum 1st level).

You must still be of high enough level to manifest the power in question. You can choose to use or not use this feat on each new psionic item you create.

# Dark Hunter

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				Spells Known			
						1st	2nd	3rd	4th	1st	2nd	3rd	4th
1	+0	+2	+2	+0	Spells, low-light vision	0	---	---	---	2*	---	---	---
2	+1	+3	+3	+0	Fast mount, fast movement	1	---	---	---	3	---	---	---
3	+2	+3	+3	+1	Darkvision	2	0	---	---	3	2*	---	---
4	+3	+4	+4	+1	Uncanny dodge (Dex bonus to AC)	3	1	---	---	4	3	---	---
5	+3	+4	+4	+1	Fast mount, fast movement,	3	2	0	---	4	3	2*	---
6	+4	+5	+2	+2	Scent	3	3	1	---	4	4	3	---
7	+5	+5	+5	+2	Uncanny dodge (can't be flanked)	3	3	2	0	4	4	3	2*
8	+6	+6	+6	+2	Fast mount, fast movement	3	3	3	1	4	4	4	3
9	+6	+6	+6	+2	Freedom of movement	3	3	3	2	4	4	4	3
10	+7	+7	+7	+3	Discern location	3	3	3	3	4	4	4	4

\*Provided the dark hunter has sufficient Wisdom to have a bonus spell of this level.

The Queen of Air and Darkness honors the most skillful hunters of the Unseelie Court by making them members of her Dark Hunt, also called the Wild Hunt. Sometimes she even recruits extremely talented nonfey who have shown themselves adept at the hunt. At any one time, between 10 and 30 dark hunters serve the queen. She sends them on a variety of missions, ranging from fetching fey nobles with whom she's displeased to hunting new entertainers to perform at her feasts.

Rangers and rogues are the most natural candidates for becoming dark hunters. Often, they're a multiclassed combination of the two. Bards and fighters also do well as dark hunters. Specialized spell progression makes it unlikely that dedicated sorcerers, wizards, or clerics will find the prestige class attractive, though the rangers, rogues, bards, and fighters who become dark hunters often have dabbled in the pure spellcasting classes.

NPCs compose the majority of the dark hunters. Sworn to serve the Queen of Air and Darkness, they are elite troops. Though found most often in the Plane of Faerie, dark hunters travel extensively on a variety of missions for their monarch.

## Dark Hunter Missions

The dark hunters perform the Queen of Air and Darkness's bidding. The tasks she sends them on vary greatly. Characters might encounter a group of dark hunters on any of the following missions:

- Seeking a talented bard or other entertainer to play for the queen. The dark hunters invite the singer or storyteller cordially at first, but ultimately use force if that's the only way to get the performer to come with them.
- Hunting a former member of the Wild Hunt who disobeyed the queen.
- Hunting a pack of winter wolves (or other exotic furry creatures) to gift the queen with a new fur cloak.
- Tracking a fey noble who insulted the queen.
- Inviting fey to a festival the queen is hosting. (Their attendance is requested in a mandatory sort of way.)
- Collecting tribute for the queen from her fey.
- Traveling to a remote vineyard for a vintage wine the queen especially likes.
- Hunting a young red dragon to add it to the queen's menagerie.
- Hunting a nest of griffons to steal the eggs, which will be hatched and raised as dark hunter mounts.
- Seeking a sphinx or copper dragon because the queen wants to hear an amusing riddle.

Remember that the queen is evil, whimsical, and very much accustomed to having her every desire instantly fulfilled. She's purely fey and very much a creature of the moment. The dark hunters exist to get her what she wants.

## Requirements

To become a dark hunter, a character must fulfill the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Hide 5 ranks, Knowledge (nature) 3 ranks, Move Silently 8 ranks, Ride 5 ranks, Wilderness Lore 8 ranks.

**Feats:** Improved Initiative, Track.

**Special:** Entry into the class must be approved by the Queen of Air and Darkness, and each Dark Hunter must swear an annual oath to obey her.

## Class Skills

The dark hunter's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the dark hunter prestige class.

**Hit Die:** d6

**Weapon and Armor Proficiency:** A dark hunter gains no new weapon, armor or shield proficiencies.

**Spells:** Beginning at 1st level, a dark hunter gains the ability to cast a small number of arcane spells. To cast a spell, the dark hunter must have a Wisdom score of at least 10 + the spell's level, so a dark hunter with a Wisdom of 10 or lower cannot cast these spells. Dark hunter bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the dark hunter's Wisdom modifier (if any). When the dark hunter receives 0 spells of a given level, such as 1st-level spells at 1st level, the dark hunter gets only bonus spells. A dark hunter without a bonus spell for a particular level cannot yet cast a spell of that level. The dark hunter's spell list appears below. A dark hunter prepares and casts spells just as a sorcerer does and the spells are arcane. He has a limited number of spells known.

**Low-Light Vision (Su):** A dark hunter gains low-light vision. A dark hunter can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions. If the dark hunter already had lowlight vision, his ability increases by one factor (if previously able to see twice as far as a human, he can now see three times as far).

**Fast Mount (Su):** A dark hunter can spur his mount to speeds faster than the norm for its kind by +10 feet when wearing no barding (and not carrying a heavy load). At 5th level, the speed increases by an additional +10 feet (to +20 feet), and at 8th level, the speed increases again by an additional +10 feet (to +30 feet). Thus, a light war horse ridden by an 8th-level dark hunter moves at a speed of 90 ft.

**Fast Movement (Ex):** At 2nd level, dark hunter has a speed faster than the norm for his race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). At 5th level, the speed increases by an additional +10 feet (to +20 feet), and at 8th level, the speed increases again by an additional +10 feet (to +30 feet).

**Darkvision (Su):** A dark hunter can see in the dark as though he were permanently under the effect of *darkvision* spell.

**Uncanny Dodge (Ex):** Starting at 4th level, a dark hunter gains the ability to react to danger before his senses would normally allow him to do so. At 4th level and above, he retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.)

At 7th level, the dark hunter can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies others the ability to use a flank attack to sneak attack him. The exception to this defense is that a rogue at least four levels higher than the dark hunter can flank him (and thus sneak attack him).

**Scent (Su):** The dark hunter can detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. When a dark hunter detects a scent, the exact location is not revealed -- only its presence somewhere within range. The dark hunter can take a move action to note the direction of the scent. Whenever the dark hunter comes within 5 feet of the source, he knows the source's location.

A dark hunter can track by scent, making a Wilderness Lore check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effect of surface conditions and poor visibility.

**Freedom of Movement (Su):** For a total time per day of 1 round per class level, the dark hunter can act normally regardless of magical effects that impede movement (similar to the



effects of the spell *freedom of movement*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds).

**Discern Location (Sp):** Once per day, a dark hunter can *discern location* as the spell.

**Code of Conduct:** A dark hunter is sworn to unquestioningly obey the commands of the ruler of the Unseelie Court, the Queen of Air and Darkness. The queen is a capricious creature, quite chaotic and quite evil.

## Dark Hunter Spell List

**1st Level** -- *alarm, command, create water, detect animals or plants, detect magic, detect snares and pits, expeditious retreat, message, mount, spider climb, true strike.*

**2nd Level** -- *bull's strength, cat's grace, detect thoughts, endurance, hold person, invisibility, locate object, pass without trace, speak with animals.*

**3rd Level** -- *clairaudience/clairvoyance, dispel magic, fly, haste, hold monster, keen edge, phantom steed, see invisibility, slow.*

**4th Level** -- *dimension door, dimensional anchor, displacement, ethereal jaunt, freedom of movement, greater command, improved invisibility, locate creature, scrying, sending.*

## Ex-Dark Hunters

A dark hunter who disobeys the Queen of Air and Darkness or refuses to swear his yearly oath (or his oath upon gaining a new level) cannot gain new levels as a dark hunter but retains all dark hunter abilities.

# Darkhagard

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Prone Fighting
2	+2	+3	+0	+0	Bonus Language, Darkha Specialization
3	+3	+3	+1	+1	Increased Range (33 ft.)
4	+4	+4	+1	+1	Uncanny Swim, Improved Weapon Focus
5	+5	+4	+1	+1	Instant Stand
6	+6	+5	+2	+2	Bonus Language, Darkha Mastery 1
7	+7	+5	+2	+2	Increased Range (36 ft.)
8	+8	+6	+2	+2	Bonus Language, Darkha Mastery 2
9	+9	+6	+3	+3	Hold Breath
10	+10	+7	+3	+3	Water Tracking

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the darkhagard. A darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

## Requirements

To qualify to become a member of the darkhagard, a character must fulfill all the following criteria:

**Race and Sex:** Rhennee Male.

**Base Attack Bonus:** +5.

**Feats:** Exotic Weapon Proficiency (darkha), Weapon Focus (darkha).

**Profession (Boater):** 4 ranks.

**Sneak Attack:** +1d6

**Special:** Must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc.)

## Class Skills

The darkhagard's class skills (and the key ability for each skill) are Balance (Dex), Intuit Direction (Wis), Knowledge (navigation) (Int), Profession (boater) (Int), Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d10

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

**Prone Fighting (Ex):** Having spent countless hours training with their darkhas, the darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone darkhagard enjoy no melee attack bonuses due to his prone status.

**Bonus Languages:** In their travels, the darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the darkhagard an edge in dealing with trading partners and potential enemies. Each time the darkhagard achieves a bonus language, choose one tongue from the *Player's Handbook* or the *Living Greyhawk Gazetteer*. The darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the darkhagard has had some contact.

**Darkha Specialization (Ex):** The darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

**Increased Range (Ex):** Each time this ability is acquired, a darkhagard may add 25% to the base range increment when hurling his darkha.

**Uncanny Swim (Ex):** On a successful Swim check, a darkhagard may swim one-half of his speed as a move-equivalent action or his full speed as a full-round action (failure indicating no progress). Furthermore, members of the darkhagard suffer a Swim penalty of only -1 per 10 pounds of gear they carry.

**Superior Weapon Focus (Ex):** Stacking on top of any existing Weapon Focus bonus, this ability grants the darkhagard an additional +1 to attack rolls with the darkha.

**Instant Stand (Ex):** Naturally agile and train for combat, a darkhagard has learned to lead to his feet from a prone position as a free action.

**Darkha Mastery 1 (Ex):** Through arduous practice with his weapon and rope, the darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a hit penalty of only -2.

**Darkha Mastery 2 (Ex):** The darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20ft. If tripped during his own trip attempt, the darkhagard may drop the weapon to avoid being tripped.

**Hold Breath (Ex):** Having conditioned his lungs and learned to control his respiration, a darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.

**Water Tracking (Su):** The most difficult skill for a darkhagard to master, the ability to track creature on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the darkhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

## New Item

Member of the darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a large exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs; Type Piercing. A darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkhas once it's been thrown (this counts as a partial action, and assumes the darkha is free to be pulled back). Certain darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.

## Diamond Warrior

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Unarmed Attack Bonus	Unarmed Damage (M/S)	Power Points Per Day	Special	Powers Discovered
1	+0	+2	+2	+2	+1	1d6/1d4	--	Improved inertial armor, crystal mask	--
2	+1	+3	+3	+3	+1	1d8/1d6	see text	Speed of thought, uncanny dodge	+1 level psychic warrior
3	+2	+3	+3	+3	+1	1d8/1d6	see text	Improved inertial armor	+1 level psychic warrior
4	+3	+4	+4	+4	+1	1d10/1d8	see text	Speed of thought, evasion	+1 level psychic warrior
5	+3	+4	+4	+4	+2	1d10/1d8	--	crystal mask	--
6	+4	+5	+5	+5	+2	1d10/1d8	see text	Improved inertial armor, diamond body	+1 level psychic warrior
7	+5	+5	+5	+5	+2	1d12/1d10	see text	Speed of thought	+1 level psychic warrior
8	+6	+6	+6	+6	+2	1d12/1d10	see text	Uncanny dodge	+1 level psychic warrior
9	+6	+6	+6	+6	+3	1d12/1d10	--	Speed of thought, crystal mask	--
10	+7	+7	+7	+7	+3	1d12/1d10	see text	Diamond soul, teleport	+1 level psychic warrior

**Note:** The diamond warrior does not gain any bonus psychic warrior feats when they gain a level.

The diamond warriors are an order that consists mainly of psychic warriors, though some psions are members. The order concentrates their fighting style on unarmed attacks and mobility, and they spend long hours training their minds and bodies to achieve this end.

It's not certain how long this group has existed, and its goals are unknown, but when they do appear, they have a specific task. They take specific items, help travelers in combat, disrupt ceremonies and cause people to be late for appointments. They usually appear in multiples of eight, but a lone diamond warrior has been seen on occasion. Those that hunt them speculate the diamond warriors have a base on the Astral Plane, but this has not been confirmed.

### Requirements

To qualify as a diamond warrior, a character must fulfill the following criteria:

**Base Attack Bonus:** +5.

**Manifesting:** Ability to manifest a 3rd-level psychic warrior power.

**Skills:** Jump 6 ranks, Tumble 6 ranks.

**Feats:** Improved Unarmed Strike, Inertial Armor, Psychic Charge, Speed of Thought.

**Special:** Must be selected by a current diamond warrior to join the order.

### Class Skills

The diamond warrior's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (any) (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

### Class Features

All the following are class features of the diamond warrior prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Diamond warriors gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** With the exception of 1st, 5th, and 9th levels, diamond warriors gain power points every level as though they gained a level of psychic warrior. Diamond warriors do not gain bonus power points.

**Powers Discovered:** With the exception of 1st, 5th, and 9th levels, diamond warriors discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Diamond warriors do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes).

**0-Level Powers:** Diamond warrior levels count toward the level of psychic warrior for determining the number of free manifestations per day of 0-level powers.

**Armor Restriction:** A diamond warrior can wear armor only at the cost of his mobility special abilities. The only special abilities that continue to function while in armor are Diamond Body, Diamond Soul, and Teleport. Evasion and Uncanny Dodge are negated by armor.

**Unarmed Attacks:** The diamond warrior gains both the normal base attack bonus and the unarmed base attack bonus when using unarmed strikes. Their unarmed strikes follow the standard attack pattern for extra attacks each round and not the monk's unarmed strike pattern. For example, a 7th-level psychic warrior with 6 levels of diamond warrior has a base attack

bonus of +5 for psychic warrior, +4 for diamond warrior, and an additional +2 if he uses an unarmed attack. With a weapon, his final attack bonus is +9/+4, but with unarmed attacks, it is +11/+6/+1.

**Crystal Mask:** The order rewards its members with special crystal masks. At 1st level, they receive their choice of either the *crystal mask of deception* or the *crystal mask of doubt*. At 5th level, they receive a second mask and the *crystal mask of darkvision* is added to their choices. At 9th level, they receive a third mask, and the *crystal mask of shifting* is added to their choices. They should never trade or sell these masks since doing so would disgrace them in the eyes of the order.

**Unarmed Damage:** As a diamond warrior increases in levels, so does the damage he does with his unarmed strikes. If the diamond warrior has monk levels, treat each diamond warrior level gained as an additional monk level for determining unarmed damage.

**Improved Inertial Armor:** The diamond warrior gains the Improved Inertial Armor feat.

**Speed of Thought:** The diamond warrior gains the Speed of Thought feat.

**Uncanny Dodge (Ex):** The diamond warrior focuses his mind to enhance his perception of the world around him. This allows him to retain his Dexterity bonus to AC when caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus when immobilized. Starting at 8th level, the diamond warrior's perception has improved to the point he can no longer be flanked. This denies those with the sneak attack ability to use the ability against him unless they are 4 levels higher.

**Evasion (Ex):** Starting at 4th level, the diamond warrior's agility has improved to the point that he can avoid some magical or psionic attacks. If an attack allows a Reflex save for half damage, the diamond warrior takes no damage on a successful save.

**Diamond Body (Su):** The diamond warrior becomes immune to all forms of poison due to an increased control of his metabolism.

**Diamond Soul (Su):** The diamond warrior gains power resistance equal to 10 + his character level.

**Teleport (Sp):** A diamond warrior can manifest the *teleport* power for free once per day. The diamond warrior can manifest *teleport* as though they have the power on their list of known powers. He can manifest the power even if he does not meet the minimum stat or class requirements.

### The Diamond Warrior Mask

A diamond warrior always wears a clear crystal mask to distort his facial features. The order adds facets to the mask surface to further enhance this distortion. Many of these masks are empowered, as well, and diamond warriors have developed several different kinds of masks to help with various tasks. These masks are quite rare and generally not available on the open market since diamond warriors do not sell or trade them openly.

**Crystal Mask of Deception:** When worn, the *crystal mask of deception* grants the wearer the benefits of the *conceal thoughts* power.

**Manifester Level:** 5th; Prerequisites: Craft Universal Item, conceal thoughts; Market Price: 1,500 gp; Weight: 1 lb.

**Crystal Mask of Doubt:** Any creature that enters melee combat with the wearer of the crystal mask of doubt must make a Will save (DC 14) or suffer a -1 morale penalty due to the shifting visage created by the crystal mask of doubt. This Will save is taken only once per combat.

**Manifester Level:** 5th; Prerequisites: Craft Universal Item, demoralize; Market Price: 1,500 gp; Weight: 1 lb.

**Crystal Mask of Darkvision:** When worn, the crystal mask of darkvision grants the wearer the benefits of the darkvision power.

*Manifester Level:* 6th; *Prerequisites:* Craft Universal Item, darkvision; *Market Price:* 8,000 gp; *Weight:* 1 lb.

**Crystal Mask of Shifting:** While worn, upon activation, this crystal mask manifests the plane shift power. It has the ability to do this once per day. The wearer and up to 7 other creatures can join hands to travel together.

*Manifester Level:* 14th; *Prerequisites:* Craft Universal Item, plane shift; *Market Price:* 40,000 gp; *Weight:* 1 lb.

# Drunken Master

From <http://www.wizards.com/dnd/>

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

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

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

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

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

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

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

Tumble, and AC bonus remain at their original levels regardless of your new Dexterity modifier. Your body metabolizes one drink per hour, reducing both the penalties and the bonus accordingly. You only gain the Strength and Constitution bonuses for alcohol drunk during a fight, and the bonuses only last until the end of the combat. (The penalties disappear more gradually.) What quantity of alcohol constitutes a "drink" is deliberately left undefined.

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

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

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

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

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

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

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

**For Medicinal Purposes:** By combining your ki power with alcohol, you can convert an alcoholic drink to a potion of cure moderate wounds up to three times per day. The alcohol activates the ki in your body, so the cure only works on you. Alcohol drunk in this way neither impairs nor improves your ability scores.

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

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

## Requirements

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

**Base Attack Bonus:** +4.

**Base Unarmed Attack Bonus:** +4.

**Feats:** Great Fortitude, Dodge.

**Tumble:** 6 ranks.

**Other:** Evasion ability, must be chosen by existing drunken masters and survive night of revelry among them without being incarcerated, poisoned, or extraordinarily embarrassed.

## Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

## Class Features

All of the following are class features of the drunken master prestige class.

**Hit Die:** d8.

**Drink Like a Demon:** Your body handles alcohol differently from other people's. You can drink a large tankard of ale, a bottle of wine, or a corresponding amount of stronger alcohol as a move-equivalent action. Every bottle or tankard of alcohol you consume during combat reduces your Dexterity, Wisdom, and Intelligence by 1 point each, but increases your Strength or Constitution (your choice) by 1 point. However, your Reflex save bonus, Dexterity bonus to

# Equerry

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1	1	0	0	2	Turn or rebuke undead, alignment detection	0	-	-	-
2	2	0	0	3	Charismatic blessing, smite opposition	1	-	-	-
3	3	1	1	3	Aura of Courage or Fear	1	0	-	-
4	4	1	1	4	Disease authority	1	1	-	-
5	5	1	1	4		1	1	0	-
6	6	2	2	5		1	1	1	-
7	7	2	2	5		2	1	1	0
8	8	2	2	6		2	1	1	1
9	9	3	3	6		2	2	1	1
10	10	3	3	7		2	2	2	1

All paladins become mounted eventually. Many fighters become cavaliers. An elite few, however, become equerries. They often serve in the elite forces of kingdoms or as divine warriors of their faith.

What sets the equerry apart from other mounted combatants is his mount. No equerry rides a mere horse, pony, dog, or camel. Because of the widely varying abilities and natures of their mounts, equerries are generally a very independent bunch, and paladins choose not to join their ranks. All other classes are welcome, provided they have the right stuff.

NPC equerries tend to be swaggering, arrogant adventurers looking for a good fight. Some say their pride is justified, considering the mounts they have mastered. Others say they are just bullies. Equerries are generally happy to sit back and tell stories of how they got their mounts and the adventures they've had since, no matter who buys the ale. If an equerry happens across a character who has a similar mount, she cheerfully offers her share of knowledge on the creature.

## Requirements

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

**Alignment:** Any non-lawful

**Base Attack Bonus:** +5

**Ride ranks:** 8

**Handle Animal ranks:** 8

**Knowledge (nature) ranks:** 6

**Feats:** Mounted Combat

**Special:** A candidate for equerry must have trained a mount other than a horse, pony, dog, or camel. While the DM has final say on what creature the character can find, catch, and train, a good rule of thumb is to subtract 4 from the equerry's total levels in all classes and avoid creatures with Challenge Ratings greater than that. A possible list includes:

- *Small Mounts* -- dire badger, dire weasel, giant weasel, or shark (medium).
- *Medium Mounts* -- bear (black), dire bat, dire boar, dire lion, dire shark, dire wolf, dire wolverine, dragonne, giant eagle, giant owl, giant praying mantis, giant stag beetle, griffon, hippogriff, pegasus, unicorn, sea lion, or shark (large).
- *Large Mounts* -- ankheg, bear (brown or polar), bison, dire bear, elephant, gorgon\*, hydra, remorhaz, rhinoceros, roc, shark (huge), spider-eater, or triceratops.
- *Varying sizes* -- animated object\*\*, elemental\*\*\*, or golem\*\*\*\*.

\* Danger to equerry's companions.

\*\* Animated Objects clearly require the extensive, and expensive, participation of a spellcaster. An equerry should be very careful before accepting one, as animated object mounts have the same characteristics as other equerry mounts of the appropriate level -- and may have their own agendas! Creating such a mount follows the rules for creating wondrous and intelligent magic items on page 246 of the *Dungeon Master's Guide*. The rules for determining communication abilities of such an intelligent magic item appear under Intelligent Items and on table 8-31 of the *Dungeon Master's Guide*. Note that the Intelligence of such a mount is determined by the equerry's level, just as with any other mount, and not by table 8-31. The animated object shares the alignment of the cleric who created it. Table 8-37 in the *Dungeon Master's Guide* helps establish the animated object's Ego.

\*\*\* Elementals are wild, dangerous creatures that must be called to the Prime Material Plane by a spellcaster. The equerry must have protective abilities against the elemental in the case of both fire and water elementals. They are willful and disobedient, and thus generally make poor mounts.

\*\*\*\* Unlike animated objects, golems have no egos and are dumb as posts. This characteristic overrides the typical intelligence of an equerry's mount. While the equerry doesn't have to worry about arguing with a golem, she does have to deal with its lack of intelligence and initiative.

## Class Skills

The equerry class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Spells:** Like clerics, equerries may channel positive or negative energy, based on their alignment. Neutral equerries must choose which type of energy they channel when they join this class, if they have not already chosen for an earlier class.

Beginning at 1st level, an equerry gains the ability to cast a small number of divine spells. To cast a spell, the equerry must have a Wisdom score of at least 10+ the spell's level, so an equerry with a Wisdom of 10 or lower cannot cast spells. Equerry bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the equerry gets "-" spells for a given level, the character cannot cast any spells of that level. When the equerry gets "0" spells of a given level, such as 0 1st-level spells at 1st level, the equerry gets only bonus spells. An equerry without a bonus spell for that level cannot yet cast a spell of that level. An equerry prepares and casts spells just as a cleric does (though the equerry cannot lose a spell to cast a *cure* spell in its place).

Equerries use the paladin spell lists, with the following exceptions:

**Cure Spells:** Equerries who channel negative energy must take *inflict* spells instead.

**Protection from Evil:** Good equerries take this spell. Evil equerries take *protection from good*. Chaotic equerries take *protection from law*. Neutral equerries receive a spell based on whether they channel positive or negative energy. An equerry with two of these alignments, such as a chaotic good equerry, may choose which she prepares. If she can prepare more than one 1st-level spell, she may prepare both.

**Magic Circle Against Evil:** As protection spells.

**Holy Sword:** Only good equerries get this spell. Others get similar spells based on their alignments. Evil equerries cast *infernal sword*, which deals double damage against good. Chaotic equerries cast *entropic sword*, which deals double damage against law.

**Weapon and Armor Proficiency:** Equerries are proficient with all simple and martial weapons, all armors, and all shields.

**Mount Blessings (Ex):** When a candidate becomes an equerry, her deity blesses her mount so that it advances as a paladin's mount does (see page 43 of the *Player's Handbook*). Previous class levels count for determining the equerry's level on the special mount table. Should an equerry ever have to acquire a new mount, she must fast and pray for 3 days before the deity blesses the new mount.

**Turn or Rebuke Undead (Su):** An equerry turns or rebukes undead as would a cleric of two levels lower. She may use this ability a number of times per day equal to three plus her Charisma modifier.

**Extra Turning:** An equerry may take Extra Turning as a feat. This allows the equerry to turn undead four more times per day than normal. An equerry can take this feat multiple times, gaining four extra daily turning attempts each time.

**Alignment Detection (Sp):** Good equerries gain the *detect evil* ability as paladins. Evil equerries gain *detect good* instead, and chaotic equerries gain *detect law*. An equerry with two of these alignments, such as a chaotic good equerry, must choose which ability she gains.

**Charismatic Blessing:** An equerry applies her Charisma modifier (if positive) to all saves.

**Smite Opposition (Su):** A good equerry can *smite evil* as a paladin. An evil equerry gains a similar power that works against good, and a chaotic equerry gains a similar power that works

against law. An equerry with two of these alignments, such as a chaotic good equerry, must choose which ability she gains.

**Aura of Courage or Fear (Su):** Equerries who channel positive energy receives the same Aura of Courage ability as a paladin. Equerries who channel negative energy radiate a malign aura that causes enemies within 10 feet of them to suffer a -2 morale penalty on all saving throws.

**Disease Authority (Sp):** Equerries who channel positive energy receives the same *remove disease* ability as a paladin. Equerries who channel negative energy may command disease as the spell *contagion*. Both sorts may use the ability once per week for every 3 levels of equerry they have.

# Fang of Lolth

From <http://www.wizards.com/dnd/>

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

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

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

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

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

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

## Requirements

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

**Alignment:** Any nonlawful and nongood.

**Base Attack Bonus:** +5.

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

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

## Class Skills

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

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

## Class Features

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

**Hit Die:** d6.

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

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

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

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

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

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

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

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

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

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

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

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



## New Magic Item

### Fang Scarab

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

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

Though the *fang scarab* grants its wearer the same attack bonus that it would to a spider, it also initiates a terrible metamorphosis that changes the wearer into a half-spider abomination over time. When the scarab first attaches itself, the wearer's canine teeth enlarge, and coarse black hair appears on the back of her neck. No further changes occur until she attains levels in the fang of Lolth prestige class (see Physical Changes, page 10).

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

# Harper

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day		
						1st	2nd	3rd
1	+0	+0	+2	+2	Harper Knowledge, 1st favored enemy	0	--	--
2	+1	+0	+3	+3	Deneir's Eye, Skill Focus	1	--	--
3	+2	+1	+3	+3	Tymora's Smile	1	0	--
4	+3	+1	+4	+4	Liira's Heart, 2nd favored enemy	1	1	--
5	+3	+1	+4	+4	Craft Harper Item	1	1	0

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

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

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

The highest-ranked Harpers are called the High Harpers, and they are responsible for most of the long-term planning for the organization. The High Harpers are voted into their position by a secret ballot among the other High Harpers, with the criteria being experience, exceptional service, and discretion in implementing the Harpers' plans. Some of the High Harpers gain the favor of deities that support the Harpers, achieving power and status much like a Chosen (see the sidebar on The Chosen in the Deities chapter).

## Requirements

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

**Feats:** Alertness, Iron Will

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

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

**Alignment:** Any nonevil

## Class Skills

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

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

## Class Features

All the following are class features of the Harper prestige class:

**Hit Die:** d6

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

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

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

**Favored Enemy:** A Harper selects a favored enemy from the following list of evil organizations that oppose the Harpers' goals: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugrym, the Red Wizards, or the Zhentarim. This ability works exactly like the favored enemy ability of the ranger class. If a Harper with ranger levels chooses a favored enemy which she already has chosen as a ranger, the bonuses stack. Upon reaching 4<sup>th</sup> level as a Harper, the bonus against her first favored enemy increases to +2, and she gains a new favored enemy at +1.

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

**Deneir's Eye:** The Harper gains a +2 holy bonus to saving throws against glyphs, runes, and symbols. This is a supernatural ability.

**Liira's Heart:** The Harper gains a +2 holy bonus to saving throws against compulsion and fear effects. This is a supernatural ability.

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

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

## Harper Spells

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

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

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

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

## Ex-Harpers

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

# Incantatrix

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Bonus metamagic feat	+1 level of existing class
2	+1	+0	+0	+3	Send away	+1 level of existing class
3	+1	+1	+1	+3	See ethereal	+1 level of existing class
4	+2	+1	+1	+4	Strike ethereal	+1 level of existing class
5	+2	+1	+1	+4	Bonus metamagic feat	+1 level of existing class
6	+3	+2	+2	+5	Hardy spirit	+1 level of existing class
7	+3	+2	+2	+5	Instant metamagic 1/day	+1 level of existing class
8	+4	+2	+2	+6	Improved metamagic	+1 level of existing class
9	+4	+3	+3	+6	Instant metamagic 2/day	+1 level of existing class
10	+5	+3	+3	+7	Bonus metamagic feat, drain item	+1 level of existing class

The incantatrices are the practitioners of metamagic in Faerûn, studying spells that affect other spells and having a particular fondness for magic that thwarts extraplanar beings.

Most incantatrices are skilled wizards or sorcerers, although a small number of bards study this type of magic. Few are multiclassed as clerics or druids because those classes often rely on extraplanar entities, which conflicts with the incantatrix's focus.

Incantatrix NPCs usually act independently, but sometimes join together to solve a common problem. Since they dislike extraplanar intrusions on the Material Plane, most incantatrices see the destruction of active gates to other planes as their responsibility, and an incantatrix is usually a knowledgeable source of information on functional gates in the area. Because they have little offensive combat magic against normal creatures, they prefer to avoid combat or travel with companions who balance their shortcomings.

specialist in the school of Abjuration (gaining all the benefits of specializing in a school), and the incantatrix must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook* (although an incantatrix can never choose Transmutation as an opposed school). The incantatrix can never again learn spells from that prohibited school or schools. She can still use the prohibited spells she knew prior to becoming an incantatrix, including using items that are activated by spell completion or spell trigger. If the incantatrix already is a wizard specialized in Abjuration, she does not need to choose another prohibited school. A bard or sorcerer who becomes an incantatrix must still choose a prohibited school to gain the benefits of specialization.

**Send Away (Ex):** The incantatrix gains a +2 bonus to all dispel checks and caster level checks to harm, banish, or overcome the spell resistance of outsiders. This includes dispel checks to dispel a *summon monster* spell.

**Bonus Metamagic Feat:** At 1st, 5th, and 10th level, the incantatrix may select a bonus metamagic feat.

**See Ethereal (Su):** Once per day, an incantatrix of 3rd level or greater can see into the Ethereal Plane for a number of rounds equal to her class level. She can see ethereal creatures up to 60 feet away, although they appear gray and insubstantial (as objects on the Material Plane appear to ethereal creatures). This does not give her any additional ability to attack ethereal creatures, but she can utilize spells and effects that affect ethereal creatures (such as force effects and abjurations) normally, so she could cast a magic missile at an ethereal creature.

**Strike Ethereal (Su):** Beginning at 4th level, the incantatrix can alter her spells so they strike ethereal targets that she can see. Altering a spell in this way works similar to a sorcerer using a metamagic feat -- spells with a casting time of one action become full-round spells, and spells with a longer casting time take an extra full-round action to cast. The altered spell takes effect on the Ethereal Plane instead of the Material Plane.

**Hardy Spirit (Su):** At 6th level, the incantatrix becomes immune to death effects and energy drain attacks.

**Instant Metamagic (Su):** Once per day, the 7th-level incantatrix can use a single metamagic effect of any metamagic feat she knows on a spell without preparing it beforehand (if a wizard) or increasing its casting time (if a sorcerer or bard). The wizard's prepared spell works as if prepared with the metamagic feat except it uses the same spell slot. A sorcerer or bard's spell is cast without the adjustment to the casting time but works as if cast with the metamagic feat. A 9th-level incantatrix can use this power twice per day.

**Improved Metamagic (Su):** At 8th level, the incantatrix has mastered metamagic to such an extent that whenever she uses a metamagic feat, the feat's level increase upon a spell is reduced by one (this can't reduce an increase to less than one level, or less than zero levels if the increase is already +0). For example, an incantatrix wizard could prepare a quickened *fireball* as a 6th-level spell instead of a 7th-level spell.

**Drain Item (Sp):** An incantatrix of 10th level can drain a charge from a charged magic item, using the magic to heal herself. If the item drained is a staff, the spell level is that of the lowest-level spell that uses a single charge. She gains 1d6 hit points per spell level of the charge drained. If the incantatrix has reached her maximum hit points, any additional hit points acquired are temporary hit points (maximum +20) that disappear after 10 minutes. A creature gets to make a Will save (DC 10) to prevent one of its held or carried items from being drained.

## Requirements

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

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

**Feats:** Iron Will, any metamagic feat.

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

## Class Skills

The incantatrix's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Die:** d4.

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

**Spells per Day:** An incantatrix continues to study standard magic as well as pursuing studies in metamagic. Thus, when a new incantatrix level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before becoming an incantatrix. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, for example).

If a character had more than one spellcasting class before she became an incantatrix, she must decide to which class she adds each level of incantatrix for purposes of determining spells per day when she adds the new level.

**School Specialization:** Upon becoming an incantatrix, the character chooses to focus her studies on protective and metamagic, forsaking other types of spells. In effect, the incantatrix is a

# Jordain

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Arcane magic resistance, eidetic memory
2	+1	+0	+0	+3	Bonus language, combat insight +1
3	+2	+1	+1	+3	Counterspell
4	+3	+1	+1	+4	Bonus language, combat insight +2
5	+3	+1	+1	+4	Aide-de-camp, grace

The southern nation of Halruaa is a humid and mysterious land of arcane wizardry, wherein puissant magicians clash and feud to gain power and sway, and magic-impervious counselors, the jordaini, give structure to the lives of the mighty. Watching over both are loyal Azuthan spellcasters called the magehounds.

In her excellent Counselors and Kings trilogy, *The Magehound*, *The Floodgate*, and *The Wizardwar*, Elaine Cunningham introduces the intriguing jordaini, counselors to kings.

♦ ♦ ♦ ♦ ♦

The jordaini are a special servitor class, though still upper class, in the southern magocracy of Halruaa. They are trained at a young age to understand magic, schooled in a wide range of academic disciplines, and taught to be unflappable in the face of the wondrous. Following their graduation from House Jordain, they are assigned to Halruaa's ruling-class of wizards where their special skills make them important viziers to and often guardians of their new masters.

The typical jordain begins his training as an expert, then applies his abilities to the monk class until qualifying as a jordain, whereupon he typically alternates between monk and jordain levels. A few jordain multiclass as fighters or more rarely rogues. Members of the jordaini order can multiclass as experts, fighters, jordain, and monks. Fewer still take up spellcasting classes, since doing so almost inevitably makes them renegades hunted by the magehounds. With the exception of one traitorous and since-executed elven jordain, all known jordaini have been humans, though some are rumored to have elven blood in their veins (and, in fact, do).

Jordaini approach adventures as unflappably as they approach everything else. Despite their abilities, the jordaini have several restrictions on their behavior: They are indoctrinated to never lie, never utilize magic, whether learning spells or even wielding magic items, and obey Halruaan wizards, authorities, and laws. The punishment for breaking these rules is usually death (though some wizard masters have forced their jordaini to utilize a magic device in extreme circumstances). In addition, the jordaini are prevented from having children -- upon graduation, they are rendered infertile. Jordaini seldom handle money on the theory that they are less likely to be corrupted by its lure. They are taught to value the philosophical over the material and rely on their wizard masters to handle most of their material needs. Consequently, jordaini do not seek out wealth.

## Requirements

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

**Alignment:** Any lawful.

**Patron Deity:** Mystra.

**Base Will Save:** +5.

**Skills:** Concentration 8 ranks, Diplomacy 2 ranks, Gather Information 2 ranks, Heal 2 ranks, Knowledge (arcana) 8 ranks, Knowledge (history) 4 ranks, Knowledge (nobility and royalty) 4 ranks, Knowledge (any one other) 4 ranks, Listen 2 ranks, Spellcraft 4 ranks.

**Feats:** Courteous Magocracy, Improved Counterspell.

**Special:** Must have the jordain-born template. Must be literate and speak Common, Halruaan, and at least 2 other languages. Must have been raised by the jordaini order, precluding the practice of arcane magic or use of magic items, subject to interrogation by a magehound, prior to taking up the jordain prestige class.

## Class Skills

The jordaini's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (any) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Speak Language (None), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 8 + INT modifier.

## Class Features

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

**Weapon and Armor Proficiency:** A jordain gains no proficiency with any weapons or armor.

**Arcane Magic Resistance (Ex):** A jordain undergoes mental and physical training to further enhance his innate nondetection and spell resistance abilities. At 1st level, the DC to overcome your arcane nondetection ability and your arcane spell resistance score both increase to 15 + your Charisma modifier + your class level.

Should a jordain multiclassing with monk reach 13th level monk and gain the class feature diamond soul, the jordain can add his jordain and monk levels together to determine his effective level. However, while the monk levels apply to both arcane and divine magic, the totaled levels and Charisma modifier apply only to arcane magic. The multiclassed jordain can lower the portion of his spell resistance resulting from his monk levels.

**Eidetic Memory (Ex):** Jordaini are trained in various forms of mnemonics so in-depth as to become unconscious. They collect knowledge from all disciplines and can process this knowledge in a deductive way that almost belies explanation. This ability has three functions: the ability to recall knowledge and perceptions, the ability to commit specific things to memory, and the ability to make accurate conclusions.

First, through years of study to be of the greatest use to his wizard master, a jordain has picked up the details of legends and information regarding various topics. This knowledge works just like a bard's bardic knowledge ability. Jordaini also can attempt to recall the details of any memory, even those details they did not consciously note at the time of the event. Jordaini add their jordain level and their Intelligence modifier to the Knowledge check. See Chapter 3:

Classes in the *Player's Handbook* for more information on bardic knowledge. Table 2: Eidetic Memory includes additional example DCs for use with eidetic memory.

Second, jordaini can also purposely commit an item -- whether a spoken message, a confession, a written note, a map, and so on -- to memory with perfect accuracy. They can store a number of items equal to their jordain class level plus Intelligence modifier in their memory. Jordaini can choose to drop certain items in favor of new ones. Dropped items can be recalled as if they were other types of memories on Table 2: Eidetic Memory.

Finally, the jordaini can use this ability to make lightning-fast deductions based on only the slightest clues, patterns, or scraps of memory. They can make reasonable statements about a person, place, or object, seemingly from very little knowledge. However, it is in fact the result of rigorously logical process the jordaini force their minds to undertake, digging up and correlating every possible piece of knowledge bearing on the topic. The nature of the knowledge the jordaini gains concerning the subject of analysis is subject to the DM's discretion but might include the DC of a particular task, the answer to a riddle, the way out of maze, or even a conclusion concerning a dilemma. The DM can ask for an eidetic memory check to receive the desired information; the DM secretly determines the DC.

If the jordain has levels in bard, loremaster, or in another class that grants the equivalent of bardic knowledge, the levels stack for the purpose of using bardic knowledge.

Type of Memory	DC	Examples
Recall obvious detail or common knowledge	10	Several noblewomen attended the royal ball; the gist of a conversation; silver weapons hurt lycanthropes.
Recall important detail or specialized knowledge	15	The queen's third daughter was absent; key phrases or "sound bites" of a conversation; fiendish creatures have cold resistance.
Recall noticeable detail or esoteric knowledge	20	Sir Hugo asked several ball-goers about the princess; word-for-word recollection of key portions of a conversation; which spells affect a particular kind of golem.
Trivial detail or obscure knowledge	25	The queen grimaced briefly when Sir Hugo asked about the princess; word-for-word recollection of an entire conversation; the process for becoming a lich.

**Bonus Language (Ex):** During their laborious studies, jordaini learn new languages to access more knowledge and better serve their wizard masters. The jordain can choose any new language at 2nd and 4th levels.

**Combat Insight (Ex):** Due to their quick, deductive minds and extensive training, jordaini can predict an opponent's next move to some extent. Jordaini gain a +1 insight bonus to AC and

attack rolls. If the jordaini is caught flat-footed, the bonus to AC does not apply. At 4th-level, the bonus to AC and attack rolls increases to +2.

**Counterspell (Ex):** Jordaini do not learn to cast spells. However, beginning at 3rd level, they do learn to direct their spell resistance outward. This ability, combined with their knowledge of magecraft and how to disrupt spells, gives them the ability to counterspell arcane spells (see page 152 of the *Player's Handbook*).

