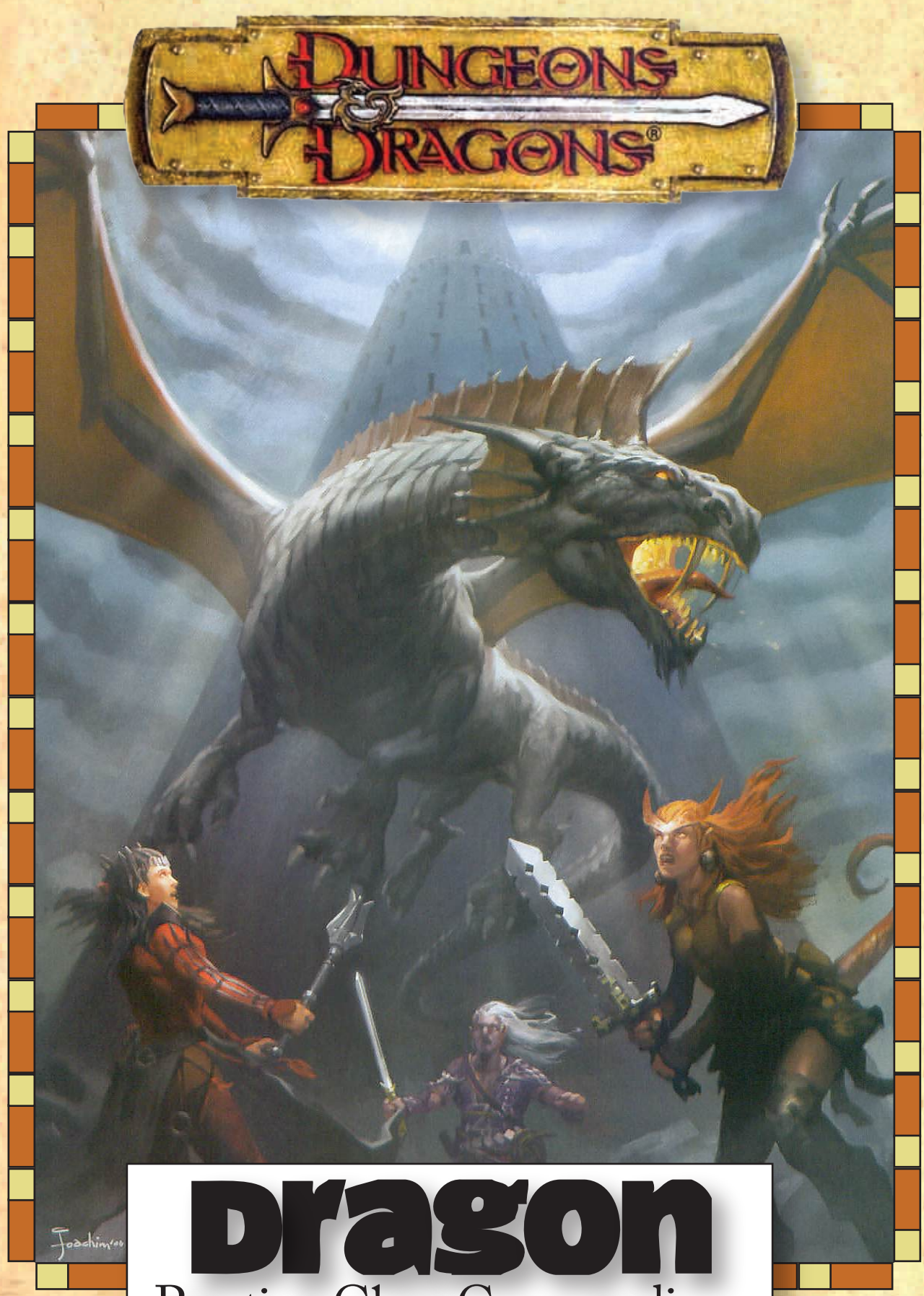

Dragon

Prestige Class Compendium

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Class Acts

Create Your Own Prestige Classes

by Monte Cook

Prestige classes are special classes found in the *Dungeon Master's Guide*. Players cannot choose these classes for beginning characters—only advanced characters can take prestige classes, and they must meet certain requirements unique to the class to do so. Characters who qualify can choose a prestige class as a multiclass to pick up as they advance in level.

Prestige classes allow DMs to create campaign-specific, exclusive roles and positions as classes. These special roles offer abilities and powers otherwise inaccessible to PCs and focus them in interesting directions. A character with a prestige class becomes more specialized yet perhaps slightly better than one without the prestige class.

Abilities granted by prestige classes are appropriate for mid- to high-level characters. Characters can acquire prestige classes by meeting the requirements specific to each example, which usually means that a character must be at least mid-level (say, around 5th or 6th). Additionally, a character might also need to meet non-rules related requirements, such as special training exercises, quests, group membership fees, and so forth.

Prestige classes are purely optional and always under the purview of the DM. The prestige classes presented in the *Dungeon Master's Guide* are only the beginning; they aren't all-encompassing or definitive. They might not even be right for your campaign. In your game, the best prestige classes are the ones you create yourself.

Chapter 2 of the *Dungeon Master's Guide* introduces prestige classes, including the assassin, blackguard, dwarven defender, arcane archer, and shadowdancer. Look for it in September.

Why Create a Prestige Class?

There are four basic reasons why you should create prestige classes for your campaign.

1 Give 'Em What They Want

A player with a ranger character wants to be an expert archer, so he takes Point Blank Shot and other appropriate feats. After all that, he wants to do even more with his bow. He's willing to sacrifice other aspects of his character to do so, but there don't seem to be options for him. In response, you create an organization called the Order of the Bow, and the player's character joins. There, he learns of a number of trick shots and special bow-related abilities by taking levels in the Order of the Bow prestige class.

Players often desire abilities for their characters that extend beyond the bounds of the *Player's Handbook*. That's okay. Prestige classes provide a way for you to develop rules within a balanced format to satisfy your players' concepts of their characters. You might even allow players to develop their own prestige classes, as long as you approve of the design.

2 Define Your Organizations

You've already created the Order of the Bow, a group of fighters, rangers, and rogues who help defend the capital in times of distress. They have a good reputation and a long, honorable history. To develop the organization further, you create a prestige class with abilities unique to the Order. Now, when people speak of their almost unnatural prowess, there are concrete facts pertaining to exactly what they can actually do.

Prestige classes can define monastic orders, secret cabals, religious zealots, thieves' guilds, special military units, people trained under a specific teacher, sorcerers from a particular area, or bards who studied at the same college. If you're not already creating organizations like this in your campaign, you should be. If you are, use prestige classes to distinguish them from one another. If the wizards of the Inverted Pyramid know different spells and have different abilities from the wizards of the Open Hand Guild, it makes both groups—and your campaign as a whole—much more interesting.

Using prestige classes with campaign organizations also encourages PCs to join or at least investigate these groups.

PRESTIGE CLASSES OFFER SPECIAL ABILITIES TO PCS AND FOCUS THEM IN INTERESTING DIRECTIONS.

In the D&D game, any character can multiclass. See Chapter 3 of the *Player's Handbook*.

Prestige classes offer you a way to use the rules to draw players into your campaign world and involve them in whatever sorts of politics, intrigues, and adventures you have in store.

3 Describe Your Cultures

Like organizations, races and cultures can benefit from having specific rules to showcase their abilities. While each race is detailed in the *Player's Handbook* with different abilities to make them unique, some prestige classes in the *Dungeon Master's Guide*, such as the arcane archer and the dwarven defender, help demonstrate how—through the rules—each race fits their own archetypes standardized in so many campaign worlds and fantasy traditions. You could easily create many more such prestige classes. The dwarven smith, the halfling hill-scout, the half-orc demolisher—these are just some of the racial archetypes to embrace.

While it's fine to say things like "elves operate well in the woods," or "gnomes are tricky," such statements are always more powerful if there are rules to back them up. Prestige classes (the elven woodstalker and the gnome trickster, for example) provide those rules.

IMAGINE A PRESTIGE CLASS THAT ENABLES A CHARACTER TO ENTANGLE FOES WITH HIS WHIP... SUDDENLY, THE WHIP BECOMES AN INTERESTING CHOICE.

Cultures can benefit from prestige classes perhaps most of all. There are no D&D game rules for how the people from the Southern Kingdom in your campaign differ from the folk of the Direwood Forest. With prestige classes, you can define how the southern spear-dancers have a completely different fighting style from that of the hardy, no-nonsense Direwood rangers. Culture-based prestige classes can tie into PC backgrounds. Only characters from the Sunlost Desert can take the knife-fighter prestige class, for instance. Unique prestige classes can make every populated place that you create for your campaign truly special.

4 Make Lame Options Exciting

A prestige class can take an otherwise questionable choice, such as specializing in the whip, and make it worthwhile. Imagine a prestige class that enables a character to entangle foes with his whip, gaining a bonus to trip and disarm maneuvers, and granting special damage bonuses with the weapon. Suddenly, the whip becomes an interesting weapon choice.

You can create prestige classes that grant interesting abilities for people spending a lot of skill points on Innuendo, Intimidation, or the Knowledge or Craft skill. Characters who choose strange multiclass combinations, put their best score in Charisma, or choose to be from a weak race like goblins or kobolds could all have access to prestige classes involving those choices that make them worthwhile.

Choose the Specific Over the General

When designing prestige classes for your campaign, you have an advantage that no one else has—that no game designer can ever have. You know the specific details of your campaign. Use that knowledge to its fullest by ignoring the general and embracing the specific. You're not creating a prestige class for everyone's campaign, just for yours.

Give your prestige classes names and abilities that take advantage of the work you've put into your game world.

Too General	Campaign-Specific
Holy Warrior	Champion of Pelor
City Guardsman	Greyhawk Watchman
Martial Disciple	Order of the Fist Disciple
Woodsman	Darkwater Pass Tracker

Designing Requirements

All prestige class requirements are based around the idea that the character who qualifies for the class is already well on his way to becoming someone who can do the things that the prestige class excels in. Those qualifying for the Misty Peaks mountaineer prestige class should already have 6 ranks in Climb and 4 in Use Rope.

Consider two types of requirements when determining who can take a prestige class:

- **Game requirements** are hard-and-fast rules, often numerical values. These are the best requirements for maintaining game balance.

- **Character requirements** are aspects of a character, like race, age, and religion, as well as deeds she might have accomplished. For example, the hunter of the dead prestige class, which specializes in fighting undead, must have had a negative level inflicted by an energy draining undead. Sometimes these are simply roleplaying hooks that tie into the organization or culture that a prestige class represents, like pledging allegiance to a monarch, paying initial membership dues, or performing a specific religious rite.

Don't be afraid of non-game mechanics requirements, for they can add life to a prestige class. On the other hand, never use them for game balance purposes. Granting a character a bonus feat just for keeping his head shaved is a recipe for rules abuse.

No requirement should be based on a die roll. That means that ability scores (or ability score bonuses), hit points, or other aspects of a character that are determined by a die should not be used as a prestige class requirement. Requirements should be based on player choices—feats, skill ranks, and so on.

Further, no prestige class should be set up specifically for members of a regular class. Class and level are not good requirements. That said, once you assign a set number of ranks, feats, and so on as requirements, it's not difficult to figure out which class can meet those requirements at what level. The assassin prestige class in the *Dungeon Master's Guide*, for example, can be attained the quickest by rogues (at 5th level), but even wizards could potentially meet the requirements (at 13th level). No prestige

class should be attainable by a character lower than 5th level.

Designing Abilities

Every level should include some significant benefit. Remember that your player should feel good that she took a level in the prestige class rather than just sticking with her original class. Spellcasters specifically have a difficult time justifying missing out on the new spells they gain with each level, so prestige classes aimed at them must be particularly attractive. The first ability or abilities gained should be matched to the minimum level that a character could possibly qualify for the class.

Thus, if a ranger can qualify for the class at 5th level, the first level of the prestige class should be approximately equivalent of the 6th level a ranger might gain.

Much of the trick of balancing prestige class levels involves small issues: base attack increases, Hit-Die size, and even weapon and armor proficiency can be strong enticements to take a level in the prestige class. Remember that gaining proficiency in weapons or armor is like gaining free feats.

Major abilities, particularly new powers, should be carefully considered. They should never be more powerful or useful than the types of things that other classes can do. Look at existing class abilities, feats, and the prestige classes in the *Dungeon Master's Guide* for ideas. It's okay to borrow directly from the abilities of other classes when designing a prestige class, though it's much more interesting to create something truly unique.

Spells and Spell Lists

Spellcasting prestige classes should each have their own spell list. Choose spells appropriate to the class, and perhaps even make some new, signature spells. Keep the spell list relatively short, however; not every spellcaster needs a *fireball* spell.

A prestige class spell list should have the spells appropriate for the class and no more. For a wide variety of spells, a character can take a level in the wizard or cleric class.

Occasionally, if a spell is a "signature" spell of a prestige class, you can lower the level that the class gets the spell by one. For example, for a flame mage prestige class, *wall of fire* might be considered a 3rd-level rather than a 4th-level spell. This technique should be used sparingly. Do this only once or twice for a given class, if at all. Normally, if a class has other attractive powers or benefits, it's not necessary.