The jordain must select an opponent as the target of the counterspell and make a Spellcraft check (DC 15 + the spell's level) to identify the opponent's spell, just as a spellcaster. However, unlike spellcasters, to complete the action, the jordain must make a special jordain class level check (1d20 + jordain class level + Charisma modifier) at least equal to the spell's DC. If successful, the jordain negates the arcane spell with no other results. The jordain can only counterspell spells equal to or less than his jordain class level + his Charisma modifier. This power is Weave-based and is affected by Shadow Weave feats and magic just as any other Weave-based magic.

A jordain can attempt to counterspell a number of times per day equal to his class level plus his Charisma modifier.

An ex-jordain who gains the ability to counterspell as a spellcaster must choose, after making his Spellcraft check, to counterspell either as a jordain or as his spellcaster class. The abilities do not stack in any way.

**Aide-de-Camp (Ex):** Jordaini eventually become indispensable assistants to their masters. At 5th level, the character doubles his Intelligence and Wisdom modifiers (if positive) for eidetic memory and all appropriate class skill checks.

**Grace (Ex):** At 5th level, jordaini become even more resistant to the effects of magic. The character can apply their Charisma modifier (if positive) on saving throws against all magic, including spells and spell-like effects.

**Code of Conduct:** Jordaini are not allowed to have families, lie, or utilize magic. They must obey Halruaan wizards, authorities, and laws.

## Multiclass Note

Most jordaini multiclass with the expert, monk, and/or fighter. Jordaini can add levels of expert, jordain, monk, and fighter without losing their ability to advance as a monk. This is an exception to the rule in the Ex-Monks section in Chapter 3: Classes of the *Player's Handbook*. Violating this expanded limit by multiclassing into another class other than those listed ends the jordain's development as a monk, as described in the standard rules. This, however, does not end the jordain's development as a jordain. In addition, jordaini can add their jordain base attack bonus to their unarmed strikes (see Multiclassed Monk Unarmed Strikes below). They do not stack their jordain levels with their monk levels to determine unarmed damage, Armor Class, speed, or other special monk abilities (except as noted above).

Some jordaini have multiclassed as rogues or sorcerers, though such combinations almost assuredly force them out of the jordaini order and make them fugitives hunted by the deadly magehounds.

## Multiclassed Monks and Unarmed Attacks

To determine how many unarmed attacks a multiclassed jordain/monk can make and at what attack bonuses, add together the base attack bonus derived from his monk levels and the base attack bonus derived from his jordain or other monk prestige classes, and consult Table 3: Multiple Unarmed Attacks. This table shows how many additional unarmed attacks (after the first, at the character's full attack bonus) the character can make in a round and at what attack bonuses.

Base Attack Bonus	Additional Unarmed Attacks
+0	-
+1	-
+2	-
+3	-
+4	+1
+5	+2
+6	+3
+7	+4/+1
+8	+5/+2
+9	+6/+3
+10	+7/+4/+1
+11	+8/+5/+2
+12	+9/+6/+3
+13	+10/+7/+4/+1
+14	+11/+8/+5/+2
+15	+12/+9/+6/+3

## Ex-jordaini

A jordain who becomes nonlawful cannot gain new levels as a jordain, but he retains all jordain abilities. In addition, a jordain who gets caught violating the code of conduct may be thrown out of the jordaini order, thereby preventing him from gaining new levels as a jordain, or worse, sentenced to death.

## Jordain-Born (Template)

The jordain-born (jor-DAY-in-BOURN) are members of Halruaa's vizier class who are raised specifically for their role as bodyguards and advisors to the ruling magocracy. Born and bred through the use of a potion that permanently instills a *feeblemind* effect on the mother and also grants them an innate magic resistance, the jordaini (jor-day-IN-ee) are taken from their parents at a very young age to be raised by the state. Most go on to enter House Jordain, a college that leads them into their expected role as aide-de-camp to Halruaa's elite. At least one jordain-born escaped this life path and became a rogue and sorceress.

Most jordain-born take levels in the expert, monk, and/or fighter classes before taking up the jordain prestige class. The rare rogue jordain takes levels in other classes.

### Creating a Jordain-Born

"Jordain-born" is a template that can be added to any humanoid (referred to hereafter as the "character") at creation -- though with the exception of one elf, all known jordain-born have been human. It uses all the base character's statistics and special abilities except as noted here. This template can be taken only at character creation with the approval of the DM.

**Special Qualities:** A jordain-born retains all the special qualities of the base character and also gains the ability described below.

**Arcane Nondetection (Ex):** You gain an innate resistance to arcane divination spells, as if you are under the effect of a permanent *nondetection* spell. You cannot lower the effect. The DC to overcome your nondetection ability equals 10 + your Charisma modifier regardless of the source of the divination. If an arcane divination is attempted against the jordain-born, the caster of the divination must succeed at a caster level check (1d20 + caster level) against the jordain-born's nondetection DC. (See *nondetection* in Chapter 11: Spells in the *Player's Handbook*.) This quality does not apply to divine magic of any sort, whether spells or magic items. If the arcane or divine origin of a magic item is not known, the jordain-born should be given the benefit of the doubt and allowed his nondetection power. This quality is Weave-based and is affected by Shadow Weave feats and magic just as any other Weave-based magic.

**Arcane Spell Resistance (Ex):** You gain an innate spell resistance to arcane magic, including spells and spell-like effects. Unlike normal spell resistance, you cannot lower your spell resistance. Spells that normally ignore spell resistance also ignore your spell resistance. Your spell resistance rating equals 10 + your Charisma modifier. To affect the jordain-born with an arcane spell or magical effect, the jordain-born's foe must roll the jordain-born's spell resistance or higher on 1d20 + the spellcaster's level (see Spell Resistance in Chapter 10 in the *Player's Handbook*). This resistance does not apply to divine magic of any sort, whether spells or magic items. If the arcane or divine origin of a magic item is not known, the jordain-born should be given the benefit of the doubt and allowed his spell resistance. This quality is Weave-based and is affected by Shadow Weave feats and magic just as any other Weave-based magic.

**Elven Blood (Ex):** Due to trace amounts of elf blood, most likely unbeknownst to the jordain-born, a jordain-born is considered an elf for all special abilities and effects.

**Abilities:** A jordain-born gains a +2 bonus to Intelligence, Wisdom, and Charisma.

**Climate/Terrain:** Any land (Halruaa)

**Organization:** Solitary, pair, or class (3-12)

**Challenge Rating:** +1

**Treasure:** Standard

**Alignment:** Usually lawful

**Advancement:** By character class

### Jordain-Born Characters

Except as noted above, a jordain-born is treated as a normal humanoid.

A jordain-born PC's effective character level (ECL) is its class level +2; thus an 8th-level jordain-born monk has an ECL of 10 and is the equivalent of a 10th-level character.

# Kineticist

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers Discovered
1	+0	+2	+0	+0	--	Energy barrier 5, energized weapon	--
2	+1	+3	+0	+0	see text	Energy barrier 10, bolt of energy	+1 Level Psion
3	+2	+3	+1	+1	see text	Energy barrier 15, energy walk	+1 Level Psion
4	+3	+4	+1	+1	see text	Energy barrier 20	+1 Level Psion
5	+4	+4	+1	+1	--	Energy barrier, energy lord	+1 Level Psion
6	+4	+5	+2	+2	see text		
7	+5	+5	+2	+2	see text		
8	+6	+6	+2	+2	see text		
9	+6	+6	+3	+3	--		
10	+7	+7	+3	+3	see text		

A kineticist is a character that has discovered that a little psionic power goes a long way -- if you are interested in only a single type of psionic energy, that is. Kineticists focus all of their attention to a single type of psionic energy (acid, cold, electricity, fire, or sonic) while giving up access to all other types.

A kineticist who focuses on fire is known as a pyrokineticist or "pyro," while one who focuses on cold is called a cryokineticist or "cryo," acid is an acetokineticist or "aceto," sonic energy is a sonokineticist or "sono," and electricity is an electrokineticist or "electro." Any character with some psionic ability is a possible candidate for this prestige class. Psions and psychic warriors consider it acceptable to give up power acquisition in other areas if they have the passion for a specific type of energy.

Nonplayer character kineticists are fairly rare because society frowns on those whose pursuit in life is to burn, dissolve, freeze, or otherwise damage people or property. Thus, kineticists of any sort are rarely found in large communities (unless employed as secret enforcers). Instead, they tend to remain on the fringes of society, perhaps even living as hermits in barren lands where the temptations for destruction are reduced.

## Requirements

To qualify as a kineticist, a character must meet the following criteria.

**Alignment:** Any chaotic.

**Skills:** Alchemy 4 ranks, Knowledge (psionics) 4 ranks, Psicraft 4 ranks.

**Manifesting:** Able to manifest a 3rd-level power or higher.

**Power:** Each type of kineticist must know at least one power with the energy designator of his or her chosen type.

**Special:** Must have damaged or destroyed a structure or object by the use of a power of the chosen energy focus just to see what would happen or have survived a traumatic experience such as being trapped in a burning building where someone close to the character died.

## Class Skills

The kineticist's class skills are Alchemy (Int), Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), Psicraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

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

**Hit Dice:** d6.

**Armor and Weapon Proficiency:** Kineticists gain proficiency in whip/energy lash at 2nd level. They gain no other proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** At 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th levels the kineticist gains power points as though she gained a level of psion. These power points are added to the character's previous total. Kineticists gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** At 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th levels, the kineticist discovers powers as though she gained a level of psion. Powers are chosen from the psion power list. When choosing a power that falls outside her primary discipline but that possesses an energy type descriptor that matches her chosen energy type, she does not need to meet the minimum required key ability score to manifest these powers since these powers now use the kineticist's

primary ability as their key ability. The kineticist's effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Kineticist levels count toward the level of the psionic character for determining psicrystal Intelligence and special abilities. Characters whose previous class did not offer access to a psicrystal (such as psychic warrior) gain the ability to create one as a psion can.

**0-Level Powers:** Kineticist levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

**Chosen Energy Type:** Upon gaining this prestige class, the kineticist chooses a type of psionic energy to focus all of her attention on. Choose one type of energy: acid, cold, electricity, fire, or sonic. All powers that the kineticist knows with a psionic energy designator are modified to use the chosen type of energy instead. The power works normally in all respects except the type of damage dealt. All other abilities of this prestige class also follow the type of energy focus chosen. When using Psionic Energy Admixture it is not forbidden for a kineticist to use another type of psionic energy; however few kineticists would even consider it.

The visible display of powers and abilities is modified as follows. The associated color changes (acid/green, cold/blue, electricity/purple, fire/red, sonic/yellow). They may also have additional effects such as burning flames for fire, mist or ice shards for cold, billowing mist and sizzling for acid, a low-pitched hum and rippled air effect for sonic, and arcs of electricity and a crackling sound for electricity. For example, an Electricity Nimbus would be a swirling purple field with crackling arcs of electricity. The changed displays should be worked out with your DM.

**Energy Focus (Ex):** At 1st level the kineticist learns to better manipulate the psionic energies of her chosen type. The save DC for any energy-based power that she manifests is increased by +1. This rises to +2 at 5th level, and +3 at 9th level. These increases are cumulative with those granted by the Psionic Focus and Greater Psionic Focus feats. Energy focus also affects the save DC of all kineticist special abilities that have a saving throw.

**Energized Touch (Su):** A kineticist's mere touch can affect foes or objects. This is treated as an armed attack and deals 1d4 points of damage of the appropriate energy type, then dissipates. Unarmed attacks deal this damage in addition to their normal damage. The kineticist can use this ability at will as long as her power point reserve is 1 or more.

**Energy Barrier (Sp):** At 2nd level, the kineticist can activate an *energy barrier* as a move-equivalent action. Once activated, this ability grants her a resistance of 5 to attacks of her chosen energy type (you ignore 5 points of damage from the chosen type of energy source). Once the ability has prevented a total of 75 points of damage from the specified energy type, it is discharged. Whenever she absorbs damage, she radiates visible light for a number of rounds equal to the points of damage she successfully ignores. The light is strong enough to illuminate a 60-foot-radius area. The ability can be used once per day and lasts for 1 hour per manifester level or until discharged. This ability is similar to the *energy barrier* power. This ability cannot be used in conjunction with the *energy barrier* power. A character can use this ability as long as her power point reserve is 5 or more.

At 4th level, the resistance rises to 10, the barrier can absorb up to 150 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 9.

At 6th level, the resistance rises to 15, the barrier can absorb up to 225 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 13.

At 8th level, the resistance rises to 20, the barrier can absorb up to 300 points of damage from the specified energy type, and the power point reserve to use this ability is increased to 17.

At 10th level, the barrier can absorb all damage of the chosen energy type up to 500 points, and the power point reserve to use this ability is increased to 21.

**Energize Weapon (Sp):** At 2nd level, the kineticist can activate this ability as a move-equivalent action. One weapon she holds is bathed in psionic energy that harms neither her nor the weapon. The weapon deals +1d6 points of damage of the appropriate energy type, in addition to its normal damage. (Projectile weapons bestow this damage on their ammunition.)

The weapon remains energized until the kineticist releases it or dismisses it as a free action. A character can use this ability at will as long as her power point reserve is 9 or more.

**Energy Lash (Sp):** At 3rd level, the kineticist can fashion a 15-foot-long whip from unstable ectoplasm as a move-equivalent action. She takes no damage from *energy lash* she creates, and if she releases her hold, it immediately dissipates. The lash deals 1d4 points of energy damage of the appropriate type to the target on a successful ranged touch attack (up to 15 feet). The kineticist can take Weapon Focus, Weapon Specialization (if of the appropriate class), or Weapon Finesse feats in conjunction with the *energy lash*, as well as feats for a standard whip. She can use the *energy lash* ability at will as long as her power point reserve is 11 or more.

When activating this ability the kineticist can infuse the *energy lash* with additional psionic energy, increasing the damage done by +1d4 points per power point spent. The total amount of energy spent infusing an *energy lash* cannot exceed half your level of kineticist (maximum damage 6d4). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level, + key ability modifier) for half damage. This increased damage value lasts for a single attack before returning to normal. You can infuse multiple attacks in the same round.

**Bolt of Energy (Sp):** At 4th level, the kineticist can launch a bolt of psionic energy up to 60 feet at any target in line of sight. This ability is treated as a ranged touch attack and deals 3d6 points of damage of the appropriate type. A character can use this ability at will as long as her power point reserve is 19 or more.

When activating this ability, the kineticist can infuse the bolt with additional psionic energy, increasing the damage done by +1d6 points per power point spent. The total amount of energy spent infusing the attack cannot exceed your level of kineticist (maximum damage 11d6). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level + key ability modifier) for half damage. This increased damage value lasts for a single attack.

**Energy Breath (Sp):** On reaching 5th level, the kineticist gains a breath weapon that can be used for free once per day. The kineticist can activate this ability additional times per day at the cost of 13 power points per use. This ability is similar to the *breath of the dragon* power except that the breath extends out in a 60-foot cone that inflicts 10d6 damage of the appropriate energy type. A character can use this ability as long as her power point reserve is 13 or more.

When activating this ability, the kineticist can infuse the breath weapon with additional psionic energy, increasing the damage done by +1d6 points per power point spent. The total amount of energy spent infusing the attack cannot exceed your level of kineticist (maximum damage 20d6). The defender may make a Fortitude save (DC 1d20 + 1/2 manifester level + key ability modifier) for half damage. This increased damage value lasts for a single attack.

**Energy Walk (Sp):** Beginning at 6th level, the kineticist can use this ability to literally walk on air. She can move at her normal speed in all directions, including vertically, but cannot move more than double her normal speed in a round. Once activated, this ability lasts for 10 minutes per level of kineticist. The kineticist leaves energy footprints in the air that disperse in 2 rounds, although the tread does not deal damage. She can stop moving in mid-air and hover for up to 2 rounds before needing to move again. The kineticist can jump while using *energy walk*; however, distance traveled is counted toward movement for that round as usual. She must pay 3 power points to use the *energy walk* ability.

When activating this ability, the kineticist can infuse the ability with additional psionic energy, increasing her movement to double normal speed at a cost of 2 power points.

**Nimbus (Sp):** At 7th level, the kineticist can activate this ability as a move-equivalent action. Her entire body is surrounded by psionic energy that harms neither her nor her equipment. While activated, the character's key ability modifier (not score) increases by +2 and she gains damage reduction 3/-. She is also treated as though her entire body is affected by the energized touch special ability, and coming in contact with the kineticist does 1d6 points of damage of the appropriate energy type. Weapons she holds are treated as though affected by the *energize weapon* special ability. She can also use the *energy walk* special ability for free while affected by *nimbus*, though she must still pay the additional 2 power points to double her speed. She must pay 7 power points each minute that she uses the *nimbus* ability.

**Energy Death (Sp):** At 9th level, the kineticist gains the ability to affect a single creature or object within 100 feet by generating a kinetic effect within it of her energy type. Against creatures this affects the blood and internal organs to cause a lethal effect. The target must succeed at a Fortitude saving throw (1d20 + 1/2 manifester level + key ability modifier) or die horrifically. Even on a successful save, the target sustains 3d8 points of damage of the appropriate energy type. The kineticist must pay 15 power points each time she uses this ability.

Nonliving objects of up to 10 cubic feet take 3d8 points of damage of the appropriate energy type from the attack. Objects take half damage from acid-, fire-, and electricity-based attacks. Divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to objects. Sonic attacks deal full damage to objects (see Chapter 9 of the *Player's Handbook*).

**Energy Lord (Su):** At 10th level, the kineticist gains the ability to become a greater elemental once per day for up to 1 hour. The elemental's energy type and subtype are altered to match the kineticist's chosen type of energy. The kineticist gains the elemental's extraordinary abilities and statistics (including hit points); however, she retains her key ability score (if a psion). She also retains all of her own feats, skills, spell-like and supernatural abilities, as well as her ability to manifest psionic powers. Her new ability scores may affect skills and other abilities. The kineticist and her equipment are unharmed by her new body for the duration (and immune to all damage from the appropriate energy type from other sources). A character must maintain a power point reserve of at least 21 to use this ability.

#### Energy Lord Types

- **Acid Lord:** An acid lord is forbidden from entering water or any other liquid except acid.
- **Cold Lord:** A cold lord cannot enter water but can walk on the surface of the water, which causes 5 cubic feet of water to instantly freeze beneath their feet; they cannot otherwise enter liquids.
- **Electricity Lord:** An electricity lord is forbidden from entering water or any other liquid.
- **Fire Lord:** A fire lord cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier unless the fire elemental can step or jump over it.
- **Sonic Lord:** A sonic lord is forbidden from entering areas affected by *silence*.

#### Energy Lord Subtypes

- **Acid Subtype (Ex):** Acid immunity, double damage from electricity except on successful save, half damage on a successful save.
- **Cold Subtype (Ex):** Cold immunity, double damage from fire except on a successful save, half damage on a successful save.
- **Electricity Subtype (Ex):** Electricity immunity, double damage from acid except on a successful save, half damage on a successful save.
- **Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save, half damage on a successful save.
- **Sonic Subtype (Ex):** Sonic immunity. All abilities based on sonic energy cease to function in an area of *silence* provided you fail the Will save. You may attempt the save to negate the *silence*, if centered on you, each round. If you succeed within the duration of the energy lord ability, you return to that form.

## New Feat

### Psionic Energy Admixture [Metapsionic]

You can modify a power that uses one type of energy to mix in an equal amount of another type of energy.

**Prerequisites:** Psionic Energy Substitution (one other), one other metapsionic feat, 5 ranks in Knowledge (psionics).

**Benefit:** Choose one type of energy: acid, cold, electricity, fire, or sonic for which you already have selected for the Psionic Energy Substitution feat. You can modify a power with an energy designator to add an equal amount of the chosen type of energy. The altered power works normally in all respects except for the type of damage dealt. For instance, a sonic admixed fireball would deal 5d4 points of sonic damage and 5d4 points of fire damage.

Even opposed types of energy, such as fire and cold, can be combined using this feat. An admixed power costs a number of power points equal to its standard cost +8.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time. You can use Psionic Energy Admixture to further alter a power that has already been modified with Psionic Energy Substitution. You can also use Psionic Energy Admixture to include your chosen energy type with a power that already uses the same type, in effect doubling the damage dice.

## Lady/lord of the dead

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers
1	+0	+0	+0	+2	Turn resistance +1	+1 level of existing class
2	+1	+0	+0	+3	Turn resistance +2, bolstering aura +1	+1 level of existing class
3	+2	+1	+1	+3	Turn resistance +3, bolstering aura +2	+1 level of existing class
4	+3	+1	+1	+4	Turn resistance +4, bolstering aura +3, <i>animate dead</i>	+1 level of existing class
5	+3	+1	+1	+4	Turn resistance +5, bolstering aura +4, <i>unholy aura</i>	+1 level of existing class

A lady/lord of the dead commands large numbers of nonliving creatures.

Undead spellcasters, such as liches, often become a lady/lord of the dead, but the class is attractive to all unliving, intelligent undead because of the enhanced turn resistance. Many undead necromancers augment their powers with this prestige class.

Nonplayer character ladies/lords of the dead often build strongholds that become centers of evil power. They frequently make undead minions out of those that oppose their rule. Unlike living armies, the forces of a lady/lord of the dead may grow in the aftermath of battles, swelling with the dead and defeated of both sides.

### Requirements

To qualify to become a lady/lord of the dead, a character must fulfill the following criteria.

**Race:** Any undead.

**Alignment:** Any nongood.

**Feats:** Iron Will, Undead Leadership.

### Class Skills

The lady/lord of the undead's class skills (and the key ability for each skill) are Alchemy (Int; Trained Only), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (any) (Int), Listen (Wis), Profession (any) (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are class features of the lady/lord of the dead prestige class.

**Hit Die:** d12.

**Turn Resistance (Ex):** At each level, a lady/lord of the dead's turn resistance increases by +1. This stacks with any inherent turn resistance. This is in addition to the benefit gained from adding a Hit Die.

**Spellcasting:** A lady/lord of the dead continues training in magic. Thus, when a new lady/lord of the dead level is gained, the character gains new spells known and spells per day as if it had also gained a level in a spellcasting class it belonged to before it added the prestige class. It does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). This essentially means that it adds the level of lady/lord of the dead to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

**Bolstering Aura (Su):** At 2nd level and every level thereafter, a lady/lord of the dead strengthens nearby undead. Undead allies within 30 feet of the lady/lord of the dead gain an additional +1 turn resistance. This bonus stacks with all other turn resistance.

**Animate Dead (Sp):** At 4th level, a lady/lord of the dead can cast *animate dead* once per day.

**Unholy Aura (Sp):** At 5th level, a lady/lord of the dead can cast *unholy aura* once per day.



## Life Eater

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Deathwatch, poison use
2	+1	+3	+3	+3	Sneak attack +1d6, <i>death knell</i>
3	+2	+3	+3	+3	<i>Chill touch</i>
4	+3	+4	+4	+4	Hide in plain sight
5	+3	+4	+4	+4	Sneak attack +2d6, wounding sneak attack
6	+4	+5	+5	+5	<i>Fatiguing touch</i>
7	+5	+5	+5	+5	<i>Enervation</i>
8	+6	+6	+6	+6	Sneak attack +3d6, draining sneak attack
9	+6	+6	+6	+6	<i>Destruction</i>
10	+7	+7	+7	+7	Feed

The life eaters are a cult of assassins devoted to Baphomet, and the cult is part of a loosely-organized network that spans Faerûn. Their name comes from the ability of the leaders of the cult to literally consume the life energy of a slain victim, in much the same manner as a barghest does. Though their ultimate aim is bound up with three thousand years of esoteric prophecy, a secondary goal of the order -- and the only one most of its members care about -- is to spread disorder and mayhem in the name of their patron to the ultimate benefit of all that is chaotic and evil, especially themselves.

Many life eaters are rogues with at least a few levels in a class, such as cleric or wizard, that has Knowledge (religion) as a class skill. A few are bards, while a great number are monsters that, like mind flayers, can meet the skill requirements with little or no effort. All are servants of Baphomet, the demon lord who is patron deity of minotaurs as well as the figurehead of an evil cult spread throughout Faerûn's Underdark.

Life eaters usually work together in small cells, though they never trust each other. Cells break apart and reform with new configurations of members on a regular basis, with the strongest personalities pulling cells together. A small number of life eaters, mostly outside the Underdark, operate completely independently, reporting to no one but Baphomet himself.

### Requirements

To qualify as a life eater, a character must fulfill all the following criteria:

**Alignment:** Chaotic evil.

**Skills:** Bluff 5 ranks, Hide 6 ranks, Intimidate 7 ranks, Knowledge (religion) 8 ranks, Move Silently 5 ranks.

**Feats:** Dodge.

**Patron:** Baphomet.

### Class Skills

The life eater's class skills (and the key ability for each skill) are as follows: Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Pick Pockets (Dex), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

The following are class features of the life eater. Unless otherwise specified, a life eater's spell-like abilities are used with a caster level equal to the life eater's class level and a saving throw DC of 10 + the spell level + his Charisma modifier.

**Hit Die:** d6.

**Weapon and Armor Proficiency:** Life eaters gain no additional weapon or armor proficiency.

**Deathwatch (Su):** At 1st level, a life eater gains a supernatural understanding of life and living souls. He is always aware of how near death creatures around him are, as if under the effects of a *deathwatch* spell. His caster level (for purposes of determining range only, not duration) is equal to his life eater level.

**Poison Use (Ex):** Life eaters are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

**Sneak Attack (Ex):** If a life eater can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Any time the life eater's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity

bonus or not), or when the life eater flanks the target, the life eater's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every three levels thereafter. This extra damage stacks with any extra sneak attack damage the character already deals. Thus, a rogue 7/life eater 5 deals +6d6 damage with a sneak attack: +4d6 from his rogue levels and +2d6 from his life eater levels.

Should the life eater score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap (blackjack) or unarmed strike, the life eater 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 a sneak attack.

A life eater can only sneak attack living creatures with discernible anatomies -- undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature that is immune to critical hits is also not vulnerable to sneak attacks. Also, the life eater 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 life eater cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

**Death Knell (Sp):** A life eater of at least 2nd level can use *death knell* as a spell-like ability three times per day.

**Chill Touch (Sp):** At 3rd level, a life eater gains the ability to use *chill touch* as a spell-like ability three times per day.

**Hide in Plain Sight (Su):** A 4th-level life eater can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a life eater can hide himself from view in the open without anything to actually hide behind. A life eater cannot, however, hide in his own shadow.

**Wounding Sneak Attack (Su):** At 5th level, any time a life eater delivers a sneak attack, the wound bleeds for 1 point of damage per round thereafter in addition to the normal damage from the attack. Multiple wounding sneak attacks result in cumulative bleeding loss (two wounds for 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.

**Fatiguing Touch (Sp):** Once per day, a 6th-level life eater can cause a creature to become fatigued by touching that creature. The target receives a Will save to negate the effect. This is a necromantic effect and does not affect undead or constructs. A fatigued creature cannot run or charge and suffers an effective penalty of -2 to Strength and Dexterity. A fatigued creature becomes exhausted by doing something else that would normally cause fatigue. This effect lasts until the victim rests for 8 hours.

**Enervation (Sp):** A 7th-level life eater can use this spell-like ability once per day.

**Draining Sneak Attack (Su):** At 8th level, any time a life eater delivers a sneak attack, the victim gains a negative level. After 24 hours, the victim must make a successful Fortitude save (DC 10 + the life eater's class level + his Charisma modifier) or lose a level. This is cumulative with the wounding sneak attack ability.

**Destruction (Sp):** A 9th-level life eater can use this spell-like ability once per day.

**Feed (Su):** When a 10th-level life eater slays a living opponent, he can feed on the corpse, devouring both flesh and life force. While a barghest can perform this grisly task in a single round, it requires a full hour for a life eater to complete. When a life eater consumes a once-living creature, he gains a +1 inherent bonus to his Constitution score for every 4 HD or levels the creature possessed, to a maximum of +5. As with other inherent bonuses, the bonuses gained from feeding do not stack with each other or with other inherent bonuses. Thus, once a life eater consumes a 4-HD creature, gaining a +1 inherent bonus, he must feed on a creature with at least 8 HD to increase that bonus to +2. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life, but there is a 50% chance that even such powerful magic will fail.

# Mage Hunter

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1	2	3	4	5
1	0	2	0	2	exotic weapon proficiency: scimitar, detect magic	3	1	—	—	—	—
2	1	3	0	3	magic resistance	4	2	—	—	—	—
3	2	3	1	3		4	2	1	—	—	—
4	3	4	1	4	exotic weapon proficiency: garafa	5	3	2	—	—	—
5	3	4	1	4		5	3	2	1	—	—
6	4	5	2	5		5	3	3	2	—	—
7	5	5	2	5		6	4	3	2	1	—
8	6	6	2	6		6	4	3	3	2	—
9	6	6	3	6		6	4	4	3	2	1
10	7	7	3	7	spell turning	6	4	4	3	3	2

Regardless of the times, an experienced mage hunter has contacts throughout most cities, at all levels, on both sides of the law. From these sources, they gather threads of information, weaving and braiding them into aggressive prosecutions -- and in many cases, into a hangman's noose.

### Eligible Classes

The mage hunter is a specialized champion of the priesthood of the moons; as such, mage hunters are almost exclusively clerics of Solinari, Lunitari, or Nutari. Membership is by invitation only, and characters must undergo secluded, yearlong training during which they prove their worth by completing small quests and other tests. Two of every five aspirants do not survive the training. Upon completion, they take the following oath and follow it unto death, peaceful or otherwise:

#### The Code of Alphas:

- Magic is a gift through which the will of the moon gods is worked.
- Those who use the gift selfishly and irresponsibly offend the gods.
- Those who offend the gods must be punished.

## Requirements

To be invited to join the mage hunters, a character must fulfill the following:

**Alignment:** Any Lawful

**Race:** Though there are no strict codes limiting membership, priests of the moons and mage hunters in particular are almost exclusively human. Some elf worshippers of Solinari are found in their ranks.

**Base Attack:** +5

**Knowledge (Religion):** 8 ranks

**Profession (Arbiter):** 6 ranks (This is knowledge of precedents, legal proceedings, and the laws of several lands or institutions.)

**Knowledge (Arcana):** 6 ranks

**Spellcraft:** 3 ranks

## Class Skills

In addition to access to the regular cleric skills, the mage hunter can choose from the following additional skills: Bluff (Cha), Gather Information (Cha), Intimidate (Cha), Perform (Cha) (In the case of the mage hunter, the skill is in oratory and legal arguments for trial purposes, as opposed to entertainment skill), Sense Motive (Wis), Speak Language. See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 3 + INT modifier.

## Class Features

All of the following are class features of the ancestral avenger prestige class.

**Feats:** Training for the mage hunter prestige class gives a character the following feats:

- Great Fortitude (+2 Fortitude saves)
- Iron Will (+2 Will Saves)
- Leadership (Leadership score calculated as described in the rules for Leadership on page 45 of the Dungeon Master's Guide.)

**Special:** Members of this class must have completed their year of training and survived, or they can be in the process of completing a final quest or quests when they join a party.

**Spells:** Mage hunter spells are divine in nature; characters with this prestige class follow its specific spell progression table (see below). As lawful characters, they may not cast Chaos spells. In addition, mage hunters cannot cast the following: cure light wounds, cure moderate wounds, cure serious wounds, cure critical wounds, healing circle, heal, regenerate, mass heal, and true resurrection. While moon priests worship all three moons, individual priests can pay veneration to particular moons. Spell choice and use should reflect alignment.

**Detect Magic:** After taking their oath to Alpha and performing the rituals to become mage hunters, characters can *detect magic* at will, as per the spell.

**Martial Weapon Proficiency (scimitar):** Upon joining the elite order, a mage hunter is trained in the use of the scimitar.

**Resistance Bonus:** Mage hunters typically deal with renegade wizards, as such, they must stand against a spellcaster in combat. At 2nd level, a +1 resistance bonus is added to any saving throws a mage hunter makes against spells. The bonus does not apply to spell-like abilities, only to cast spells or item-generated effects.

**Exotic Weapon Proficiency (garafa):** Upon reaching 4th level, a mage hunter can be trained in the use of the garafa--a crescent-bladed short staff. This is available at the DM's discretion, and it is presented only when the character has served as a mage hunter for at least three full levels.

**Spell Turning:** At 10th level, a mage hunter can cast *spell turning* once per day as per the spell of the same name (as though by a caster of 13th level).

**Weapon and Armor Ability:** Mage hunters disdain armor, preferring to wear their faith as a shield. Amulets, rings, and their holy vestments grant the mage hunter various kinds of protection. The items worn are chosen by the individual user and are bestowed upon them by superiors or purchased. In combat, a mage hunter uses the garafa, a bladed quarterstaff in combat, or the scimitar, typically worn across their back.

## Equipment/Magic Items

Most moon priests wear the *Amulet of the Moons*, which is a lesser medallion that acts in the same way as an *amulet of natural armor* +2. Mage hunters also wear the *Mantua Divina*, their holy vestments, which function as a *cloak of resistance* +2. Some priests of the moons of significant notoriety and repute are also granted Alpha's Seal, a *ring of protection* +3. The bonuses these items offer to saves help offset the moon priest's lack of traditional armor. Individuals often wear a wide variety of other magical jewelry and items for protective purposes.

The garafa is the length of a quarterstaff, having a bronze-shod foot and a crescent-shaped blade at its head. It is the same overall length as a quarterstaff, though it's twice as heavy. The blade inflicts wounds much as would a scythe, while the shod end deals damage similar to that of a quarterstaff.

Mage hunters also use the scimitar, and it is commonly found amongst its lower ranks. Some are nonmagical, but some may be ensorcelled uniquely, with no two having the same capabilities. Few of the ancient swords from Alpha's time have survived.

The most valued and useful possessions of any mage hunter are their manuals, the *Persuum Hereticus* and the *Litigatum Hereticus*. The former is a tome of wisdom for use in hunting mages, while the latter is a guide to successful prosecutions of them.

## The Garafa

The garafa became the chosen weapon of the moon priests early in their life, when several jealous mages set upon Alpha in a poorer section of Daltigoth where he was doing missionary work in the moon gods' names. The assailants were his junior in skill, but many in number. He fled, praying to his gods for aid. In his flight, he came across the shop of an arms merchant. Hurrying inside, he was hidden in the storeroom by the sympathetic owner, where he intended to avoid conflict, until the mages entered, threatening the shopkeeper. Alpha was not willing to buy his safety with threat to another, and he emerged from the storeroom, the garafa in hand. He had pulled this traditional Ergothian weapon from a shelf when he resolved to defend his faith and the safety of the storekeeper. The mages fled when they saw him with his forbidden weapon, and since then, those moon priests with martial talents have wielded them. To be given one is a great honor, and they are most commonly found among mage hunters with experience.

**Cost:** 20 gp

**Size:** Large

**Damage:** 1d6 blunt end (1d6 curved blade)

**Critical:** 20/x2 blunt end (x4 curved blade)

**Weight:** 10 lbs.

**Type:** Bludgeoning and piercing/slashing

## Master Harper

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Harper knowledge, Harper secret	+1 level of existing class
2	+1	+0	+3	+3	Craft Harper item	+1 level of existing class
3	+2	+1	+3	+3	Mielikki's truth	+1 level of existing class
4	+3	+1	+4	+4	Eldath's landtouch	+1 level of existing class
5	+3	+1	+4	+4	Lycanbane, Harper secret	+1 level of existing class
6	+4	+2	+5	+5	Milil's ear	+1 level of existing class
7	+5	+2	+5	+5	Liliras's hand	+1 level of existing class
8	+6	+2	+6	+6	Deneir's orel	+1 level of existing class
9	+6	+3	+6	+6	Tymora's smile	+1 level of existing class
10	+7	+3	+6	+6	Oghma's echo, Harper secret	+1 level of existing class

Master Harpers are elite members of the Harpers, which is a secret society that battles evil and tyranny, preserves lore, and works to balance civilization and the wild. Master Harpers study spells and develop many skills to help them in their duties of preserving lore by imparting it to others, raising morale, and aiding Harpers and others who promote similar aims.

Many master Harpers are bards, but by no means all are. Ranger, sorcerer, wizard, loremaster, and Harper scout are classes whose members often also become master Harpers. All have a love of accurate information (particularly old or secret lore) and of verifying, augmenting, and imparting it. Not all longtime Harpers are master Harpers, and rank within the Harpers doesn't depend on class or level, but many senior Harpers have at least one level in the master Harper prestige class.

### Requirements

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

**Alignment:** Any nonevil.

**Skills:** Bluff 8 ranks, Diplomacy 8 ranks, Knowledge (local) 12 ranks, Perform 12 ranks, Sense Motive 8 ranks, Spellcraft 8 ranks.

**Feats:** Alertness, Iron Will.

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

**Special:** Approval of the High Harpers or majority vote of any dozen master Harpers.

### Class Skills

The master Harper's class skills (and the key ability for each) are Appraise (Int), Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d6.

**Weapon and Armor Proficiency:** A master Harper gains no proficiency with any armor or weapons.

**Spells per Day:** A master Harper continues training in magic as well as Harper lore. Thus, when a new master Harper level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. If the master Harper adds a spellcasting level to a class that keeps a personal spell list, such as bard or sorcerer, she add spells to her list as though adding a level of that class. If she adds spellcasting levels to a class that keeps spellbooks, such as wizards, she gains two new spells for her spellbooks, just as if she had gained a level in that 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 master Harper to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, Lirela is a 9th-level bard/4th-level master Harper; she has the spells of a 13th-level bard, but uses the other master Harper aspects of level progression such as attack bonus and save bonus. If she next gains a level of bard, making her a 10th-level bard/4th-level master Harper, she gains and casts spells as if she had risen to 14th-level as a bard.

If a character had more than one spellcasting class before she became a master Harper, she must decide to which class she adds each level of master Harper for purposes of determining spells when she adds the new level.

**Harper Knowledge (Ex):** Like a bard, a master Harper has a knack for acquiring oddments of lore. This ability works exactly like the bardic knowledge ability of the bard class. If a master Harper has bard levels, they stack with her master Harper (and, if she possesses any, her Harper scout) levels for the purpose of using Harper knowledge.

**Harper Secret (Ex):** The master Harper learns secret Harper lore that improves her abilities. This secret can come in the form of a bonus feat, an extra daily use of bardic music (this secret is only available to master Harpers with bard levels), or a bonus 1st-level spell. The master Harper can choose one secret at 1st, 5th, and 10th level. She can choose the same secret more than once.

When choosing a bonus feat, the master Harper can choose any general feat; if she chooses a regional feat, she must meet the feat's regional requirement.

**Craft Harper Item (Ex):** The master Harper gains a limited ability to create magic items. The ability works like the Craft Wondrous Item feat, except that it allows a master Harper to create magic musical instruments, Harper pins, and certain potions (*Charisma, cure light wounds, delay poison, detect thoughts, gaseous form, glibness, neutralize poison, nondetection, speak with animals, tongues, truth, vision, and water breathing*). This ability replaces the need for any other item creation feat for the item, but all other normal requirements and rules apply. The master Harper's casting level for such items is her spellcaster level at the time she crafts the item.

**Mielikki's Truth (Su):** The master Harper can correctly identify trees, shrubs, and herbs by their leaves, and she can identify forest creatures by sight or by their spoor (tracks, and so on). If the creature, leaf, or plant is or was magically disguised, altered, summoned or created, this is revealed -- together with some impression of when and where this was done. This ability has a range of 60 feet, or the limit of the master Harper's sight (whichever is less). The master Harper must use a standard action to study her subject.

**Eldath's Landtouch (Su):** A master Harper can sense the direction and approximate distance of the nearest drinking water, cave connected to the surface world, or Harper refuge. She can seek each of these three things once per day. The master Harper feels if anything is amiss (the water is tainted, the cave is unsafe or occupied, and the refuge is damaged, occupied, trapped, or watched over by hostile beings).

**Lycanbane (Ex):** A master Harper is made immune to affliction by lycanthropy, and her blood (by ingestion) or her bite (if she draws blood) becomes a cure for others afflicted by lycanthropy (equal to belladonna and offering a second chance for those for whom belladonna hasn't worked). This ability is not granted to master Harpers who are natural lycanthropes.

**Milil's Ear (Su):** A master Harper can identify (with 100% accuracy and certainty) the origin of a sound she hears. For example, did a brief, cut-off scream heard from ahead come from a human throat? Male? Female? Was the screamer afraid? In pain? Faking? Was magic involved in producing the sound? Milil's blessing allows the user to know all the details. The power works three times a day. Upon hearing the sound, the master Harper must use a standard action to identify it. She must do so within 5 minutes, or her opportunity to identify the sound is lost.

**Liliras' Hand (Su):** A master Harper gains a +4 holy bonus on saving throws against compulsion and fear effects, and she may extend this immunity to a single other touched being (for only as long as contact is maintained).

**Deneir's Orel (Su):** A master Harper can try to determine information about any glyph, heraldic device, rune, symbol, or inscription. She must view the image and concentrate for 2 unbroken minutes. If a Harper knowledge check succeeds, the Harper identifies the general purpose of the symbol (warning, way-marker, information about food, shelter, water, or magic, and so on), though the precise message remains unknown. If she spends another 2 minutes and succeeds in Harper knowledge on another check, she can determine the rune's approximate age in minutes, hours, days, months, years, or centuries as appropriate for the subject.