Special Considerations

Prestige classes tied to organizations might have ongoing requirements. These can include assignments, dues, personal sacrifices of wealth, or obedience. Becoming a member of a prestige class might involve becoming an apprentice for a time to another member, or eventually taking on a prospective member as an apprentice to the PC.

Entry into a prestige class might come with "strings attached." Powerful enemies seek members out, or those among the group's ranks must face the prejudices of the local folk. Membership in some prestige classes might even be illegal—sometimes knowledge is forbidden. These "strings" can come along with prestige classes that are tied to a specific group in the campaign world, or they can be tied to prestige classes that simply deal with knowledge. The dragonslayers might not be a formal organization, but their reputation precedes them nonetheless.

Use prestige classes as a tool to individualize and invigorate your campaign.

DON'T BE AFRAID OF NON-GAME MECHANIC REQUIREMENTS, FOR THEY CAN ADD LIFE TO A PRESTIGE CLASS.

Character Requirements

Some rules requirements help define the prestige class but aren't as useful for game balance.

- Race
- Alignment
- Age
- Religion
- Accomplishments

Rule Requirements

The most important requirements for a prestige class are based on a character's capabilities as defined by rules, especially numerical values.

- Skill Ranks
- Feats (including a specific weapon proficiency or specialization)
- Base Attack Bonus
- Special Abilities (such as evasion, rage, or turning undead)
- Spellcasting ability (often specific to a few spells)

Poor Requirements (Do not use)

These requirements are bad because they depend on random die rolls or other quantities that have little to do with a player's decisions:

- Level
- Character Class
- Ability Score
- Modified Attack Roll
- Hit Points
- Armor Class
- Total Skill Bonus

Non-Rule Requirements

Requirements based on a character's actions don't contribute to game balance, but they are great for atmosphere and color.

- Kill a specific monster
- Visit a hard-to-reach shrine
- Endure an ordeal of pain
- Retrieve a rare herb
- Complete an individualized quest
- Perform an impossible task (walk on water, capture the breath of a bird)
- Win a race, a duel, or some other contest
- Discover the secret password
- Impress an important person with words and wit
- Create a great work of art—a song, a dance, a painting
- Solve a riddle
- Get a specific tattoo
- Always wear a specific color
- Always tell the truth
- Perform some daily ritual

Campaigning with Class

Customizing Your Campaign with Prestige Classes

by Andy Collins • illustrated by Mike May

Is every wizard in your game a member of the same school of thought, or do your arcane casters follow strange, hidden paths to power? Are you happy with every trained soldier in the army as a fighter, or do your mounted knights, elite archers, and veteran skirmishers need wildly varying skill sets? Are your master healers, experienced exorcists, and mighty templars all simple clerics, or do you want more diversity in your divinity? Is every rogue cut from the same cloth, or do rival guilds use unique training methods to create specialized burglars for every type of crime? Whenever your answer calls for increased specialization, you can look to the prestige class for assistance, but which prestige classes should you use?

If you want a way to make your campaign more unique, try creating a custom list of prestige classes available in your game. Not only does this pare the prodigious variety of existing classes down to a more manageable list, the task of creating the list can provide you with plenty of ideas on how to develop your campaign. This article shows you how to develop such a list with an example campaign: Bloodlines.

Making a List

When evaluating a prestige class for inclusion in your campaign, ask yourself: Does my campaign world need a specialist in this niche? Not every role in your game requires a specialist; if the class's area of expertise is little used in your world, you probably don't need to feature it. On the other hand, whenever generality threatens to obliterate significant differences in campaign roles, you can use prestige classes to emphasize such contrasts.

For instance, if all the monks in your game hail from a single monastery, you might not need the variety presented by prestige classes that favor the martial arts. On the other hand, if your game features a variety of martial arts schools and styles, the prestige class offers a golden opportunity to highlight those differences.

When starting out, don't worry about setting yourself an arbitrary limit of prestige classes to use. Instead, let your ideas flow unhindered, moving organically from one decision to the next. You can always come back later and adjust your list.

Categorization

Most prestige classes, like the core D&D classes, fall into one (or more) of these four categories: arcane spellcasters (sorcerers and wizards, but also bards); combat specialists (barbarians, fighters, monks, paladins, and rangers); divine spellcasters (clerics and druids, but also paladins and rangers); and skill users (bards and rogues, plus some barbarians, druids, monks, and rangers). Examining each category separately can help you

focus on the areas of expertise held by characters found in your campaign. Of course, since many classes fall into more than one category, keep an open mind when evaluating each category. You might find that a decision made in one category affects choices in another.

Arcane Spellcasters

What role do arcane spellcasters play in your campaign? For instance, are they part of normal society, or are they shunned outcasts? Do they belong to mighty guilds, or are they loners? Do wizards make up a merchant class of magic-wielding artisans, or do they dominate society as its rightful rulers? The more plentiful and common arcane spellcasters are in your game, the more likely it is that you'll need a variety of prestige classes to specialize their roles.

In the Bloodlines campaign, arcane spellcasters play a typical role for the D&D game. There's no special mystique about their powers, and society gives mighty arcanists the respect they deserve. However, no large centralized guilds exist; any wizardly organization in the campaign is small or scattered.

Thus, prestige classes which rely on such large organizations, such as the mage of the arcane order (T&B), don't exist. On the other hand, if a player wants to be a loremaster (DMG), the world has room for the player to create an organization of loremasters called the League of Scrolls—a loose group of knowledge-sharing characters scattered across the continent. Since elemental cults play a part in the world's ancient history, a few elemental savants (T&B) still exist. Halfling wizards tend toward the arcane trickster (T&B).