If a master Harper attempts to use this ability on magic runes of any sort, she becomes instantly aware of their magic power. She must succeed in two Knowledge checks before learning anything else about the runes. If either fail, the magic is triggered (if the master Harper has met the usual triggering conditions of the rune). If both succeed, the master Harper can pass by or withdraw from the rune without triggering it. Note that the orel ability applies only to magic

images the master Harper is reading or looking at -- it does not function automatically if a Harper touches or passes a rune of which she is unaware.

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

**Oghma's Echo (Su):** Once a day, a master Harper can flawlessly memorize long and exacting inscriptions, poems, instructions, contracts, and other writings -- including magical passwords or words and phrases of activation, but not entire, functional written spells. Corrections, annotations, and (if the Harper hears a performance or spoken utterance) voice pitch and inflections are reproduced. She can remember up to 2 minutes of material per character level. This ability enables the master Harper to recall material for recitation or writing down, but other beings that use magic to contact the Harper's mind experience the original exactly as the master Harper remembers it.

The master Harper, or others who have shared her memory, may then later reproduce the original exactly as the Harper experienced it.

## Ex-Master Harpers

A character can violate the code of the Harpers or intentionally turn away from the society. Such an individual quickly gains a reputation among other Harpers and can no longer progress in the master Harper prestige class. Furthermore, the former master Harper can no longer use any of the divine blessings (supernatural abilities) of the class.

A petition to the High Harpers, a suitable quest imposed by them, and an *atonement* spell from a deity they choose brings a fallen master Harper back into good standing; and she can thereafter gain levels in the prestige class again.

Master Harpers who are also High Harpers aren't deemed to have strayed (and do not lose class benefits) until a majority of their fellow High Harpers meet and deem them to have done so. Master Harpers often disagree over Harper policy or must knowingly endanger other Harpers by their decisions, so the master Harper does not lose any power until a majority of High Harpers believe her actions were malicious or intended to harm the whole organization.

# Meditant

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers
1	+0	+0	+0	+2	*see text	Psychic Meditation, Inner Peace 1	+1 Manifester Level
2	+1	+0	+0	+3	*see text	Psychic Meditation, Prepared Mind 1/day	+1 Manifester Level
3	+2	+1	+1	+3	*see text	Psychic Meditation, Inner Peace 2	+1 Manifester Level
4	+3	+1	+1	+4	*see text	Intense Psychic Meditation, Prepared Mind 2/day	--
5	+3	+1	+1	+4	*see text	Intense Psychic Meditation, Inner Peace 3	+1 Manifester Level
6	+4	+2	+2	+5	*see text	Intense Psychic Meditation, Prepared Mind 3/day	+1 Manifester Level
7	+5	+2	+2	+5	*see text	Intense Psychic Meditation, Inner Peace 4	+1 Manifester Level
8	+6	+2	+2	+6	*see text	Intense Psychic Meditation, Prepared Mind 4/day	+1 Manifester Level
9	+6	+3	+3	+6	*see text	Intense Psychic Meditation, Ethereal Form	--
10	+7	+3	+3	+7	*see text	Intense Psychic Meditation, Inner Harmony	+1 Manifester Level

"Chance favors the prepared mind."

♦ ♦ ♦ ♦ ♦

A meditant has discovered the wondrous powers that can be released when mind and body become one. While exploring the inner depths of solitude that meditation provides, the meditant finds an inner peace and harmony that few will ever experience or understand. Over time, they become masters of meditation and easily awaken their psychic energy centers to manipulate the psionic forces buried deep within. Meditants possess a strong belief that by preparing their minds, the scales of chance will tip in their favor.

## Requirements

To qualify as a meditant, a character must meet the following criteria:

**Manifesting:** Ability to manifest two 3rd-level powers.

**Concentration:** 8 ranks.

**Feats:** Psychic Meditation (four times).

**Alignment:** Any lawful.

## Class Skills

The meditant's class skills are Autohypnosis (Wis), Concentration (Con), Diplomacy (Cha), Knowledge (psionics) (Int), Profession (any) (Wis), Psycraft (Int), Sense Motive (Wis), and Stabilize Self (Con). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Hit Die:** d4.

**Armor and Weapon Proficiency:** Meditants gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** When they gain a level, meditants gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Meditants gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), she now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** With the exception of 4th and 9th levels, meditants discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifestor level is increased by one for each level of the prestige class.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Meditant levels count toward the level of psion for purposes determining psicrystal intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Meditant levels count toward the level of psion for purposes determining the number of free manifestations per day or your 0-level powers.

**Psychic Meditation:** The meditant gains the Psychic Meditation feat and can select a psychic energy center that she has not already previously selected with this feat. If she has taken this feat all seven times, she cannot select any additional psychic energy centers.

**Intense Psychic Meditation:** The meditant gains the Intense Psychic Meditation feat and can select a psychic energy center that she has not already previously selected with this feat. If she has taken this feat all seven times, she cannot select any additional psychic energy centers.

**Inner Peace:** Through much practice, the meditant has learned how to more quickly bring herself to inner peace and harmony. Meditation time is reduced by 5 minutes at 1st, 3rd, 5th, and 7th levels (minimum of 1 minute).

**Prepared Mind (Su):** The meditant has mastered control of her psionic attacks. She can add half of her meditant levels as a modifier to the defender's Will save DC for psionic combat. She can use this ability a number of times each day equal to the number listed.

**Ethereal Form (Su):** The meditant can become ethereal and return back to material existence at will as a standard action. The amount of time she spends as ethereal is unlimited, but she can become ethereal and return to material existence only three times per day. The meditant gains all the benefits and limitations as described on page 76 of the *Dungeon Master's Guide*.

**Inner Harmony (Su):** Once the meditant has gained the ability to intensely meditate and activate all seven psychic energy centers (via the Intense Psychic Meditation feat), the duration for the bonuses increases by 4 hours.

## Psychic Meditation

When our bodies are worked really hard, we get aches and pains. We need to rest the body so it can recuperate from the stress and physical strain of daily activities. If we don't, our bodies can become ill. When this happens, we find ourselves forced to take it easy. We have a good night's sleep, and in the morning we feel rested and relaxed.

With our minds, we are always thinking, even in sleep as we dream. The mind never rests. However, with meditation, we can slow the mind down and relax it to such a level that it gets the chance to have a good rest. After practice you can stop the thoughts altogether for a short time.

A psionic character can find peace and harmony by continuously exploring the inner depths of solitude that meditation provides. The psychic energy centers awaken and the natural psionic forces from within the mind and body are released. With practice, a psionic character can harness and channel these raw psionic forces into positive effects.

### What Are Psychic Energy Centers?

Psychic energy centers are energy centers in the body that are associated with a variety of states of evolution, consciousness, organs, glands, colors, light, music, and stones/crystals. There are seven psychic energy centers in the human body.

### The Function of Psychic Energy Centers

Each of the seven psychic energy centers plays a vital functional role in our physical body and in our normal subjective consciousness. The actual functions and attributes of the psychic energy centers with regard to our physical body is an involved topic. However, in relation to the psionic body, they are easy to define.

### The Seven Psychic Energy Centers

**(1) The Crown Psychic Energy Center:** The crown psychic energy center is situated at the top of the head. It is most often associated with the control of the pain threshold of the body.

**(2) The Third Eye Psychic Energy Center:** The third eye or brow psychic energy center is situated in the middle of the forehead. On a physical level, this psychic energy center governs the skull, eyes, brain, and nervous system. It also governs our senses, like sight, smell, taste, and touch. The nervous system and the brain govern the energy waves, which send messages to the rest of the body. The skull protects the brain from outside interference and the eyes give us the ability to see on the Material Plane.

**(3) The Throat Psychic Energy Center:** The throat psychic energy center is situated in the neck area of the body. This psychic energy center governs the aspects of communication, willpower, truthfulness, and creativity.

**(4) The Heart Psychic Energy Center:** The heart psychic energy center is situated in and around the heart area of our physical body. The heart pumps the flow of blood that is needed to

keep us alive. Without the heart, we cannot function on the Material Plane. This area is what we call the main center of our body.

**(5) The Solar (Plexus) Psychic Energy Center:** The solar psychic energy center controls our will and our personal power. They say our true wisdom comes from the healthy workings of this psychic energy center. It brings us our strength, our courage, and our will to succeed, achieve, and survive.

**(6) The Base Psychic Energy Center:** The base psychic energy center is the energy center that controls our energy levels, our connection to the earth, and our ambitions.

**(7) The Sacral Psychic Energy Center:** The sacral psychic energy center is the energy center that controls our passions and the abundance that we allow into our lives for fulfillment of our desires. This center is where you fund your creativity on the physical level.

## Feats

### Psychic Meditation [Psionic]

You allow your mind to rest and go quiet for a period of time, which allows the psionic energy in your body to grant you several psychic benefits.

**Benefit:** When you take this feat, you are granted access to one of the seven psychic energy centers. You can gain access to each only once. You can take this feat multiple times and must select a psychic energy center that you do not already know. When you meditate for at least 10 minutes, you activate all psychic energy centers for which you have taken the feat. You can activate this feat only once per day. You gain the benefits of the feat(s) for 1 hour.

Psychic Meditation Bonuses	
Psychic Energy Center	Associated Bonus
Crown	+3 natural armor bonus to AC
Third Eye	1 temporary power point per manifester level
Throat	+2 enhancement bonus to Int, Wis, and Cha
Heart	3 temporary hit points per manifester level (maximum 42 hit points). These hit points do not stack with temporary hit points from other sources
Solar Plexus	+2 to saving throw of choice, +1 to remaining two
Base	+2 enhancement bonus to Str, Dex, and Con
Sacral	+3 to DC for powers in primary discipline; +1 to all other powers

### Intense Psychic Meditation [Psionic]

You further your study and understanding of psychic energy centers, which allows you to enter a deeper level of meditation.

**Prerequisite:** Psychic Meditation (seven times)

**Benefit:** You can select this feat only if you have taken the Psychic Meditation feat seven times. When you take this feat, you are granted additional psychic energy center bonuses. Meditation time is increased to 20 minutes. The duration of the benefits increase to 2 hours. You can select a given psychic energy center only once. You can take this feat multiple times and must select a psychic energy center that you have not already previously selected. Bonuses from this feat stack with bonuses received from the Psychic Meditation feat. You can activate this feat only once per day.

Table 1-2: Intense Psychic Meditation Bonuses	
Psychic Energy Center	Associated Bonus
Crown	+2 natural armor bonus to AC
Third Eye	1 temporary power point per manifester level
Throat	+2 enhancement bonus to Int, Wis, and Cha
Heart	Fast healing 1
Solar Plexus	+2 to saving throw of choice, +1 to remaining two
Base	+2 enhancement bonus to Str, Dex, and Con
Sacral	+2 to DC for powers in primary discipline; +1 to all other powers

# Mindknight

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Unarmed Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage	AC Bonus	Power Points/Day	Manifester Level
1	+1	+0	+2	+2	+2		1d6	+0	--	--
2	+2	+1	+3	+3	+3	Disarm mind	1d6	+0	*see text	+1 manifester level
3	+3	+2	+3	+3	+3	First Pillar	1d6	+0	--	--
4	+4	+3	+4	+4	+4		1d8	+0	*see text	+1 manifester level
5	+5	+3	+4	+4	+4	Second Pillar	1d8	+1	--	--
6	+6	+4/+1	+5	+5	+5		1d10	+1	*see text	+1 manifester level
7	+7	+5/+2	+5	+5	+5	Third Pillar	1d10	+1	--	--
8	+8	+6/+3	+6	+6	+6		2d6	+1	*see text	+1 manifester level
9	+9	+6/+3	+6	+6	+6	Fourth Pillar	2d6	+1	--	--
10	+10	+7/+4/+1	+7	+7	+7	Fifth Pillar	2d6	+2	*see text	+1 manifester level

Damage for Large and Small Monks

Damage (Medium-Size)	Damage (Small)	Damage (Large)
1d6	1d4	1d8
1d8	1d6	1d10
1d10	1d8	2d6
2d6	1d10	2d8

Psionic beings were once more common than they are today. In ancient times, when the illithids presented more of a clear and present danger to the surface world and when other beings with psionic power threatened the general populace, the mindknights protected the defenseless. An ancient monastic order of psionic beings, the mindknights devoted themselves to perfecting their bodies and minds, in much the same way that a "normal" monk does in the present day. (In fact, many monks with latent psionic abilities were drawn into the ranks of the mindknights.) The mindknights, however, fused their physical discipline with their hardened psionic abilities, making them formidable warriors against psionic and nonpsionic foes alike.

Discipline was the key to being a mindknight. As such, only lawful individuals were ever taken into their ranks. Unarmed combat was also a core concept of the mindknight's art, and the order would accept only those with extensive prior experience in unarmed fighting. Members of the order held themselves to a set of ethics known as the Five Pillars, which stressed self-reliance and the importance of defending the weak. The mindknights considered it their sworn duty to combat evil psionic beings and defend the common people from psionic threats.

The last mindknights disappeared centuries ago. Some say they vanished as the result of a massive counterassault staged by servants of the illithids. Others claim that the entire order descended into the Underdark to do battle with the ruler of all mind flayers and that none of them have ever been seen since. Many members of the general populace, and some scholars who specialize in the field of psionics, believe the mindknights to be just a myth. The ruins of their training center remain, however, in an isolated mountain region. The walls are crumbling and overgrown with vegetation, but the secrets of the mindknights may yet dwell within this ancient structure.

## Requirements

To qualify as a mindknight, a character must meet the following criteria:

**Alignment:** Lawful non-evil.

**Base Attack Bonus:** +6 or better.

**Base Power Points/Day:** 6+ (not including bonus power points).

**Skills:** Jump 6 ranks; Move Silently 6 ranks.

**Feats:** Improved Unarmed Strike.

**Other:** Induction into order.

## Class Skills

The mindknight's class skills are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (psionics) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str), Tumble (Dex). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Mindknights gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points\*:** Mindknight's gain power points every other level starting at 2nd level, as though they gained a level of psychic warrior. Mindknight's do not gain bonus power points

**Powers Discovered:** Mindknight's discover powers every other level starting at 2nd level, as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifest level is increased by one every for every two levels of the prestige class.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class (characters do not forget previously discovered attack and defense modes).

**0-Level Powers:** Mindknight's levels count towards the level of psychic warrior for purposes determining the number of free manifestations per day of your 0-level powers.

**AC Bonus:** When the mindknight is wearing no armor or shield, she receives the AC bonus listed below. As noted above, the character retains any knowledge or proficiencies gained from former classes, so this bonus stacks with any AC bonus she receives for gaining levels as a monk. For example, a 10th-level monk who has 5 levels of mindknight has a total AC bonus of +3 (+2 for the monk and +1 for the mindknight). This AC bonus represents a preternatural awareness of danger, and a mindknight does not lose it even when in situations when she loses her Dexterity modifier due to being unprepared, ambused, stunned, and so on. However, she does lose this AC bonus when immobilized.

**Unarmed Damage:** The mindknight is an expert at unarmed combat, and so her attacks do the damage listed below. Her damage improves at 6th and at 8th level. This does not stack with the unarmed damage dice roll she would gain as a monk. If the mindknight has monk levels, she uses the greater of her two unarmed damage rolls.

**Disarm Mind:** At 2nd level, the mindknight gains the feat Disarm Mind for free. She loses this ability while wearing armor or shield.

**First Pillar:** At 3rd level, the mindknight has mastered the First Pillar: "With power comes responsibility." She gains a +2 circumstance bonus to hit and damage when she is defending weaker individuals (sentient beings with either fewer Hit Dice or character levels).

**Second Pillar:** At 5th-level, the mindknight has mastered the Second Pillar: "Solitude of Mind." She becomes immune to all mind-affecting spells and spell-like effects, such as *charm person* or *sleep*.

**Third Pillar:** At 7th-level, the mindknight has mastered the Third Pillar: "Solitude of Body." She is immune to all poisons and all nonmagical diseases. She gains a +5 circumstance bonus to saving throws to resist magical diseases.

**Fourth Pillar:** At 9th-level, the mindknight has mastered the Fourth Pillar: "Nonattachment." She may manifest the *etherealness* power as a free action 2/day.

**Fifth Pillar:** At 10th-level, the mindknight has mastered the Fifth Pillar, "Transcendence." Her type changes to outsider, and she gains damage reduction 20/+1.

## Introducing the Mindknights to Your Campaign

The characters stumble across a map to the mindknights' ancient training temple, possibly in an obscure corner of a magic library or in an isolated part of the Underdark. Evil psionic characters are interested in the map and try to get it from the PCs in any way they can in the hopes of unlocking the ancient secrets of the mindknights.



The characters are contacted by a wizard who studies psionics. He has discovered the location of the mindknight's training temple and wants the characters to travel there and return with whatever artifacts or information they can carry away. Unfortunately, a group of githzerai has the same idea as this wizard -- and they are not inclined to share the treasure of the temple with the PCs.

Rumors abound of a wandering monk with strange powers that are like a sorcerer's, but strangely nonmagical. He claims to be the last of an ancient order called the mindknights. So far, it is said, he has defeated three evil sorcerers and a contingent of the king's guard that was sent to contain him. The PCs are engaged to find this man and discover who he is and what he wants.

## Mystic Theurge

From <http://www.wizards.com/dnd/>

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

Blurring the line between divine and arcane, mystic theurges draw power from divine sources and musty tomes alike. While most spellcasters choose one path to magical power, mystic theurges walk two roads at once, simultaneously mastering spells common to clerics and wizards.

Mystic theurges have unparalleled diversity of spells. In time, a mystic theurge can cast almost any spell in the *Player's Handbook*. While a mystic theurge doesn't have the uninterrupted spell advancement that a cleric, wizard, or sorcerer has, he makes up for this with versatility. Mystic theurges are often obsessed with magical lore, traveling to the ends of the earth to learn some new arcane secret or divine insight.

Because a mystic theurge casts both arcane and divine spells, all members of this class are multiclass spellcasters. Cleric/sorcerers and cleric/wizards are the most common mystic theurges, with druid/sorcerers more rare and druid/wizards almost unheard of.

Mystic theurges tend to be fascinated with magic in whatever form it takes. They're always on the hunt for powerful magic items and new arcane spells. Those mystic theurges who worship a deity use the power of their spellcasting to further their deity's agenda.

### Requirements

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

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

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

### Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are features of the mystic theurge prestige class.

**Hit Die:** d4.

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

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

For example, a 3rd-level cleric/3rd-level wizard who takes a level in mystic theurge has the same access to spells as a 4th-level cleric and a 4th-level wizard. But she continues to turn undead as a 3rd-level cleric, and her wizard familiar won't gain any new abilities.

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

## Nar Demonbinder

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					Spells Known				
						4th	5th	6th	7th	8th	4th	5th	6th	7th	8th
1	+0	+0	+0	+2	Fiendish familiar, inimical casting	2	1	--	--	--	3	1	--	--	--
2	+1	+0	+0	+3	Iron sign	2	2	--	--	--	4	2	--	--	--
3	+1	+1	+1	+3	Master summoner	3	2	1	--	--	4	2	1	--	--
4	+2	+1	+1	+4	Brazen sign	3	3	2	--	--	4	3	2	--	--
5	+2	+1	+1	+4	Infernal certitude	3	3	2	1	--	4	3	2	1	--
6	+3	+2	+2	+5	Silver sign	4	3	3	2	--	4	4	3	2	--
7	+3	+2	+2	+5	--	4	3	3	2	1	4	4	3	2	1

Master of the black art of demon summoning, the Nar demonbinder keeps alive the sinister traditions of the old Empire of Narfell. More than a thousand years ago the sorcerous land of Narfell grew mighty on the strength of its unholy mages and cruel priest-lords. Although Narfell's trafficking with demons contributed to its eventual downfall, secrets of the old Nar lore still draw unscrupulous spellcasters who plunder the buried vaults of the long-vanished land in search of knowledge -- and power.

Nar demonbinders are most often clerics, sorcerers, or wizards. Bards and druids do not have access to the spells necessary to call up and command fiendish creatures, and the prestige class demands a fair amount of spellcasting skill simply to qualify.

### Requirements

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

**Spellcasting:** Ability to cast 4th-level arcane or divine spells, knowledge of at least one *summon monster* spell.

**Alignment:** Any nongood.

**Feats:** Iron Will, Greater Spell Focus (conjuration)

**Skills:** Intimidate 5 ranks, Knowledge (the planes) 10 ranks, Sense Motive 2 ranks.

**Languages:** Abyssal.

### Class Skills

The Nar demonbinder's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana, the planes) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

The following are class features of the Nar demonbinder.

**Hit Die:** d6.

**Weapon and Armor Proficiency:** The Nar demonbinder gains no weapon or armor proficiencies.

**Spellcasting:** At each demonbinder level, the character gains spells per day according to Table 2-6. He must choose his spells from the Nar demonbinder spell list, below. The demonbinder's caster level is equal to his demonbinder level plus his levels in one other spellcasting class of his choice. To cast a spell, the demonbinder must have a Charisma score of at least 10 + the spell's level. Demonbinder bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the demonbinder's Charisma modifier.

Nar demonbinders cast their demonbinder spells as sorcerers, and learn spells from the demonbinder spell list as shown below:

**Fiendish Familiar:** A Nar demonbinder can call a fiendish familiar. Doing so takes a day and uses up magical materials that cost 100 gp. The demonbinder may choose either an imp or a quasit as a familiar, just as if he knew the Improved Familiar feat and were an arcane spellcaster of the appropriate level. The fiendish familiar is magically linked to its master just like a normal familiar. The imp or quasit uses the basic statistics for a creature of its kind as given in the *Monster Manual*, with the following exceptions:

**Hit Points:** One-half of the master's total or the familiar's normal total, whichever is higher.

**Attacks:** Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

**Special Attacks:** The familiar has all the special attacks of its kind.

**Special Qualities:** The familiar has all the special qualities of its kind.

**Saving Throws:** The familiar uses the master's base save bonuses if they're better than its own.

**Skills:** As normal for a creature of its kind.

**Familiar Special Abilities:** Use Table 3-19: Familiar Abilities in the *Player's Handbook* to determine additional abilities as you would for a normal familiar. The character may add any levels of sorcerer or wizard to his demonbinder class level for purposes of determining his familiar's special abilities.

**Inimical Casting (Ex):** The demonbinder knows how to employ spells that deflect the attacks of outsiders, regardless of alignment. When a Nar demonbinder casts one of the spells listed below, he may choose a different effect.

*Magic circle against good* can be cast as *magic circle against evil*, *magic circle against chaos*, or *magic circle against law*.

*Dispel good* may be cast as *dispel chaos*, *dispel evil*, or *dispel law*.

*Blasphemy* may be cast as *holy word*, *word of chaos*, or *word of law*.

*Unholy aura* may be cast as *holy aura*, *cloak of chaos*, or *shield of law*.

**Master Summoner (Ex):** The Nar demonbinder gains a +4 bonus on opposed Charisma checks to trap or compel creatures called through any *planar binding* spell.

**Iron Sign:** The demonbinder learns how to fashion a special token known as an *iron sign*. It requires 3 days and 1,000 gp in magical materials to create the sign. The token is the size of a large amulet. When finished, the demonbinder can use an *iron sign* in one of two ways:

**Calling Diagram:** The iron sign functions as a calling diagram (see Conjunction, under Schools of Magic in Chapter 10 of the *Player's Handbook*) that combines a *magic circle* with *dimensional anchor*. The demonbinder need only set the token on a suitable surface, and no Spellcraft check is necessary to scribe the diagram. A creature held by the iron sign must remain within 5 feet of the token and otherwise behaves as if it were completely enclosed in a suitably sized calling diagram.

The *iron sign* can hold a called creature in its diagram for up to 1 day per caster level of the character who crafted it. Unlike a normal calling diagram, the *iron sign* cannot be disturbed unless something physically removes the token from the spot where it was placed (naturally, the called creature cannot disturb the token either directly or indirectly).

**Demon Trap:** As a full-round action, the demonbinder can set the token on a suitable surface and try to compel a free outsider within 30 feet of the token into the diagram (Will save negates, DC 10 + class level + Charisma modifier). The subject is entitled to spell resistance. If the creature fails its saving throw, it is transported to a square of its choice within 5 feet of the iron sign, and trapped just as if the demonbinder had conjured it into a calling diagram.

When a trapped creature gets out of the *iron sign* diagram (because it was freed by the demonbinder, escaped on its own, or the duration of the *iron sign* lapsed) the *iron sign* crumbles into powder and is destroyed.

**Brazen Sign:** The *brazen sign* works exactly like the *iron sign*, except that the called creature cannot use its spell resistance to attempt to break out of the *brazen sign* or to resist being caught in the demon trap. A *brazen sign* requires 5 days and the expenditure of materials worth 2,000 gp to craft.

**Infernal Certitude (Ex):** Due to his long study of demons, devils, and such creatures, the Nar demonbinder gains a +4 bonus to spell penetration checks against any outsider.

**Silver Sign:** As the *brazen sign*, except that the DC for the called creature to break out with a Charisma check increases by 5, and none of its attacks or abilities can exit the diagram. A *silver sign* requires 7 days and the expenditure of 5,000 gp in materials to craft.

**Baleful Energy (Ex):** When the Nar demonbinder casts a spell that deals damage, one-half of the damage inflicted is derived directly from infernal power and is therefore not subject to being reduced by resistance to the energy type of the damaging spell. In the case of *flame strike*, the entire damage of the spell is derived from infernal power and is not subject to resistance (although targets are still permitted spell resistance and saving throws).

## Nar Demonbinder Spell List

Demonbinders know all spells on the following list.

**4th level** -- *Beltyn's burning blood\**, *dimensional anchor*, *dismissal*, *lesser planar binding*, *magic circle against good*, *summon monster IV*, *wall of fire*.

**5th level** -- *dispel good*, *flame strike*, *plane shift*, *spell resistance*, *summon monster V*.

**6th level** -- *banishment*, *fiendform\**, *greater dispel magic*, *planar binding*, *summon monster VI*.

**7th level** -- *blasphemy*, *fire storm*, *summon monster VII*.

**8th level** -- *flensing (FRCS)*, *greater planar binding*, *unholy aura*, *summon monster VIII*.

\* New spell described in Chapter 4 of Unapproachable East

## Orc Warlord

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Gather horde x 150%
2	+2	+3	+0	+3	Inspire courage
3	+3	+3	+1	+3	Gather horde x 200%
4	+4	+4	+1	+4	
5	+5	+4	+1	+4	Final rage

The orc warlord is a savage general of an unruly army, the leader of one of the deadly and all too common orc hordes that rampage down from the Spine of the World to savage and brutalize the civilized lands of Faerûn. An orc warlord is an imposing figure, often slathered with scars both ritualistic and all too real in origin.

Barbarians and fighter/barbarians are the best suited to become orc warlords, as they already excel in battle and often attract large armies on their own. Barbarian/clerics sometimes become orc warlords to better lead their followers into religious wars. Orc barbarian/rangers and barbarian/rogues usually operate alone, although it is not unknown for one of these to become a warlord in desperate times. Perhaps the most potent of orc warlords, though, is the barbarian/bard; his natural abilities to handle large groups and inspire greatness stack quite well with the abilities granted by this prestige class.

An NPC orc warlord is usually encountered on the field of battle, commanding his horde of orcs. Between attacks, an orc warlord can be found back in his lair training his troops for the next attack, be it in a month or a decade or even farther into the future.

### Requirements

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

**Race:** Orc or half-orc.

**Base Attack Bonus:** +5.

**Alignment:** Any nongood.

**Skills:** Intimidate 8 ranks, Ride 5 ranks, Survival 5 ranks.

**Feats:** Blood of the Warlord or Might Makes Right, Leadership.

**Special:** Barbarian rage ability.

### Class Skills

The orc warlord's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), and Survival (5 ranks). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are class features of the orc warlord prestige class.

**Hit Die:** d12.

**Weapon and Armor Proficiency:** Orc warlords gain no proficiency with any weapons, armor, or shields.

**Gather Horde (Ex):** An orc warlord can maintain a larger force of orc followers than a comparable leader could of other creatures. When determining the number of followers allowed for a warlord, multiply the amount listed in Table 2-25: Leadership in the *Dungeon Master's*

*Guide* by the listed value. These additional forces must be orcs. For example, a character with a leadership score of 15 could normally have up to twenty 1st-level, two 2nd-level, and one 3rd-level followers. A 1st-level orc warlord could have thirty 1st-level, three 2nd-level, and one 3rd-level followers, as long as at least ten of the 1st-level and one of the 2nd-level followers were orcs. A 3rd-level orc warlord could have forty 1st-level, four 2nd-level, and two 3rd-level followers, so long as half of them were orcs.

**Inspire Courage (Su):** At 2nd level, the orc warlord gains the ability to inspire courage, which has the same effect as the bardic ability of the same name. The warlord makes an inspirational speech, bolstering his allies against fear and improving their combat abilities. To be affected, an ally must hear the warlord speak for a full round. The effect lasts as long as the warlord speaks and for 5 rounds after the warlord stops speaking (or 5 rounds after the ally can no longer hear the warlord). While speaking, the warlord can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word. Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. A warlord in the midst of a rage can use this ability, but in those cases the warlord's speech is more of a rant of howls and curses than a true speech.

**Final Rage (Ex):** At 5th level, the warlord gains the ability to incite a rage in all his nearby allies for one last phenomenal attack. Any allies within ten feet of the warlord (including the warlord himself) immediately enter a rage, even if they could not normally do so or have used all their own rage ability for the day. If the warlord or an ally is already in a rage at the time or is capable of a greater rage, the affected creatures enter a greater rage instead (if an affected creature is already in a greater rage, this ability has no additional effect). This rage (or increase to greater rage) lasts until the warlord's next turn, and all penalties for leaving a rage apply (for example, the creatures are fatigued, and if already fatigued they become exhausted). Invoking the final rage is a free action.

### New Feats

#### Blood of the Warlord [General]

You can influence a large number of orcs.

**Prerequisite:** Orc, base Leadership score of 10+.

**Benefit:** You are seen as a king among kings and a natural leader of orcs. You gain a +2 bonus on all Diplomacy and Intimidate checks made to influence orcs. Additionally, as long as you are visibly leading them, all your followers gain a +1 morale bonus on their attack rolls and Will saving throws.

#### Might Makes Right [General]

Your great strength draws more followers.

**Prerequisites:** Str 13, Leadership.

**Benefit:** Add your Strength bonus to your leadership score for the purposes of determining how many followers you may have with the Leadership feat.

# People's Champion

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Tumble bonus, Great Cleave
2	+2	+3	+0	+3	Revolutionary Spirit
3	+3	+3	+1	+3	Supreme Cleave
4	+4	+4	+1	+4	Hammer of Revolution
5	+5	+4	+1	+4	Propaganda by Deed

The People's State of Mordengard is not your typical dwarf kingdom. Just over a hundred years ago, the dwarven people rose up and overthrew Hakon the Tyrant King. With Hakon and nearly the entirety of the nobility dead, the dwarves decided to chart a new course. They established a people's state, abolishing forever the idea of kingship and nobility.

The people's champion is a dwarf that has taken these ideals to heart. He defends the dwarven people from threats internal and external, spreads the fires of freedom to new lands, and generally embodies the revolutionary spirit of his race. It is not always an easy path, but the people's champion knows that he's helping to build a better world.

## Requirements

To qualify to become a People's Champion, the character must fulfill the following criteria:

**Base Attack Bonus:** +4

**Feats:** Cleave, Power Attack, Weapon Focus (warhammer or maul)

**Race:** Dwarf

**Special:** To become a people's champion, a dwarf must swear to an oath to redistribute at least 50% of the money gained to those in need. Similarly, a people's champion must always heed the call of Mordengard, should the People's State need aid.

## Class Skills

The people's champion's class skills (and the key ability for each) are Intimidate (Cha), Jump (Str), Knowledge (Mordengard History), Sense Motive (Wis), Tumble (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the people's champion prestige class.

**Hit Die:** d12

**Weapon and Armor Proficiency:** People's champions are proficient with all simple and martial weapons, and with all types of armor and shields.

**Tumble:** At 1st level, the people's champion gains a +2 competence bonus to Tumble skill checks.

**Great Cleave:** At 1st level, the people's champion receives this feat for free.

**Revolutionary Spirit:** The dwarven people would not bow to the will of the Tyrant King, and the people's champion similarly refuses to knuckle under to threats and hostile magic. A 2nd level, the people's champion receives a +4 enhancement bonus to Will saves against Enchantment spells or spell-like abilities and to saves against fear effects.

**Supreme Cleave:** At 3rd level, the people's champion receives this feat for free.

**Hammer of Revolution:** When the people's champion wields a hammer two-handed, he adds double his Strength modifier to damage rolls.

**Propaganda by Deed:** The people's champion is not a talker but a doer. He inspires fervor in his allies by deeds of valor, not with flowery words. On the first round of a combat encounter, the people's champion can call out an enemy champion to fight in single combat. The exact definition of an "enemy champion" is up to the individual DM, but any such champion should have a CR of at least the people's champion's character level and should be an important NPC.

If the people's champion bests the enemy champion, all allies that witnessed the deed gain a +2 morale bonus to attack and weapon damage rolls for the rest of the encounter.

# Psychic Weapon Master

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers Discovered
1	+1	+0	+2	+0	--	Bonded weapon, psionic damage	--
2	+2	+0	+3	+0	see text	Increased multiplier 1/day	+1 level psychic warrior
3	+3	+1	+3	+1	see text	superior weapon focus	+1 level psychic warrior
4	+4	+1	+4	+1	see text	Increased multiplier 2/day	+1 level psychic warrior
5	+5	+1	+4	+1	--	superior combat reflexes	--
6	+6	+2	+5	+2	see text	Increased multiplier 3/day	+1 level psychic warrior
7	+7	+2	+5	+2	see text	psionic critical	+1 level psychic warrior
8	+8	+2	+6	+2	see text	Increased multiplier 4/day	+1 level psychic warrior
9	+9	+3	+6	+3	--	psionic whirlwind	--
10	+10	+3	+7	+3	see text	Increased multiplier 5/day	+1 level psychic warrior

Note: The psychic weapon master does not gain any bonus psychic warrior feats when she gains a level.

Some psychic warriors hone their skills by mastering a single melee weapon. Through intense meditation and personal sacrifice, they unlock powerful supernatural abilities in their weapons, which allows them to form a special bond with it. To bond with the weapon of choice -- to use the weapon as naturally and without thought as any other limb -- is the goal of the psychic weapon master.

To gain the special abilities of the psychic weapon master class, a character must use her weapon of choice. Once chosen, the weapon of choice cannot be changed. This does not mean that, if her weapon of choice is the longsword, she can use only the longsword she owned when she first became a psychic weapon master. The only material requirement for the class is a crystal version of her weapon. It means that she can use any crystal longsword and gain the benefits of the psychic weapon master. If she uses any other weapon, she can use none of the special abilities of the prestige class.

weapon master gains experience, she can sacrifice an amount of experience points (XP) to awaken supernatural abilities within her bonded weapon. This sacrifice cannot exceed the XP that she has gained since she last gained a level. Upon initially awakening her weapon, a small portion of the psychic weapon master's personality is encoded in the weapon. This personality is chosen from Table 1-4: Psicrystals in the *Psionics Handbook*. The personality grants the psychic weapon master the special properties that correspond with the chosen personality. The bonded weapon also has the *sighted* and *empathic link* abilities of a psicrystal and like psicrystals it has an *Intelligence* of 7. Upon awakening a weapon bonus of +3 the bonded weapon gains the *telepathic link* psicrystal ability.

At any time, a psychic weapon master can spend time meditating to awaken the abilities in her bonded weapon. This requires a sacrifice of XP equal to the amount shown on Table 1-1: Bonded Weapons. A psychic weapon master must meet the required minimum level and must meditate 8 hours a day for a number of days in a row equal to the XP sacrificed divided by 100.

The XP values shown on Table 1-1 are the total value of the sacrifice required to bring a single weapon to the listed weapon bonus. If a psychic weapon master already has a +3 *longsword*, she can raise it to a +4 *longsword* by sacrificing 700 XP and spending 7 days meditating.

A weapon can't have a bonus higher than +5. Use the weapon bonus on Table 1-1 below to determine the XP sacrifice when special abilities are added. Special abilities can be added from either Table 7-5: Melee Weapon Special Abilities in the *Psionics Handbook* and/or Table 8-15: Melee Weapon Special Abilities in the *Dungeon Master's Guide*. (Spell storing is considered the same as power storing.) Example: A psychic weapon master who has a +4 *longsword* can transform it into a +4 *mind feeder* with a sacrifice of 2,000 XP since *mind feeder* is a special ability worth a +2 bonus. The *psychic weapon master* may awaken the ability to store power points as a crystal capacitor in their bonded weapon. A +1 weapon bonus is equal to 5 power points, +2 adds 4 more points for a total of 9, +3 adds 4 more points for a total of 13, and +4 adds 4 more points for a final total of 17 power points.

## Requirements

To qualify as a psychic weapon master, a character must fulfill the following criteria:

Base Attack Bonus: +5.

**Manifesting:** Ability to manifest a 3rd-level power.

**Weapon:** Crystal Melee Weapon

**Feats:** Dodge, Mobility, Power Attack, Psionic Dodge, Psionic Weapon, Weapon Focus, Weapon Proficiency (weapon of choice).

## Class Skills

The psychic weapon master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (weaponry) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Psionic Device (Cha). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

All the following are class features of the psychic weapon master prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** Psychic weapon masters gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** With the exception of 1st, 5th, and 9th levels, psychic weapon masters gain power points every level as though they gained a level of psychic warrior. Psychic weapon masters do not gain bonus power points.

**Powers Discovered:** With the exception of 1st, 5th, and 9th levels, psychic weapon masters discover powers as though they gained a level of psychic warrior. Powers are chosen from the psychic warrior power list. Their effective manifester level is increased by one for each level of the prestige class.

**Psionic Combat:** Psychic weapon masters do not gain any psionic attack or defense modes. (Characters do not forget previously discovered attack and defense modes.)

**0-Level Powers:** Psychic weapon master levels count toward the level of psychic warrior for determining the number of free manifestations per day of 0-level powers.

**Bonded Weapon:** The psychic weapon master can form a special bond with a single melee weapon. The weapon must be the same type as her weapon of choice. The weapon must be a standard crystal melee weapon (without any magic or psionic enhancements). As a psychic

Weapon Bonus	Total Sacrifice Required	Minimum Psychic Weapon Master Level	Meditation
+1*	100 XP	1	1 day***
+2	400 XP	2	+3 days
+3	900 XP	3	+5 days
+4	1,600 XP	4	+7 days
+5	2,500 XP	5	+9 days
+6**	3,600 XP	6	+11 days
+7**	4,900 XP	7	+13 days
+8**	6,400 XP	8	+15 days
+9**	8,100 XP	9	+17 days
+10**	10,000 XP	10	+19 days

\* Upon awakening a bonded weapon a personality is selected from Table 1-4: Psicrystals in the *Psionics Handbook*.

\*\* A weapon can't actually have a bonus higher than +5 see the above text.

\*\*\* This is the base meditation time for a +1 weapon. All numbers following it are added to this base number. For example, a +3 bonus would cost 1 + 3 + 5 = 9 days.

If a bonded weapon is destroyed by accident or on purpose, the psychic weapon master must attempt a Fortitude save (DC 15). If the saving throw fails, the psychic weapon master must sacrifice an additional 500 XP upon awakening her next bonded weapon. A successful saving throw reduces the loss to 250 XP. A psychic weapon master's experience can never go below 0 as a result of a bonded weapon's destruction. A psychic weapon master can have only one bonded weapon at a time.

Five percent of all bonded weapons have a special quality. Special qualities are discovered upon becoming fully awakened (Weapon Bonus +10\*\*). Your DM should determine if your weapon has a special quality. Roll d%. A result of 1-5 indicates a special quality, while a result of 6-100 indicates a normal bonded weapon. If a special quality results, the DM should generate this special quality for you (see Special Qualities on page 126 of the *Psionics Handbook*). Special qualities simply become active and do not require any additional XP sacrifice or

meditation. Even though a bonded weapon has an intelligence score it is not automatically assumed to be an intelligent weapon.

**Psionic Damage:** After you score a hit with your weapon of choice, you do not roll dice to determine damage. Instead, you figure the normal maximum damage (not a critical hit) you can inflict with that weapon and do that much damage to the target. Assume you use a longsword, have a base attack bonus of 6, and possess a Strength of 17. A longsword does 1d8 damage, so its maximum damage is 8 points. Your Strength modifier is +3, so add that for a total of 11. Only base damage is maximized; additional damage, such as from using the Power Attack feat (following all the rules for it normally) is determined normally and is not maximized. This ability cannot be used when you roll a successful critical hit. You can use this ability for free a number of times per day equal to your *psionic weapon master* level, additional uses of this ability cost 3 power points each.

**Increased Multiplier:** Determine the standard critical multiplier for your weapon of choice. With this ability, you can increase the multiplier by +1. For example, the longsword has a critical multiplier of x2. Using this ability, you can increase that multiplier to x3 ( $2 + 1 = 3$ ) once per day at the 2nd level of the *psionic weapon master* prestige class. You gain an additional use per day at 4th, 6th, 8th, and 10th levels of this prestige class. You must declare the use of this ability before you roll any damage dice. You must maintain a reserve of at least 6 power points to use this ability. These reserve points are not used up when the ability is used.

**Superior Weapon Focus:** Stacking with any existing Weapon Focus bonus, this adds an additional +1 to all attack rolls with your weapon of choice. You must maintain a reserve of at least 9 power points to use this ability. These reserve points are not used up when the ability is used.