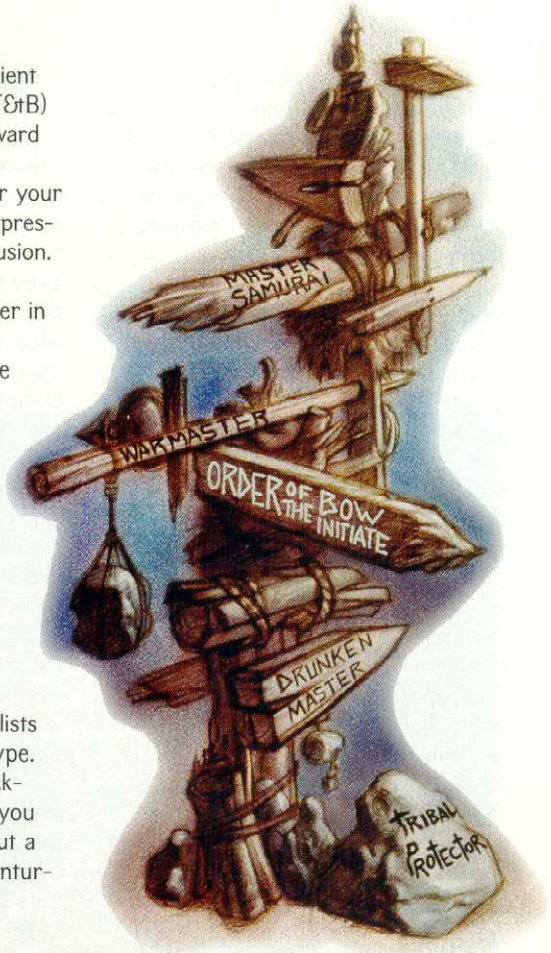
You can make similar choices for your campaign by taking a look at each prestige class and evaluating it for inclusion. Remember that you're not simply checking whether or not a character in your world would like to have the powers of the prestige class; you're evaluating whether or not the idea is something you want to incorporate into your world. The alienist (T&B) is a great prestige class, but it has a very distinct flavor; summoning disgusting creatures from beyond reality doesn't suit a campaign based on Arthurian legend.

Combat Specialists

In most campaigns, combat specialists are the most plentiful character type. Fighters and their ilk form the backbone of most D&D games—while you might consider adventuring without a wizard, cleric, or rogue, few adventuring parties seriously contemplate entering the dungeon without someone providing muscle and combat prowess.

Decide what roles such characters play in the campaign. Are most fighters soldiers, or do they belong to guilds? Do you have orders of knighthood, schools of martial arts, or barbarian clans with their own unique outlook on combat? Do divinely inspired warriors owe their allegiance to specific faiths, or can they hail from any walk of life?

Fighters make up the bulk of the "skilled combatants" in the Bloodlines campaign, but most simply use the fighter's built-in customization (via feats) to specialize in various areas of expertise. Many professional fighters end up entering one of several different "defensive" prestige classes. For instance, trained bodyguards tend toward the devoted defender (S&F) class, while halfling outriders (S&F) protect the travelling caravans of that race. The arcane archers (DMG) accept only those of elven blood, and all who enter pledge their service to the elven defense forces guarding the tiny forest kingdom of Brithonen. Similarly, the dwarven defender (DMG) and stonelord (*Dragon* #278) guard dwarven strongholds against the goblin hordes.



Fighter-style prestige classes that focus on weapon choice, such as the lasher (S&F), master of chains (S&F), and weapon master (S&F) exist, although they generally belong to small, elite groups that guard their specialized knowledge from outsiders. For campaign reasons (see Divine Spellcasters, below), the cavalier (S&F)—an archetypal prestige class that probably finds its way into many games—doesn't exist in significant numbers. Don't be afraid to make similar choices—if a class just doesn't fit (and you don't want to build a role for it), leave it out. You can always add it in later if inspiration strikes.

Both paladins and rangers are closely affiliated with specific religious faiths in the Bloodlines campaign and thus are discussed with divine spellcasters, below. But even among those divine warriors, many follow paths similar to those set out for fighters, above.

Monks and barbarians are much rarer in the Bloodlines campaign, so no prestige classes are dedicated to these characters. Barbarians hail from the Frozen North, and appear in the game only as lone wanderers far from home. Monks are all but unknown, trained in a

REFERENCES

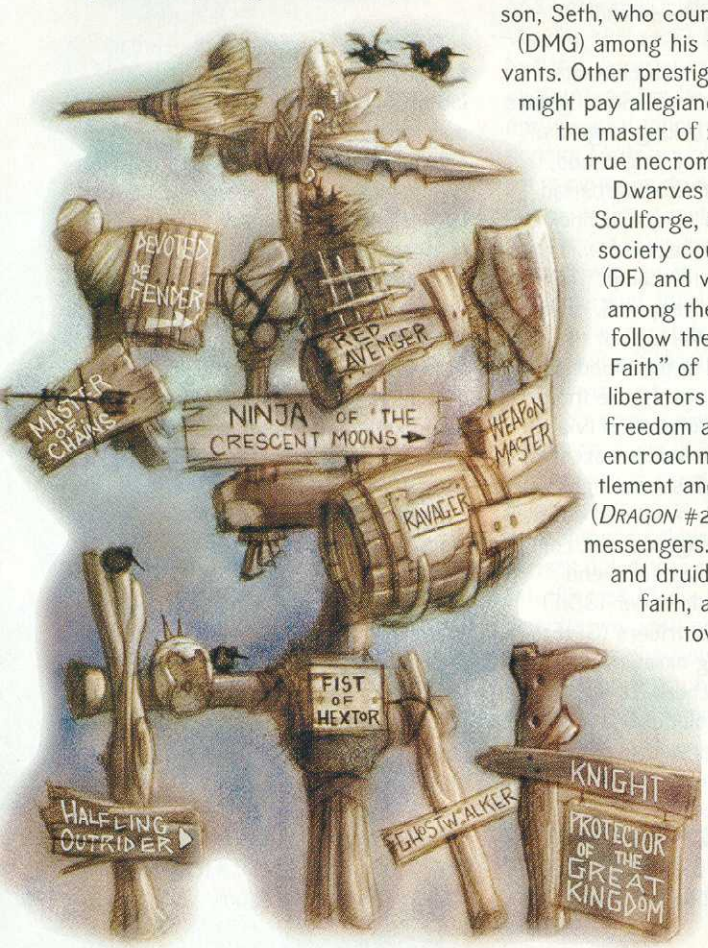
This article names many prestige classes from several products and *Dragon Magazine* issues. In order to help you locate them, abbreviations appear after each prestige class's name. The meanings of these abbreviations are as follows:

DF	*Defenders of the Faith*
DMG	*Dungeon Master's Guide*
FR	*Forgotten Realms Campaign Setting*
MF	*Magic of Faerûn*
MP	*Manual of the Planes*
MW	*Masters of the Wild*
S&S	*Song and Silence*
S&F	*Sword and Fist*
T&B	*Tome and Blood*

single hidden monastery deep in the Shard Mountains. However, should the campaign move in a direction that featured more characters of these backgrounds, it would be appropriate to select prestige classes to "flesh out" those character archetypes.

Divine Spellcasters

A huge opportunity for specialization in any D&D game exists in the variety of priesthoods available. Whether your game features as wide a range of deities as presented in the *Player's Handbook* or merely a handful of deities whose influence spreads far across the land, you can use prestige classes to further customize your campaign's faiths. If a specific god is venerated above all others in war, it stands to reason that the faithful might number a few warpriests (DF) among them. Gods of freedom would certainly welcome holy liberators (DF) into the flock, while more tyrannical deities might require church inquisitors (DF) in every city. If each prestige class is associated with a limited number of deities (perhaps as few as one), this helps makes your game feel unique.



Remember also that even though their magic shares a common type, the cleric and druid occupy very different roles in most D&D games. While society counts on the cleric as healer, diplomat, and tender of souls, the druid fulfills her place in the wild, away from civilization. Don't overlook the significance of this distinction when selecting prestige classes for your game—those appropriate to your clerics might not be suited for druids, and vice versa.

The Bloodlines campaign includes only a small number of deities. The primary human faith is that of Altius the Highfather, who provides law and order to society. The faith of Altius includes church inquisitors (DF), consecrated harriers (DF), and sacred exorcists (DF) to hunt out and eradicate evil in both the church and society at large. And even though Heironeous isn't used in the campaign, the shining blade of Heironeous (*Dragon* #283) fits in with the Altian church just fine. Most paladins follow the worship of Altius, and thus pursue similar paths.

The flip side of Altius is his outcast son, Seth, who counts blackguards (DMG) among his most powerful servants. Other prestige classes that might pay allegiance to Seth include the master of shrouds (DF) or true necromancer (DF).

Dwarves worship Moradin Soulforge, and their warlike society counts many templars (DF) and warpriests (DF) among them. The elves, who follow the druidic "Old Faith" of Erynis, use holy liberators (DF) to guard their freedom against the encroachment of human settlement and fleet runners (*Dragon* #283) as scouts and messengers. Human rangers and druids worship the same faith, and thus tend toward similar prestige classes.

One divine prestige class that didn't make the cut for the Bloodlines campaign is the hospitaler (DF). It's a fine prestige class, but since none of the faiths feature pilgrimages as a crucial element, there's no appropriate role for the class.

Skill-Users

Rogues and bards are most often associated with this category, though many other classes count skill breadth as one of their strengths. As with combat specialists, most roles filled by prestige classes in this category represent career or occupational choices, from bloodthirsty killer to happy-go-lucky outlaw to trained performer.

Specific guilds or trade organizations can provide excellent methods of including particular prestige classes. Such groups might dedicate themselves to exploration, piracy, performance arts, or simple theft. Of course, not every guild needs its own prestige class, and some classes might appear in a variety of organizations.

In the Bloodlines campaign, the hired killers known as assassins (DMG) can be found among all the races of the world. Royal heralds (*Dragon Annual* #5) serve the human government as spies, while shadowdancers (DMG) generally appear as solitary scouts or infiltration specialists. The guild thief (FR) fills the "urban rogue" role.

Miscellany

Don't forget the other cultures and monsters that populate your game! If orcs occupy a prominent role in the campaign, the blessed of Gruumsh (*Dragon* #282) provides a wonderful "elite" member of orc society. The tribal protector (S&F) fits in well with most humanoid or monstrous humanoid cultures, and if your game features dragons, try adding the dragonkith (*Dragon* #284). If you use the *Psionics Handbook,* the psionic characters in your game will cry out for prestigious paths (such as the truth seeker from *Dragon* #281), but you should also consider anti-psionic classes such as the psi-hunter (*Dragon* #281).

Checking it Twice

After you've completed your list, look for other gaps. It's likely—in fact, it's almost certain—that your campaign will include specialists who don't fit into any published prestige class. Assuming you feel comfortable with design, see if you can create one or more prestige classes unique to your world. You might conjure

these up from whole cloth, or simply tweak an existing class to fit your needs.

Inform Your Players

When you've finished your list, share it with your players. Not only does this help them plan their characters' careers, but it gives them a greater understanding of the various classes' places in your world and a better understanding of the world as a whole.

Of course, don't share everything. Maintaining a bit of mystery helps keep your players on their toes. Save a couple prestige classes to introduce at dramatic moments (such as a climactic encounter with an archvillain who displays powers that the PCs can't readily link to a known class). But make sure you justify this secrecy. Perhaps the class hails from a distant land unfamiliar to the players, such as a ninja of the crescent moon (S&tF) appearing in a European-style campaign. Alternatively, the prestige class might belong to a heretofore secret organization, such as the knight of the chalice (DF). Or maybe this is just the first character to take up the mantle of this class—after all, somebody had to be the first acolyte of the skin (T&tB).

CAMPAIGNS WITH CLASS

Here are some example ways that your campaign's theme might influence your choices of prestige classes.

AFTER THE FALL

The great metropoli are things of the past, long since crumbled into ruin. Civilization has returned to the tribal level, as small bands of humanoids eke out a bare existence in a brutal, dark world. Prestige-class characters must rely on their wits to survive in this bleak setting. Many are loners, trusting no one but themselves.

Appropriate Prestige Classes: animal lord (MW), bane of infidels (MW), ghostwalker (S&tF), hospitaler (DF), king of the wild (MW), mindbender (T&tB), mystic wanderer (MF), outlaw of the crimson road (S&tS), temple raider of Olidammara (S&tS), tribal protector (S&tF).

BATTLEWORLD

Strength is power. Physical prowess leads to domination in this world, where only the mighty can rule. Such a world breeds prestige classes that focus on heightening expertise in battle (both personal combat and large-scale warfare).

Appropriate Prestige Classes: cavalier (S&tF), fist of Hextor (S&tF), frenzied berserker (MW), gladiator (S&tF), ravager (S&tF), red avenger (S&tF), tempest (MW), templar (DF), war wizard of Cormyr (MF), warmaster (S&tF), warpriest (DF), weapon master (S&tF).

CITYWORLD

Cityscapes dominate the land, as the ever-burgeoning population threatens to spread from sea to shining sea. Characters who focus on urban survival thrive in this setting, particularly those able to go from gritty alleys to fancy palaces at a moment's notice.

Appropriate Prestige Classes: arcane trickster (T&tB), assassin (DMG), detective-inspector (MW), devoted defender (S&tF), duelist (S&tF), divine seeker (FR), guild thief (FR), mage of the arcane order (T&tB), spymaster (S&tS), thief-acrobat (S&tS), vigilante (S&tS).

CRUSADERS

Holy warriors battle against one another in distant lands, each side laying claim to sacred territory. Prestigious characters must carve a place for themselves, either in the battles themselves or in the courts of intrigue left behind.

Appropriate Prestige Classes: forsaker (MW), hospitaler (DF), knight of the Middle Circle (DF), knight protector of the Great Kingdom (S&tF), templar (DF), warmaster (S&tF), warpriest (DF).

DEADWORLD

The clerics of Deadworld lost the battle against undead a long time ago, and now lichlords and vampire kings rule huge swathes of the planet. Zombie armies march across the land, and ghouls lurk in every shadowed alley. Prestige classes in this world must be ready to deal with the undead, either as foes, allies, masters, or servants.