**Superior Combat Reflexes:** You gain the Combat Reflexes feat for free. If you already possess this feat, add your Wisdom modifier to the number of additional attacks of opportunity you may make in a round. You must maintain a reserve of at least 11 power points to use this ability. These reserve points are not used up when the ability is used.

**Psionic Critical:** You gain the Improved Critical feat for free. If you already possess this feat, add an additional +2 to your weapon of choice's threat range for critical hits. You must maintain a reserve of at least 13 power points to use this ability. These reserve points are not used up when the ability is used.

**Psionic Whirlwind:** You gain the Whirlwind feat for free. If you already possess this feat, you can make a whirlwind attack as a standard action rather than a full attack action. You must maintain a reserve of at least 15 power points to use this ability. These reserve points are not used up when the ability is used.



# Raumathari Battlemage

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Sword focus, channel spell I	+1 level of existing spellcasting class
2	+1	+0	+0	+3	Battle spell (silent)	+1 level of existing spellcasting class
3	+2	+1	+1	+3	Channel spell II	+1 level of existing spellcasting class
4	+3	+1	+1	+4	Battle spell (still)	+1 level of existing spellcasting class
5	+3	+1	+1	+4	Sublime sword	--
6	+4	+2	+2	+5	Battle spell (empower)	+1 level of existing spellcasting class
7	+5	+2	+2	+5	Channel spell III	+1 level of existing spellcasting class
8	+6	+2	+2	+6	Battle spell (quicken)	+1 level of existing spellcasting class
9	+6	+3	+3	+6	Channel spell IV	+1 level of existing spellcasting class
10	+7	+3	+3	+7	Battle spell (maximize)	+1 level of existing spellcasting class

Enemies of ancient Narfell, the Raumathari sorcerers of old were fearsomely powerful evokers whose spells could scatter demonic armies like chaff in the wind. Few mages still living have studied the lore of Raumathar, but those who have are some of the most dangerous men and women on the face of Faerûn. Employing sword and spell with dauntless courage and deadly force, the handful of Raumathari battlemages remaining in the world comprise a lonely and little-known order of adventurers, explorers, and mercenaries in search of battle.

## Requirements

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

**Feats:** Combat Casting, Exotic Weapon Proficiency (bastard sword), any one metamagic feat.

**Spellcasting:** Able to cast 3rd-level arcane spells and knowledge of at least four Evocation spells.

**Languages:** Able to read Roushoum and the Imaskari script (this generally requires a Speak Language skill rank for each dead language).

**Proficiencies:** Proficient with martial weapons.

**Special:** The character must find a mentor who already has levels in Raumathari battlemage and spend at least ten days studying in the mentor's company. During this time of study, both mentor and student must spend at least 8 hours a day in training.

## Class Skills

The Raumathari battlemage's class skills (and the key ability for each skill) are Craft (Int), Concentration (Con), Decipher Script (Int), Knowledge (arcana, history) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I o for skill descriptions.

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

## Class Features

All the following are class features of the Raumathari battlemage prestige class.

**Weapon and Armor Proficiency:** Raumathari battlemages gain no proficiency in any weapon or armor.

**Spells Per Day/Spells Known:** At each Raumathari battlemage level (except 5th), the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of Raumathari battlemage to the level of whatever spellcasting class the character has, then determines spells per day and caster level accordingly.

If the character had more than one spellcasting class before becoming a Raumathari battlemage, the player must decide to which class to add each Raumathari battlemage level for the purpose of determining spells per day.

**Sword Focus (Su):** A Raumathari battlemage may perform a special rite to make a single sword into a focus for his spells. The focus sword can then replace any material component of less than 50 gp value in the casting of the battlemage's spells. The sword is not consumed or damaged by its use as a focus, although it must be in hand to be used in this way. The Raumathari battlemage gains +1 caster level with any spell cast through his sword focus.

The rite to create a sword focus requires three days and 1,000 gp in magical materials as well as a masterwork weapon. Magic swords may be attuned as sword foci. A battlemage may attune only a single sword at a time; if he loses the weapon, he must repeat the rite to create a new sword focus.

**Channel Spell (Su):** As a free action, a Raumathari battlemage can cast a spell through his melee weapon (usually his sword) as he attacks with it. He gains an attack bonus equal to the level of the channeled spell for that attack only. The channeled spell counts against the battlemage's normal daily limit. The maximum allowable spell level and number of times per day this ability can be used increase as noted below.

Channel Spell	Maximum Spell Level	Number of Channel Attempts Per Day
I	1st	1
II	2nd	2
III	3rd	3
IV	4th	4

The number of channel attempts allowed per day is an absolute limit -- a character with Channel Spell IV can't use his ability ten times on spells of various levels.

A channeled spell targets the creature hit by the battlemage's weapon, which still gets a saving throw if the spell allows one. Even if a spell can target more than one creature, channeling it through the weapon limits its effect to the single opponent attacked. If the weapon attack misses, the channeled spell is wasted. The spell to be channeled must have a range of touch, be a ray effect (in which case the ray affects only the creature attacked), or specify a creature as the target. For example, *sleep* is not eligible since it does not affect a "target creature."

**Battle Spell (Su):** As a free action, the Raumathari battlemage may apply a single metamagic feat to a spell as he casts it. Unlike a bard or sorcerer's use of metamagic feats, this does not affect the casting time of the spell. At 2nd level, the battlemage may use this ability once per day and apply the Silent Spell feat to the battle spell he chooses to cast.

At 4th level, the battlemage gains a second battle spell per day, which he can still as per the Still Spell feat.

At 6th level, the battlemage gains a third battle spell per day, which he can empower as per the Empower Spell feat.

At 8th level, the battlemage gains a fourth battle spell per day, which he can quicken as per the Quicken Spell feat.

At 10th level, the battlemage gains a fifth battle spell per day, which he can maximize as per the Maximize Spell feat.

**Sublime Sword (Su):** At 5th level, the save DC of any spell cast through the Raumathari battlemage's sword focus increases by 1.

# Ruby Disciple

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers/Spells
1	+0	+2	+0	+2	Ruby eyes, spell/power use	--
2	+1	+3	+0	+3	Claws	+1 divine or manifester level
3	+2	+3	+1	+3	Natural armor (+2)	+1 divine or manifester level
4	+3	+4	+1	+4	Breath weapon	--
5	+3	+4	+1	+4	Ruby eyes	+1 divine or manifester level
6	+4	+5	+2	+5	Natural armor (+4)	+1 divine or manifester level
7	+5	+5	+2	+5	Breath weapon	--
8	+6	+6	+3	+6	Ruby eyes	+1 divine or manifester level
9	+6	+6	+3	+6	Natural armor (+6)	--
10	+7	+7	+3	+7	Breath weapon	+1 divine or manifester level

"We see you . . . move along now."

◆ ◆ ◆ ◆

Even though Sardiör's clergy tend to be welcomed everywhere much as bards are, they know not everyone is as friendly as they seem. A small group of his clergy trains to be a martial arm of the church, serving not only as a defense but also as a show of force so that they can keep potential thieves away.

This group is known as the ruby disciples. They seek the power of Sardiör, the ruby dragon, to enhance their combat capabilities. Both cleric and psions enter the service of the dragon, and while their training is similar, they have marked differences in their abilities. A character possessing both cleric and psionic levels must choose to be a divine ruby disciple or a psionic ruby disciple.

## Requirements

To qualify as a ruby disciple, a character must meet the following criteria.

**Alignment:** Any neutral.

**Spells/Manifesting:** Ability to cast a divine spell of 4th level or higher, or ability to manifest a 3rd-level telepathic power, or ability to manifest any 4th-level psionic power.

**Feats:** Combat Casting and any divine feat, or Combat Manifestation and Psychoanalyst.

**Skills:** Bluff 4 ranks, Diplomacy 4 ranks.

**Special:** Must be a worshiper of Sardiör.

## Class Skills

The ruby disciple's class skills are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Psicraft (Int), Remote View (Int, exclusive skill), Spellcraft (Int), Stabilize Self (Con). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

All of the following are class features of the ancestral avenger prestige class.

### Class Abilities Specific to the Divine Ruby Disciple

**Spells per Day:** When a character gains a level of divine ruby disciple (except as noted on the table below), the character gains new spells per day as if he had also gained a level in the divine spellcasting class he belonged to before becoming a ruby disciple. He does not gain any other benefit a character of that class would have gained.

**Spell Use (Sp):** Divine ruby disciples gain access to the Telepathy psionic discipline as clerical spells starting at 1st level. They can select psionic powers from the Telepathy discipline to replace normally granted spells per day. They must meet the normal Charisma requirements to cast these powers. For example, a divine ruby disciple would need a Charisma of 16 to cast a 6th-level telepathic psionic power.

### Class Abilities Specific to the Psionic Ruby Disciple

**Power Points:** When they gain a level, psionic ruby disciples gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Psionic ruby disciples gain bonus power points based on the key ability score for their

primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** With the exception of the levels noted on the table below, psionic ruby disciples discover powers per level as though they gained a level of psion. Powers are chosen from the psion power list. Their effective manifester level is increased by one for each level of the prestige class.

**Power Use (Sp):** Psionic ruby disciples can discover Sardiör's domain spells as though they were telepathy powers of equal level. Discovering a spell this way replaces one of the normal powers discovered by the psionic ruby disciple. Psionic ruby disciples can discover domain spells as powers only when gaining a level of psionic ruby disciple.

**Psionic Combat:** Psionic ruby disciples discover psionic attack and defense modes as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Psionic ruby disciple levels count toward the level of the psionic character for purposes determining psicrystal Intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Psionic ruby disciple levels count toward the level of the psionic character for determining the number of free manifestations per day or your 0-level powers.

### Class Abilities Common to Divine and Psionic Ruby Disciples

**Hit Die:** d8.

**Armor and Weapon Proficiency:** Ruby disciples become proficient with all types of armor (light, medium, and heavy). They also gain proficiency in simple and martial weapons, though many prefer to use their claws exclusively when they gain that class ability.

**Ruby Eyes (Ex):** At 1st level, the ruby disciple's eyes transform into rubylite crystal. They have an inner glow and can act as a holy symbol. At 1st level, this transformation gives the ruby disciple low-light vision. At 5th level, they also grant darkvision. If the character already has either of these, their range is doubled. At 8th level, their eyes grant them *true seeing*, usable up to 10 minutes per day.

**Claws (Ex):** The ruby disciple gains retractable claws that do a base d8 damage. Extending or retracting the claws is a free action, but doing so can be performed only once per round.

**Natural Armor (Ex):** As the ruby disciple gains levels, his skin undergoes a transformation. Initially, his skin becomes pale red in color, as though sunburned. As the transformation progresses, his skin gets deeper red in color and turns into faceted scales, as though covered with plates of ruby. This translates into a natural armor bonus of +2 at 3rd level, which increases to +4 at 6th level, and then to +6 at 9th level.

**Breath Weapon (Su):** Starting at 4th level, the ruby disciple gains a breath weapon. The type of breath weapon varies depending on the former class of the ruby disciple as shown on the chart below. Using the breath weapon is a full action, and can be used once per day. The power of the breath weapon increases at 7th-level and again at 10th-level.

Former Class	Breath Type	Damage			Save DC
		4th	7th	10th	
Egoist or Psychic Warrior	Cone of cold	2d8	4d8	6d8	DC 18
Nomad	Cone of sound	2d4	4d4	6d4	DC 17
Savant	Line of force	2d8	4d8	6d8	DC 18
Shaper	Cone of fire	2d10	4d10	6d10	DC 19
Cleric or Seer	Cone of sound	2d6	4d6	6d6	DC 18
Telepath	Cone of light	2d6	4d6	6d6	DC 17

# Runecaster

From <http://www.wizards.com/dnd/>

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

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

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

## Requirements

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

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

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

**Feats:** Inscribe Rune.

## Class Skills

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

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

## Class Features

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

**Hit Die:** d8.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

# Sangehirn

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers
1	+0	+2	+0	+2	*see text	Stabilize self +1, healing touch	+1 manifester level
2	+1	+3	+0	+3	*see text	Damage reduction 1/--	+1 manifester level
3	+2	+3	+1	+3	*see text	Stabilize self +2	+1 manifester level
4	+3	+4	+1	+4	*see text	Fast healing 1	+1 manifester level
5	+3	+4	+1	+4	*see text	Stabilize self +3	+1 manifester level
6	+4	+5	+2	+5	*see text	Damage reduction 2/--	+1 manifester level
7	+5	+5	+2	+5	*see text	Stabilize self +4	+1 manifester level
8	+6	+6	+2	+6	*see text	Fast healing 2	+1 manifester level
9	+6	+6	+3	+6	*see text	Stabilize self +5	+1 manifester level
10	+7	+7	+3	+7	*see text	damage reduction 3/--, fast healing 3	+1 manifester level

"It won't hurt long."

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Sangehirns have learned that the best way to stay alive in a dangerous world is to know how to heal. They focus their minds on the body and learn how to keep it fit. They see the body as a simple pattern of blood flow, muscle, and bone -- easily repaired. As they advance in levels, this belief manifests itself in their own bodies, causing incredible healing capabilities.

Those that begin the path of the sangehirn have a true concern for their fellows. They usually worry more about their friends than themselves. Nonplayer character sangehirns are not too uncommon in a psionic-rich world. They are typically found in areas where their skills are needed most, but the occasional "miracle" healer charges outrageous fees for his or her services.

## Requirements

To qualify as a sangehirn, a character must meet the following criteria.

**Manifesting:** Ability to manifest a 3rd-level power.

**Stabilize Self:** 5 ranks.

**Heal:** 3 ranks.

**Feats:** Rapid Metabolism.

## Class Skills

The sangehirn's class skills (and the key ability for each skill) are Autohypnosis (Wis), Balance (Dex), Concentration (Con), Heal (Wis), Knowledge (psionics) (Int), Profession (any) (Wis), Psicraft (Int), Stabilize Self (Con), Swim (Str). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Armor and Weapon Proficiency:** Sangehirns gain no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** When they gain a level, sangehirns gain power points per day as though they gained a level of psion. These power points are added to the character's previous total. Sangehirns gain bonus power points based on the key ability score for their primary ability. If the character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** Sangehirns discover powers per level as though they gained a level of psion. Their effective manifester level is increased by one for each level of the prestige class. Due to their focus on the healing arts, they are restricted to choosing powers from the Sangehirn Powers List below. If it isn't possible for a sangehirn to learn a power from this list, he can select an appropriate level psion power. Bonus "d" discipline powers may be selected as normal or from the sangehirn powers list.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Sangehirn levels count toward the level of psion for purposes determining psicrystal intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Sangehirn levels count toward the level of psion for purposes determining the number of free manifestations per day or your 0-level powers.

**Stabilize Self:** This bonus is added anytime a sangehirn needs to make a Stabilize Self check. The enhancement bonus starts at +1, and it progresses to +5.

**Healing Touch:** The sangehirn has mastered the healing arts to the point that he can change the range of his powers. Any power in his list with a range of "personal" can be changed to "touch" at the expenditure of 3 additional power points. This is similar to the channel power ability except that a separate power and extra action are not required. Only the powers from the sangehirn powers list can be affected this way.

**Fast Healing (Su):** The sangehirn gains the supernatural ability of fast healing as long as he keeps 3 power points in reserve. The sangehirn regains hit points at an exceptionally fast rate -- usually 1 or more hit points per round -- as given in the entry. Except where noted here, fast healing is just like natural healing (see page 129 of the *Player's Handbook*). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a creature to regrow or reattach body parts.

**Damage Reduction (Su):** The sangehirn gains the supernatural ability to shrug off physical attacks as long as he keeps 3 power points in reserve. The amount shown in the chart (1, 2, or 3), is the amount subtracted from weapon damage or natural attacks. This reflects the body's ability to close wounds quickly. Damage caused by energy attacks, whether it's from spells, supernatural attacks, or even normal fire, is not subject to the damage reduction.

## Sangehirn Power List

Sangehirns can learn only the powers from the following list due to their focus on healing arts. If it isn't possible for a sangehirn to learn a power from this list, he may select the appropriate level power from whatever his previous class was.

**0-Level:** *Minor Body Adjustment, Verve*

**1st-Level:** *Biofeedback, Empathic Transfer, Lesser Body Adjustment, Lesser Rejuvenation, Vigor*

**2nd-Level:** *Body Adjustment, Empathic Bond, Vim*

**3rd-Level:** *Accelerated Metabolism, Empathic Affinity, Empathic Conduit, Forced Empathic Bond, Improved Biofeedback, Lesser Energy Barrier, Rejuvenation, Vehemence*

**4th-Level:** *Forced Empathic Affinity, Improved Body Adjustment, Psychofeedback, Vitality*

**5th-Level:** *Energy Barrier, Greater Biofeedback, Improved Metabolism, Improved Verve, Lesser Energy Conversion, Lesser Renewal*

**6th-Level:** *Biofeedback Loop, Greater Body Adjustment, Improved Rejuvenation, Improved Vigor, Improved Psychofeedback*

**7th-Level:** *Energy Conversion, Greater Energy Barrier, Greater Metabolism, Improved Vim, Renewal*

**8th-Level:** *Improved Vehemence, True Biofeedback, True Rejuvenation*

**9th-Level:** *Greater Energy Conversion, Improved Vitality, True Metabolism*

## New Psionic Powers

### Accelerated Metabolism

Psychometabolism (Str)  
 Level: Psion 3  
 Display: Mu  
 Manifestation Time: 1 full round  
 Range: Personal  
 Target: You  
 Duration: 1 minute  
 Power Points: 5

You regenerate 1 hit point every round for 1 minute.

### Biofeedback Loop

Psychometabolism (Str)  
 Level: Psion 6/Psychic Warrior 6  
 Display: Vi, Ma  
 Manifestation Time: 1 action  
 Range: 10 ft.  
 Area: 10-ft.-radius emanation, centered on you  
 Duration: 10 minutes/level (D)  
 Saving Throw: Will negates  
 Power Resistance: Yes  
 Power Points: 11

As with biofeedback, you take a portion of each damaging attack as subdual damage. A biofeedback loop is created between you and any creatures in the area. It affects both friend and foe. While the duration lasts, affected creatures share the portion of the damage that you take from the biofeedback effect as subdual damage. Damage is split evenly among all creatures within the area of effect.

### Channel Power

Psychometabolism (Str)  
 Level: Psion 2  
 Display: Ma  
 Manifestation Time: 1 action  
 Range: Touch  
 Target: One person  
 Duration: Until discharged or 1 round/level  
 Saving Throw: None (harmless)  
 Power Resistance: Yes (harmless)  
 Power Points: 3

The next "Personal" range power you manifested is instead manifest as a touch range power on another creature. Only willing creatures can be affected.

### Empathic Affinity

Clairsentience (Wis)  
 Level: Psion 3  
 Display: Ma, Me  
 Manifestation Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: Two creatures  
 Duration: 1 hour/level (D)  
 Saving Throw: Will negates  
 Power Resistance: Yes (harmless)  
 Power Points: 5

You create a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject. The first subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the first subject is taken by the second subject. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If the first subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the second subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subjects, but damage already split is not reassigned.

If either subject of the power moves out of range, the power ends. Both subjects must be willing participants.

### Empathic Bond

Clairsentience (Wis)  
 Level: Psion 2  
 Display: Ma, Me  
 Manifestation Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: One creature  
 Duration: 1 hour/level (D)  
 Saving Throw: Will negates  
 Power Resistance: Yes (harmless)  
 Power Points: 3

You create a psionic connection between you and the subject so that some of the subject's wounds are transferred to you. The subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by them is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the power ends, subsequent damage is

no longer divided between you and the subject, but damage already split is not reassigned to the subject.

If you and the subject of the power move out of range of each other, the power ends. The subject must be a willing participant.

### Empathic Conduit

Psychometabolism (Str)  
 Level: Psion 3  
 Display: Ma, Au  
 Manifestation Time: 1 action  
 Range: Touch  
 Target: Two touched willing creatures  
 Duration: Instantaneous  
 Saving Throw: Will negates  
 Power Resistance: Yes (harmless)  
 Power Points: 5

You channel the hurts between two targets using yourself as a conduit. When you manifest this power, you can transfer up to 8 points of damage per manifester level from the first subject creature to the second subject creature.

Alternatively, you can channel one poison or disease between two targets using yourself as a conduit. The second subject creature does not absorb the damage done previously dealt by the affliction, but he or she does take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, you can choose to channel up to 1 point of temporary ability damage per manifester level from the first subject creature to the second subject creature. Both subject creatures must be willing participants.

### Forced Empathic Affinity

Clairsentience (Wis)  
 Level: Psion 4  
 Display: Ma, Me  
 Manifestation Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: Two creatures  
 Duration: 1 round/level (D)  
 Saving Throw: Will negates  
 Power Resistance: Yes  
 Power Points: 7

You create a psionic connection between two subjects so that some of the first subject's wounds are transferred to the second subject. The first subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the first subject is taken by the second subject. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If the first subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with the second subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subjects, but damage already split is not reassigned.

If either subject of the power moves out of range, the power ends.

### Forced Empathic Bond

Clairsentience (Wis)  
 Level: Psion 3  
 Display: Ma, Me  
 Manifestation Time: 1 action  
 Range: Close (25 ft. + 5 ft./2 levels)  
 Target: One creature  
 Duration: 1 hour/level (D)  
 Saving Throw: Will negates  
 Power Resistance: Yes  
 Power Points: 5

You create a psionic connection between you and the subject so that some of your wounds are transferred to the subject. You take only half damage from all wounds and attacks (including those inflicted by special abilities) that deal hit point damage. The subject takes the amount of damage not taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and disintegration, are not affected. If you suffer a reduction of hit points from a lowered Constitution score, the reduction is not split with the subject because it is not hit point damage. When the power ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to you.

If you and the subject of the power move out of range of each other, the power ends

### Greater Biofeedback

Psychometabolism (Str)  
 Level: Psion 5/Psychic Warrior 5  
 Display: Vi, Ma  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 hour/level (D)  
 Power Points: 9

As biofeedback, except you take a portion of each damaging attack as subdual damage equal to three times your Strength modifier, and the duration is extended.

**Greater Body Adjustment**

Psychometabolism (Str)  
 Level: Psion 6  
 Display: Au, Ma  
 Manifestation Time: 1 full round  
 Range: Personal  
 Target: You  
 Duration: Instantaneous  
 Power Points: 11

As body adjustment, except you cure yourself of all damage (you may only use this power to cure yourself a number of times per day equal to your Strength modifier), or gain a bonus of 10 + your manifester level on your next Fortitude save and your secondary Fortitude save against poison or disease, or heal 8 points of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

**Greater Energy Conversion**

Psychometabolism (Str)  
 Level: Psion 9  
 Display: Vi (see text)  
 Manifestation Time: 1 action  
 Range: Personal and Medium (100 ft. + 20 ft./level)  
 Target: You and one object or creature  
 Duration: 10 minutes/level or until discharged  
 Power Points: 17

As greater energy barrier, except you can discharge half of the stored energy in a ray as a single ranged touch attack. The remaining half is converted to harmless light when the ray attack is used. This is a standard action. The ray is composed of the energy type you absorbed. You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of points of damage equal to half the total number of hit points successfully ignored by the energy barrier. When you discharge any stored energy, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is strong enough to illuminate a 60-foot radius area.

**Greater Metabolism**

Psychometabolism (Str)  
 Level: Psion 7  
 Display: Ma  
 Manifestation Time: 1 full round  
 Range: Personal  
 Target: You  
 Duration: 1 minute  
 Power Points: 13

You regenerate 4 hit points every round for 1 minute.

**Improved Body Adjustment**

Psychometabolism (Str)  
 Level: Psion 4  
 Display: Au, Ma  
 Manifestation Time: 1 full round  
 Range: Personal  
 Target: You  
 Duration: Instantaneous  
 Power Points: 7

As body adjustment, except you cure yourself of 6d6 hit points, or gain a bonus of 7 + your manifester level on your next Fortitude save and your secondary Fortitude save against poison or disease, or heal 4 points of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

**Improved Metabolism**

Psychometabolism (Str)  
 Level: Psion 5  
 Display: Ma  
 Manifestation Time: 1 full round  
 Range: Personal  
 Target: You  
 Duration: 1 minute  
 Power Points: 9

You regenerate 2 hit points every round for 1 minute.

**Improved Vehemence**

Psychometabolism (Str)  
 Level: Psion 8  
 Display: Ma, OI  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 15

You suffuse yourself with power, gaining 5 temporary hit points per manifester level (maximum 85 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of improved vehemence. See Chapter 8 of the Player's Handbook for more on temporary hit points.

**Improved Verve**

Psychometabolism (Str)  
 Level: Psion 5/Psychic Warrior 5  
 Display: Ma, OI  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 9

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 51 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of improved verve. See Chapter 8 of the Player's Handbook for more on temporary hit points.

**Improved Vim**

Psychometabolism (Str)  
 Level: Psion 7  
 Display: Ma, OI  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 13

You suffuse yourself with power, gaining 4 temporary hit points per manifester level (maximum 72 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of improved vim. See Chapter 8 of the Player's Handbook for more on temporary hit points.

**Improved Vitality**

Psychometabolism (Str)  
 Level: Psion 9  
 Display: Ma, OI  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 17

You suffuse yourself with power, gaining 6 temporary hit points per manifester level (maximum 96 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of improved vitality. See Chapter 8 of the Player's Handbook for more on temporary hit points.

**Lesser Energy Barrier**

Psychometabolism (Str)  
 Level: Psion 3/Psychic Warrior 3  
 Display: Vi (see text)  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 10 minutes/level or until discharged  
 Power Points: 5

As energy barrier, except you gain resistance 5 to a specific energy attack (you ignore the first 5 points of damage dealt by a specified energy source). Once the power has prevented a total of 5 points of damage per manifester level (maximum 75 points) from specified energy attacks, it is discharged.

**Lesser Energy Conversion**

Psychometabolism (Str)  
 Level: Psion 5/Psychic Warrior 5  
 Display: Vi (see text)  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 10 minutes/level or until discharged  
 Power Points: 9

As lesser energy barrier, except you can discharge stored energy in a ray as a single ranged touch attack. This is a standard action. The ray is composed of the energy type you absorbed. You can choose to fire the ray prior to complete saturation of your energy barrier, though this ends the power. If the ray successfully strikes the target, the target takes a number of hit points equal to the total number of hit points successfully ignored by the energy barrier.

**Lesser Rejuvenation**

Psychometabolism (Str)  
 Level: Psion 1  
 Display: Au  
 Manifestation Time: 1 minute  
 Range: Personal  
 Target: You  
 Duration: 8 hours  
 Power Points: 1

Lesser rejuvenation cures 1 point of temporary ability damage every 4 hours, up to a maximum of 2 points. It does not restore permanent ability drain (such as from a wraith's touch).

**Lesser Renewal**

Psychometabolism (Str)  
 Level: Psion 5  
 Display: Vi  
 Manifestation Time: 6 minutes  
 Range: Touch  
 Target: Living creature touched  
 Duration: Instantaneous  
 Saving Throw: None  
 Power Points: 9

You can attach a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures). The unattached body part can be reattached at a rate of 1 per manifestation of this power. You must reattach limbs that have been separated from a creature within one day per manifester level or the power does not work.

Constructs, elementals, outsiders, and undead creatures cannot be affected by this power. Only living creatures may be affected by this power.

**Minor Body Adjustment**

Psychometabolism (Str)  
 Level: Psion 0  
 Display: Au, Ma  
 Manifestation Time: 1 full round  
 Range: Personal  
 Target: You  
 Duration: Instantaneous  
 Power Points: 1

As body adjustment, except you cure yourself of 1 hit point.

**Renewal**

Psychometabolism (Str)  
 Level: Psion 7  
 Display: Vi  
 Manifestation Time: 10 minutes  
 Range: Touch  
 Target: Living creature touched  
 Duration: Instantaneous  
 Saving Throw: None (see text)  
 Power Points: 13

You restore life to a deceased creature. The creature can have been dead no longer than one day per manifester level. In addition, the subject's soul must be free and willing to return (see Bringing Back the Dead, Player's Handbook, page 153). If the subject's soul is not willing to return, the power does not work; therefore subjects who want to return receive no saving throw.

Renewal restores a creature to 1 hit point. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of renewing the subject, but magical diseases and curses are not undone. While this power closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be renewed must be whole. Otherwise missing parts of the creature are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this power.

A creature that has been turned into an undead creature or killed by a death effect can't be renewed by this power. Constructs, elementals, outsiders, and undead creatures can't be renewed. This power cannot bring back a creature that has died of old age.

Coming back from the dead is an ordeal. The subject of the spell loses one level when it is renewed, just as if it had lost a level to an energy-draining creature. This level loss cannot be repaired by any spell or power. If the subject is 1st-level, it loses 1 point of Constitution instead. A character who died with spells prepared has a 50% chance of losing any given spell upon being renewed, in addition to losing spells for losing a level. A character with spellcasting capacity (such as a sorcerer) has a 50% chance of losing any given spell slot, in addition to losing spell slots for losing a level. Psionic characters have a 50% chance of losing the ability to manifest any given power, in addition to losing known powers for losing a level.

You can attach a subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures). The unattached body part can be reattached at a rate of 1 per manifestation of this power. You must reattach limbs that have been separated from a creature within one day per manifester level or the power does not work.

**True Biofeedback**

Psychometabolism (Str)  
 Level: Psion 8  
 Display: Vi, Ma  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 hour/level (D)  
 Power Points: 15

As biofeedback, except you take all damage as subdual damage, and the duration is extended.

**True Rejuvenation**

Psychometabolism (Str)  
 Level: Psion 8  
 Display: Au  
 Manifestation Time: 1 minute  
 Range: Personal  
 Target: You  
 Duration: See text  
 Power Points: 15

True Rejuvenation instantaneously cures all temporary ability damage, and it restores 1 point of permanent ability drain every hour, up to a maximum of 10 points.

**Vehemence**

Psychometabolism (Str)  
 Level: Psion 3/Psychic Warrior 3  
 Display: Ma, Ol  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 5

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 33 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of vehemence. See Chapter 8 of the Player's Handbook for more on temporary hit points.

**Vim**

Psychometabolism (Str)  
 Level: Psion 2/Psychic Warrior 2  
 Display: Ma, Ol  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 3

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 24 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of vim. See Chapter 8 of the Player's Handbook for more on temporary hit points.

**Vitality**

Psychometabolism (Str)  
 Level: Psion 4/Psychic Warrior 4  
 Display: Ma, Ol  
 Manifestation Time: 1 action  
 Range: Personal  
 Target: You  
 Duration: 1 minute/level (D)  
 Power Points: 7

You suffuse yourself with power, gaining 3 temporary hit points per manifester level (maximum 42 hit points). These hit points do not stack with temporary hit points from other sources or with additional uses of vitality. See Chapter 8 of the Player's Handbook for more on temporary hit points.

## Shadowmind

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Power Points Per Day	Special	Powers Discovered
1	+0	+0	+0	+2	*see text	Subsionic feats, control shadow	+1 level psion
2	+1	+0	+0	+3	*see text	Subsionic defense +1, low-light vision	+1 level psion
3	+1	+1	+1	+3	*see text	Subsionic power +1, tainted construction	+1 level psion
4	+2	+1	+1	+4	*see text	Subsionic shield	+1 level psion
5	+2	+1	+1	+4	*see text	Subsionic defense +2	+1 level psion
6	+3	+2	+2	+5	*see text	Subsionic power +2	+1 level psion
7	+3	+2	+2	+5	*see text	Dream travel, darkvision	+1 level psion
8	+4	+3	+3	+6	*see text	Subsionic defense +3, greater subsionic shield	+1 level psion
9	+5	+3	+3	+6	*see text	Subsionic power +3, shadow body	+1 level psion
10	+5	+3	+3	+7	*see text	Subsionic double	+1 level psion

"Don't be afraid of the dark."

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Some psionic characters who delve into the subconscious mind are cautious and unlock its secrets slowly. Others choose to embrace it and recklessly hurl themselves into the abyss of the subconscious mind. Psionic characters that choose this path are known as shadow minds. Unlike their arcane counterpart the shadow adept (Forgotten Realms Campaign Setting) they have found it relatively easy to understand and control the very substance of shadow with relatively little sacrifice to their psionic studies.

## Requirements

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

**Alignment:** Any nongood.

**Manifesting:** Ability to manifest a 3rd-level power.

**Skills:** Knowledge (psionics) 8 ranks, Psicraft 8 ranks.

**Feats:** Conjunctive Mind and any metapsionic feat.

## Class Skills

The shadow mind's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (psionics) (Int), Profession (any) (Wis), Remote View (Int), Psicraft (Int). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

## Class Features

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

**Hit Die:** d4.

**Weapon and Armor Proficiency:** A shadow mind gains no proficiency in any armor or weapons, though they retain any knowledge gained from former classes.

**Power Points:** When they gain a level, shadow minds gain power points per day as though they gained a level of psion. These power points are added to the characters' previous totals. Shadow minds gain bonus power points based on the key ability score for their primary ability. If a character previously could not gain bonus power points for high ability scores (as is the case for psychic warriors), he now chooses a primary discipline and can gain bonus power points based on the related ability score.

**Powers Discovered:** Shadow minds discover powers each level as though they gained a level of psion. Powers are chosen from the psion power list. The effective manifester level of a shadow mind is increased by one for each level of the prestige class.

**Psionic Combat:** Psionic attack and defense modes are discovered as though the character were a psychic warrior of the same level as the prestige class. (Characters do not forget previously discovered attack and defense modes.)

**Psicrystals:** Shadow mind levels count toward the level of psion for purposes determining psicrystal intelligence and special abilities. Psicrystals are a class ability of psions. You must take at least one level of psion if you wish to encode a psicrystal.

**0-Level Powers:** Shadow mind levels count toward the level of psion for purposes determining the number of free manifestations per day of 0-level powers.

**Subsionic Feats:** A shadow mind gains the Insidious Mind, and Tenacious Mind feats at 1st-level and the Tainted Construction feat at 3<sup>rd</sup>-level.

**Control Shadow (Sp):** A shadow mind can manifest the *control shadow* power for free a number of times per day equal to his level of shadow mind. The shadow mind can manifest *control shadow* as though he has the power on his list of known powers. He can manifest the power even if he does not meet the minimum ability score requirement.

**Subsionic Defense (Ex):** At 2nd-level and for every three levels after that, the shadow mind gains another point of subsionic defense. Add this value to a shadow mind's saving throws against powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

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

**Subsionic Power (Ex):** At 3rd-level and for every three levels after that, the shadow mind gains another point of subsionic power. Add the subsionic power value to the DC for saving throws and manifester level checks to overcome power resistance for powers the shadow mind manifests from the Metacreativity, Clairsentience, and Telepathy disciplines. This stacks with other spell/power effects that affect the specified powers.

**Subsionic Shield (Sp):** A shadow mind can create a mobile disk of purple-black force as a standard action. The subsionic shield is made up of shadowstuff and psychokinetic force and intercepts attacks, providing a +7 cover bonus to Armor Class and three-quarters concealment (30% miss chance) against attacks from the other side of the shield. The disk protects you only against attacks from one direction. You designate half the battlefield (with yourself on the dividing line) as being blocked by the shield. The other half is not. You can change the defensive direction of the shield (that is, rotate the dividing line) once as a free action on each of your turns. You can see and reach through the shield and it moves out of the way when you attack, so it does not provide cover or concealment to opponents.

The *subsionic shield* lasts 1 round per manifester level per day and need not be used all at once. Creating or dismissing a *subsionic shield* is a standard action.

**Dream Travel (Sp):** A shadow mind can manifest the *dream travel* power for free once per day. The shadow mind can manifest *dream travel* as though he has the power on his list of known powers. The shadow mind can manifest the power even if he does not meet the minimum ability score requirement.

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

**Greater Subsionic Shield (Sp):** The *greater subsionic shield* acts much like the *subsionic shield* with the following exception: At 8th level, the greater subsionic shield grants power resistance of 12 + the character's shadow mind level on attacks against the shadow mind that originate from the other side of the shield, as if the shadow mind were under the effects of the *power resistance* power.

**Shadow Body (Sp):** A shadow mind can manifest the *shadow body* power for free once per day. The shadow mind can manifest *shadow body* as though he has the power on his list of known powers. He can manifest the power even if he does not meet the minimum ability score requirement.

**Subsionic Double (Sp):** Once per day a shadow mind can use a standard action to create a double of himself woven from shadowstuff and psychokinetic force. The double looks, sounds, and smells like its creator and has the ability scores, base AC, hit points, saves, and attack bonuses as its creator, but no equipment. (Any apparent clothing or equipment is nonfunctional.) The double mimics the shadow mind's actions (including speech) unless he concentrates on making it act differently. It can attack the creator's enemies if given a weapon or items (since it can use anything its creator can).

The shadow mind can see through its eyes and hear through its ears as if he were standing where it is, and during his turn in a round he can switch from seeing through its eyes to seeing normally, or back again. If he desires, any power he manifests whose range is touch or greater can originate from the double instead of from him. (The double is quasi-real – just real enough to manifest powers that the creator originates.) The double can manifest powers on itself only if those powers affect shadows.



Mentally commanding the double is a free action. Using it as the originator of a power counts as an action for the creator and the double. The shadow mind must maintain a line of effect to the shadow at all times. If his line of effect is obstructed, or he manifests *teleport*, *plane shift* or similar power that breaks his line of effect, even momentarily, the double is dismissed. Causing the creator or the double to leave the plane they share dismisses the double.

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

## Subsionics

The psionic activity of the subconscious mind lies just below the level of awareness. In this level, a darker, more insidious side of the psyche resides. While most psionic characters never venture into the subconscious mind, some have embraced it. The subconscious mind provides a psionic character with an alternate conduit for manifesting powers.

Skilled manifesters that utilize the subconscious mind can manifest powers that are extraordinarily difficult for normal psionic creatures to perceive, counter, or nullify.

Those who utilize their subconscious mind suffer some disadvantages. First, the thoughts and secrets of the subconscious mind are disquieting and injurious to the mortal mind. Second, while the conscious mind serves equally well for any kind of power, the subconscious mind is best for the disciplines of Metacreativity, Clairsentience, and Telepathy, and it is unsuited to the Psychometabolism, Psychoportation, and Psychokinesis disciplines. Third, powers with a visible display (Vi) that involve the creation of light no longer create any visible light; creatures with darkvision can, however, see these powers.

Finally, the more familiar a mortal becomes with the secrets of the subconscious mind, the more divorced they become from the conscious mind. An accomplished subspsionic character can manifest powers that normal psionic creatures find difficult to detect, counter, or nullify, but the subspsionic character becomes similarly unable to affect powers manifested by the conscious mind.

## Subspsionic Items

Psionic items created by those who use the subconscious mind are rare and dangerous. These items are nearly identical to items created by the conscious mind, but the differences that exist are profound.

Powerlike effects manifested from subspsionic items have the same benefits and limitations that a subspsionic manifester has: Effects from the Metacreativity, Clairsentience, and Telepathy disciplines gain a +1 bonus to their save DCs and +1 bonus on manifester level checks to overcome power resistance. Effects from the Psychometabolism, Psychoportation, and Psychokinesis disciplines have their manifester levels reduced by -1 (though their costs are based on the original manifester level). The reduced manifester level affects the power's range, duration, damage, and any other level-dependant variables the effect might have. The effect's save DC is lessened by -1 and manifester level checks to overcome power resistance suffer a -1 penalty. The DC to nullify psychometabolic, psychoportation, or psychokinetic effects from a subspsionic item is 11 + the reduced manifester level.

Subspsionic items can pose a serious danger to users that are not familiar with the subconscious mind. Activating a subspsionic item through power trigger, command thought, or use-activation deals 1d4 points of temporary ability damage to the user unless the user has the Conjunctive Mind feat. The temporary ability damage is applied to the primary discipline of the psion user; psychic warriors and non-psionic creatures take the loss from their Intelligence. If the item functions continuously, the temporary ability damage occurs at dusk each day or when the user takes off or puts aside the item, whichever comes first.

### Psionic Combat

When a subspsionic creature engages in psionic combat against a normal psionic creature, the Will save DC is modified based on the attack modes chosen. When attacking with mind thrust, psychic crush, or mind blast, you gain a +2 bonus to the Will save DC. However, when attacking with id insinuation or ego whip, you suffer a penalty of -2 to the Will save DC. Similarly, when defending against mind thrust, psychic crush, or mind blast, the Will save DC is lowered by -2 and you have an additional point of mental hardness. However when defending against id insinuation or ego whip your Will save DC is increased by +2 and mental hardness is decreased by -1 point. Combat against another subspsionic creature is handled as normal.

### Feats

#### Conjunctive Mind [Psionic]

You have discovered the dark and dangerous side of the mind that is buried deep within the subconscious.

**Prerequisite:** Ability score from your primary discipline is 15+ (Psychic Warriors, Strength 15+).

**Benefit:** From now on, your powers and psionic combat modes have become integrated with your subconscious mind. You can also activate subspsionic items without taking damage.

Add a +1 to all saving throws of powers you manifest from Metacreativity, Clairsentience, and Telepathy disciplines. You get a +1 bonus on manifester level checks to overcome power resistance for powers from these disciplines.

The subconscious mind proves less than optimal for powers from the Psychometabolism, Psychoportation, and Psychokinesis disciplines. Your effective manifester level for powers you manifest from these disciplines is lessened by -1. (Subpsionic characters cannot manifest powers from these disciplines if they are 1st-level characters.) The reduced manifester level affects the power's range, duration, damage, and any other level-dependant variables the power might have, including nullify checks against you.

From now on any psionic item you create is a subspsionic item.

**Special:** Knowledge of the subconscious mind has a price. When you acquire this feat, you must reduce one of your stats by 2 points. Restorative powers (such as true rejuvenation) do not reverse the stat loss.

#### Insidious Mind [Metapsionic]

You can use your subconscious mind to make your powers harder for normal psionic creatures to detect. Any psionic creature that does not possess the Conjunctive Mind feat is considered to be a normal psionic creature.

**Prerequisite:** Conjunctive Mind.

**Benefit:** When a normal psionic creature employs a powerlike ability, or psionic item, or power (such as detect psionics) that can detect the psionic aura of one of your powers, the normal psionic creature must make a level check (DC 11 + your manifester level) to successfully detect your powers. Similarly, a normal psionic creature attempting to use a power to reveal the effects of one of your powers, such as sense psychoportation, must make a level check to reveal your power's effects. The normal psionic creature can check only once for each power used, no matter how many of your powers effects are operating in an area.

This benefit does not extend to powers you manifest from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

From now on, your ability to detect normal psionic powers is impaired. Any power you use to detect a normal psionic power is successful only if you make a level check against a DC of 9 + the manifester level. This penalty does not extend to powers from the Metacreativity, Clairsentience, and Telepathy disciplines. (You detect them normally.)

#### Tenacious Mind [Metapsionic]

You can use your subconscious mind to make your powers harder for normal psionic creatures to nullify. Any psionic creature that does not possess the Conjunctive Mind feat is considered to be a normal psionic creature.

**Prerequisite:** Conjunctive Mind.

**Benefit:** Your powers resist negation attempts by normal psionic creatures. When a normal psionic creature makes a negate check to negate one of your powers, the DC is 15 + your manifester level. This benefit does not extend to powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

From now on your ability to negate powers manifested by normal psionic creatures is impaired. When you make a negation check to negate a power manifested by a normal psionic creature, the DC is 13 + the opponent's manifester level. This penalty does not extend to powers from the Metacreativity, Clairsentience, and Telepathy disciplines, which you can negate normally.

#### Tainted Construction [Psionic]

As a subspsionic character, you can tap into the subconscious mind when shaping astral constructs.

**Prerequisite:** Conjunctive Mind.

**Benefit:** You can select astral construct abilities from an extended menu. Each special ability can come from your normal menu or Table 1-1: Subspsionic Extended Construct Abilities. Astral constructs you create are formed from a darker tainted ectoplasm and now have the [Evil] descriptor. Their surface is a shimmering black bathed in a deep purple glow.

#### Subspsionic Extended Construct Abilities

##### Menu A

**Lesser Aura of Fear:** Creatures within 10 feet of the construct must make a Will save (DC 5 + 1/2 the construct's HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks. (See Chapter 3 in the *Dungeon Master's Guide* for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

**Lesser Withering:** Each time a target is struck by the construct, it must make a Fortitude save (DC 5 + 1/2 the construct's HD) or take 1 point of temporary ability damage to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with withering or greater withering.

##### Menu B

**Aura of Fear:** Creatures within 10 feet of the construct must make a Will save (DC 10 + 1/2 the construct's HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks and flee from the construct as quickly as they can. (See page 76 of the *Dungeon Master's Guide* for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

**Withering:** Each time a target is struck by the construct, it must make a Fortitude save (DC 10 + 1/2 the construct's HD) or take 1d3 points of temporary ability damage to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with lesser withering or greater withering.

#### Menu C

**Greater Aura of Fear:** Creatures within 30 feet of the construct must make a Will save (DC 15 + 1/2 the construct's HD) or become shaken and suffer a -2 morale penalty on attack rolls, saves, and checks and have a 50% chance to drop what they're holding and flee from the construct as quickly as they can. (See Chapter 3 in the *Dungeon Master's Guide* for fear effects.) Anyone whose HD exceed those of the construct are not affected. This ability cannot be chosen more than once.

**Greater Withering:** Each time a target is struck by the construct, it must make a Fortitude save (DC 15 + 1/2 the construct's HD) or take 1d3 points of temporary ability damage and 1 point of permanent ability drain to the ability score chosen by the manifester at the time the construct is created. This ability cannot be chosen more than once. This ability does not stack with withering or lesser withering.

**Putrescence (Su):** Any creature struck by the construct must make a Fortitude save (DC 10 + 1/2 construct's HD) or contract astral rot (supernatural disease; incubation period 1d6 days; damage 1d3 temporary Constitution). Unlike normal diseases, astral rot continues until the victim reaches Constitution 0 (and dies) or receives a remove disease spell or similar magic (see *Disease in the Dungeon Master's Guide*).

## Psionics-Magic Transparency

For the purposes of power-to-spell interaction with these feats, Enchantment, Illusion and Necromancy are treated the same as the Metacreativity, Clairsentience, and Telepathy disciplines. Evocation and Transmutation are treated the same as the Psychometabolism, Psychoportation, or Psychokinesis disciplines.

Creatures with the Conjunctive Mind feat interact with creatures that have the Shadow Magic feat as though they were the same, gaining no benefits or penalties. Items created by a creature with the Conjunctive Mind feat are considered the same as items created by creatures with the Shadow Magic feat, and they can use shadow magic items as though they had the Shadow Magic feat.

## Forgotten Realms

When using these psionic feats in the *Forgotten Realms* setting, the subconscious mind is directly linked to the shadow weave. Psions that use these feats understand that they are using the shadow weave and are subject to all limitations and penalties that may be imposed as a result.

## Vetha

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				Spells Known			
						1st	2nd	3rd	4th	1st	2nd	3rd	4th
1	+0	+0	+0	+2	Reading the Lake, Improved Caster Level	3	-	-	-	2*	-	-	-
2	+1	+0	+0	+3	Hex Mastery +1	4	-	-	-	3	-	-	-
3	+1	+1	+1	+3	Bonus Language	5	-	-	-	3	2*	-	-
4	+2	+1	+1	+4	Hex Mastery +2	6	3	-	-	4	3	-	-
5	+2	+1	+1	+4	Master Healer	6	4	-	-	4	3	-	-
6	+3	+2	+2	+5	Hex Mastery +3	6	5	3	-	4	4	2*	-
7	+3	+2	+2	+5	Bonus Language	6	6	4	-	4	4	3	-
8	+4	+2	+2	+6	Hex Mastery +4	6	6	5	3	4	4	3	-
9	+4	+3	+3	+6	Bonus Language	6	6	6	4	4	4	4	2*
10	+5	+3	+3	+7	Greater Eyebite	6	6	6	5	4	4	4	3

As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.

### Requirements

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

**Race, Sex, and Age:** Rhennee female, aged 35 or older.

**Feat:** Craft Wondrous Item.

**Heal:** 4 ranks.

**Scry:** 8 ranks.

**Special:** The ability to cast arcane spells without the need of memorization or spellbooks.

### Class Skills

The veth's class skills (and the key ability for each skill) are Innuendo (Wis), Knowledge (Nyr Dyv) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the dark hunter prestige class.

**Hit Die:** d4.

**Weapon and Armor Proficiency:** A veth is proficient with all simple weapons, though she is not proficient with any type of armor or shield, as such things tend to interfere with spellcasting.

**Spells:** Beginning at 1st level, a veth gains the ability to cast a small number of arcane spells. To cast a spell, the veth must have a Charisma score of at least 10 + the spell's level, so a veth with a Charisma of 10 or lower cannot cast these spells. Veth bonus spells are based on Charisma and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When the veth gets "0" spells of a given level, such as 0 1st-level spells at 1 level, the veth gets only bonus spells. A veth without a bonus spell for the level cannot yet cast a spell of that level. The number of spells of a given level that the veth might know from this list is given in the "Veth Spells Known" table. A veth casts spells just as a sorcerer does.

**Improved Caster Level:** When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spell casting classes (in the case of multiple spellcasting classes, she adds her veth levels to whichever level is highest).

**Reading the Lake:** The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear

sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. If a successful Scry check (DC 25) is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the Living Greyhawk campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the Scry check is failed, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

**Hex Mastery:** All vetha are instructed in the art of bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: *bestow curse*, *casus fear*, *charm person*, *charm monster*, *confusion*, *contagion*, *hypnotism*, and *scare*.

**Bonus Languages:** In their travels, the vetha come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the veth achieves a bonus language, choose one tongue from the *Player's Handbook* or the *Living Greyhawk Gazetteer*. The veth can read and write in this language as if she had acquired it in the usual manner. The language must be one with which the veth has had some contact.

**Master Healer:** As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

**Greater Eyebite:** Upon reaching 10th level, a veth may use a gaze attack, as per the spell *eyebite*, two times per day. This is a spell-like ability. The caster level for the spell is the caster's class level in veth.

### Vetha Spell List

**1st-Level** - *alarm*, *animate rope*, *cause fear*, *change self*, *chill touch*, *color spray*, *comprehend languages*, *endure elements*, *hypnotism*, *identify*, *mage armor*, *magic weapon*, *message*, *Nystul's magical aura*, *Nystul's undetectable aura*, *obscuring mist*, *protection from chaos*

**2nd-Level** - *alter self*, *arcane lock*, *blur*, *bull's strength*, *cat's grace*, *continual flame*, *darkness*, *darkvision*, *detect thoughts*, *endurance*, *fog cloud*, *invisibility*, *knock*, *locate object*, *minor image*, *misdirection*, *obscure object*, *protection from arrows*

**3rd-Level** - *clairaudience/clairvoyance*, *dispel magic*, *greater magic weapon*, *gust of wind*, *hold person*, *lightning bolt*, *magic circle against chaos*, *magic circle against evil*, *magic circle against good*, *magic circle against law*, *major image*, *nondetection*, *protection from elements*, *sleet storm*, *slow*, *stinking cloud*, *suggestion*, *tongues*

**4th-Level** - *arcane eye*, *bestow curse*, *charm monster*, *confusion*, *contagion*, *detect scrying*, *dream*, *emotion*, *enervation*, *Evard's black tentacles*, *fear*, *improved invisibility*, *lesser geas*, *locate creature*, *mind fog*, *minor creation*, *phantasmal killer*, *remove curse*

# Virtuoso

From <http://www.wizards.com/dnd/>

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

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

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

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

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

Bards are most often drawn to this prestige class, although rogues, illusionists, and multiclassed combinations of both can also excel in it. Bards tend to perform as musicians or actors, illusionists as stage magicians, and rogues as dancers, tumblers, or sleight-of-hand artists. Characters of most other classes are either not outgoing enough to enjoy being virtuosos, or they find other channels for their extroversion.

## Requirements

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

**Skills:** Perform 10 ranks, Intimidate or Diplomacy 6 ranks.

**Spells:** Able to cast 0-level arcane spells (cantrips).

## Class Skills

The virtuoso's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Wis), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Spellcraft (Int), and Tumble (Dex). See Chapter 4: Skills in Core Rulebook I or skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

## Class Features

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

**Hit Die:** d6.

**Weapon and Armor Proficiency:** Virtuosos gain no new weapon or armor proficiencies.

**Spells per Day/Spells Known:** Since the virtuoso often uses magic to enhance her performances, it's important for her to maintain her arcane studies. Thus, whenever she gains a new virtuoso level, she gains new spells per day and spells known as if she had gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats, new familiar abilities, and so on). This means that she adds her new level of virtuoso to the level of some other spellcasting class she has, then determines spells per day, caster level, and spells known (if formerly a bard or sorcerer) accordingly. If the character had more than one spellcasting class before becoming a virtuoso, she must decide to which class she adds each level of virtuoso for purposes of spells per day and spells known.

**Bardic Music:** At 1st level, the virtuoso gains the bardic music ability if she did not already have it from a previous class. All the bardic music effects (countersong, *fascinate*, inspire competence, inspire courage, inspire greatness, and *suggestion*) become available to her

immediately, subject to their usual Perform skill requirements (see the Bard section in Chapter 3 of the *Player's Handbook*). Countersong requires either a musical or a poetic performance; all others can be produced with any performance type. Each bardic music effect except *suggestion* requires one daily use of either the virtuoso performance ability (see below) or the bardic music ability. *Suggestion* does not require any uses, but the subject must first be *fascinated*.

**Virtuoso Performance:** With an impassioned soliloquy or a haunting melody, the virtuoso can create magical effects beyond even the capabilities of bardic music. Virtuoso performance can be used once per virtuoso level per day. If the virtuoso has bard levels, those stack with virtuoso levels to determine uses per day. Many virtuoso performance effects require more than one of the ability's allotted daily uses. Although many of the names refer to musical performances, the virtuoso isn't actually so limited -- for example, an actor could perform a "sustaining soliloquy" rather than a sustaining song.

As with bardic music, the virtuoso can usually fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word. If the performance forces any target to make a Will save, the only other action the virtuoso can take in the same round is a 5-foot step.

**Sustaining Song:** A 1st-level virtuoso with at least 11 ranks in Perform can sustain her unconscious allies, negating their need for stabilization checks during her performance. Because they're not making stabilization checks, the affected allies are neither stabilizing nor losing hit points. A sustaining song lasts for 5 minutes or until the virtuoso stops performing, whichever comes first. Sustaining song is a supernatural ability.

**Calumny:** A 3rd-level virtuoso with at least 13 ranks in Perform has mastered the fine art of slander and can deliver a performance that makes a specific character or group (class, race, nationality, or the like) appear in the worst light possible. Each member of the audience must make a Will save with a DC equal to the virtuoso's Perform check result. Success negates the calumny effect; failure shifts that individual's attitude toward the target by one category -- that is, from friendly to indifferent, from indifferent to unfriendly, or from unfriendly to hostile (see Table 5-4: Influencing NPC Attitude in the *Dungeon Master's Guide*). Furthermore, each affected creature gains a +2 morale bonus on all opposed social interaction checks against the target. Calumny lingers in the minds of affected audience members for 24 hours per daily use of virtuoso performance applied to the calumny attempt. For example, a 7th-level bard/3rd-level virtuoso could apply seven daily uses of virtuoso performance to a song of anti-duergar sentiment. All who heard it and failed their Will saves would be affected for a week, and the virtuoso would have three virtuoso performance uses left that day. Calumny is a supernatural, mind-affecting, language-dependent ability.

**Jarring Song:** A 4th-level virtuoso with at least 14 ranks in Perform can inhibit spellcasting. Anyone attempting to cast a spell during a jarring song must make a Concentration check (DC 15 + the spell level). Success allows normal completion of the spell; failure means it is lost. A jarring song requires three daily uses of virtuoso performance and is a supernatural, sonic ability.

**Sharp Note:** A 5th-level virtuoso with at least 15 ranks in Perform can sharpen the blades of all piercing and slashing weapons within a 10-foot radius. The affected weapons function as if a 6th-level sorcerer had cast a *keen edge* spell on them, except that the effect lasts only 10 minutes. *Sharp note* requires three daily uses of virtuoso performance and is a spell-like, transmutation ability.

**Mindbending Melody:** A 6th-level virtuoso with at least 16 ranks in Perform can *dominate* a humanoid that she has already *fascinated*. This ability functions exactly like a *dominate person* spell cast by a 9th-level sorcerer. The target can make a Will save (DC 15 + the virtuoso's Charisma modifier) to negate the effect. A *mindbending melody* requires two daily uses of virtuoso performance and is a spell-like, mind-affecting, language-dependent, *charm* ability.

**Greater Calumny:** A 7th-level virtuoso with at least 17 ranks in Perform can whip her audience into a frenzy of loathing. Greater calumny functions exactly like calumny, except that the audience's attitude is shifted two categories (indifferent to hostile, for example), and each affected audience member gains a +4 morale bonus on all opposed social interaction checks with the target. Greater calumny is a supernatural, mind-affecting, language-dependent ability.

**Magical Melody:** An 8th-level virtuoso with at least 18 ranks in Perform can empower allied spellcasters, raising their effective caster levels by +1 each for the purposes of spell effects and

spell resistance checks. This effect lasts as long as the performance does. Magical melody requires two daily uses of virtuoso performance per minute maintained. It is a supernatural ability.

**Song of Fury:** A 9th-level virtuoso with at least 19 ranks in Perform can enrage her allies. This ability functions exactly like barbarian rage on all willing allies within 20 feet, and it lasts as long as the virtuoso continues her performance. Song of fury requires three daily uses of performance per round maintained. It is a supernatural, mind-affecting ability.

**Revealing Melody:** A 10th-level virtuoso with at least 20 ranks in Perform can reveal all things as they actually are. All those who hear the *revealing melody* are affected as if by a *true seeing* spell cast by a 17th-level sorcerer. The effect lasts as long as the song does. *Revealing melody* requires two daily uses of virtuoso performance per round maintained and is a spell-like, divination ability.

# Warpriest

From <http://www.wizards.com/dnd/>

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rally
2	+2	+3	+0	+0	Inflame
3	+3	+3	+1	+1	-
4	+4	+4	+1	+1	Impart Maneuvers
5	+5	+4	+1	+1	Heroes' feast
6	+6	+5	+2	+2	Divination
7	+7	+5	+2	+2	Mass haste
8	+8	+6	+2	+2	Mass fear
9	+9	+6	+3	+3	Mass heal
10	+10	+7	+3	+3	Implacable Foe

**Spells (if any):** A warpriest casts spells as a cleric of the same level, and gains access to the prestige domains of Domination (if he channels negative energy) or Glory (if he channels positive energy) from this book. See Table 3-6: The Cleric in the *Player's Handbook* for how many spells the warpriest receives each day. Warpriests cannot spontaneously cast *cure* or *inflict* spells, even if they have levels of cleric that would normally allow it.

Most common in Furryondy, the warpriest is a cleric devoted to combat and supporting combatants.

Warpriests are fierce, earthy clerics who pray for peace but prepare for war. Their strong wills, powerful personalities, and devotion to their deities make them fearsome combatants. Clerics make good warpriests. Other classes need levels of cleric before they can qualify as warpriests because of the domain requirements.

NPC warpriests spend their time preparing for war. This includes personal training for combat, prayer, training with the local ruler's army, and studying history. Warpriests tend to have the more extroverted characteristics associated with their deities. Occasionally they can be found scouting terrain in peacetime, and some have been known to hide their identities to spy on enemy nations. Rarely do they go on adventures, and when they do it's for some artifact or wondrous weapon to increase their prowess as warpriests.

## Requirements

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

**Base Attack Bonus:** +5

**Diplomacy ranks:** 5

**Sense Motive ranks:** 5

**Feats:** Combat Casting, Leadership

**Domains:** To become a warpriest, the character must already have access to the domains of Destruction, Protection, Strength, or War. A paladin or ranger must be able to cast spells from one of those domains to count as having access to it.

**Special:** Warpriest characters who gain levels outside the warpriest class must make an act of atonement (see *atonement* in Chapter 11: Spells of the *Player's Handbook*) before they can gain further levels of warpriest. Levels of warpriest do not count toward cleric or paladin levels when turning or rebuking undead.

## Class Skills

The warpriest class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (War) (Int), Ride (Dex), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

## Class Features

All of the following are class features of the ancestral avenger prestige class.

**Hit die:** d10

**Weapon and Armor Proficiency:** Warpriests have proficiency with all simple and martial weapons, all armors, and all shields.

**Rally (Ex):** The warpriest can attempt to rally all allies within sound of her voice (allies are entitled to Listen checks to see if the warpriest affects them). Allies who can hear the warpriest and who have failed a Will saving throw may immediately make another at the same DC, with a +1 morale bonus per level of the warpriest. The warpriest cannot use this ability if she also failed the original Will save.

**Inflame (Ex):** By delivering a stirring speech for at least 5 minutes prior to battle, the warpriest gives those who listen a morale bonus to saving throws against charm and fear effects, and a morale bonus to attack and weapon damage rolls. The bonus varies with every 2 levels of

the warpriest. This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The warpriest also gains the bonus.

Warpriest Level	Bonus to Saving Throws	Bonus to Attack and Damage
2	+2	+1
4	+4	+2
6	+6	+3
8	+8	+4
10	+10	+6

**Impart Maneuvers (Su):** A warpriest can impart a single feat to all allies within 100 feet plus 10 feet per caster level. The feats must be directly related to combat, and must not have more than 2 other feats as prerequisites. This ability cannot impart weapon proficiencies. For instance, a warpriest could impart Expertise, Improved Disarm, Improved Trip, Mounted Archery, Mounted Combat, Trample, Ride-By Attack, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Power Attack, Cleave, Improved Bull Rush, or Sunder. This effect lasts 5 minutes plus 1 minute per level of the warpriest. The warpriest also gains the feat.

**Heroes' Feast (Sp):** Once per day, the warpriest may cast *heroes' feast* without preparation as a cleric of the same level as the warpriest.

**Divination (Ex):** Experts in tactics and strategy, warpriests can often predict what an opponent will do. At 6th level, warpriests gain access to the Divination prestige domain (see Chapter 4 of this book) and gain that domain's granted ability.

**Mass Haste (Sp):** Starting at 7th level, the warpriest can cast *mass haste* a number of times per day equal to her warpriest level. This is in addition to the warpriest's spells per day.

**Mass Fear (Su):** The mere presence of a warpriest can strike fear into the hearts of her enemies. At 8th level, the warpriest gains a gaze attack with a range of 100 feet. The warpriest can affect one target per level per day with this attack, and affects any enemies who can see her. The targets must save as if the warpriest cast *fear*. This is in addition to the warpriest's spells per day.

**Mass Heal (Sp):** Starting at 9th level, the warpriest can cast *mass heal* a number of times per day equal to her warpriest level. This is in addition to the warpriest's spells per day.

**Implacable Foe (Sp):** By 10th level, the warpriest can channel enough positive energy to allies within a 100-foot radius that they will continue to fight even after suffering mortal wounds. Using this ability is a move-equivalent action and requires Concentration. While in use, allies within the radius who suffer enough damage to become disabled, dying, or dead ignore the effects of that damage and continue fighting. Disabled or dying characters must keep track of further damage. When the ability ends -- because the warpriest stops concentrating, fails a Concentration check, or becomes disabled or worse -- then the full effects of all damage take effect.

## If You Don't Have the Epic Level Handbook

The Following is an Excerpt from Dragon Magazine #297, which explains some ways of using the features listed in the epic prestige classes in a campaign that does not use the Epic Level Handbook

Although The Epic Level Handbook will help you get the full benefit of this article, you can still use it for your game even if you don't own the book. If you aren't yet ready for epic-level games, consider using this article as a tool to help you prepare your player character or your players for epic-level play. With a little creativity, you can use many elements of this article right away,

This article presents many interesting and powerful abilities, and any of them can be used in a non-epic game.

A DM can create new monsters based on any of these exciting abilities. For example, the unholy ravager's corrupting touch and desecrating aura would make great abilities for a new type of undead.

If a particular ability appeals to a player, consider imbuing a magic-item with the ability. Perhaps the PC must undergo a challenging quest and prove his worth before being granted the magic item, or maybe he claims it as his reward for killing his arch-nemesis.

Perhaps one of the abilities presented here would work with a prestige class a PC already has. For example, the perfected one's graceful movement ability could also be a useful high-level ability for a thief acrobat (Song and Silence) who wishes to continue advancing in that prestige class.

Players or DMs could also import these abilities into their game by creating new spells that mimic the abilities' powers. For example, a druid PC might uncover a spell based on the world's friend ability (world guardian prestige class) after discovering a long-forgotten druidic burial site.

You don't have to be epic to use this article. Your imagination is your only limit!

## Arcane Lord (epic)

From Dragon #297 (July 2002)

Level	Special	Spells per Day
1	Bonus metamagic feat	+1 level of existing arcane spellcasting class
2	New spell	+1 level of existing arcane spellcasting class
3	Recall spell 1/day	+1 level of existing arcane spellcasting class
4	New spell	+1 level of existing arcane spellcasting class
5	Expanded spell power i/day	+1 level of existing arcane spellcasting class
6	New spell, bonus metamagic feat, recall spell 2/day	+1 level of existing arcane spellcasting class
7	Gauge weakness 1/day	+1 level of existing arcane spellcasting class
8	New spell	+1 level of existing arcane spellcasting class
9	Recognize spell, recall spell 3/day	+1 level of existing arcane spellcasting class
10	New spell, arcane mastery, expanded spell power 2/day	+1 level of existing arcane spellcasting class

When wizards dream, they dream of becoming arcane lords. The arcane lord is a true master of spellcasting, able to shape her arcane magics in ways that lesser beings can only dream of doing. In the arcane lord's opinion, if there is anything about arcane spells that she doesn't already know, it probably isn't worth knowing. Some might call this arrogance, but the arcane lord doesn't care what others think. To her, all that matters is the pursuit of the arcane and the mastery of things magical.

As the name suggests, the arcane lord prestige class is most appealing to arcane spellcasters. Generally speaking, sorcerers and wizards have the most to gain from this class. A bard highly dedicated to spellcasting could pursue this path as well. Other classes don't have much hope of qualifying for the high requirements and should look elsewhere for epic power.

NPC arcane lords are usually solitary individuals, preferring to spend time mastering their craft rather than interacting with those who can't possibly understand their pursuits. Since so few exist, congregations of arcane lords are rare. Of course, if the situation warrants, an arcane lord stands ready to defend herself, her home, and her allies. While most arcane lords might care little for those around them, even they see the benefits of strategic alliances with local emperors, princes, and high priests.

### Requirements

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

**Knowledge (arcana):** 25 ranks.

**Spellcraft:** 25 ranks.

**Feats:** Skill Focus (Spellcraft), plus any five metamagic feats.

**Epic Feats:** Improved Spellcasting.

**Spellcasting:** Ability to cast 10th-level arcane spells.

### Class Skills

The arcane lord's class skills (and the key ability for each skill) are: Concentration (con), Knowledge (arcana) (int), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d6

**Weapon and Armor Proficiency:** Characters gain no new proficiency in armor or weapons when they take a level of arcane lord.

**Spells Per Day/Spells Known:** At every level, the arcane lord gains new spells per day and spells known as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus metamagic or item creation feats). If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for

that epic class. If the character possessed more than one arcane spellcasting class before she became an arcane lord, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day when she adds the new level (although she must choose a class in which she can cast 10th-level arcane spells).

**Bonus Metamagic Feat:** A 1st-level arcane lord gains a bonus metamagic feat, which can be either epic or non-epic. Every 5 levels thereafter (6th, 11th, 16th, and so on), the arcane lord gains another bonus metamagic feat.

**New Spell (Ex):** At 2nd level and every other level thereafter, the arcane lord may learn one new arcane spell of any level she can cast. If she uses a Spellbook, she may scribe this spell into her Spellbook at no cost. Otherwise, the spell is simply added to the arcane lord's list of spells known. This spell knowledge is in addition to any she might gain from other sources.

**Recall Spell (Su):** At 3rd level, the arcane lord can use a standard action to recall any spell she has already cast within the past hour. Essentially, the character regains the prepared spell (in the case of characters who prepare spells) or the spell slot (in the case of characters who don't prepare spells). The arcane lord gains one additional use of this ability per day for every three levels after 3rd gained in this class (1/day at 3rd, 2/day at 6th, 3/day at 9th, and so on).

**Expanded Spell Power (Ex):** Beginning at 5th level, the arcane lord can (once per day) cast any spell that has an effect that is capped by level (such as fireball) as if the cap were twice the listed amount. For example, an arcane lord could cast a fireball that dealt 20d6 damage, rather than the normal maximum of 10d6, or a magic missile that fired 10 missiles, rather than the normal maximum of 5. The arcane lord's caster level still applies to such limits; for instance, even though a delayed blast fireball cast with expanded spell power has a new maximum damage of 30d8, an arcane lord whose caster level is 25 would only deal 25d8 points of damage with the spell.

For every 5 levels gained after 5th (10th, 15th, and so on), the arcane lord can use this ability one additional time per day. This power does not stack with the effects of the Enhance Spell epic feat.

**Gauge Weakness (Su):** At 7th level, the arcane lord may spend a standard action to analyze any single foe that he can see (even via a scrying effect). The arcane lord instantly knows all of that foe's current save bonuses (Fortitude, Reflex, and Will), thus allowing the arcane lord to better tailor her spell choice for the encounter. If the target's save bonuses change at a later time, the arcane lord is not automatically privy to this information. For every 10 levels beyond 7th (17th, 27th, and so on), the arcane lord may use this power one additional time per day.

**Recognize Spell (Ex):** At 9th level, the arcane lord instantly knows when an arcane spell is cast within line of sight, even if she can't see or hear the caster. The arcane lord also knows with unerring precision exactly what the spell is (including any metamagic effects). This ability doesn't grant any bonus to saves, but it can help the arcane lord's counter-spell efforts immensely.

**Arcane Mastery (Su):** At 10th level, the arcane lord may, once per day, re-roll a random effect of any arcane spell she has just cast, for instance, she could re-roll damage from a meteor swarm, the effect of a confusion spell, or any other effect determined by a random roll of the dice. The character may then use either result. For every 10 levels beyond 10th (20th, 30th, and so on), the arcane lord may use this power one additional time per day, but not more than once per spell.



## Celestial Paragon (epic)

From <http://www.wizards.com/dnd/>

Level	Special	Spells per Day
1	Radiant aura, planar diplomacy	+1 level of existing divine spellcasting class
2	Aura of menace	
3	Celestial metamagic 1/day	+1 level of existing divine spellcasting class
4	Holy strike +1d6	
5	Healing touch 1/day	+1 level of existing divine spellcasting class
6	Celestial metamagic 2/day	
7	Timeless body	+1 level of existing divine spellcasting class
8	Holy strike +2d6	
9	Celestial metamagic 3/day	+1 level of existing divine spellcasting class
10	Divine transformation, healing touch 2/day	

The celestial paragon embodies the divine power of good and righteousness. She channels the holy power of the Upper Planes in her battles against the forces of evil. Eventually, a celestial paragon transcends her normal form and becomes a celestial being.

Most celestial paragons are paladins or good clerics, though an occasional druid or ranger aligned with the forces of good follows the path. Multiclass fighter/clerics or monk/clerics make excellent celestial paragons. Other classes either lack the divine connection to the holy powers or aren't interested in such pursuits.

NPC celestial paragons are champions of good. At lower levels, they may work with other similarly minded individuals, but by higher levels they often serve at the right hand of their deities.

### Requirements

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

**Alignment:** Any good.

**Skills:** Knowledge (the planes) 10 ranks, Knowledge (religion) 25 ranks.

**Feats:** Extended Lifespan.

**Spells:** Able to cast 4th-level divine spells.

**Special:** Must pledge to serve the greater cause of good.

### Class Skills

The celestial paragon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (any), Sense Motive (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the celestial paragon prestige class.

**Hit Die:** d8.

**Weapon and Armor Proficiency:** The celestial paragon gains no proficiency in armor or weapons.

**Spells per Day/Spells Known:** At every odd-numbered level, the celestial paragon gains new spells per day as if she had also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. She does not, however, gain any other benefit a character of that class would have gained (such as improved turning or *lay on hands* ability). If the character had more than one divine spellcasting class before

becoming a celestial paragon, the player must decide to which class to add the new level for the purpose of determining spells per day (though she must choose a class in which she can cast at least 5th-level divine spells).

**Planar Diplomacy (Ex):** The celestial paragon may add her class level to any Diplomacy checks made to adjust the attitude of an intelligent creature native to the Upper Planes.

**Radiant Aura (Su):** A celestial paragon radiates bright light (equivalent in effect to the *daylight* spell cast by a character whose level equals the celestial paragon's divine caster level) at all times. The radius of this radiant aura is equal to 10 feet per class level. The celestial paragon can douse or relight this aura as a standard action.

**Aura of Menace (Su):** Beginning at 2nd level, a righteous aura surrounds a celestial paragon when she fights or gets angry. Any hostile creature within a 20-foot radius of her must succeed at a Will save (DC 20 + celestial paragon level + Cha modifier) or be shaken for one day or until it successfully hits the celestial paragon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by that celestial paragon's aura for one day.

**Celestial Metamagic (Su):** Once per day, a celestial paragon of 3rd or higher level can treat any good spell she casts as if it were maximized. This has no effect on the spell's spell level or casting time. She can use this ability one additional time per day for every three levels gained above 3rd.

**Holy Strike (Su):** Beginning at 4th level, the celestial paragon deals +1d6 points of damage whenever she strikes an evil creature with a melee attack. This bonus damage increases by an additional +1d6 for every four levels gained above 4th.

**Healing Touch (Su):** A 5th-level celestial paragon can heal injuries and other afflictions with her touch. Treat this as a *heal* spell, except that it cures 100 + 10 per class level hit points of damage instead of restoring all hit point damage. The celestial paragon may use her healing touch one additional time per day for every five levels gained above 5th.

**Timeless Body (Ex):** After achieving 7th level, the celestial paragon no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the celestial paragon still dies of old age when her time is up.

**Divine Transformation:** At 10th level, the divine paragon becomes a native outsider. Her type changes to outsider, though she may still be raised or resurrected as normal. She also gains the good subtype. Thanks to this transformation, the celestial paragon gains SR equal to 31 + her class level.

### Ex-Celestial Paragons

A celestial paragon who becomes nongood or who willingly commits an evil act loses all features of the celestial paragon class and cannot progress in levels as a celestial paragon. She regains her abilities and may continue to advance in the class if she atones for her violations in the presence of a good deity.

## Divine Emissary (epic)

From <http://www.wizards.com/dnd/>

Level	Special
1	Divine inspiration 1/day, granted domain
2	Extra smite 2/day
3	Greater planar ally 1/day
4	Divine inspiration 2/day
5	Extra smite 3/day
6	Bonus feat
7	Divine inspiration 3/day
8	Extra smite 4/day
9	Divine hand 1/day
10	Divine inspiration 4/day

Deities have need of powerful servants, many of whom are epic clerics, paladins, and other characters. Some gods also have special, handpicked agents who speak with their authority. However, the same deities may choose a single proxy through whom a little of their own power flows.

Called divine emissaries, these characters are second to none in the god's favor. They act with that god's full blessing and some of its divine power. Divine emissaries who abuse their powers (in the eyes of the deity) may be stripped of them.

Divine emissaries are often instruments of war, and thus paladins and blackguards are often chosen to serve this role. However, some deities also choose clerics. Despite being the highest representative of a deity, a divine emissary usually travels with comrades who supplement the emissary's strength.

When a deity gives an important decree to mortals, lesser agents often serve as that deity's voice. But when a god needs to back up its decrees with force, a divine emissary has a new mission.

### Requirements

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

**Base Attack Bonus:** +23.

**Feats:** Weapon Focus (deity's favored weapon).

**Epic Feat:** Great Smiting.

**Skills:** Knowledge (religion) 10 ranks.

**Special:** Must have a patron deity. Furthermore, the potential divine emissary must complete some quest that furthers his deity's goals so much that it impresses the deity. If the deity has no other divine emissary (or is willing to oust the current divine emissary), the god may choose the character. The DM makes this choice, not the player.

### Class Skills

The divine emissary's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I or Chapter 2: Skills in Core Rulebook IV for skill descriptions.

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

### Class Features

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

Hit Die: d10.

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

**Special Mount:** If he has one, the divine emissary's special mount continues to increase in power. Every five levels after 1st (6th, 11th, 16th, and so on), the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the divine emissary's class level + the class level that provided the special mount + 5.

**Granted Domain (Ex):** A divine emissary gains access to one of his deity's domains, as well as the granted power of that domain. The extra domain expands a paladin's selection of spells, but he does not gain the ability to cast higher-level spells than he otherwise could. Clerics gain an additional domain but otherwise use the rules for preparing spells from their domains normally.

**Divine Inspiration (Sp):** A divine emissary gains a +2 luck bonus on his attack and damage rolls for 10 rounds, once per day at 1st level, plus one additional time per day every three levels thereafter (4th, 7th, 11th, and so on).

**Extra Smite (Su):** A divine emissary can use his smite ability two extra times per day, plus one additional time per day every three levels thereafter (5th, 8th, 11th, and so on). To determine the damage with any smite attack, a divine emissary adds together his divine emissary levels and class levels that originally conferred the smite ability.

**Greater Planar Ally (Sp):** The emissary can call a *greater planar ally* (as the spell) once per day at 3rd level, plus one additional time per day every 10 levels thereafter (13th, 23rd, 33rd, and so on). The ally does not request a return favor when a divine emissary uses this ability.

**Bonus Feats:** The divine emissary gains a bonus feat at 5th level and an additional bonus feat every ten levels thereafter (15th, 25th, 35th and so on). These bonus feats must be selected from the following list: Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

**Divine Hand (Su):** Sometimes the divine emissary feels the touch of his deity. As a free action, the emissary gains a +20 sacred (or profane if appropriate) bonus on his next melee or ranged attack roll, as long as the attack is made with the deity's favored weapon. The emissary can use divine hand once per day at 9th level, plus one additional time per day every ten levels thereafter (19th, 29th, and so on).

## Empowered (epic)

From *Dragon #308* (June 2003)

Level	Special
1	Great Wisdom
2	
3	Will to power
4	Great Wisdom, power of ascendancy +1d6
5	godless ground 1/day
6	Will to power, to stand alone
7	Great Wisdom
8	power of ascendancy +2d6
9	Will to power
10	Great Wisdom

The empowered believe just as fervently as their ordinator counterparts. But where ordinators worship the divine and rely on it to carry them above the mortal realm, the empowered place their faith in the raw abilities of the common person. They live by the belief that only will separates mortal from god. The realm of the divine is accessible to anyone if he but perseveres on the trail to attain it. Ordinators passionately serve their god to gain a taste of that power. The empowered don't wait for a gift—they hunt power down and take it for themselves.

The empowered look about their world and see creatures from other planes of existence that sometimes slay natives by the thousands, other times threaten whole communities, and yet other times ask for or demand worship. But few of these powerful beings actually make their home in this world. They toy with the lives of all who live on the Material Plane, but none are so connected to it as the mortals who dance at their whim. To the empowered, this is unacceptable. Rather than bend a knee and beg for orders from one of these removed masters, such men and women rise to the defense of their fellow mortals, sending a clear and violent message to the alien creatures that play god with their world: Go home.

This staunch rejection of deities might make the empowered sound atheistic, but many are in fact quite spiritual. Instead of investing their spiritual passion in mighty beings from elsewhere, they place their faith in the ability of mortal beings to become everything the gods are and more. More than a few engage in ancestor worship, and all revel in stories of great heroes. In many ways, the empowered are human (or humanoid) supremacists. After all, who better to rule over the world than those who dwell in it?

### Requirements

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

**Base Will Save:** +10.

**Skills:** Concentration 10 ranks. Knowledge (religion) 15 ranks.

**Feats:** Iron Will.

**Epic Feats:** Epic Will.

**Special:** The candidate may not worship outsiders of any kind; if they were clerics or worshippers of a specific god, they must renounce the god and instead become worshippers of a philosophy of idea such good, evil, chaos, humanity, and so on.

### Class Skills

The empowered's class skills (and the key ability for each skill) are: Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal, Knowledge (religion) (Int), Listen (Wis), Swim (Str), Tumble (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8.

**Great Wisdom:** Central to the doctrine of the empowered is the belief that the mortal will can bend the world as surely as divine, if only it grows strong enough. The empowered begins to manifest this ability at 1st level by gaining a +1 bonus to Will saves. This bonus increases by an additional +1 every three levels thereafter.

**Will to Power (Ex):** Already able to mold his own mind with sheer belief, the empowered now turns her attention to her body, fortifying it with willpower and the drive to transcend mortal limitations. She forces it to adapt and become more than human. At 3rd level, the empowered gains additional hit points equal to her Wisdom bonus, and again every three levels thereafter (calculated the same way).

**Power of Ascendancy (Su):** By 4th level, the empowered gains the ability to send a telling message to all outsiders who invade his plane, with a powerful blow that hurts them like no other. When attacking an outsider of any kind, the empowered deals an additional +id6 damage with every successful strike, regardless of the weapon. This bonus damage increases by +id6 every four levels.

**Godless Ground (Su):** At 5th level, the empowered's desire for a world free of outsider meddling manifests itself as more than drive. Once per day, he may sacrifice bonus damage from the power of ascendancy ability (see above) to strike a melee blow that banishes an outsider back to its home plane. The empowered must declare this strike before rolling the attack, and if the attack misses, the ability is wasted. If the attack succeeds, the outsider must make a Will save with a DC of 20 + empowered class level + 2 per damage die sacrificed. If the outsider succeeds, it ignores the banishment and is immune to further banishment attempts from the empowered for 1 month. Failure immediately sends it back to its home plane, where it is trapped for 1 month.

The empowered gains an additional use of this power per day every ten levels.

**To Stand Alone (Su):** The force of the empowered's beliefs becomes so strong that she gains the ability to force it on others. At 6th level, the empowered may make a melee attack against any creature or character that derives its power from an extraplanar source. This includes outsiders with innate abilities (their foreign physiologies qualify as an extraplanar source), as well as spellcasters who derive their powers from outsiders (such as many arcane prestige classes and most clerical classes). If the blow connects, the empowered and the target make opposed Will saves; should the empowered win, the target is cut off from its power for i day. During that time, that being must make do with its mundane abilities. The empowered may use this ability once per day and gains an additional daily use every ten levels.