Appropriate Prestige Classes: hunter of the dead (DF), master of shrouds (DF), pale master (T&tB), sacred exorcist (DF), temple raider of Olidammara (S&tS), true necromancer (T&tB).

FIENDISH INVASION

This campaign world is marked by an overabundance of fiends invading from the Lower Planes. Hordes of demons rampage across the battlefields, while crafty devils insinuate themselves into positions of power. Not only does such a world require specialized characters to deal with the threat of evil, but it fosters a greater number of prestige classes relying on the forces of evil to grant them power.

Appropriate Prestige Classes: acolyte of the skin (T&tB), blackguard (DMG), church inquisitor (DF), eldritch master (*Dragon* #280), fiend slayer (*Dragon* #287), knight of the chalice (DF), planar champion (MP), sacred exorcist (DF).

THE NEW WORLD

Whether newly discovered or newly open to settlement, a fresh region encourages exploration and colonization (not to mention economic domination). Prestige classes whose powers can take advantage of these opportunities will blossom. On the other hand, this expansion may discover strange characters who have never seen civilization.

Appropriate Prestige Classes: blighter (MW), dread pirate (S&tS), loremaster (DMG), royal explorer (S&tS), verdant lord (MW), wayfarer guide (T&tB).

UNDERDARK CAMPAIGN

Sky? What's a sky? This campaign takes place entirely underneath the surface, where darkness is a way of life and claustrophobia is a deadly illness. Characters must be able not only to cope with living underground, but to take advantage of the opportunities and limitations associated with the underdark.

Appropriate Prestige Classes: ancestral avenger (*Dragon* #279), dungeon delver (S&tS), dwarven defender (DMG), fang of Lolth (S&tS), oozemaster (MW), shadowdancer (DMG), stonelord (*Dragon* #278).

20 D20 QUESTIONS

Evaluating Prestige Classes for Use in Your Campaign

To help you decide whether to include a prestige class in your campaign, answer the twenty questions listed below in regards to the class you're considering. Tally the appropriate number of points based on each answer and consult the score chart to gauge the prestige class's appropriateness for your campaign.

ORGANIZATIONS AND SOCIAL GROUPS

Many prestige classes present (or assume the existence of) a specific organization or social group that they belong to. Others may fit in to organizations that already exist.

1 If this prestige class presents a new organization, is it similar to one that you already have in your campaign?
☐Yes +1 and see 1a ☐No +0 and see 1b

1a If yes, does that organization already have a prestige class that fills the role presented by this prestige class?
☐Yes -2 ☐No +2

1b If no, would this new organization fit well into the theme of your campaign world?
☐Yes +1 ☐No -2

2 If this prestige class doesn't present a new organization, would it fit well into an existing organization in your campaign world?
☐Yes +1 and see 2a ☐No +0

2a If yes, does that organization already have a prestige class that fills the role presented by this prestige class?
☐Yes -2 ☐No +2

CLASS OPPORTUNITIES

Though prestige classes aim to encourage entrants from a variety of class backgrounds, most are best suited for a subset of the classes found in the *Player's Handbook*. Use the textual description of the prestige class, along with its requirements, to determine the answers to the following questions.

3 Does this prestige class encourage entrants from three or more character classes?
☐Yes +1 ☐No +0

4 Does this prestige class encourage entrants primarily from a single character class?
☐Yes -1 ☐No +0

5 Is this prestige class primarily aimed at a class or classes that are extremely common in your campaign?
☐Yes +1 ☐No +0

6 Is this prestige class primarily aimed at a class or classes that are rare or unknown in your campaign?
☐Yes -1 ☐No +0

7 Is this prestige class primarily aimed at a class or classes that already have many prestige class opportunities in your game?
☐Yes -1 ☐No +1

8 Is this prestige class primarily aimed at a class or classes that have relatively few prestige class opportunities in my game?
☐Yes +1 ☐No +0

RACE AND CULTURE

Many prestige classes come from a specific race or culture, which can heighten or limit its appropriateness.

9 Is this prestige class open to characters of all common races in your campaign?
☐Yes +1 ☐No +0

10 Does this class draw entrants wholly or primarily from a race or culture that is significant in your campaign?
☐Yes +1 ☐No +0

11 Does this class draw entrants wholly or primarily from a race or culture that is rare or unknown in your campaign?
☐Yes -2 ☐No +0

12 Does this prestige class present (or assume) a philosophical or religious outlook common to your campaign?
☐Yes +1 ☐No +0

13 Does this prestige class present (or assume) a philosophical or religious outlook inappropriate to your campaign?
☐Yes -2 ☐No +0

14 Does your campaign world feature a wide variety of cultures and social backgrounds?
☐Yes +1 ☐No +0

CAMPAIGN QUESTIONS

Finally, some questions simply rely on you, your campaign, and the players participating in it.

15 Does your campaign assume that a specialist fills the role presented by this prestige class?
☐Yes +1 and see 15a ☐No -1

15a Does another prestige class present in your campaign already fill the role presented by this prestige class?
☐Yes -2 ☐No +1

16 Does this class utilize optional rules or variants that are inappropriate for your campaign?
☐Yes -2 ☐No +017.

17 Does this class highlight or help justify optional rules or variants that you have included in your campaign?
☐Yes +2 ☐No +0

18 When you look at this prestige class, do you immediately start dreaming of the archvillain you'll create with it?
☐Yes +2 ☐No +0

19 Do you know that one or more of your players will pursue this prestige class if it is introduced in your campaign?
☐Yes +2 ☐No +0

20 Would you feel comfortable offering this prestige class to the players in your campaign?
☐Yes +1 ☐No -2

SCORE CHART

Less than 0 Strongly consider leaving this prestige class out of your campaign. Whether it doesn't fit the flavor of your game or its role is already filled, it seems to add very little to your campaign.