## Epic Acolyte of the Skin (Outsider) (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Physical power, poison immunity
12	Bonus feat
13	Fiendish heritage (1/day)
14	Acid resistant
15	Improved symbiosis
16	Bonus feat, mental power
17	Fiendish heritage (2/day)
18	Electricity resistant
19	Telepathy
20	Bonus feat, improved symbiosis

By 10th level, the acolyte of the skin is permanently bonded to his fiendish epidermis, transforming his type to outsider. He has a +2 natural armor bonus, a +2 modifier to Dexterity and Constitution, cold and fire resistance 20, 120-ft. darkvision, and a variety of supernatural and spell-like abilities related to his fiendish nature. However, other than the character's spells-per-day progression and bonus feats, no clear pattern of ability gain exists.

Therefore, to continue the acolyte's "journey" into fiendishness, we must extrapolate additional class features for the character. We can do this by examining the half-fiend template, as well as the common powers possessed by demons and devils.

A half-fiend has the following ability modifiers: Str +4, Dex +4, Con +2, Int +4, and Cha +2, which substantially exceeds what the acolyte gains. Occasional ability modifiers might be a good place to start for class features.

In addition, the half-fiend has a list of a dozen potential spell-like abilities, only two of which (poison and summon fiend) the acolyte shares in any form, as well as poison immunity and acid and electricity resistance 20. Here, then, are other good options for the epic character.

Looking at demons and devils, we find that telepathic communication is a common ability. They tend to have high Strength and Constitution, and many are highly intelligent, wise, or charismatic (or all three).

From these elements we put together a reasonable epic class progression for the acolyte of the skin.

### Class Skills

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

### Class Features

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

**Hit Die:** d4.

**Spells:** The epic acolyte's caster level increases by 1 every even-numbered level gained above 10th. In addition, at every even-numbered level, the epic acolyte of the skin gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Physical Power (Ex):** At 11th level, and every 10 levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Strength or Constitution (character's choice).

**Poison Immunity (Ex):** The epic acolyte of the skin becomes immune to poison at 11th level.

**Fiendish Heritage (Sp):** At 13th level, and every 4 levels thereafter (17th, 21st, and so on), the acolyte of the skin gains one daily use of each of the following powers: *desecrate*, *unholy blight*, and *blasphemy*. Use the character's acolyte of the skin level as the caster level.

**Acid Resistant (Ex):** At 14th level, the fiendish skin grants acid resistance 20.

**Improved Symbiosis:** At 15th level, and every 5 levels thereafter, the enhancement bonus needed to bypass the damage reduction of the epic acolyte of the skin increases by +1 (to DR 20/+2 at 15th level, DR 20/+3 at 20th level, and so forth).

**Mental Power (Ex):** At 16th level, and every 10 levels thereafter, the epic acolyte of the skin gains a permanent +2 bonus to Intelligence or Charisma (character's choice).

**Electricity Resistant (Ex):** At 18th level, the fiendish skin grants electricity resistance 20.

**Telepathy (Su):** A 19th-level acolyte of the skin can communicate telepathically with any creature within 100 feet that has a language.

**Bonus Feats:** The epic acolyte of the skin gains a bonus feat (selected from the list of epic acolyte of the skin feats) every 4 levels after 8th.

*Epic Acolyte of the Skin Bonus Feat List:* Armor Skin, Energy Resistance, Epic Spell Penetration, Epic Toughness, Extended Life Span, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Spell Knowledge.

## Epic Berserk (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Beast shape 4/day, battle fury 4/day
13	Bonus feat
14	
15	Beast shape 5/day
16	Battle fury 5/day, bonus feat
17	
18	Beast shape 6/day
19	Bonus feat
20	Battle fury 6/day

The epic berserk is a paragon of battle frenzy who lays waste to all those who would stand in their way.

You can take advantage of your battle fury's similarity to rage by picking up feats such as Chaotic Rage or Thundering Rage. Alternatively, improve your defensive capabilities with Armor Skin, Damage Reduction, or Epic Toughness. Strength is your best friend, so you should put most of your ability increases there, but improving your Dexterity and/or Constitution every now and then is a good idea, too.

**Other Options:** To put an extra dose of terror in your opponents, pick up Wield Oversized Weapon, Terrifying Rage, and Overwhelming Critical, then watch your foes flee with their tails tucked between their legs!

### Class Skills

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

### Class Features

All of the following are class features of the epic berserk prestige class.

**Hit Die:** d12

**Battle Fury (Ex):** The berserk can enter a battle fury one additional time per day for every 4 levels gained after 8th (4/day at 12th, 5/day at 16th, and so on). For the purpose of qualifying for or using epic feats, treat the berserk's battle fury as interchangeable with rage.

**Beast Shape (Su):** The berserk can change to his beast shape one additional time per day for every 3 levels above 9th (4/day at 12th, 5/day at 15th, and so on).

**Bonus Feats:** The epic berserk gains a bonus feat (selected from the list of epic berserk feats) every 3 levels after 10th.

*Epic Berserk Bonus Feat List:* Armor Skin, Chaotic Rage\*, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Mighty Rage\*, Overwhelming Critical, Ruinous Rage\*, Terrifying Rage\*, Thundering Rage\*, Wield Oversized Weapon (new feat; see below).

\*For the purpose of these feats, the berserk's battle fury is treated as rage.

## Epic Constructor (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	--
12	Efficient construction 4, Infused Construction
13	--
14	--
15	Efficient construction 5, Infused Construction, bonus feat
16	--
17	--
18	Efficient construction 6, Infused Construction
19	--
20	Bonus feat

The constructor finds it easy to make the leap into epic psionics, where he continues to create more powerful constructs with greater ease. Epic constructors are often sought out by armies looking to add additional firepower to their arsenal.

### Class Skills

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

### Class Features

All of the following are class features of the epic constructor prestige class.

**Hit Die:** d4

**Powers:** The epic constructor does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic constructor's manifester level increases by 1 per level of epic constructor gained above 10th. The epic constructor's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic constructor's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Efficient Construction:** At 12th-level, and every three levels gained thereafter (15th, 18th, and so on), the epic constructor can manifest *astral construct* and *astral tasker* powers (including *ecto puppet*) at a decreased cost. The number changes by 1 point each time the epic constructor gains this ability. For example, at 12th-level, the cost is decreased by 4 power points, at 15th-level, the cost is decreased by 5 power points, and so on. The minimum cost of manifesting is always 1 power point.

**Infused Construction:** The constructor gains Infused Construction as a bonus feat at 12th-level and every three levels gained thereafter (15th, 18th, and so on).

**Bonus Feats:** The epic constructor gains a bonus feat (selected from the list of epic constructor feats) every 5 levels after 10th.

*Epic Constructor Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic constructors learn "psionically flavored" versions of feats, as appropriate.

## Epic Crystal Master (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	--
12	Epic Embed Gem
13	--
14	Bonus feat
15	--
16	Epic Embed Gem
17	--
18	Bonus feat
19	--
20	Epic Embed Gem

Advancing into the world of epic psionics, the epic crystal master has discovered that she can embed additional gems in her hands, feet, and even head. The process is even more painful than embedding her original five gems. When the procedure is complete, the gem has fused with the epic crystal master's circulatory system in the area of the body in which the gem is placed, and it shows through the skin as a faint shimmer. Because of this, the epic crystal master is usually easily recognizable.

The Epic Embed Gem feat is probably the most useful of the bonus feats available to the epic crystal master.

### Class Skills

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

### Class Features

All of the following are class features of the epic crystal master prestige class.

**Hit Die:** d4.

**Powers:** The epic crystal master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystal master's effective manifester level increases by 1 per level of epic crystal master gained above 10th. The epic crystal master's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic crystal master's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Bonus Feats:** The epic crystal master gains a bonus feat (selected from the list of epic crystal master bonus feats) every 4 levels after 10th.

**Epic Embed Gem:** The epic crystal master gains the Epic Embed Gem feat at 12th, 16th, and 20th levels.

*Epic Crystal Master Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Embed Gem, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystal masters learn "psionically flavored" versions of feats, as appropriate.

### Class Features

#### Epic Embed Gem [Epic] [Psionic]

Your body can handle the stress of embedding additional gems.

**Prerequisites:** Crystal master level 11+, at least five embedded gems.

**Benefit:** You embed one new gem. The gem must come from the list of gems available to the crystal master. Once a part of the body has a gem embedded in it, another gem cannot be embedded in that part of the body. The powers and restrictions on each gem are found with the crystal master prestige class. The level restriction is the minimum level of crystal master needed to take this gem. Each type of gem can be embedded only once.

**Special:** This feat may be taken up to five times. Each time this feat is taken, you can embed an additional gem -- one each in hands, feet, or head. This feat can be taken as a bonus feat by the epic crystal master.

## Epic Crystalsinger (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Metacreative creation 6
12	--
13	Metacreative creation 7, bonus feat
14	--
15	Metacreative creation 8
16	Bonus feat
17	Metacreative creation 9
18	--
19	Metacreative creation 10, bonus feat
20	--

Many crystalsingers continue their advancement into epic psionics so that they can create more powerful psionic items. They learn as much as they can about psionic item creation in the hopes that someday they will learn the secrets of artifact creation.

### Class Skills

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

### Class Features

All of the following are class features of the epic crystalsinger prestige class.

**Hit Die:** d4.

**Powers:** The epic crystalsinger does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic crystalsinger's manifester level increases by 1 per level of epic crystalsinger gained above 10th. The epic crystalsinger's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic crystalsinger's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Metacreative Creation:** At 11th level, the crystalsinger can apply the effects of the Metacreative feat to any items she creates, lowering the level for creation purposes by 6 levels (minimum 1st level). She gains the ability to further lower this at every other level gained thereafter (13th, 15th, and so on). (The Metacreative Creation ability is based on the latest version of the Metacreative feat.)

**Bonus Feats:** The epic crystalsinger gains a bonus feat (selected from the list of epic crystalsinger bonus feats) every 3 levels after 10th.

**Epic Crystalsinger Bonus Feat List:** Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Forge Epic Ring, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the epic crystalsinger may select any item creation feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic crystalsingers learn "psionically flavored" versions of feats, as appropriate.

### Errata for Feat

#### Metacreative [Psionic]

You supplement your craft with psionic inspiration.

**Prerequisite:** Any item creation feat.

**Benefit:** You can create psionic items (including psionic armors and weapons, psionic tattoos, dorjes, power stones, and universal items) as if your effective manifester level were one less than your actual level (minimum 1st level).

You must still be of high enough level to manifest the power in question. You can choose to use or not use this feat on each new psionic item you create.



## Epic Devoted Defender (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Dodge bonus +6, deflect attack +5
12	Defensive strike +5
13	Dodge bonus +7, deflect attack +6
14	Defensive strike +6, bonus feat
15	Dodge bonus +8, deflect attack +7
16	Defensive strike +7
17	Dodge bonus +9, deflect attack +8
18	Defensive strike +8, bonus feat
19	Dodge bonus +10, deflect attack +9
20	Defensive strike +9

As far as pure defense goes, nobody can really hold a candle to the epic devoted defender. This character's charge might as well be protected by a foot of reinforced adamantine.

Your shtick is defense, so consider feats such as Armor Skin, Damage Reduction, and Energy Resistance. On the other hand, it has been said that the best defense is a good offense, and Epic Prowess and Epic Weapon Focus fit that bill nicely. Epic Skill Focus (Listen or Spot) helps you pick out the enemy before he makes his move. More than most other characters, your ability increases depend largely on your favored tactics -- if you prefer to go toe-to-toe against enemies, pick Strength or Constitution, but more defensive-minded individuals should select Dexterity. An occasional Wisdom boost helps some of your important bodyguard skills.

**Other Options:** If you have the Intelligence to qualify (or can spare the ability increases to get there), Epic Combat Expertise can make you extraordinarily hard to hit. Armed Deflection allows you to protect yourself from ranged attacks.

### Class Skills

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

### Class Features

All of the following are class features of the epic devoted defender prestige class.

**Hit Die:** d12.

**Armor Class Bonus:** The devoted defender's dodge bonus to AC improves by +1 every 2 levels above 9th (to +6 at 11th, +7 at 12th, and so on).

**Defensive Strike (Ex):** The bonus gained to attacks of opportunity against adjacent opponents who attack your charge in melee improves by +1 every 2 levels above 10th (+5 at 12th, +6 at 14th, and so on).

**Deflect Attack (Ex):** The bonus to Reflex saves to deflect melee attacks against your charge improves by +1 every 2 levels above 9th (+5 at 11th, +6 at 13th, and so on).

**Bonus Feats:** The epic devoted defender gains a bonus feat (selected from the list of epic devoted defender feats) every 4 levels after 10th.

**Epic Devoted Defender Bonus Feat List:** Armed Deflection (new feat; see below), Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Combat Expertise (new feat; see below), Epic Prowess, Epic Skill Focus (Listen), Epic Skill Focus (Spot), Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Perfect Health, Reflect Arrows.

## Epic Diabolist (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	--
12	--
13	Diabolist 5/day
14	Bonus feat
15	Diabolist +4d6
16	Diabolist 6/day
17	--
18	Bonus feat
19	Diabolist 7/day
20	Diabolist +5d6

The epic diabolist seeks to build her power base and prepare for that inevitable day when she takes her rightful place as one of the rulers of hell itself. Though she may bargain with archdevils, she does so from a position of equality.

The epic diabolist should look to feats that strengthen her greatest power: her spellcasting ability. Epic Spell Focus and Epic Spell Penetration are excellent choices, as are Improved Spell Capacity and Improved Metamagic. Epic Evil Brand displays her allegiance (and power) for all to see. And, of course, vile feats are always attractive.

The epic diabolist's ability increases usually go toward the ability that controls her spellcasting (Intelligence, Wisdom, or Charisma). If she enjoys casting corrupt spells, she should also consider boosting any ability commonly drawn upon by such spells.

**Other Options:** Epic diabolists with divine spellcasting abilities can pick up Improved Alignment-Based Casting. Those looking to build an army should try Epic Leadership and Legendary Commander.

### Class Skills

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

### Class Features

All of the following are class features of the epic diabolist prestige class.

**Hit Die:** d4.

**Spells:** The epic diabolist's caster level increases by 1 per level gained above 10th. In addition, at every level, the epic diabolist gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Diabolist:** At 13th level, and every 3 levels thereafter, the diabolist can choose to grant one of her spells greater magical power one additional time per day.

At 15th level, and every 5 levels thereafter, the unholy damage dealt by one of these spells increases by +1d6 (+4d6 at 15th, +5d6 at 20th, and so forth).

**Bonus Feats:** The epic diabolist gains a bonus feat (selected from the list of epic diabolist feats) every 4 levels after 10th.

**Epic Diabolist Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Automatic Violate Spell (new feat; see above), Enhance Spell, Epic Evil Brand (new feat; see above), Epic Reputation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic. In addition, the epic diabolist can select any vile feat (see the *Book of Vile Darkness*) as a bonus feat.

## Epic Diamond Warrior (epic)

From <http://www.wizards.com/dnd/>

Level	Special	Manifester Level
11	Bonus feat	+1
12	--	+1
13	--	--
14	Bonus feat	+1
15	--	+1
16	--	+1
17	Bonus feat	--
18	--	+1
19	--	+1
20	Bonus feat	+1

Although it is uncertain what percentage of the diamond order is comprised of epic diamond warriors, some speculate that achieving epic status is reserved for only the greatest warriors.

Those diamond warriors that reach epic levels are assigned a solo mission by the order. The mission varies for each individual, but it is designed to test the warrior's wits, courage, and martial prowess. Upon successful completion of the mission, they are awarded the *crystal mask of shadows*. These masks are rare within the order, and if one is ever lost, the order makes every effort to retrieve it.

### Class Skills

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

### Class Features

All of the following are class features of the epic diamond warrior prestige class.

**Hit Die:** d8.

**Powers:** The epic diamond warrior does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic diamond warrior's manifester level increases by 1 three levels in a row after 9th before skipping a level in a continuing progression. The epic diamond warrior's number of power points per day does not increase after 10th level.

**Bonus Feats:** The epic diamond warrior gains a bonus feat (selected from the list of epic diamond warrior bonus feats) every 3 levels after 8th.

*Epic Diamond Warrior Bonus Feat List:* Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Uncanny Accuracy. In addition to the feats on this list, the epic diamond warrior may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic diamond warriors learn "psionically flavored" versions of feats, as appropriate.

### New Magical Item

**Crystal Mask of Shadows:** This smooth crystal mask distorts the wearer's features by using an ever-shifting, swirling pattern of smoke within the crystal. On command, the *crystal mask of shadows* allows the character to use the *shadow body* power for up to 1 hour per day. The duration of the *shadow body* need not be consecutive minutes.

*Manifester Level:* 16th; *Prerequisites:* Craft Universal Item, *shadow body*; *Market Price:* 185,000 gp; *Weight:* 1 lb.

## Epic Dragon Disciple (Dragon) (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Natural armor +5
12	Wing slam
13	Breath weapon increase
14	Natural armor +6
15	Bonus feat, enlargement
16	Breath weapon increase
17	Natural armor +7, tail slap
18	Spell resistance
19	Breath weapon increase
20	Bonus feat, natural armor +8, blindsight

Perhaps the most symbolic of the transformational prestige classes, the path of the dragon disciple allows a character to become the most iconic monster of the D&D game: a dragon.

Along the way to reaching dragon apotheosis, the dragon disciple gains claw and bite attacks, natural armor, wings, size, and, of course, a breath weapon. But in most cases, these are only pale reflections of the power of a true dragon. This suggests that the best route for the epic dragon disciple is to improve upon his already formidable draconic powers.

Because the dragon disciple's bonus spell progression doesn't follow an easily discernible pattern, and because the class is quite potent enough without it, the epic progression presented below does not continue the bonus spells.

### Class Skills

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

### Class Features

All of the following are class features of the epic dragon disciple prestige class.

**Hit Die:** d12.

**Natural Armor:** At 11th level, and every 3 levels thereafter, the dragon disciple's natural armor bonus increases by +1 (to +5 at 11th, +6 at 14th, and so on).

**Wing Slam:** At 12th level, the dragon disciple gains the ability to make two wing slam attacks each round (assuming he is at least Medium-size). Wing attacks deal the damage listed in the table below plus one-half the dragon disciple's Strength bonus, and are at a -5 penalty to the attack bonus.

**Breath Weapon Increase:** At 13th level, and every 3 levels thereafter, the epic dragon disciple's breath weapon increases in power and frequency of use. The damage dealt by the breath weapon increases by 2 dice (if it deals 6 dice of damage at 10th level) or by 1 die (if it deals 3 dice of damage at 10th level). The additional dice are of the same type normally dealt by the dragon disciple's breath weapon. In addition, the save DC for the breath weapon increases by 1 point, and the range increases as shown in the table below. Finally, the dragon disciple gains one additional daily use of his breath weapon, though he must wait 1d4 rounds before each use.

**Enlargement:** At 15th level, and every 10 levels thereafter, the dragon disciple's size increases by one step (such as from Large to Huge), to a maximum of Colossal size. The change in size affects the dragon disciple's base natural weapon damage (see below). Apply the appropriate new size modifier to the character's attacks and AC.

If the dragon disciple is already Colossal, he instead gains a +2 bonus to Strength.

**Tail Slap:** At 17th level, the dragon disciple grows a serpentine tail that he can use to deliver tail slap attacks. A tail slap deals the listed damage plus 1 1/2 times the dragon disciple's Strength bonus and is at a -5 penalty to the attack bonus.

**Spell Resistance (Ex):** The 18th-level dragon disciple gains spell resistance equal to 20 + his class level.

**Blindsight (Ex):** The dragon disciple gains blindsight at 20th level, allowing him to ascertain creatures by nonvisual means just as a dragon does. The range of this ability is 30 feet at 20th level, and it increases by 30 feet every 10 levels thereafter.

Size	Bite	Claw	Wing*	Tail Slap**	Line (length)	Cone (length)
Small	1d4	1d3	n/a	n/a	60 ft.	30 ft.
Medium-size	1d6	1d4	1d3	n/a	60 ft.	30 ft.
Large	1d8	1d6	1d4	1d6	60 ft.	30 ft.
Huge	2d6	1d8	1d6	1d8	100 ft.	50 ft.
Gargantuan	2d8	2d6	1d8	2d6	120 ft.	60 ft.
Colossal	4d6	2d8	2d6	2d8	140 ft.	70 ft.

\*Gained at 12th level.

\*\*Gained at 17th level.

**Bonus Feats:** The epic dragon disciple gains a bonus feat (selected from the list of epic dragon disciple feats) every 5 levels after 10th.

*Epic Dragon Disciple Bonus Feat List:* Armor Skin, Damage Reduction, Epic Prowess, Epic Skill Focus (Knowledge [arcana]), Epic Toughness, Extended Life Span, Flyby Attack†, Great Charisma, Great Constitution, Great Strength, Hover†, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Improved Spell Resistance, Snatch†, Spell Knowledge, Wingover†.

†Non-epic feat. Treat the dragon disciple's age category as one-half his class level for the purpose of the Hover feat.

## Epic Dreadmaster (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Dominating aura 80 feet
12	Enhanced leadership +8
13	Dominating aura 100 feet, bonus feat
14	Enhanced leadership +10
15	Dominating aura 120 feet
16	Enhanced leadership +12, bonus feat
17	Dominating aura 140 feet
18	Enhanced leadership +14
19	Dominating aura 160 feet, bonus feat
20	Enhanced leadership +16

The epic dreadmaster rules (or seeks to rule) all he can survey and he keeps his subjects in a constant state of terror. The ultimate tyrant, the dreadmaster satisfies himself with nothing less than total control of his domain.

The typical epic dreadmaster focuses feat selection on those that boost his ability to rule the wills, minds, and souls of others, such as Epic Spell Focus (Enchantment), Epic Reputation, Epic Leadership, and Legendary Commander. Craft Epic Rod allows the dreadmaster to strengthen the symbolic representation of Bane, while Epic Spell Penetration ensures that even powerful outsiders and the like can't escape his dominion.

After Wisdom, which controls the dreadmaster's divine spellcasting capability, Charisma is the character's most appropriate choice for ability increases.

**Other Options:** Dreadmasters can augment their undead-rebuking powers with Negative Energy Burst, Planar Turning, or Undead Mastery.

### Class Skills

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

### Class Features

All of the following are class features of the epic dreadmaster prestige class.

**Hit Die:** d8.

**Spells:** The epic dreadmaster's caster level increases by 1 per level gained above 10th. In addition, at every level, the epic dreadmaster gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Dominating Aura (Su):** The radius of this aura increases by 20 feet every 2 levels beyond 9th (11th, 13th, 15th, and so on).

**Enhanced Leadership (Ex):** The bonus to the epic dreadmaster's Leadership score increases by +2 for every 2 levels after 10th (+8 at 12th, +10 at 14th, and so on). This bonus also applies to the epic dreadmaster's Leadership score if he takes the Epic Leadership feat.

**Bonus Feats:** The epic dreadmaster gains a bonus feat (selected from the list of epic dreadmaster feats) every 3 levels after 10th.

**Epic Dreadmaster Bonus Feat List:** Bonus Domain, Craft Epic Rod, Enhance Spell, Epic Leadership, Epic Reputation, Epic Skill Focus (Intimidate), Epic Spell Focus (Enchantment), Epic Spell Penetration, Epic Spellcasting, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Legendary Commander, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

## Epic Dweomerkeeper (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Mantle of spells (4)
13	Bonus feat
14	Mantle of spells (5)
15	
16	Mantle of spells (6)
17	Bonus feat
18	Mantle of spells (7)
19	
20	Mantle of spells (8)

The epic dweomerkeeper serves as one of Mystra's most trusted and powerful safeguards of the Weave. Few living creatures exceed the epic dweomerkeeper's knowledge of arcane mysteries.

Most epic dweomerkeepers continue their training in metamagic and/or item creation with such feats as Improved Metamagic, Improved Heighten Spell, Craft Epic Staff, or Craft Epic Wondrous Item.

As with most epic spellcasters, ability increases should go to improving the character's spellcasting capability. Regardless, Intelligence is a good second choice since it boosts many of the dweomerkeeper's signature skills.

**Other Options:** Though most dweomerkeepers focus on spellcasting pursuits over more mundane clerical capabilities, feats such as Positive Energy Aura or Negative Energy Burst can come in handy.

### Class Skills

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

### Class Features

All of the following are class features of the epic dweomerkeeper prestige class.

**Hit Die:** d4.

**Spells:** The epic dweomerkeeper's caster level increases by 1 per level gained above 10th. In addition, at every level the epic dweomerkeeper gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Mantle of Spells (Su):** At 12th level, and every 2 levels thereafter (14th, 16th, and so on), the epic dweomerkeeper adds one arcane or divine spell to the list of spells which he can spontaneously convert from other spells. The number in parentheses indicates the total number of spells into which the epic dweomerkeeper can spontaneously convert other spells.

**Bonus Feats:** The epic dweomerkeeper gains a bonus feat (selected from the list of epic dweomerkeeper feats) every 4 levels after 9th.

**Epic Dweomerkeeper Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Skill Focus (Knowledge [arcana] or Spellcraft), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Weapon Focus (ray, energy missile, or touch spell), Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Darkvision, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

## Epic Elemental Savant (Elemental) (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Elemental transformation (Large) 1/day
12	Elemental focus +4
13	Damage reduction 10/+1, ability increase
14	Elemental transformation 2/day, bonus feat
15	Elemental penetration +4
16	Elemental transformation (Huge)
17	Elemental transformation 3/day
18	Elemental focus +5, bonus feat
19	Damage reduction 10/+2
20	Elemental transformation 4/day

At first glance, the elemental savant seems to make for an easy epic progression. Her resistance, elemental focus, and elemental penetration all follow regular patterns of improvement over the 10 levels of the class, suggesting that all one needs to do to continue into epic levels is continue the patterns.

Unfortunately, this is one of those places where the guidelines in the *Epic Level Handbook* simply don't work. Since the elemental savant gains total immunity to her chosen energy type at 10th level, continued improvement of her energy resistance serves no purpose. And if we simply grant an additional +1 to save DCs and spell penetration checks every 3 levels, these numbers quickly outstrip anything obtainable by other spellcasters. By the 20th level of elemental savant (minimum 30th-level character), the save DCs for her chosen energy type will be 7 points higher than those of a typical wizard or sorcerer (turning a difficult save into a near-impossible one), and a typical creature's spell resistance simply won't offer more than a speed bump.

That's not to say that these features can't continue to improve -- they just have to do so more slowly than at non-epic levels. And in addition, we can peruse the elementals in the *Monster Manual* for other options. Certainly the save DC against her special elemental attacks (whirlwind, burn, or vortex) can continue to improve. The ability to transform into an elemental seems like a natural ability to grant, as is damage reduction and other powers traditionally associated with elementals.

### Class Skills

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

### Class Features

All of the following are class features of the epic elemental savant prestige class.

**Hit Die:** d4.

**Spells:** The epic elemental savant's caster level increases by 1 every level gained above 10th. In addition, at every level, the epic elemental savant gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Elemental Special Attacks:** The save DC against the epic elemental savant's special attacks (whirlwind, burn, or vortex) is equal to 20 + 1/2 her number of class levels above 10th + Con modifier.

**Elemental Transformation (Su):** At 11th level, the elemental savant gains the ability to *shapechange* into a Large or smaller elemental of her chosen type (air, earth, fire, or water) once per day as a sorcerer of her class level. She also gains the elemental's supernatural special attacks and special qualities.

For every 3 additional levels gained above 11th, the savant can *shapechange* one additional time per day (twice at 14th, three times at 17th, and so on).

For every 5 additional levels gained above 11th, the elemental savant can take the form of an elemental of one size category greater (Huge at 16th, greater at 21st, and elder at 26th).

**Elemental Focus (Ex):** The save DC for any spell using the epic elemental savant's chosen type of energy increases to +4 at 12th level, and by another +1 every 6 levels thereafter.

**Damage Reduction (Su):** At 13th level, the epic elemental savant gains DR 10/+1. The enhancement bonus required to bypass this DR increases by +1 every six levels thereafter (to 10/+2 at 19th, 10/+3 at 25th, and so forth).

**Ability Increase:** The 13th-level epic elemental savant gains a permanent +2 increase to an ability score based on her chosen element: Strength (earth), Dexterity (air or fire), or Constitution (water). Every 10 levels thereafter, she gains an additional +2 increase to the same ability score.

**Elemental Penetration (Ex):** The competence bonus to the epic elemental savant's caster level checks to defeat spell resistance increases to +4 at 15th level, and by another +1 every 6 levels thereafter.

**Bonus Feats:** The epic elemental savant gains a bonus feat (selected from the list of epic elemental savant feats) every 4 levels after 10th.

*Epic Elemental Savant Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Fortitude (earth, water only), Epic Reflexes (air, fire only), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness (earth, water only), Extended Life Span, Great Constitution (water only), Great Dexterity (air, fire only), Great Strength (earth only), Ignore Material Components, Improved Combat Casting, Improved Darkvision, Improved Spell Capacity, Intensify Spell, Multispell, Penetrate Damage Reduction, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Superior Initiative (air, fire only).

# Epic Guild Wizard of Waterdeep (Epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Bonus language, spellpool (10th)
13	Bonus feat
14	Spellpool (11th)
15	
16	Bonus language, spellpool (12th)
17	Bonus feat
18	Spellpool (13th)
19	
20	Bonus language, spellpool (14th)

As one of the most prestigious and powerful organizations of wizards in all of Faerûn, the Watchful Order of Magists and Protectors count a number of epic-level characters among its membership. Most don't involve themselves in the day-to-day politics of the guild, but their devotion to the cause is second to none.

The epic guild wizard selects feats much like a typical wizard, since she often focuses on metamagic and/or epic magic item crafting feats such as Enhance Spell or Craft Epic Wondrous Item. Epic Spell Focus and Epic Spell Penetration are wise choices, as well. Improved Spell Pool Access, a new feat described below, is a very worthy feat for this prestige class.

As a wizard, Intelligence is your single most important ability score. Constitution is a good choice to boost your hit points and Concentration checks, and you can't argue with the positive effects of a Dexterity increase.

**Other Options:** Make your spellcasting more versatile with Spell Opportunity or Spell Stowaway. Pick up defensive feats, such as Epic Toughness or Energy Resistance, to bolster your fortitude in combat. Epic Spellcasting is useful, though you can't share the results with the rest of the guild.

## Class Skills

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

## Class Features

All of the following are class features of the epic guild wizard of Waterdeep prestige class.

**Hit Die:** d4.

**Spells:** The epic guild wizard's caster level increases by 1 per level gained above 10th. The epic guild wizard's number of spells per day does not increase after 10th level, unless the sum of her class levels contributing to her caster level equals 20 or less.

**Membership:** The epic guild wizard of Waterdeep must continue to carry out the duties and responsibilities of membership, including dues, obedience to rulings, aid to other members, defense of the city, and devotion of personal time and energy.

**Improved Spell Acquisition:** At each level of advancement in the guild wizard prestige class, a character gains three spells of her choice of any level she can cast to add to her spellbook.

**Bonus Language:** At 12th level, and every 4 levels thereafter, the guild wizard can add one additional language to the list of those she already knows. She can include ancient languages (see the section on Language in Chapter 3: Life in Faerûn in the Forgotten Realms Campaign Setting).

**Spellpool:** Beginning at 12th level, an epic guild wizard of Waterdeep can call spells of up to 10th level from the spellpool. For every two additional levels of guild wizard gained, the upper limit of the spell level called from the spellpool increases by +1 (11th-level spells at 14th level, 12th-level spells at 16th level, and so on). The spellpool can't provide epic spells (those created from the epic spellseeds described in Chapter 2 of the Epic Level Handbook).

The percentage chance that a desired spell is available in any 24-hour period is equal to 65% minus 5% per level of the spell, to a minimum of 5% for spells of 12th level or higher. The spellpool otherwise functions just as described in Chapter 1: Magic Variants in Magic of Faerûn.

**Bonus Feats:** The epic guild wizard of Waterdeep gains a bonus feat (selected from the list of epic guild wizard feats) every 4 levels after 9th.

**Epic Guild Wizard Bonus Feat List:** Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Energy Resistance, Enhance Spell, Epic Counterspell (new feat; see below), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Improved Spellpool Access (new feat; see below), Intensify Spell, Multispell, Permanent Emanation, Polyglot, Scribe Epic Scroll, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.



## Epic Hathran (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Bonus feat, fear (4/day)
13	
14	Bonus feat
15	Fear (5/day)
16	Bonus feat
17	
18	Bonus feat, fear (6/day)
19	
20	Bonus feat

As far as outsiders believe, there are no hathrans above the rank of othlor among the Witches of Rashemen. That is because those few hathrans who exceed this level of power keep their identities secret and often disappear from public view. They may continue to work from behind the scenes, but more likely they travel incognito to distant lands or planes of existence in search of greater knowledge.

The epic hathran has perhaps the widest array of bonus feats available to any class. Your choice of feats largely depends on your spellcasting preference (arcane or divine). Former clerics might select Bonus Domain or Improved Alignment-Based Casting, while arcane hathrans probably lean toward improving their metamagic capabilities. Regardless of your background, general feats such as Epic Spell Focus and Epic Spell Penetration come in very handy, and you can't go wrong with Improved Spell Capacity.

Focus on increasing the ability score that controls your spellcasting, whether that is Intelligence, Wisdom, or Charisma, as your primary option. An occasional bump to your secondary spellcasting ability score (since hathran are multiclassed spellcasters) is a reasonable second choice.

**Other Options:** An epic hathran who seeks to become a ruler among her people might consider Epic Leadership or even Legendary Commander.

### Class Skills

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

### Class Features

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

**Hit Die:** d4.

**Spells:** The epic hathran's caster level increases by 1 per level gained above 10th. The epic hathran's number of spells per day does not increase after 10th level.

**Fear:** The epic hathran may use this ability one additional time per day for every 3 levels gained above 9th.

**Bonus Feats:** The epic hathran gains a bonus feat (selected from the list of epic hathran feats) every 2 levels after 10th.

**Epic Hathran Bonus Feat List:** Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

## Epic Illithid Savant (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Lore at will
12	Acquire feat 5, acquire skill 5
13	Acquire class feature 4, acquire special 3
14	Acquire feat 6, acquire skill 6
15	--
16	Acquire class feature 5, acquire feat 7, acquire skill 7
17	Acquire special 4
18	Acquire feat 8, acquire skill 8
19	Acquire class feature 6
20	Acquire feat 9, acquire skill 9

The epic illithid savant believes itself to be a scholar -- a scientist involved in the research of knowledge. It is also among the deadliest, most unpredictable foes in the world.

The epic illithid savant's feat and ability score choices depend largely on its choice of victims. Since most savants dabble in arcane lore, it's likely that feats contributing toward improved spellcasting, such as Spell Knowledge, Epic Spell Focus, or Improved Spell Capacity, will prove useful. Regardless of its acquired abilities, feats that contribute toward defense help the savant survive encounters with pesky meals, so consider Energy Resistance or Epic Toughness. Boosting your Charisma is always a good choice, since it enhances your innate powers.

**Other Options:** If the illithid savant has pursued a more unorthodox selection of victims, just about any feat in the book can come in handy, from Combat Archery to Epic Weapon Focus to Unholy Strike.

### Class Skills

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

### Class Features

All of the following are class features of the epic illithid savant prestige class.

**Hit Die:** d4.

**Lore (Ex):** Beginning at 11th level, the illithid savant may use its lore ability at will.

**Acquire Skill (Ex):** The epic illithid savant can acquire and use one additional skill from a consumed brain at every even-numbered level above 10th.

**Acquire Feat (Ex):** The epic illithid savant can acquire and use one additional feat from a consumed brain at every even-numbered level above 10th.

Since an illithid savant may acquire a feat from a devoured brain only if he meets the feat's prerequisites, an illithid savant cannot acquire an epic feat before character level 21.

**Acquire Class Feature (Ex):** The epic illithid savant can gain one additional class feature from a consumed brain for every three levels gained after 10th.

An illithid savant below 13th level cannot gain the ability to cast spells higher than 9th level. Beginning at 13th level (the first level at which an epic illithid savant can acquire a class feature), it can gain the ability to cast spells higher than 9th level if it consumes the brain of a creature who has the ability to cast such spells.

An illithid savant cannot gain the ability to cast epic spells unless he has selected (or acquired) the Epic Spellcasting feat. If an illithid savant with the Epic Spellcasting feat devours the brain of a creature who knows one or more epic spells, the illithid savant gains the ability to cast one of those spells, chosen by the illithid savant.

**Acquire Special Attack or Special Quality (Ex):** The epic illithid savant can gain another special attack or special quality from a consumed brain for every 4 levels gained after 9th.

**Bonus Feats:** The epic illithid savant does not gain any bonus feats for its illithid savant class levels. It still gains bonus feats for other class levels as appropriate, as well as the normal feat gained every 3 levels.

## Epic Incantatrix (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Instant metamagic 3/day
12	
13	Instant metamagic 4/day, bonus feat
14	
15	Instant metamagic 5/day
16	Bonus feat
17	Instant metamagic 6/day
18	
19	Instant metamagic 7/day, bonus feat
20	

The epic incantatrix is even more solitary than the typical representative of the class.

Epic Spell Penetration is tailor-made for dealing with extraplanar creatures (who often have substantial spell resistance). Improved Metamagic helps your prodigious metamagic abilities, and any of the epic metamagic feats (such as Improved Heighten Spell) are likely to come in handy.

Focus your ability increases on the ability that controls your spellcasting (typically Intelligence or Charisma). Beyond that, either Dexterity or Constitution are fine choices.

**Other Options:** With Master Staff or Master Wand, the incantatrix can conserve the power of charged items until she needs a big boost.

### Class Skills

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

### Class Features

All of the following are class features of the epic incantatrix prestige class.

**Hit Die:** d4.

**Spells:** The epic incantatrix's caster level increases by 1 per level gained above 10th. The epic incantatrix's number of spells per day does not increase after 10th level, unless the sum of her class levels contributing to her caster level equals 20 or less.

**Instant Metamagic (Su):** The incantatrix can use her instant metamagic ability one additional time per day for every two levels gained after 9th (11th, 13th, and so on).

**Bonus Feats:** The epic incantatrix gains a bonus feat (selected from the list of epic incantatrix feats) every 3 levels after 10th.

**Epic Incantatrix Bonus Feat List:** Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Counterspell (new feat; see below), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Will, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

## Epic Mage-killer (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Improved saves
12	
13	Improved saves, bonus feat
14	
15	Improved saves
16	Bonus feat
17	Improved saves
18	
19	Improved saves, bonus feat
20	

The epic mage-killer is a terrifying opponent and is legendary in her ability to bring enemy spellcasters to their knees. Though any given order might count only a tiny number of these characters among them, even the rumor of a single hunter of this power is enough to guard against the abuse of magic.

Spell Stowaway is a great way to take advantage of your opponents' powers. Energy Resistance helps bolster your ability to weather potent attacks. Epic Spell Focus goes well with your many Spell Focus feats, and you can't beat Epic Counterspell for its sheer utility against enemy spellcasters.

As with any spellcaster, your ability increases should boost your spellcasting power (Intelligence, Charisma, or Wisdom). Dexterity helps avoid damage, while Constitution increases your ability to weather it.

**Other Options:** Boost your combat effectiveness with Epic Prowess. If you're worried about your saves, pick up Epic Fortitude or Epic Reflexes.

### Class Skills

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

### Class Features

All of the following are class features of the epic mage-killer prestige class.

**Hit Die:** d4.

**Spells:** The epic mage-killer's caster level increases by 1 per level gained above 10th. The epic mage-killer's number of spells per day does not increase after 10th level, unless the sum of his class levels contributing to his caster level equals 20 or less.

**Improved Saves (Ex):** At every odd-numbered level, the mage-killer gains a +1 bonus on either his Fortitude or his Reflex save. These bonuses stack.

**Bonus Feats:** The epic mage-killer gains a bonus feat (selected from the list of epic mage-killer feats) every 3 levels after 10th.

**Epic Mage-Killer Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Counterspell (new feat; see below), Epic Fortitude, Epic Prowess, Epic Reflexes, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

## Epic Meditant (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Epic Psychic Meditation
12	Bonus feat
13	Ethereal form 4/day
14	Epic Psychic Meditation
15	Bonus feat
16	Ethereal form 5/day
17	Epic Psychic Meditation
18	Bonus feat
19	Ethereal form 6/day
20	Epic Psychic Meditation

The meditant is always looking for new ways to achieve inner peace and harmony. Advancement into the realm of epic psionics brings the epic meditant closer to that goal.

**Other Options:** The epic meditant often selects the Epic Inner Harmony and Epic Psychic Meditation feats to help her toward her goals.

### Class Skills

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

### Class Features

All of the following are class features of the epic meditant prestige class.

**Hit Die:** d4.

**Powers:** The epic meditant does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic meditant's effective manifester level increases by 1 per level of epic meditant gained above 10th. The epic meditant's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic meditant's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Epic Psychic Meditation:** The epic meditant gains the Epic Psychic Meditation feat at 11th, 14th, 17th, and 20th levels.

**Ethereal Form (Su):** The epic meditant gains additional uses of her ethereal form ability. The number of uses per day is 4 at 13th level, increasing by 1 every three levels thereafter (16th, 19th, and so on).

**Bonus Feats:** The epic meditant gains a bonus feat (selected from the list of epic meditant bonus feats) every 3 levels after 9th.

*Epic Meditant Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Inner Harmony, Epic Psychic Meditation, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic meditants learn "psionically flavored" versions of feats, as appropriate.

## Epic Metamind (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Trigger Power
12	--
13	Trigger Power, bonus feat
14	--
15	Trigger Power
16	Bonus feat
17	Trigger Power
18	--
19	Trigger Power, bonus feat
20	--

The metamind knows that accumulating the most power in the shortest time is key to psionic superiority. Their single-minded pursuit of this power leads many to believe that continued focus into the realm of epic psionics will bring them the ultimate psionic power they seek.

**Other Options:** The epic metamind's ability to utilize Trigger Power and Epic Trigger Power to manifest many of his lower level powers helps him reach his goal of ultimate psionic power.

### Class Skills

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

### Class Features

All of the following are class features of the epic metamind prestige class.

Hit Die: d4.

**Powers:** The epic metamind does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic metamind's manifester level increases by 1

per level of epic metamind gained above 10th. The epic metamind's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic metamind's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Trigger Power:** Every other level starting at 11th, the epic metamind gains a bonus Trigger Power feat. Each time he takes this feat, he chooses a power of level 0 to 3 that he can attempt to manifest for free.

**Bonus Feats:** The epic metamind gains a bonus feat (selected from the list of epic metamind bonus feats) every 3 levels after 10th.

*Epic Metamind Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Trigger Power, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, metaminds learn "psionically flavored" versions of feats, as appropriate.

## Epic Mindknight (epic)

From <http://www.wizards.com/dnd/>

Level	Special	Manifester Level
11	--	--
12	Bonus feat	+1
13	--	--
14	Bonus feat	+1
15	--	--
16	Bonus feat	+1
17	--	--
18	Bonus feat	+1
19	--	--
20	Bonus feat	+1

While it is not known whether any mindknights ever reached epic levels, it is certain that they would have embraced epic psionics to help aid them in their war against the illithids.

### Class Skills

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

### Class Features

All of the following are class features of the epic mindknight prestige class.

**Hit Die:** d8.

**Powers:** The epic mindknight does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic mindknight's effective manifester level

increases by 1 every other level of epic mindknight gained above 10th (12th, 14th, and so on). The epic mindknight's number of power points per day does not increase after 10th level.

**Bonus Feats:** The epic mindknight gains a bonus feat (selected from the list of epic mindknight feats) every 2 levels after 10th.

*Epic Mindknight Bonus Feat List:* Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Stunning Fist, Improved Manifestation, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Uncanny Accuracy. In addition to the feats on this list, the epic mindknight may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic mindknights learn "psionically flavored" versions of feats, as appropriate.

## Epic Psychic Weapon Master (epic)

From <http://www.wizards.com/dnd/>

Level	Special	Manifester Level
11	--	+1
12	Increased multiplier 6/day, bonus feat	+1
13	--	--
14	Increased multiplier 7/day	+1
15	Bonus feat	+1
16	Increased multiplier 8/day	+1
17	--	--
18	Increased multiplier 9/day, bonus feat	+1
19	--	+1
20	Increased multiplier 10/day	+1

The psychic weapon master strives to achieve epic levels. This quest allows them to become more in touch with their bonded weapon and helps them to awaken its full potential. Some psychic weapon masters have forsaken all other things and aspirations, including family and career, in pursuit of this goal.

**Other Options:** Epic psychic weapon masters who choose to awaken the full potential of their bonded weapons often select the Superior Bonded Weapon feat, as well as concentrate on feats that advance existing abilities such as Improved Whirlwind Attack.

### Class Skills

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

### Class Features

All of the following are class features of the epic psychic weapon master prestige class.

**Hit Die:** d8.

**Powers:** The epic psychic weapon master does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic psychic weapon master's manifester level increases by 1 three levels in a row after 9th before skipping a level in a

continuing progression. The epic psychic weapon master's number of power points per day does not increase after 10th level.

**Increased Multiplier:** The epic psychic weapon master may use her Increased Multiplier ability 6 times per day at 12th level. She gains an additional use per day every other level beyond 12th (14th, 16th, and so on) of this prestige class. You must maintain a reserve of power points equal to the number of uses you are granted per day. These reserve points are not used up when the ability is used.

**Bonus Feats:** The epic psychic weapon master gains a bonus feat (selected from the list of epic psychic weapon master bonus feats) every 3 levels after 9th.

*Epic Psychic Weapon Master Bonus Feat List:* Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Bonded Weapon, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the epic psychic weapon master may select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic psychic weapon masters learn "psionically flavored" versions of feats, as appropriate.



## Epic Pyrokineticist (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	--
12	Bonus feat
13	--
14	Bonus feat
15	--
16	Bonus feat
17	--
18	Bonus feat
19	--
20	Bonus feat

While few pyrokineticists venture into the realm of epic psionics, those that do find the experience brings them closer to becoming one with the flame. Pyros are generally shunned by society, and the epic pyro is even more so. Often pyros seek out one another and form small communities in barren wastelands on the fringes of society where they can study their art among those who truly appreciate it.

### Class Skills

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

### Class Features

All of the following are class features of the epic pyrokineticist prestige class.

**Hit Die:** d6.

**Powers:** The epic pyrokineticist does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic pyrokineticist's manifester level increases by 1 per level of epic pyrokineticist gained above 10th. The epic pyrokineticist's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic pyrokineticist's psicrystal continues to increase in power. Every two levels after 10th (12th, 14th, 16th and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Bonus Feats:** The epic pyrokineticist gains a bonus feat (selected from the list of epic pyrokineticist bonus feats) every 2 levels after 10th.

*Epic Pyrokineticist Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic pyrokineticists learn "psionically flavored" versions of feats, as appropriate.

## Epic Red Wizard (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Specialist defense +5
12	Spell power +6
13	Specialist defense +6
14	Spell power +7
15	Specialist defense +7, bonus feat
16	Spell power +8
17	Specialist defense +8
18	Spell power +9
19	Specialist defense +9
20	Spell power +10, bonus feat

It should come as no surprise that the Red Wizards were among the first in Faerûn to explore the realms of epic power. Thankfully for the rest of Faerûn, the Red Wizards' need for secrecy and politicized society prevent them from sharing this power among their number too widely.

For a Red Wizard, it's all about magic. Crank up your save DCs with Epic Spell Focus and Improved Heighten Spell, ready a barrage of spells with Automatic Quicken Spell and Multispell, or emerge from the lab with truly awesome magic items thanks to feats such as Craft Epic Staff or Forge Epic Ring.

Epic Red Wizards should work to boost the ability score that their spells rely on, whether that's Intelligence or Charisma.

**Other Options:** Every self-respecting Red Wizard needs a mighty bodyguard, and Epic Leadership can fit the bill (particularly for those high-Charisma sorcerer/Red Wizards). If you can't pick up one of those, Epic Reputation might let you talk your way out of a problem, or Epic Toughness might give you the extra hit points you need to make your escape.

### Class Skills

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

### Class Features

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

**Hit Die:** d4.

**Spells:** The epic Red Wizard's wizard caster level increases by 1 per level gained above 10th. The epic Red Wizard's number of spells per day does not increase after 10th level. The epic Red Wizard does not learn additional spells unless he selects the Spell Knowledge feat (see the Feats section of the *Epic Level Handbook*).

**Specialist Defense:** The bonus to the epic Red Wizard's saves against spells from his specialist school increases by +1 for every 2 levels after 9th.

**Spell Power:** Add an additional +1 to the DC for saving throws against spells of the epic Red Wizard's specialty school, and to his caster level checks to overcome spell resistance using spells from this school, for every 2 levels after 10th.

**Bonus Feats:** The epic Red Wizard gains a bonus feat (selected from the list of epic Red Wizard feats) every 5 levels after 10th.

**Epic Red Wizard Bonus Feat List:** Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Staff, Craft Epic Wondrous Item, Enhance Spell, Epic Leadership, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

## Epic Runecaster (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Rune power +4
13	Rune craft +4, bonus feat
14	
15	Rune power +5
16	Rune craft +5, bonus feat
17	
18	Rune power +6
19	Rune craft +6, bonus feat
20	

Epic runecasters are particularly common among the dwarves and giants, who originated this form of magic. A runecaster of this level is likely a legend among his people, and the power of his runes is beyond comparison.

The epic runecaster should pick up Inscribe Epic Rune (a new feat described below) as soon as possible. Beyond that, any feat that helps your spellcasting become more powerful is a good choice, from Enhance Spell to Improved Metamagic to Spell Stowaway.

If your divine spellcasting relies on Wisdom, that's the best place for your ability increases. Constitution is a solid second choice, since many runecasters take pride in their physical toughness.

**Other Options:** Epic Toughness is a good choice for epic runecasters looking to emulate their dwarf or giant teachers. You might also work with your DM to create other rune-based epic feats, such as ones that mimic metamagic feats.

### Class Skills

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

### Class Features

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

**Hit Die:** d8.

**Spells:** The epic runecaster's divine caster level increases by 1 per level gained above 10th. The epic runecaster's number of spells per day does not increase after 10th level.

**Rune Craft:** The epic runecaster's bonus to Craft checks made to inscribe runes increases by +1 for every 3 levels after 10th.

**Rune Power:** For runes created by the runecaster, add an additional +1 to the DC of all saves and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target, for every 3 levels after 9th.

**Crafting Epic Runes:** As with scrolls, you can't create a rune with a spell level above 10th or an effective caster level above 20th without using the Inscribe Epic Rune feat (see below).

**Bonus Feats:** The epic runecaster gains a bonus feat (selected from the list of epic runecaster feats) every 3 levels after 10th.

**Epic Runecaster Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Efficient Item Creation, Enhance Spell, Epic Skill Focus (Craft [any]), Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Inscribe Epic Rune (new feat), Intensify Spell, Multispell, Permanent Emanation, Spell Opportunity, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

### New Feats

#### Inscribe Epic Rune

You can inscribe runes of epic power.

**Prerequisite:** Intelligence 19+, Inscribe Rune, Craft (appropriate skill) 24 ranks

**Benefit:** You can inscribe runes that exceed the normal limit for such items (as described above). For instance, you could inscribe a rune with a spell of greater than 9th level, or a rune with a caster level greater than 20th.

Even this feat does not allow you to inscribe a rune with an epic spell (see Chapter 2: Epic Spells in the *Epic Level Handbook*). Such magic defies the power of the written word and thus cannot be scribed into runic form.

## Epic Sangehirn (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Stabilize self +6
12	--
13	Stabilize self +7
14	Damage reduction 4/--
15	Stabilize self +8, bonus feat
16	--
17	Stabilize self +9
18	Damage reduction 5/--
19	Stabilize self +10
20	Bonus feat

Sometimes referred to as "blood brains," epic sangehirns have continued to advance their healing skills beyond that of the normal sangehirn. Many work alongside priests during times of war. Because of their selfless nature, the epic sangehirn is a sought-after commodity for epic adventuring parties.

### Class Skills

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

### Class Features

All of the following are class features of the epic sangehirn prestige class.

**Hit Die:** d6.

**Powers:** The epic sangehirn does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic sangehirn's manifester level increases by 1 per level of epic sangehirn gained above 10th. The epic sangehirn's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic sangehirn's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Stabilize Self:** This bonus is added anytime a sangehirn needs to make a Stabilize Self check. The enhancement bonus starts at +6 at 11th level, and it increases by one every other level thereafter (13th, 15th, and so on).

**Damage Reduction (Su):** For every 4 levels above 10th (14th, 18th, and so on), the epic sangehirn's damage reduction is increased by +1.

**Bonus Feats:** The epic sangehirn gains a bonus feat (selected from the list of epic sangehirn bonus feats) every 5 levels after 10th.

*Epic Sangehirn Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic sangehirns learn "psionically flavored" versions of feats, as appropriate.

## Epic Shadow Adept (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Shadow defense +4
12	Spell power +4
13	
14	Shadow defense +5, bonus feat
15	Spell power +5
16	
17	Shadow defense +6
18	Spell power +6, bonus feat
19	
20	

The benefits of the Shadow Weave are as potent as they are tempting. A rare few who follow this path make it to epic levels, and those who know their names dare mention them only in whispers, and even then only in bright daylight.

As a spellcaster, you should focus on picking up feats that bolster your spellcasting power, such as the ever-popular Improved Spell Capacity. Epic Spell Focus, particularly in Enchantment, Illusion, or Necromancy, serves you well. Improved Low-Light Vision boosts your visual acuity in the shadowy conditions you love.

As with any epic spellcaster, you should improve the ability score that controls your spellcasting. Other than that, Dexterity is a good choice, particularly if you typically go without armor.

**Other Options:** If you're satisfied with your spellcasting prowess, consider picking up feats that accentuate your other abilities. If you have the prerequisites, Self-Concealment fits well with the shadow adept's motif. Spectral Strike is another interesting choice for shadow adepts who were clerics before embracing the Shadow Weave.

### Class Skills

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

### Class Features

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

**Hit Die:** d4.

**Spells:** The epic shadow adept's caster level increases by 1 per level gained above 10th. The epic shadow adept's number of spells per day does not increase after 10th level.

**Shadow Defense:** The epic shadow adept's bonus to saves against Enchantment, Illusion, Necromancy, and darkness spells increases by +1 for every 3 levels gained after 8th.

**Spell Power:** For every 3 levels gained above 9th, add an additional +1 to the DC for saving throws against Enchantment, Illusion, Necromancy, and darkness spells cast by the epic shadow adept, and a like amount to his caster level checks to overcome spell resistance using the spells from this school.

**Bonus Feats:** The epic shadow adept gains a bonus feat (selected from the list of epic shadow adept feats) every 4 levels after 10th.

**Epic Shadow Adept Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Low-Light Vision, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

## Epic Shadow Mind (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Subpsionic defense +4
12	Subpsionic power +4
13	--
14	Subpsionic defense +5, bonus feat
15	Subpsionic power +5
16	--
17	Subpsionic defense +6
18	Subpsionic power +6, bonus feat
19	--
20	Subpsionic defense +7

Epic shadow minds have chosen a darker path and are reluctant to discontinue their study of the subconscious mind. They quite often advance their studies into the realm of epic psionics.

### Class Skills

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

### Class Features

All of the following are class features of the epic shadow mind prestige class.

**Hit Die:** d4.

**Powers:** The epic shadow mind does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic shadow mind's effective manifester level increases by 1 per level of epic shadow mind gained above 10th. The epic shadow mind's number of power points per day does not increase after 10th level.

**Psicrystals:** The epic shadow mind's psicrystal continues to increase in power. Every two levels after 20th (22nd, 24th, 26th, and so on), the psicrystal's hardness and Intelligence each increase by +1. The psicrystal's power resistance is equal to the master's level +5.

**Subpsionic Defense (Ex):** The epic shadow mind's bonuses to saves against powers from the Psychometabolism, Psychoportation, or Psychokinesis disciplines increases by +1 for every 3 levels gained after 8th.

**Subpsionic Power (Ex):** For every 3 levels gained above 9th, the epic shadow mind gains another point of subpsionic power. Add the subpsionic power value to the DC for saving throws and manifester level checks to overcome power resistance for powers the epic shadow mind manifests from the Metacreativity, Clairsentience, and Telepathy disciplines. This stacks with all other bonuses to overcome power resistance; however, having this feat does not make such bonuses stack with each other if they normally don't.

**Bonus Feats:** The epic shadow mind gains a bonus feat (selected from the list of epic shadow mind bonus feats) every 4 levels after 10th.

*Epic Shadow Mind Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Improved Combat Casting, Improved Heighten Spell, Improved Manifestation, Improved Metamagic, Intensify Spell, Multispell, Permanent Emanation, Spell Focus, Spell Knowledge, Spell Mastery, Spell Opportunity, Spell Penetration, Spell Stowaway, Spontaneous Spell, Tenacious Magic. As noted in the Epic Feats section of the *Epic Level Handbook*, epic shadow minds learn "psionically flavored" versions of feats, as appropriate.

## Epic Slayer (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Bonus feat
12	--
13	Bonus feat
14	--
15	Bonus feat
16	--
17	Bonus feat
18	--
19	Bonus feat
20	--

Seeking to rid the land of illithids forever, slayers embrace epic psionics. It is this continued pursuit of the illithids that makes them the nemesis of illithids everywhere.

**Other Options:** The epic slayer finds the Epic Prowess, Epic Weapon Focus, Epic Weapon Specialization, and Epic Skill Focus feats quite useful in their war on the illithids.

### Class Skills

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

### Class Features

All of the following are class features of the ancestral avenger prestige class.

**Hit Die:** d10.

**Powers:** The epic slayer does not discover any additional powers after 10th level unless she selects the Spell Knowledge feat. The epic slayer's manifester level increases by 1 per level of

epic slayer gained above 10th. The epic slayer's number of power points per day does not increase after 10th level.

**Bonus Feats:** The epic slayer gains a bonus feat (selected from the list of epic slayer bonus feats) every 2 levels after 9th.

*Epic Slayer Bonus Feat List:* Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Skill Focus, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the slayer can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, epic slayers learn "psionically flavored" versions of feats, as appropriate.

## Epic Soulnife (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Sneak attack +6d6
12	Mind-blade +6
13	Sneak attack +7d6
14	Mind-blade +7, bonus feat
15	Sneak attack +8d6
16	Mind-blade +8
17	Sneak attack +9d6
18	Mind-blade +9, bonus feat
19	Sneak attack +10d6
20	Mind-blade +10

Most soulnifes embrace epic psionics. They advance their mind-blades to powers unheard of in the world of normal psionics. The amount of violence they employ in their combat style increases along with their power, causing them to be shunned by society. They often seek out the societies of epic pyros to find acceptance.

### Class Skills

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

### Class Features

All of the following are class features of the epic soulnife prestige class.

**Hit Die:** d6.

**Powers:** The epic soulnife does not discover any additional powers after 10th level unless he selects the Spell Knowledge feat. The epic soulnife's manifester level increases by 1 per level of epic soulnife gained above 10th. The epic soulnife's number of power points per day does not increase after 10th level.

**Sneak Attack (Ex):** The epic soulnife's extra damage from this ability increases by +1d6 at 11th-level and every other level gained thereafter (13th, 15th, and so on).

**Mind-Blade (Su):** When the epic soulnife reaches 12th level, his mind-blade gains a +6 enhancement bonus; this bonus increases by +1 at every other level gained thereafter (14th, 16th, and so on).

**Bonus Feats:** The epic soulnife gains a bonus feat (selected from the list of epic soulnife bonus feats) every 4 levels after 10th.

*Epic Soulnife Bonus Feat List:* Armor Skin, Brilliant Mind-Blade, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manifestation, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the soulnife can select any fighter or psychic warrior bonus feat not listed here. As noted in the Epic Feats section of the *Epic Level Handbook*, each epic soulnife learns "psionically flavored" versions of feats, as appropriate.



## Epic Spellsword (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Ignore spell failure 35%
12	Bonus feat
13	Ignore spell failure 40%
14	
15	Channel spell (4th), ignore spell failure 45%
16	Bonus feat
17	Ignore spell failure 50%
18	
19	Ignore spell failure 55%
20	Channel spell (5th), bonus feat

The epic spellsword weaves magic and melee together with unparalleled skill.

Since you mix combat with your spellcasting, your epic feat selection should mirror that combination. Keep up with the fighter-types with Epic Prowess and Epic Toughness, but make sure that the other spellcasters aren't kicking sand in your face by beefing up your spells with Epic Spell Focus, Improved Spell Capacity, or Intensify Spell. Try to resist the temptation to spread your ability increases too widely -- you're probably better off focusing on Strength and either Intelligence or Charisma, depending on what controls your spellcasting.

**Other Options:** If you have the time and ability, consider learning Epic Spellcasting and coming up with some unique spells that fit your tactics. If you're a finesse-fighter, focus on improving your Dexterity over your Strength -- if you can't hit the target, your spell channeling isn't much good.

### Class Skills

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

### Class Features

All of the following are class features of the epic spellsword prestige class.

**Hit Die:** d8.

**Spells:** The epic spellsword's caster level increases by 1 per even-numbered level gained above 10th. In addition, at every even-numbered level, the epic spellsword gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Channel Spell (Su):** The epic spellsword's ability to channel continues to improve after 10th level. At 15th level, the maximum allowable spell level that may be channeled by the epic spellsword is 4th. This maximum level increases by 1 for every 5 additional levels gained (5th-level spell at 20th, 6th-level spell at 25th, and so on).

**Ignore Spell Failure (Ex):** The reduction of arcane spell failure chance increases by 5% for every two levels above 9th (to 35% at 11th, 40% at 13th, and so on). For instance, at 17th level the epic spellsword could wear full plate armor and a large shield and suffer no chance of arcane spell failure.

**Bonus Feats:** The epic spellsword gains a bonus feat (selected from the list of epic spellsword feats) every 4 levels after 8th.

*Epic Spellsword Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Enhance Spell, Epic Prowess, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

## Epic Stormlord (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Electricity resistance 35
13	Bonus feat
14	
15	Electricity resistance 40
16	Bonus feat
17	
18	Electricity resistance 45
19	Bonus feat
20	

The epic stormlord is a barely contained frenzy of destructive energy -- almost more a force of nature than a mortal being. He does what he wants, when he wants, and he answers to no one but Talos the Destroyer himself.

Maximize your destructive power with feats such as Automatic Quicken Spell, Blinding Speed, and Multispell. Crush your enemies with Epic Spell Focus, Epic Spell Penetration, and Intensify Spell. Broaden your power base with Bonus Domain, Improved Spell Capacity, or Spectral Strike.

As a divine caster, Wisdom is your best bet for ability increases. Constitution is a good second option, since you pride yourself on being tough.

**Other Options:** On the off chance that you decide that the best defense isn't a good offense, protect yourself with Energy Resistance, Epic Fortitude, or Epic Toughness.

### Class Skills

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

### Class Features

All of the following are class features of the epic stormlord prestige class.

**Hit Die:** d8.

**Spells:** The epic stormlord's caster level increases by 1 per level gained above 10th. In addition, at every level the epic stormlord gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Electricity Resistance:** The epic stormlord's electricity resistance increases by 5 points for every 3 levels gained after 9th (35 at 12th, 40 at 15th, and so on).

**Bonus Feats:** The epic stormlord gains a bonus feat (selected from the list of epic stormlord feats) every 3 levels after 10th.

**Epic Stormlord Bonus Feat List:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Blinding Speed, Bonus Domain, Energy Resistance, Enhance Spell, Epic Endurance, Epic Fortitude, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Epic Toughness, Epic Weapon Focus (any spear or javelin), Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

## Epic Tempest (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	
12	Bonus feat
13	
14	Bonus feat
15	
16	Bonus feat
17	
18	Bonus feat
19	
20	Bonus feat

The epic tempest is barely visible behind the incessant, whirling blur of her twin weapons.

Perfect Two-Weapon Fighting is usually an early choice on the epic tempest's wish list, but don't overlook other feats that allow you to dish out additional pain and suffering to your enemies, including Devastating Critical, Epic Prowess, and Penetrate Damage Reduction. Superior Initiative lets you strike first in a combat, but Epic Toughness may let you strike last, which is often more important. Depending on whether you wield heavy or light weapons, Strength or Dexterity is probably your first choice for ability increases.

**Other Options:** An epic tempest who learns to deflect ranged attacks by means of the Armed Deflection feat opens up an entire new world of options, including Exceptional Deflection and Reflect Arrows. You'll probably need to send some ability increases toward your Wisdom to best follow this path.

### Class Skills

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

### Class Features

All of the following are class features of the epic tempest prestige class.

**Hit Die:** d10.

**Bonus Feats:** The epic tempest gains a bonus feat (selected from the list of epic tempest feats) every 2 levels after 10th.

**Epic Tempest Bonus Feat List:** Armed Deflection (new feat; see below), Blinding Speed, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Exceptional Deflection, Infinite Deflection, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Superior Initiative, Two-Weapon Rend.

## Epic Weapon Master (epic)

From <http://www.wizards.com/dnd/>

Level	Special
11	Ki damage 11/day
12	Increased multiplier 6/day, ki damage 12/day
13	Ki damage 13/day, bonus feat
14	Increased multiplier 7/day, ki damage 14/day
15	Ki damage 15/day
16	Increased multiplier 8/day, ki damage 16/day, bonus feat
17	Ki damage 17/day
18	Increased multiplier 9/day, ki damage 18/day
19	Ki damage 19/day, bonus feat
20	Increased multiplier 10/day, ki damage 20/day

The epic weapon master is an unparalleled expert in the use of his chosen weapon, whether that weapon is sword, axe, or nunchaku.

You can improve your already prodigious combat talents by selecting Epic Prowess, Epic Weapon Focus, or Overwhelming Critical. Alternatively, enhance your defensive capabilities with Epic Combat Expertise or Epic Toughness. As a melee fighter, Strength is likely your most important ability score, so it should receive the lion's share of ability increases.

**Other Options:** If your chosen weapon is a reach weapon, it's tough to beat Improved Whirlwind Attack. Penetrate Damage Reduction is great if you routinely find yourself facing foes whose DR your chosen weapon can't overcome. If you go the Weapon Finesse route, then Dexterity becomes a prime target for ability increases.

### Class Skills

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

### Class Features

All of the following are class features of the epic weapon master prestige class.

**Hit Die:** d10.

**Ki Damage (Ex):** The epic weapon master can use his ki damage ability one additional time per day per level gained after 10th (11/day at 11th, 12/day at 12th, and so on).

**Increased Multiplier (Ex):** The epic weapon master can declare that he is increasing the critical multiplier of his chosen weapon one additional time per day for every 2 levels gained above 10th (6/day at 12th, 7/day at 14th, and so on).

**Bonus Feats:** The epic weapon master gains a bonus feat (selected from the list of epic weapon master feats) every 3 levels after 10th.

**Epic Weapon Master Bonus Feat List:** Blinding Speed, Devastating Critical, Epic Combat Expertise (new feat; see below), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (weapon of choice only), Extended Lifespan, Improved Combat Reflexes, Improved Whirlwind Attack, Overwhelming Critical, Penetrate Damage Reduction.

## Master Arcane Artisan (epic)

From <http://www.wizards.com/dnd/>

Level	Special	Spells
1	Rapid item creation (20,000 gp/day)	--
2	Item creation XP pool	+1 level of existing class
3	Bonus feat, rapid item creation (30,000 gp/day)	--
4	Bonus item	+1 level of existing class
5	Rapid item creation (40,000 gp/day)	--
6	Bonus feat	+1 level of existing class
7	Rapid item creation (50,000 gp/day)	--
8	Bonus item	+1 level of existing class
9	Bonus feat, rapid item creation (60,000 gp/day)	--
10	Cannibalize magic items	+1 level of existing class

Some arcane spellcasters aspire only to perfect their own spellcasting powers. The master arcane artisan instead focuses her efforts outward, creating vessels of great power to wield against her enemies.

Most master arcane artisans are wizards, since few other classes have the ability to learn the wide range of item creation feats required for the class. However, bards and sorcerers who focus their attentions can qualify for this class as well. A variety of prestige classes also offer good preparation for this class, including the gnome artificer and the master alchemist.

Master arcane artisans tend to have many acquaintances -- everyone seems to like the wizard with all the toys -- but few true friends. Many arcane spellcasters, particularly sorcerers, disdain the artisan's reliance on trinkets, but it's hard to argue with the result.

### Requirements

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

**Skills:** Craft (any) 12 ranks, Knowledge (arcana) 24 ranks, Spellcraft (24 ranks).

**Feats:** Efficient Item Creation, Skill Focus (Knowledge [arcana]), any four item creation feats

**Spellcasting:** Able to cast 6th-level arcane spells.

### Class Skills

The master arcane artisan's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Wis), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the master arcane artisan prestige class.

**Hit Die:** d4.

**Weapon and Armor Proficiency:** The master arcane artisan gains no proficiency with weapons or armor.

**Spells:** The epic master arcane artisan's caster level increases by 1 per even-numbered level gained above 10th. In addition, at every even-numbered level, the epic master arcane artisan gains new spells per day as if she had also gained a level in whatever spellcasting class

she belonged to before she added the prestige class, up to the number of spells per day possessed by a 20th-level character of that class.

**Rapid Item Creation (Ex):** When crafting any magic item for which she has selected the Efficient Item Creation feat, a master arcane artisan can craft magic items at an even more accelerated rate. At 1st level, she can craft such items at a rate of 20,000 gp per day. This increases by 10,000 gp per day for every 2 levels gained after 1st (30,000 gp per day at 3rd level, 40,000 gp per day at 5th, and so on). This ability has no effect on creation times for items that require feats for which she has not selected the Efficient Item Creation feat.

**Item Creation XP Pool (Ex):** A 2nd-level master arcane artisan has a source of magical energy from which she can draw the equivalent of XP to contribute toward the creation of magic items. At 2nd level, the pool has the equivalent of 3,000 XP in it. Every level thereafter, the pool gains a number of points equal to the level gained times 1,000 (+3,000 at 3rd level, +4,000 at 4th, and so on). These points can be spent only to create magic items, and once spent, the points are gone.

**Bonus Item:** At 4th level the master arcane artisan gains a single magic item of her choice (whose market price can't exceed 100,000 gp) that she could craft herself. She need not spend any time working on the item, and she need not expend any gp or XP. She is assumed to have been working on the item during her studies and spare time, and she completes it for free as part of gaining the new level. The master arcane artisan must meet all the item's prerequisites herself.

Every 4 levels after 4th, the master arcane artisan gains an additional free magic item, and the maximum market price of the item gained increases by 100,000 gp (to 200,000 gp at 8th, 300,000 gp at 12th, and so on).

**Cannibalize Magic Items (Ex):** A 10th-level master arcane artisan gains the ability to cannibalize magic items to harvest the power held within. The process requires 1 day per 100,000 gp of the item (or fraction thereof), at the end of which the artisan can add a number of points to her item creation XP pool (see above) equal to one-half the XP required to create the item. For instance, if a master arcane artisan cannibalized a +5 *longsword* (which costs 2,000 XP to create) she would add 1,000 points to her pool. A charged item that isn't fully charged only contributes a proportional amount of XP. For instance, a wand with only 25 charges would contribute half the normal points of a fully charged wand. The power harvested from such activity contributes only to the character's item creation XP pool, not to her normal XP total.

**Bonus Feats:** The master arcane artisan gains a bonus feat (selected from the list of epic master arcane artisan feats) at 3rd level, and every 3 levels thereafter.

*Epic Master Arcane Artisan Bonus Feat List:* Additional Magic Item Space, Augmented Alchemy, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Forge Epic Ring, Improved Spell Capacity, Master Staff, Master Wand, Scribe Epic Scroll, Spell Knowledge.

## Master of the Order of the Bow (epic)

From Dragon #297 (July 2002)

Level	Special
1	Opportunistic shot
2	Ranged sneak attack +1d6
3	Combat insight
4	Ranged sneak attack +2d6
5	Bonus feat
6	Ranged sneak attack +3d6
7	True strike
8	Ranged sneak attack +4d6
9	Improved opportunistic shot
10	Ranged sneak attack +5d6, bonus feat

The Way of the Bow, originally presented in *Sword and Fist*, describes the spiritual, philosophical, and religious aspects of archery. But while the Order of the Bow initiate dabbles in such learning, the master truly dedicates his life to these teachings. In doing so, the master reaches levels of enlightenment and spiritual understanding that defy explanation.

While fighters, rangers, and other combat-oriented characters can greatly benefit from this class, most who become masters of the Order of the Bow (or bow masters as they are often called) have already pursued advanced training in archery skills. Obviously, Order of the Bow initiates are singularly qualified to become masters, but arcane archers also find that much of their training overlaps with that required for this class. In fact, dedication to either of those prestige classes can greatly accelerate a character's entry into this prestige class.

Bow masters are highly revered individuals, respected for their dedication and extraordinary skills. Most bow masters feel driven to help others find the discipline of the Way of the Bow. Even those who continue adventuring often make time to give back to other would-be masters in the form of teaching, guidance, and example. Whether this occurs in the disciplined setting of an academy or while wandering through the countryside depends on each individual.

### Requirements

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

**Knowledge (religion):** 12 ranks.

**Feats:** Weapon Focus (any bow), Weapon Specialization (any bow), Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Manyshot.

**Epic Feats:** Combat Archery, Epic Weapon Focus (any bow), Epic Weapon Specialization (any bow), Swarm of Arrows.

**Special:** Character may substitute the superior weapon focus class feature (see the Order of the Bow initiate prestige class in *Sword and Fist*) for the Epic Weapon Focus epic feat requirement.

**Special:** Character may substitute the superior weapon specialization class feature (see the Order of the Bow initiate prestige class in *Sword and Fist*) for the Epic Weapon Specialization epic feat requirement.

**Special:** Character may substitute the close combat shot class feature (see the Order of the Bow initiate prestige class in *Sword and Fist*) for the Combat Archery epic feat requirement.

### Class Skills

The Order of the Bow's class skills (and the key ability for each skill) are: Craft (bowmaking) (int), Knowledge (religion) (int), Ride (dex), Spot (wis), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are class features of the bow master prestige class.

**Hit Die:** d10

**Weapon and Armor Proficiency:** Characters gain no new proficiency in armor or weapons when they take a level of bow master.

**Opportunistic Shot (Ex):** At 1st level, a bow master effectively threatens adjacent enemies with his bow. He can make attacks of opportunity using a ranged weapon.

**Ranged Sneak Attack (Ex):** Any time the bow master's target would be denied her Dexterity bonus to AC (regardless of whether she has a Dexterity bonus), his ranged attack deals extra damage. The extra damage is +1d6 at and level and an additional +1d6 every two levels thereafter. Ranged attacks only count as sneak attacks if the target is within 30 feet. The bow master cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability from another class, the bonuses stack.

**Combat Insight (Su):** Beginning at 3rd-level, whenever the bow master makes a successful attack with a bow, he may add his Wisdom bonus to the damage dealt.

**Bonus Feats:** The bow master gains a bonus feat at 5th level and every 5 levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Blinding Speed, Distant Shot, Epic Prowess, Epic Toughness, Fleet of Foot, Improved Manyshot, Improved Sneak Attack, and Uncanny Accuracy.

**True Strike (Su):** At 7th level, the bow master becomes highly aware of his surroundings and gains an intuitive insight into the future. Once per day as a free action, the bow master may use this ability to gain a +20 insight bonus to a single attack roll as per the spell true strike. The insight bonus may only be applied to a ranged attack with a bow. For every 5 levels of bow master beyond 7th that the character gains (12th, 17th, and so on), he may use this power one additional time per day.

**Improved Opportunistic Shot (Ex):** At 9th level, the bow master effectively threatens an area 30 feet around him in all directions with his bow. He may make attacks of opportunity against opponents within 30 feet using a ranged weapon.

## Ordinator (epic)

From *Dragon* #308 (June 2003)

Level	Special	Spells Per Day/Spells Known
1	Full smite 1/day, smiting	+1 level of existing spellcasting class
2	Blessed vestments +1	+1 level of existing spellcasting class
3	Divine mark 1	+1 level of existing spellcasting class
4	Bonus divine feat	+1 level of existing spellcasting class
5	Blessed vestments +2, warding hand	+1 level of existing spellcasting class
6	Full smite 2/day, bane of infidels 1/day	+1 level of existing spellcasting class
7	Divine mark 2	+1 level of existing spellcasting class
8	Blessed vestments +3, bonus divine feat	+1 level of existing spellcasting class
9	Bane of infidels 2/day	+1 level of existing spellcasting class
10	Warding hand	+1 level of existing spellcasting class

Ordinators are holy soldiers, servants to a god that lives among them. Grueling training regimens forge muscles as hard as iron and grind fighting skills to near-mythical sharpness. Long days of exhausting runs followed by punishing weapon drills push would-be ordinators to the edge of breaking, and for those who make it past this weeding-out period, a long series of brutal quests follow. Destroy a nest of dragons threatening an area, pacify land for colonization, raze the support of a rival god—the tasks are difficult, dangerous, and endless, and through it all, the ordinators are granted respite only in prayer. In their patron deity they find deliverance, for during prayer their worn bodies can rest and their burning lungs drink a full measure of air. This quickly builds the association between salvation and worship, adding the last component to an ordinator's deadly arsenal. Physical conditioning and martial training are smelted in a crucible of devotion that allows him to exceed his already impressive physical capabilities. By appealing to something greater than themselves, ordinators transcend mortal limits.

Were this all the ordinator had at his disposal, he would be a feared opponent indeed. But a god who did not recognize such devoted service would be foolish. Their patron deity lifts ordinators ever higher above the mortal coil, gifting them with supernatural abilities that continue to mount as the holy warriors' loyalty grows.

Ordinators believe strongly that no one need remain mortal, but such ascendancy is for the divine to grant, not for mortals to claim: The only true path to ascendance comes from above. As a whole they are highly respectful of religious authority, especially clergy, while holding a healthy disdain for those who shirk deities and serve only mortal concerns. They are often the police force in religious capitals, but they are perfectly at home as chaplains and champions in holy armies, and more than a few have served their gods through questing.

### Requirements

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

**Base Attack Bonus:** +15.

**Epic Attack Bonus:** +2

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

**Feats:** Weapon Focus (deity's favored weapon), any three divine feats or feats that improve divine abilities (such as metamagic feats applied to divine spells, or the Extra Smiting and Empower Turning feats from *Defenders of the Faith*).

**Special:** Ability to smite. The candidate must be chosen by an ordinator to take the trials and then succeed in a series of quests. The DM determines when these trials are complete.

### Class Skills

The ordinator's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Search (Int), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

### Class Features

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

**Hit Die:** d10.

**Spells per Day /Spells Known:** At each ordinator level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. If already an epic spellcaster, the character gains only the benefits noted under the Spells entry for that epic class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had

more than one spell-casting class before becoming an ordinator, the player must decide which class to add the new level for the purpose of determining spells per day.

**Smiting:** Ordinator class levels stack with any other applicable class levels for purposes of determining bonuses to attack, damage, and frequency, if applicable, of the ordinator's smite ability.

**Full Smite (Su):** Such is the holy power of the ordinator that his divinely charged blow falls, not like a star shot from the heavens, but like a meteor storm, a rain of holy strikes. Once per day, when making a full attack, an ordinator may apply his smite ability to every attack made in the round, not including attacks of opportunity. This means every strike, including bonus strikes from haste spells and off-hand attacks, receives the smite bonus to hit and to damage. Using this ability counts as a single smite attempt, no matter how many blows are struck in a round. The ordinator may use this ability one additional time per day for every five additional levels gained.

**Blessed Vestments (Su):** Ordinators receive the highest quality armor their church can afford. These suits are distinctive, not only for their superb craftsmanship and heavy enhancements, but also in style, to set them apart aesthetically from those of common guards. The few times someone has successfully stolen such armor, it has proven less effective in others' hands. These blessed suits of armor are only part of the protection that ordinators gain in return for their faith and service: their patron deity protects them as well. Starting at 2nd level, the ordinator gains a +1 divine bonus to Armor Class, provided he is wearing some kind of armor. Bracers of armor and ring's of protection are fine defensive tools, but they are not sufficient for this ability to function. The ordinator must be dressed in some form of physical armor to receive this bonus. Every three levels, the ordinator's divine AC bonus increases by 1.

**Divine Mark (Su):** As the ordinator rises through the ranks of his order, he also grows closer to his god. After a time such prominence gains him special favor, a gift from his god that he carries always. Ordinators serving gods whose clerics spontaneously cast cure spells gain the fast healing special ability at 3rd level, beginning at 1 point per round, and increasing by 1 point every four levels thereafter.

Ordinators serving gods whose clerics spontaneously cast inflict wounds spells gain bloody attacks. All successful strikes, regardless of the weapon used, are treated as having the wounding ability, dealing 1 point of additional damage every round. Multiple attacks result in cumulative damage. Certain evil ordinators (at the DM's discretion) might instead gain the power to deal vile wounding damage, which cannot be healed through magical or mundane means unless the subject is on hallowed ground (or unhallowed for evil beings). The ordinator cannot deal more wounding damage with an attack than normal damage. The amount of wounding damage increases by 1 point every four levels.

Clerics of neutral deities gain one of these two abilities depending on whether or not they chose to spontaneously cast cure or inflict spells.

**Bonus Divine Feat:** As a result of his continuing service and unwavering loyalty to church and god, the ordinator continually gains blessings and insights on how to better use the power he is granted. Beginning at 4th level, and every four levels thereafter. The ordinator may choose any feat with the divine descriptor, or a feat that enhances one of his divine abilities (such as metamagic feats applied to divine spells, or the Extra Smiting and Empower Turning feats from *Defenders of the Faith*).

**Warding Hand (Su):** The ordinator's body pulses with divine energy, and his growth toward his patron deity comes to mean more than a close relationship. By 5th level, the ordinator has taken a distinct step away from mortality, developing supernatural resilience. He gains damage reduction of 1/-. Every five levels, the amount of damage reduction increases but it can never exceed the ordinator's current Wisdom modifier.

**Bane of Infidels (Su):** By 6th level, divine power is so thoroughly ingrained in the holy soldier that he can channel it as easily as he does his own inborn abilities. Once per day, should an ordinator's smite attack score a critical hit, the bonus damage from smiting is added one additional time to the damage total. Figure the damage from the critical hit normally, and then simply add the bonus damage from the smite ability (in most cases, equal to paladin level plus ordinator level). The ordinator gains an additional use of this power once every three levels.

## Perfected One (epic)

From Dragon #297 (July 2002)

Level	Special
1	Battle trance 1/day
2	Combat insight
3	Bonus feat
4	Perfect grace, graceful movement, battle trance 2/day
5	Clarity of battle
6	Bonus feat
7	Perfect fortitude, close the wound, battle trance 3/day
8	See your future
9	Bonus feat
10	Perfect mind, protective mind, battle trance 4/day

A perfected one transcends what others perceive as the limitations of the physical form. Body, mind, and soul become a single unified force, granting the perfected one an unparalleled level of grace and clarity in battle.