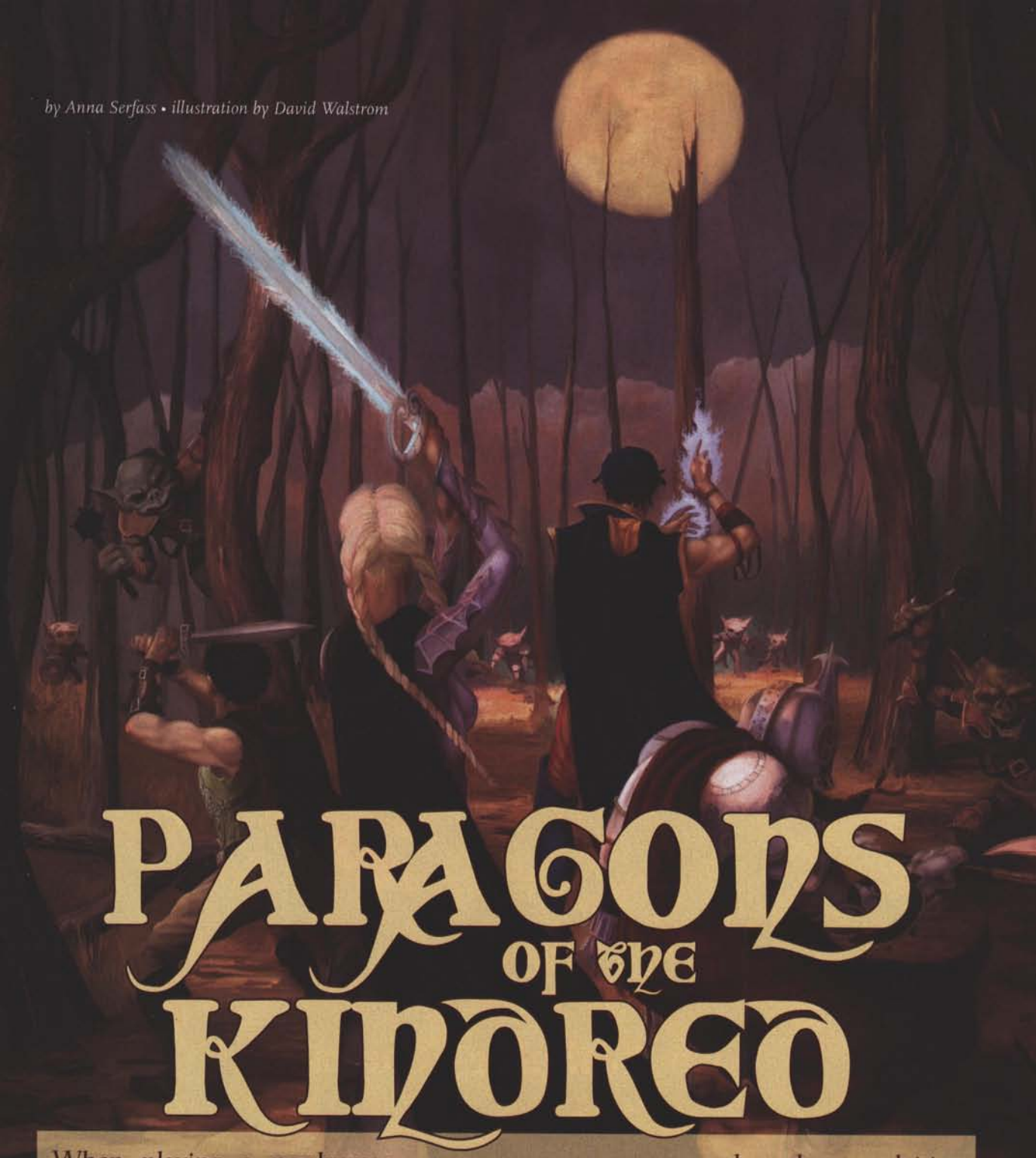
0 to 4 This prestige class will probably only fit into your campaign with significant alterations to its role in the setting, or as a unique character. Consider not offering it to your players unless their characters overcome significant social or roleplaying obstacles as chosen by you.

5 to 8 This prestige class should fit your game, though it may be either too generic or slightly ill-fitting as is. Consider adding it with minor modifications. Be sure to inform any player selecting it that you are still testing it for appropriateness and balance. You might want to try it out as an NPC before opening it up to your players.

9 to 12 This prestige class fits your campaign relatively well. Consider adding it in your game, including for player use.

13+ This prestige class sounds perfect for your game. Strongly consider adding it, and encourage players to consider it for their characters.

by Anna Serfass • illustration by David Walstrom



PARAGONS OF THE KINDRED

Prestige Classes for Nonhuman Clerics

When playing a nonhuman cleric, the race you choose deeply affects the attitudes and outlooks of your character. The nonhuman deities are as different from one another as the races who worship them. The common, good nonhuman deities (Corellon Larethian, Garl Glittergold, Moradin, and Yondalla) have their chosen clergy, just like other deities. These elite clerics follow paths set for them that best emulate the ideals of their deities and their race.

Chimeric Champion of Garl Glittergold

Chimeric champions epitomize gnome ingenuity and trickery. They specialize in illusion and the art of item creation. Such gnomes are usually fun-loving tricksters with active imaginations. Believing that the world is only what you make of it, they spread their arts among the gnome community and to others they consider deserving.

Chimeric champions are most often clerics or multiclassed cleric/bards, cleric/sorcerers, or cleric/wizards (often cleric/illusionists). Druids and rangers are rarely attracted to this prestige class, lacking the necessary resources to focus on alchemy and item creation. Other classes almost never follow this path.

NPC chimeric champions are extremely devoted to preserving gnome ways of life. They protect their communities with their magic and take it upon themselves to keep the mood light and morale high. They are usually the first to meet new visitors to the community.

Class Features

All the following are class features of the chimeric champion of Garl Glittergold prestige class.

Weapon and Armor Proficiency: Chimeric champions gain no new proficiency with any weapon or armor.

Spells per Day: Whenever a chimeric champion 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 adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, improved animal companions, and so on). This essentially means that she adds the level of chimeric champion to the level of whatever divine 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 a chimeric champion, she must decide to which class she adds each level of chimeric champion for the purpose of determining spells per day.

Sense Illusion (Ex): A chimeric champion is extraordinarily sensitive to the presence of illusion magic. She is entitled to an immediate Will save merely by coming within 10 feet of any illusion (figment) spell or effect if the spell allows a saving throw. She is not required to study or interact with it. If the chimeric champion fails this save, she receives another save when studying or interacting with the figment as normal.

Scribe Illusion (Su): A chimeric champion can create scrolls as if she had access to all arcane spells from the illusion school. Any spell scribed in this way can be of a spell level up to one level lower than the maximum divine spell level she can cast. A chimeric champion does not have to prepare the spell to scribe the scroll. Instead, she must leave one spell slot (of the appropriate level) open when scribing a scroll not on her spell list. She must still provide all the normal material components or focuses if needed. Any scroll made in this way is usable by the chimeric champion as if the spell was on her spell list. For example, a 7th-level cleric/1st-level chimeric champion casts spells as an 8th-level cleric. She is capable of casting 4th-level spells, so she can scribe any one arcane illusion spell of 3rd level or lower.

Brew Illusion (Su): Beginning at 3rd level, a chimeric champion can create potions as if she had access to all arcane spells from the illusion school. Any potion brewed in this way can be of a spell level up to one level lower than the maximum divine spell level she can cast. A chimeric champion does not have to prepare the spell to brew the potion. Instead, she must leave one spell slot (of the appropriate level) open when brewing a potion not on her spell list. She must still provide all the normal material components or focuses if needed. For example, a 7th-level cleric/3rd-level chimeric champion casts spells as a 10th-level cleric. She is capable of casting 5th-level or lower spells, so she can brew a potion from one arcane illusion spell of 4th level or lower.