The vast majority of characters who become perfected ones are monks; few other classes have the discipline and balance to achieve the requirements. Some fighters, and even fewer paladins, have chosen to follow this path, although they must typically multiclass in order to meet the high base save bonuses required to become perfected ones. Other classes see little gain in this pursuit.

Perfected ones differ according to their personality. They might be solitary, gregarious, beatific, or diabolical. Some perfected ones return to their roots, teaching young ascetics at the monastery where they first learned their skills. Others walk the earth, dispensing justice as they see fit. Still others reason that with their perfect insight, they are best suited to rule over others—although such rule might be benevolent or repressive, depending on the perfected one's alignment.

### Requirements

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

**Alignment:** Any lawful.

**Base Save Bonus:** Fort +12, Ref +12, Will +12.

**Concentration:** 24 ranks.

**Feats:** Dodge, Expertise, Improved Unarmed Strike, Stunning Fist.

**Epic Feats:** Perfect Health.

**Special:** Character may substitute the purity of body (monk) or diamond body (henshin mystic, monk) class features for the Perfect Health epic feat requirement.

### Class Skills

The perfected one's class skills and the key ability for each skill are: Balance (dex), Concentration (con), Escape Artist (dex), Knowledge (arcana) (int), Move Silently (dex), Scry (int), Spellcraft (int), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters gain no new proficiency in armor or weapons when they take a level in the perfected one prestige class. They suffer the same penalties for wearing armor that monks do.

**Monk Multiclassing:** A perfected one may continue to gain monk levels even after gaining one or more levels as a perfected one.

**Battle Trance (Ex):** The perfected one masters the art of letting her mind guide her attacks. At 1st level, she learns how to enter a battle trance. While in a battle trance, the perfected one gains a +4 bonus to Dexterity and Wisdom, and a +2 morale bonus to Fortitude saves. During

the trance, the character may not cast spells, use spell-like abilities, or use spell-activation or spell-completion magic items (such as wands or scrolls). The battle trance only functions if the perfected one is wearing no armor. A battle trance lasts for a number of rounds equal to 3 + the character's (newly improved) Wisdom modifier. The perfected one may prematurely end the battle trance voluntarily. The perfected one may enter a battle trance once per day at 1st level and one additional time every 3 levels thereafter (4th, 7th, 10th, and so on).

**Combat Insight (Su):** At 2nd level, whenever the perfected one makes a successful unarmed strike and is wearing no armor, she may add her Wisdom bonus to the damage dealt.

**Bonus Feats:** The perfected one gets a bonus feat at 3rd level and every 3 levels thereafter (6th, 9th, 12th, and so on). These bonus feats must be selected from the following list: Armor Skin, Blinding Speed, Damage Reduction, Epic Prowess, Epic Toughness, Fast Healing, Fleet of Foot, Improved Combat Reflexes, Keen Strike, Legendary Climber, Legendary Wrestler, Righteous Strike, Shattering Strike, and Vorpal Strike.

**Perfect Grace (Ex):** By 4th level, the perfected one gains a clarity of insight that allows her to avoid dangers more easily. She may add her Wisdom bonus to Reflex saves while unarmored.

**Graceful Movement (Su):** Once per day at 4th level, the perfected one's body automatically activates graceful movement when needed (although the perfected one may elect not to use this ability). This ability functions as the freedom of movement spell. Using this ability doesn't require an action on the part of the perfected one, and it can even occur on another character's turn if necessary.

**Clarity of Battle (Su):** Once per day at 5th level, a perfected one may add her Wisdom bonus to her unarmed strike attack rolls for one full round. During this round, she is also treated as having the Improved Combat Reflexes feat, even if she doesn't have the prerequisites for that feat. Clarity of battle only functions if the perfected one is wearing no armor. The perfected one gains one additional use of this ability per day for every 10 levels after 5th gained in this class (15th, 25th, and so on).

**Perfect Fortitude (Ex):** At 7th level, the perfected one's agility becomes potent enough to resist bodily hazards. As long as the perfected one is unarmored, she may add her Dexterity bonus to Fortitude saves.

**Close the Wound (Su):** Once per day at 7th level, the perfected one's body automatically activates close the wound on itself if she is reduced to 0 or fewer hit points. This ability doesn't function if the perfected one is reduced to -10 or fewer hit points. Close the wound functions as the heal spell. Using this ability doesn't require an action on the part of the perfected one, and it can even occur on another character's turn if necessary.

**See Your Future (Su):** An 8th-level perfected one has a powerful sixth sense and receives instantaneous warnings of impending danger or harm as per the foresight spell. The perfected one gains one additional use of this power per week for every 10 levels of this class gained above 8th (18th, 28th, and so on), but never more than once per day.

**Perfect Mind (Ex):** The body and mind of a 10th-level perfected one become fully attuned. As long as she is unarmored, the perfected one may add her Constitution bonus to Will saves.

**Protective Mind (Su):** Once per day at 10th level, the perfect one's body automatically activates protective mind on itself if the perfected one is the target of any effect that would detect, influence, or read her emotions or thoughts. This ability functions exactly as the mind blank spell, except that its duration is only one hour. Using this ability doesn't require an action on the part of the perfected one, and it can even occur on another character's turn if necessary.



## Shadar Sentinel (epic)

From *Dragon* #297 (July 2002)

Level	Special
1	Sudden insight 1/day, aurasight
2	Spell-like Divination
3	Shadar insight
4	Sudden insight 2/day
5	Bonus feat
6	Shadar insight
7	Sudden insight 3/day
8	Spell-like Enchantment
9	Shadar insight
10	Sudden insight 4/day

Those who have bathed in the liquid knowledge of the Shadar Pool know that lore is the most potent weapon. Without knowledge, one can hardly hope to wield a weapon or cast a spell with any modicum of skill. An unfortunate majority of those who bathe in the pool are quick to abuse the powers granted by its might, but a select few realize that such power should not be made available to all. Power given so freely without the discipline required to earn it leads to irresponsibility and ultimately tragedy. Yet those who choose to learn and study the gifts of the Shadar Pool rather than to just abuse the power soon find that there are greater secrets hidden in the self that can be awakened with the pool's aid, given time and due diligence.

Shadar Sentinels are those who have pledged to guard and protect the Shadar Pool from power-hungry abuse. A few choose to stay close to the pool to defend it, but the majority of those who pledge their lives to the Pool's defense are expected to travel and seek out others who might be ready to taste its power, while at the same time keep an eye out and prevent those who should not. They strive to make sure that one force does not rise in power above the other, that all sides of power are balanced so that one does not dominate and leave the world in ruin.

The majority of Shadar Sentinels are divine spellcasters, especially druids. Wizards are also common sentinels, since they are often intrigued by the knowledge the pool has to offer. Martial classes can become Shadar Sentinels, although they are much less common since they tend to be more focused on material or social wealth rather than spiritual or intellectual wealth.

### Requirements

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

**Alignment:** Any neutral.

**Knowledge (History):** 21 ranks.

**Knowledge (Nature):** 21 ranks.

**Spellcraft:** 21 ranks.

**Feats:** Alertness, Iron Will, Epic Skill Focus (any of the required Knowledge skills).

### Class Skills

The Shadar sentinel's class skills (and the key abilities for each) are: Concentration (con), Craft (int), Diplomacy (cha), Gather Information (cha), Innuendo (wis), Knowledge (any, taken separately) (int), Listen (wis), Perform (cha), Profession (wis), Scry (int), Search (int), Sense Motive (wis), Spellcraft (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are features of the Shadar sentinel prestige class.

**Hit Die:** d8

**Sudden Insight (Su):** Once a day at 1st level, a Shadar sentinel may invoke a special insight into a situation. Invoking an insight is a free action, and it grants the Shadar sentinel a +10 insight bonus to any one attack roll, saving throw, skill check, or level check made in the same round the insight was activated. At every third level after 1st (at 4th, 7th, 10th, 13th, and so on), the Shadar sentinel may make an additional insight each day.

**Aurasight (Sp):** At will, a 1st-level Shadar sentinel can detect chaos, detect evil, detect good, detect law, and detect magic as a spell-like ability. This ability duplicates the effects of the spells of the same name. The Shadar sentinel can only activate one detection at a Time.

**Spell-like Divination (Sp):** At 2nd level, the Shadar sentinel gains the ability to use one 1st-level Divination spell as a spell-like ability usable at will. At every tenth level after 2nd (12th, 22nd, and so on), the Shadar sentinel gains a new Divination spell-like ability of a level equal to or less than the previous spell-like ability gained +1. Thus, at 12th level, the sentinel could pick a 2nd-level Divination spell, and at 22nd level she could pick a 3rd-level Divination spell.

**Shadar Insights (Su):** Every 3 levels, the Shadar sentinel's continued study of the Shadar Pool and the changes it has wrought upon her body and soul uncovers a new insight into the way her powers are developing. This insight must be chosen from the following list: +1 insight bonus to Armor Class

+4 insight bonus to any one skill +1 insight bonus to attack rolls +1 insight bonus to one saving throw +4 insight bonus to maximum hit points

If the Shadar sentinel selects a bonus that she has already selected, the new bonus stacks with The old bonus. Insight bonuses gained from any other source do not stack with an insight bonus granted by a Shadar insight.

**Bonus Feats:** The Shadar sentinel gains a bonus feat (selected from the epic loremaster bonus feats) at 5th level and at every 10 levels after 5th (5th, 15th, 25th, and so on).

**Spell-like Enchantment (Sp):** At 8th level, the Shadar sentinel gains the ability to use one 1st-level Enchantment spell as a spell-like ability at will. Every 10 levels after 8th (18th, 28th, and so on), the Shadar sentinel gains a new Enchantment spell-like ability of a level equal to or less than the previous spell-like ability gained +1. Thus, at 18th level, the sentinel could pick a 2nd-level Enchantment spell, and at 28th level she could pick a 3rd-level Enchantment spell.

## Soulreaver (epic)

From *Dragon* #297 (July 2002)

Level	Special
1	Sneak attack +1d6, improved assassin spells
2	Double death 1/day
3	Sneak attack +2d6
4	Bonus feat
5	Sneak attack +3d6
6	Vampiric death
7	Sneak attack +4d6
8	Bonus feat
9	Sneak attack +5d6
10	Sudden death 1/day

Although the majority of those who belong to the Shadow Shoal are nothing more than powerful, epic-level assassins, there are a select few who are chosen by the Lord of the Shadow Shoal to become his chosen killers. These purely evil masters of slaughter are contacted in their dreams by Lascer and offered the secrets of the soulreaver; those who accept the offer wake with Terrible new powers, while those who do not accept wake just long enough To scream before dying of some unknowable Terror. Soulreavers quickly rise to positions of power and leadership in the Shadow Shoal as they use their newfound abilities to assassinate any who might stand in their way. Once a soul-reaver has established himself in a position of power, his life is rarely comfortable. Lascer does not grant the lore of the soulreaver lightly or without reason; those to whom he offers this knowledge can expect to be called upon regularly in dreams to perform tasks and slayings for the Lord of the Shadow Shoal.

Soulreavers must be proficient assassins. Lascer often looks favorably upon those who are particularly skilled at arcane magic and at the various assassin skills. Most soulreavers are bards, rogues, sorcerers, or wizards, but monks, fighters, and rangers are not uncommon. Barbarians are generally too coarse to pique Lascer's interest, and clerics and druids are often passed over because their devotions lie elsewhere. Paladins are unable to become soulreavers, although blackguard/assassins can make particularly deadly additions to the Shadow Shoal.

### Requirements

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

**Alignment:** Any evil.

**Disguise:** 12 ranks.

**Hide:** 24 ranks.

**Knowledge (Arcana):** 12 ranks.

**Move Silently:** 24 ranks.

**Feats:** Ambidexterity, Improved Critical, Improved Spellcasting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

**Special:** The character must be able to cast 4th-level assassin spells.

Before becoming a soulreaver, the character must have been contacted by Lascer in a dream. This requires that the prospective soul-reaver has already fulfilled all other feats and has successfully assassinated no less than ten targets in a single day; all of these assassinated victims must be at least CR 15. Once these prerequisites have all been met, there is a non-cumulative 1% chance each year that the prospective soulreaver is contacted by Lascer and offered the terrible secrets of the soulreaver's ways. If the prospective soulreaver is already a member of the Shadow Shoal, the chance of being contacted by Lascer rises to a 75% chance per year. If the prospective soulreaver agrees to become one of the chosen slayers of Lascer, he awakens and may take his first level of soulreaver at any point thereafter when he gains enough experience points to gain a level. If the prospective soulreaver refuses the offer or otherwise offends Lascer, he must make a fortitude saving throw (DC 57) or be slain upon awakening.

### Class Skills

The soulreaver's class skills (and the key abilities for each) are: Alchemy (int), Balance (dex), Bluff (cha), Climb (str), Concentration (con), Craft (int), Decipher Script (exclusive skill) (int), Disable Device (dex), Disguise (cha), Escape Artist (dex), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Jump (str), Knowledge (arcana) (int), Knowledge (the planes) (int), Listen (wis), Move Silently (dex), Open Lock (dex), Perform (cha), Pick Pocket (dex), Profession (wis), Read Lips (int), Scry (int), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Tumble (dex), Use Magic Device (exclusive skill) (cha), Use Rope (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are features of the soulreaver prestige class.

**Hit Die:** d6

**Sneak Attack:** The soulreaver's sneak attack damage increases by +1d6 every 2 levels.

**Improved Assassin Spells:** Once an assassin becomes a soulreaver, he may choose to prepare improved assassin spells in any available Improved Spellcasting slots. These improved spells are treated as normal assassin spells as regards to the DC to save or the methods of preparation; all improved assassin spells are based on Intelligence and are arcane spells. These spells may be chosen from the list below:

**5th Level**—ethereal jaunt, nightmare, slay living, teleport

**6th Level**—circle of death, ethereal-ness, harm, mislead

**7th Level**—destruction, finger of death, shadow walk, teleport without error

**8th Level**—mind blank, power word kill, screen, trap the soul

**9th Level**—imprisonment, soul bind, wail of the banshee, weird

**Double Death (Ex):** At 2nd level, the soulreaver may declare one death attack per day to be a double death attack. When the assassin makes the death attack, the victim must make two saving throws to survive rather than just one. Every ten levels after and (at 12th, 22nd, and so on), the soulreaver can make a double death attack an additional time each day.

**Bonus Feats:** The soulreaver gains a bonus feat (selected from the list of epic assassin feats) every 4 levels.

**Vampiric Death (Su):** At 6th level, the soulreaver may declare a single death attack to be a vampiric death attack, up to once per day. If the death attack successfully slays the victim, the assassin absorbs a tiny portion of the departing soul's life energies and gains a +6 profane bonus to his Strength and Constitution and +6d6 temporary hit points for the next hour. Every ten levels after 6th (at 16th, 26th, and so on), the soulreaver may make a vampiric death attack one additional time each day. This cannot be combined with the double death ability.

**Sudden Death (Ex):** At 10th level, the soulreaver can draw upon the unholy energies of his imprisoned master to strike with blinding speed with a death attack. This death attack is a full-round action, but it does not require the assassin to spend 3 rounds studying his victim: the attack must still be a sneak attack, however. Every ten levels thereafter (20th, 30th, and so on), the soulreaver may make a sudden death attack an additional time each day.

## Spellfire Hierophant (epic)

From <http://www.wizards.com/dnd/>

Level	Special
1	Greater charged item drain
2	Ranged healing
3	Haste 1/day
4	Bonus feat
5	Greater permanent item drain
6	Haste 2/day
7	Spellfire reserve
8	Bonus feat
9	Haste 3/day
10	Spellfire burst 1/day

While many characters may call themselves master of spellfire -- the raw energy of the weave -- such individuals are mere students compared to you. The spellfire hierophant learns new methods of controlling and shaping spellfire that lesser mortals barely comprehend.

A spellfire hierophant can come from almost any background, though most have some previous training in the use of spellfire (such as the spellfire channeler prestige class). Other than that class, spellcasters have the easiest time qualifying.

With the generally solitary nature of spellfire wielders, it's no surprise that spellfire hierophants tend to exist outside of normal society. Those few who venture from their hidden lairs in the wilderness or on the planes rely on disguises and subterfuge to accomplish their goals.

### Requirements

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

**Skills:** Concentration 24 ranks, Knowledge (arcana) 12 ranks, Spellcraft 12 ranks.

**Feats:** Endurance, Epic Spellfire Wielder, Spellfire Wielder, Weapon Focus (spellfire).

### Class Skills

The spellfire hierophant's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

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

**Hit Die:** d4.

**Weapon and Armor Proficiency:** Spellfire hierophants gain no proficiency with any weapons, armor, or shields.

**Greater Charged Item Drain (Sp):** A spellfire hierophant can drain a number of charges from a touched charged item (including single-use items such as potions or scrolls), converting the energy into stored spellfire energy levels. The limit to the number of charges she can drain is equal to her Charisma bonus (minimum 1), but she can't drain more charges than the item has remaining (each spell on a scroll counts as one charge). A fully drained item has no magical properties (a potion becomes water, a scroll becomes blank paper.) A creature gets to make a Will save (DC = 20 + one-half class level + Charisma modifier) to prevent one of its held or carried items from being drained.

**Ranged Healing (Su):** At 2nd level, the spellfire hierophant gains the ability to release stored spellfire energy levels to heal at a range of up to 25 feet (plus 5 ft./2 levels). This requires

a ranged touch attack. The amount of healing is normal for the character (either 2 points per level expended or 1d4+1 points per level expended if the character has the spellfire wielder class feature improved healing).

**Haste (Su):** Once per day, the spellfire hierophant can expend spellfire energy levels to accelerate her actions, just as if she had cast *haste* on herself. Each spellfire energy level expended when the ability is activated allows the hierophant to act as *hasted* for 1 round. The *hasted* hierophant sparkles with light while so affected. For every three levels gained after 3rd, the spellfire hierophant can use this ability one additional time per day (twice at 6th level, three times per day at 9th level, and so on).

**Greater Permanent Item Drain (Sp):** At 5th level, a spellfire hierophant can drain power from permanent magic items by touch as a standard action. An item that creates spell effects (such as *boots of speed*) loses that function for 24 hours, and the spellfire hierophant gains spellfire energy levels equal to the caster level of the item. A creature gets to make a Will save (DC = 20 + 1/2 class level + Charisma modifier) to prevent one of its held or carried items from being drained. An item with all its permanent abilities drained for the day is still a magic item (for purposes of making saving throws when damaged, and so on).

**Spellfire Reserve (Ex):** At 7th level, the spellfire hierophant learns how to store spellfire energy levels in deep reserve. These energy levels don't count as part of the character's normal storage capacity, but they also can't be used to power spellfire effects without first calling them from reserve. Spellfire energy levels in reserve also don't detect as magical (allowing a spellfire hierophant to disguise her nature). Placing any number of stored spellfire energy levels in reserve, or calling any number of levels from reserve into normal storage capacity, requires a full-round action. The spellfire hierophant can store a number of energy levels in reserve equal to her class level plus her Constitution bonus (if any).

**Spellfire Burst (Su):** At 10th level, the spellfire hierophant can substitute a spellfire burst for a normal spellfire blast. The range remains the same, but instead of requiring a touch attack, the spellfire energy explodes in a 5-foot radius burst at the target point, dealing appropriate damage to all creatures in the area (Reflex halves; DC 20 + 1/2 class level + Charisma modifier). This can affect as many bursts as the character would normally fire blasts in the round, but it can be used only for one round per day. For every 5 levels gained thereafter, the spellfire hierophant can use this ability one additional round per day (two rounds at 15th, three rounds at 20th, and so on).

If the character also has the spellfire channeler class feature maelstrom of fire, the area of the burst is a 10-foot radius instead.

**Bonus Feats:** The spellfire hierophant gains a bonus feat at 4th level and an additional bonus feat every 4 levels thereafter (8th, 12th, 16th, and so on). These bonus feats must be selected from the following list: Energy Resistance, Epic Skill Focus (Concentration), Epic Spellfire Wielder (new feat, described below), Epic Toughness, Epic Weapon Focus (spellfire), Exceptional Deflection\*, Fast Healing, Infinite Deflection\*, Reflect Arrows\*.

\*The spellfire hierophant can ignore the prerequisite of Improved Unarmed Strike for these feats.

## Stalwart Warden (epic)

From Dragon #297 (July 2002)

Level	Special
1	Ceaseless vigilance
2	Dwarven prowess
3	Enduring bravery
4	Bonus feat
5	Distant vision (60 ft.)
6	Unshakable loyalty
7	Immovable bulwark
8	Bonus feat
9	Unwavering dedication
10	Mighty resistance, distant vision (90 ft.)

The stalwart warden personifies the mettle and endurance of the dwarven race. Despite his short stature, this mighty dwarf stands tall in the defense of his charge, whether that be an individual, a town of innocents, or an entire race. More than one orc warlord has made the mistake of urging his troops on with the statement, "It's only a single dwarf, how can he hope to stop us?"

Fighters, paladins, monks, rangers, and even ex-barbarians all make fine stalwart wardens. Some clerics choose to follow this path, although this is rare since they must forsake improving their spellcasting abilities. Dwarven defenders most often become stalwart wardens and are readily prepared for this class since they've already pledged some level of service or loyalty to the dwarven people. Similarly, the devoted defender (from Sword and Fist) can aspire to become a stalwart warden. Arcane spellcasters have little to gain from this class.

A stalwart warden puts the needs of others before his own, although this can take many forms. Some live spartan lifestyles, preferring to avoid personal involvement. Others live with their fellows, reveling in all that life has to offer. Regardless of personality, however, the stalwart warden remains ever vigilant for danger.

### Requirements

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

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

**Race:** Dwarf.

**Base Attack Bonus:** +21.

**Listen:** 10 ranks.

**Sense Motive:** 5 ranks.

**Spot:** 10 ranks.

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

**Epic Feats:** Epic Toughness.

**Special:** Must have damage reduction from a feat or class feature.

### Class Skills

The stalwart warden's class skills and the key ability for each skill are: Craft (any) (int), Listen (wis), Sense Motive (wis), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All the following are class features of the stalwart warden prestige class.

**Hit Die:** d12

**Weapon and Armor Proficiency:** The stalwart warden gains proficiency with all simple and martial weapons, with light, medium, and heavy armor, and with shields.

**Ceaseless Vigilance (Ex):** Beginning at 1st level, the stalwart warden may add his class level as an insight bonus to Listen and Spot checks.

**Dwarven Prowess (Ex):** At 2nd level, a stalwart warden receives additional training against the traditional foes of his people. His racial bonus to attack rolls against orcs and goblinoids increases to +2 and his dodge bonus against giants increases to +6. In addition, the stalwart warden may add his class level to damage rolls against any of these creatures.

**Enduring Bravery (Ex):** At 3rd level, the stalwart warden becomes immune to fear effects.

**Bonus Feats:** The stalwart warden gains a bonus feat at 4th level and every 4 levels thereafter (8th, 12th, and so on). These feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Reflexes, Improved Darkvision, Instant Reload, Overwhelming Critical, Perfect Health, and Spellcasting Harrier.

**Distant Vision (Ex):** At 5th level, The stalwart warden's darkvision improves from 30 feet to 60 feet, and increases by an additional 30 feet every 5 levels thereafter (10th, 15th, and so on).

**Unshakable Loyalty (Ex):** At 6th level, the stalwart warden becomes immune to charm effects.

**Immovable Bulwark (Ex):** At 7th-level, a stalwart warden may add his Constitution bonus to any check to avoid being bull rushed, grappled, or tripped (including by an overrun attempt). In addition, he is treated as if he is one size category larger than his normal size for the purposes of such checks, and when attempting to resist a bull rush or a trip, the stalwart warden is considered "exceptionally stable."

**Unwavering Dedication (Ex):** At 9th level, the stalwart warden becomes immune to compulsion effects.

**Mighty Resistance (Ex):** The stalwart warden's natural dwarven racial bonuses to saves against poison and spells improve from +2 to +4 at 10th level, and thereafter increase by 2 points for every 10 additional levels gained (20th, 30th, and so on).

## Unholy Ravager (epic)

From *Dragon* #297 (July 2002)

Level	Special
1	Aura of evil
2	Corrupting touch
3	Sneak attack +1d6
4	Bonus feat
5	Desecrating aura
6	Sneak attack +2d6
7	Defiling glare
8	Bonus feat
9	Sneak attack +3d6
10	Despoiling presence

The unholy ravager is a walking personification of evil incarnate. He doesn't merely radiate evil, he is evil, and he leaves a trail of devastation behind him. Some lands exist for centuries without seeing such a villain, but for every such fortunate kingdom, there is another brought to utter ruin at the hands of an unholy ravager.

While all unholy ravagers revel in destruction, they pursue this goal in a variety of different ways. Lawful unholy ravagers often set themselves up as despots, periodically leaving the palace to lead an army of evil across the land. Neutral unholy ravagers might work behind the scenes until such a time as their presence is necessary to achieve maximum carnage. Chaotic unholy ravagers are especially feared, for there is no negotiating with such a character. These unholy ravagers care little for rulership or backroom dealings, but only in bringing sorrow to the land, often at the head of a rapacious band of murderous thugs who see the unholy ravager as the living hand of their destructive god.

### Requirements

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

**Alignment:** Any evil.

**Base Attack Bonus:** +21.

**Feats:** Power Attack, Sunder, Cleave, Great Cleave, Improved Critical.

**Epic Feats:** Overwhelming Critical.

**Special:** Must have dedicated yourself to the service of an evil god.

### Class Skills

The unholy ravager's class skills (and the key ability for each skill) are: Climb (str), Handle Animal (cha), Intimidate (cha), Ride (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the unholy ravager prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** Characters who take a level of unholy ravager gain proficiency with all simple and martial weapons, with light, medium, and heavy armor, and with shields.

**Aura of Evil (Su):** The unholy ravager emanates an evil aura that causes all good-aligned characters within 20 feet to suffer a -2 morale penalty to all attacks and skill checks. For the purposes of the detect evil spell, the unholy ravager's aura of evil is equal to his character level. Note that the unholy ravager can dampen this aura as a standard action, such as when he wishes to remain unnoticed by good-aligned characters. Restoring his aura of evil is a free action.

**Corrupting Touch (Su):** An unholy ravager can corrupt a creature or object by touch once per day at 2nd level, and one additional time per day every 10 levels thereafter (12th, 22nd, and so on). Corrupting touch eliminates any damage reduction or hardness possessed by the creature or object for one hour. This ability requires a touch attack if used against a character or an object carried by another character. Corrupting touch allows no saving throw to resist its effects. If used against a single part of a particularly large object (such as a castle wall), corrupting touch affects a 5-foot-cube of material.

**Sneak Attack (Ex):** Any time the unholy ravager's target would be denied her Dexterity bonus to AC (regardless of whether she has a Dexterity bonus), the unholy ravager's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. In every other way, treat this ability as a rogue's sneak attack. If the unholy ravager already has the sneak attack ability from another source, the bonuses to damage stack.

**Bonus Feats:** The unholy ravager gets a bonus feat at 4th level and every 4 levels thereafter (8th, 12th, and so on). These bonus feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Sneak Attack, and Lingering Damage.

**Desecrating Aura (Su):** By 5th level, the unholy ravager's 20-foot aura of evil is so purely evil that it imbues the area with negative energy, as per the desecrate spell. If dispelled, the unholy ravager can restore the aura on his turn as a free action.

**Defiling Glare (Su):** An unholy ravager can place a curse upon a target within 30 feet with only a glance. He may use this ability once per day at 7th level, and one additional time per day every 10 levels thereafter (17th, 27th, and so on). This ability works exactly as the bestow curse spell, except that its effects can only be removed by a spellcaster of at least 21st level.

**Despoiling Presence (Su):** At 10th level, the unholy ravager's aura of evil renders any food or water within its area poisonous to consume (Fortitude save DC 20 + class level + Charisma modifier to resist; initial and secondary damage 1d10 Constitution). Potions and similar magic liquids can also be affected, although such items are allowed a Will save (DC 20) to resist. Any items carried by the unholy ravager are unaffected.

## Void Incarnate (epic)

From <http://www.wizards.com/dnd/>

Level	Special
1	Blank aura
2	Improved evasion
3	Void presence
4	Mettle of fortitude
5	Blank mind
6	Mettle of will
7	Null strike
8	Improved mettle of fortitude
9	Empty form
10	Improved mettle of will

The void incarnate specializes in "not being." He trains himself in the art of avoiding detection and escaping danger, and he steels his body and mind to resist harm. Eventually, the void incarnate extends this ability to the point where he can simply ignore a wide variety of physical and mental effects -- much as if he weren't there at all. Void incarnates are sometimes referred to as "blanks" or "untouchables."

Rogues and shadowdancers make the most common void incarnates. Few other characters have the talents to become a blank, though ex-monks who meet the prerequisites often find this class to their liking.

NPC void incarnates might as well not exist, for all that anyone can remember about them. You could live right next door to a void incarnate and not only would you be unaware of his talents, but you also might not even know you had a neighbor at all.

### Requirements

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

**Alignment:** Any nonlawful.

**Skills:** Bluff 24 ranks, Escape Artist 24 ranks, Hide 24 ranks.

**Feats:** Great Fortitude or Iron Will or Lightning Reflexes.

**Epic Feats:** Dexterous Fortitude or Dexterous Will.

**Special:** Evasion class feature, slippery mind class feature.

### Class Skills

The void incarnate's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the void incarnate prestige class.

**Hit Die:** d6.

**Weapon and Armor Proficiency:** The void incarnate gains no proficiency in armor or weapons.

**Blank Aura (Ex):** The void incarnate (and any equipment he wears or carries) radiates an aura of any kind. *Detect chaos*, *Detect magic*, and similar spells simply register him as a blank. The void incarnate cannot lower this aura.

For every four levels gained above 1st, the void incarnate can share this aura with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the blank aura to one or more creatures within range is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action. A creature sharing the aura must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect. If a creature sharing the aura leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the aura's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

**Improved Evasion (Ex):** At 2nd level and higher, when subjected to an effect that allows a Reflex save for half damage, the void incarnate takes only half damage on a failed save (and no damage on a successful save, just as with evasion). Improved evasion can be used only if the void incarnate is wearing light armor or no armor.

**Void Presence (Ex):** Opponents of a void incarnate unconsciously ignore the void incarnate's presence starting at 3rd level. They are always treated as flat-footed to the void

incarnate (and thus may not apply their Dexterity modifier to AC). This lasts until the void incarnate attacks the opponent, but resumes again at the start of the void incarnate's next turn. This is a mind-affecting effect.

You can also use Bluff to create a diversion to hide as a move-equivalent action, rather than as a standard action.

This ability has an interesting side effect. Anyone attempting to use Gather Information or similar methods to learn about a void incarnate finds the task very difficult. Increase the DC of such tasks by 20 plus the target's void incarnate class level.

**Mettle of Fortitude (Ex):** Beginning at 4th level, if exposed to any effect that normally allows a character to attempt a Fortitude save for a partial or half effect (such as *slay living*), the void incarnate suffers no effect with a successful saving throw.

**Blank Mind (Ex):** At 5th level, the void incarnate is protected by a *mind blank* effect at all times. The void incarnate cannot lower this aura, even to accept a harmless mind-affecting spell.

For every four levels gained above 5th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the blank mind to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action. A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect. If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

**Mettle of Will (Ex):** If exposed to any effect that normally allows a character to attempt a Will save for a partial or half effect (such as an *inflict wounds* spell), the 6th-level void incarnate suffers no effect with a successful saving throw.

**Null Strike (Ex):** Once per day, a 7th-level void incarnate can declare any melee or ranged attack he makes to be a touch attack. He may use this ability one additional time per day for every 4 levels gained above 7th.

**Improved Mettle of Fortitude (Ex):** By 8th level, if subjected to an effect that allows a Fortitude save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of fortitude).

**Empty Form (Ex):** A 9th-level void incarnate has a permanent *freedom of movement* effect (as the spell) on him at all times. The character also becomes immune to force effects. Such effects either deal no damage (such as *magic missile*), don't exist for the void incarnate (such as *wall of force*, which the void incarnate can simply walk through), or otherwise fail to affect the void incarnate (such as *mage armor*).

For every four levels gained above 9th, the void incarnate can share this effect with one additional willing creature (and its equipment) within 30 feet of the void incarnate. Granting the empty form to one creature is a standard action; the effect lasts for 24 hours or until the void incarnate dismisses the aura as a free action. A creature sharing the effect must remain within 30 feet of the void incarnate (regardless of line of effect) to receive the benefit of the effect. If a creature sharing the effect leaves the range of the effect, the effect on the creature fades for the amount of time spent away from the void incarnate; moving back into range allows the creature to once again gain the effect's benefits for the remainder of the 24 hours or until the creature leaves the area again, whichever comes first.

**Improved Mettle of Will (Ex):** Beginning at 10th level, if subjected to an effect that allows a Will save for a partial or half effect, the void incarnate takes only the partial or half effect on a failed save (and no effect on a successful save, just as with mettle of will).

### Ex-Void Incarnate

A void incarnate who becomes lawful may not progress in levels as a void incarnate. He retains all class abilities.

## Warlord of Utterdark (epic)

From <http://www.wizards.com/dnd/>

Level	Special
1	Darkvision, bulwark of evil +1
2	Vile strike +1
3	Dark god's blessing 1/day
4	Bonus feat
5	Bulwark of evil +2
6	Vile strike +2
7	Dark god's blessing 2/day
8	Bonus feat
9	Bulwark of evil +3
10	Vile strike +3

The warlord of utterdark is the personification of evil. He may be cold and calculating or savage and brutal, but one fact remains crystal clear: He is evil incarnate and the sworn foe of all who hold good and mercy dear to their hearts.

The path of utterdark attracts fighters, barbarians, rangers, monks, and even fallen paladins. However, most warlords of utterdark come from the ranks of blackguards or warriors of darkness (see the *Book of Vile Darkness*).

A warlord of utterdark can rule an army of like-minded individuals, or he may serve an even more powerful master of evil, whether mortal or divine. They care nothing for rank or personal honor -- only the performance of vile deeds upon innocents interests them.

### Requirements

To qualify to become a warlord of utterdark, a character must fulfill all the following criteria.

**Alignment:** Any evil.

**Base Attack Bonus:** +21.

**Skills:** Alchemy 12 ranks, Hide 15 ranks, Knowledge (arcana) 9 ranks, Knowledge (religion) 9 ranks, Speak Language (Abyssal and Infernal), Spellcraft 6 ranks.

**Feats:** Cleave, Evil Brand, Great Cleave, Iron Will, Power Attack, Sunder, Vile Martial Strike (or Vile Ki Strike or Vile Natural Attack).

**Special:** The character must endure a month-long ritual of black magic performed by an evil spellcaster of at least 21st level or an evil outsider of at least 21 HD.

### Class Skills

The warlord of utterdark's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the warlord of utterdark prestige class.

**Hit Die:** d10.

**Weapon and Armor Proficiency:** A warlord of utterdark gains proficiency with all simple and martial weapons, with all types of armor, and with shields.

**Darkvision (Ex):** At 1st level, the warlord of utterdark gains darkvision 120 feet. This overlaps (but does not stack with) any darkvision the character may already possess.

**Bulwark of Evil (Su):** The warlord of utterdark gains a +1 profane bonus to saves against good spells. All evil allies within 30 feet of the warlord share this save bonus. The profane bonus increases by +1 every four levels thereafter (+2 at 5th level, +3 at 9th level, and so on).

The warlord of utterdark radiates evil as if he were an evil outsider.

**Vile Strike (Ex):** Beginning at 2nd level, the warlord of utterdark deals 1 additional point of vile damage with any weapon or natural weapon attack. This additional vile damage increases by 1 additional point for every four levels gained thereafter (6th, 10th, and so on).

**Dark God's Blessing (Su):** At 3rd level, the warlord of utterdark can apply a +5 luck bonus to a single attack roll, skill check, ability check, or saving throw once per day. Using this ability is a free action but must be declared before the roll is made.

At 7th level, and every four levels thereafter, the warlord of utterdark can call upon this blessing one additional time per day (twice at 7th level, three times at 11th, four times at 15th, and so on).

**Bonus Feats:** The warlord of utterdark gains a bonus feat at 4th level and an additional bonus feat every 4 levels thereafter (8th, 12th, 16th, and so on). These bonus feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Epic Leadership, Epic Poison Crafter (new feat; see above), Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Epic Will, Improved Darkvision, Legendary Commander, Overwhelming Critical, Perfect Health.

## World Guardian (epic)

From Dragon #297 (July 2002)

Level	Special	Spells per Day
1	World's friend	+1 level of existing class
2	Speak with the world	+1 level of existing class
3	Oaken hide +1	+1 level of existing class
4	Bonus feat	+1 level of existing class
5	Hear the world	+1 level of existing class
6	Oaken hide +2	+1 level of existing class
7	Strength of stone	+1 level of existing class
8	Bonus feat	+1 level of existing class
9	Walk the world, oaken hide +3	+1 level of existing class
10	Unleash the world's fury	+1 level of existing class

Some might describe the world guardian as an avatar of nature. Others see her as the personification of the environment, an animate extension of its needs. In actuality, the world guardian is simply an individual dedicated to defending the world of beast, tree, sun, and sky, from callous destruction at the hands of those who cannot or will not respect its terrible beauty.

Druids are the most logical world guardians, with their innate respect for the natural world. However, some rangers also take up the cause, and in rare cases a barbarian or multiclassed barbarian/ranger might heed the call as well. Other characters simply don't have the training and knowledge required to become world guardians.

The world guardian bears a heavy burden—the protection of her natural environment from those who would despoil it. Some world guardians grow aloof, standing apart from those who do not share the weight of the beliefs of this class. Others solicit allies, both from nature and from civilization as needed. In cases where local rulers share similar outlooks, the world guardian can provide simultaneous protection to nature and kingdom alike. But in territories controlled by those who do not respect her charge, the world guardian might turn to lawless anarchy to protect the land.

### Requirements

To qualify to become a world guardian, a character must fulfill all of the following criteria.

**Alignment:** Any non-evil.

**Knowledge (nature):** 24 ranks.

**Wilderness Lore:** 24 ranks.

**Feats:** Skill Focus (Knowledge [nature]) or Skill Focus (Wilderness Lore).

**Epic Feats:** Epic Skill Focus (Knowledge [nature]) or Epic Skill Focus (Wilderness Lore), Extended Lifespan.

**Special:** Character may substitute the timeless body class feature from the monk class for the Extended Lifespan epic feat requirement.

### Class Skills

The world guardian's class skills (and the key ability for each skill) are: Animal Empathy (exclusive skill) (cha), Concentration (con), Craft (any) (int), Diplomacy (cha), Handle Animal (cha), Heal (wis), Hide (dex), Intuit Direction (wis), Knowledge (nature) (int), Listen (wis), Move Silently (dex), Profession (any) (int), Scry (exclusive skill) (int), Spellcraft (int), Spot (wis), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

### Class Features

All of the following are class features of the world guardian prestige class.

**Hit Die:** d8

**Weapon and Armor Proficiency:** The world guardian gains no new proficiency in armor or weapons.

**Spellcasting:** At every level, the world guardian gains new spells per day and spells known 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 (such as bonus metamagic or item creation feats). If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. If the character possessed more than one spellcasting class before she became a world guardian, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day when she adds the new level.

**World's Friend (Ex):** No animal, beast, or plant willingly harms or opposes a world guardian. Any spell or effect that would cause an animal, beast, or plant to act against the world guardian (such as entangle) automatically fails. If the world guardian attacks such a creature, the stricture is broken.

At 6th level, this ability grants any animal, beast, or plant fighting as an ally of the world guardian a +4 morale bonus to attacks and damage. The world guardian must be within 100 feet and have line of sight to the animal, beast, or plant.

**Speak with the World (Sp):** A 2nd-level world guardian may speak with animals or speak with plants at will. She may also cast stone tell once per day, plus one additional time per day every 10 levels thereafter (12th, 22nd, and so on). These powers function as a spellcaster of the world guardian's character level.

**Oaken Hide (Su):** Beginning at 3rd level, the world guardian develops a natural armor bonus. This bonus is +1 at 3rd level and increases by an additional +1 every three levels thereafter (+2 at 6th, +3 at 9th, and so on).

**Bonus Feats:** The world guardian gains a bonus feat at 4th level and every 4 levels thereafter (8th, 12th, and so on). These bonus feats must be selected from the following list: Blinding Speed, Energy Resistance, Epic Endurance, Fast Healing, Fleet of Foot, Legendary Climber, Legendary Tracker, Perfect Health, Permanent Emanation, and Spontaneous Spell.

**Hear the World (Sp):** At 5th level, the world guardian can cast commune with nature once per day as a spellcaster of her character level. The world guardian gains one additional use of this ability per day for every 10 levels gained above 5th (15th, 25th, and so on).

**Strength of Stone (Sp):** Once per day, the world guardian may cast stoneskin upon herself as a caster of her class level. The world guardian gains one additional use of this ability per day for every 10 levels gained above 7th (17th, 27th, and so on).

**Walk the World (Sp):** At 9th-level, the world guardian may cast transport via plants at will.

**Unleash the World's Fury (Sp):** At 10th level, the world guardian may, once per week, unleash the unfettered fury of nature. This requires one round of concentration and takes the form of any one of the following spell effects cast at a level equal to the world guardian's character level: creeping doom, earthquake, storm of vengeance, or whirlwind.

The world guardian and her allies are unaffected by the effect. This power only functions on the Material Plane.



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