Boon of Illusion (Sp): Starting at 5th level, a chimeric champion becomes so familiar with illusion magic that she gains the ability to cast an arcane spell of the illusion school once per day as a spell-like ability. Upon reaching 5th level, the champion selects one 1st-level arcane illusion spell to gain as a spell-like ability. Once this spell is selected, the choice cannot be changed. Note that this spell selection does not take

Hit Die: d8

REQUIREMENTS

To qualify to become a chimeric champion of Garl Glittergold, a character must fulfill all the following criteria.

Race: Gnome.

Patron Deity: Garl Glittergold.

Base Will Save: +5.

Skills: Craft (alchemy) 3 ranks, Knowledge (arcana) 10 ranks.

Feats: Brew Potion, Scribe Scroll.

Spells: Able to cast 3rd-level or higher divine spells.

CLASS SKILLS

The chimeric champion of Garl Glittergold'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), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CHIMERIC CHAMPION OF GARL GLITTERGOLD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Sense illusion, scribe illusion	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Brew illusion	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Boon of illusion	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Boon of illusion	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Boon of illusion, imbue illusion	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Shadow axe of Glittergold	+1 level of existing divine spellcasting class

up any of the chimeric champion's existing spell slots.

At 7th level, the chimeric champion's powers of illusion grow stronger, as she gains access to more powerful illusion magic. She now selects an additional 1st-level arcane illusion spell to gain as a spell-like ability. In addition, the champion may also select one arcane illusion spell of 2nd level and add it to her list of spell-like abilities. She can use these three spell-like abilities each once per day.

Finally, at 9th level, the chimeric champion's knowledge of illusion magic reaches its peak. She chooses an additional 2nd-level arcane illusion spell to cast as a spell-like ability, and she also chooses one 3rd-level arcane illusion spell to cast as a spell-like ability. Each of these new abilities can be used once per day.

Each of these spell-like abilities is used as if by a caster of the chimeric champion's character level. The save DC for any of these spell-like abilities is 10 + the chimeric champion's class level + Cha modifier.

Imbue Illusion (Su): Beginning at 9th level, a chimeric champion can create magic items of any type for which she has the appropriate item creation feat that require arcane spells from the illusion school. She can create an item that requires a spell up to one level lower than the maximum divine spell level she can cast. She must meet all other requirements for the item. Any item made in this way requiring spell trigger activation is usable by the chimeric champion as if the spell was on her spell list. For example, a 7th-level cleric/9th-level chimeric champion casts spells as a 16th-level cleric. She is capable of casting 8th or lower-level spells, so she can use any one arcane illusion spell of 7th or lower level that she does not ordinarily have access to for the purpose of creating a magic item.

Although the spell chosen comes from the arcane spell list, items that generate spell effects (such as wands) are considered to produce divine magic.

Shadow Axe of Glittergold (Sp): At 10th level, the chimeric champion can summon a glowing, floating battleaxe to fight for her twice per day as a standard action. This axe remains in existence for 10 rounds once summoned. The axe acts as a *Mordenkainen's sword* spell except it takes the shape of a battleaxe composed of pure force. Also, the axe's attack bonus is equal to the chimeric champion's caster level + her Wisdom modifier (as opposed to her Intelligence or Charisma modifier), with the additional +3 enhancement bonus described in the *Mordenkainen's sword* spell. The axe deals 4d6+3 points of force damage, with a threat range of 20 and a critical multiplier of ×3.

The shadow axe is not entirely like *Mordenkainen's sword*, however. It is actually a shadow effect. A creature struck by the battleaxe can make a Will save (DC 10 + the champion's class level + her Wisdom modifier) to disbelieve the effect. Success indicates the target of the axe's attack takes only half damage.

Itinerant Warder of Yondalla

Itinerant warders of Yondalla support their communities, dedicating themselves completely to those they consider family. They are happiest traveling with their clan, whom they are committed to protecting. Those who journey to experience the world always seek out an appropriate group of adventuring companions. An itinerant warder fits in with any company and is frequently a beloved member of a group. Anyone who tries to harm one commonly faces a gang of very angry halflings or adventurers.

Itinerant warders most commonly begin as single-classed clerics, although occasionally rangers and cleric/rogues are drawn to this class. Others rarely follow the path of the itinerant warder.

NPC itinerant warders are devoted to their communities, whether a halfling clan or a group of adventurers. They sacrifice individual power for the good of all, believing that strength is found in unity.

Class Features

All the following are class features of the itinerant warder of Yondalla prestige class.

Weapon and Armor Proficiency: Itinerant warders gain no new proficiency with any weapon or armor.

Spells per Day: At 2nd level, and every even level thereafter, an itinerant warder gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, improved animal companions, and so on). This essentially means that she adds half the level of itinerant warder to the level of whatever divine 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 itinerant warder, she must decide to which class she adds each even-numbered level of itinerant warder for the purpose of determining spells per day.

Comforts of Home (Su): An itinerant warder can sense the location of the nearest nourishment consisting of berries, fruit, mushrooms, and small game animals within 1 mile. In the wilderness, she knows in which direction food or water lies and whether it is safe to eat or drink. In towns and cities, the itinerant warder can find safe taverns that have good food. Using either of these abilities takes 10 minutes.

In addition, she can automatically sense if food or drink within 10 feet is dangerous, but she does not learn specifically why the food is dangerous. She must be able to see and smell the food for this ability to work. For example, she can tell that a stew would be harmful if eaten, but can't say whether the meat is rotten or the food has been poisoned.

Evasion (Ex): If an itinerant warder makes a successful Reflex save against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can only be used if the itinerant warder is wearing light armor or no armor. A helpless itinerant warder (such as one who is unconscious or paralyzed) does not gain the benefits of evasion.

Uncanny Dodge (Ex): At 2nd level, an itinerant warder gains the ability to react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If the itinerant warder already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Cast the First Stone (Ex): Beginning at 3rd level, an itinerant warder gains further ability to react to danger before her senses would normally allow it. Any time she is able to act in the surprise round, she gains a +4 bonus on her initiative roll.

Luck of the Draw (Ex): At 4th level, an itinerant warder gains the ability to affect her own and others' luck. Once per day, as a free action, the itinerant warder or one of her allies may reroll one roll that character just made,

REQUIREMENTS

To qualify to become an itinerant warder of Yondalla, a character must fulfill all the following criteria.

Race: Halfling.
Patron Deity: Yondalla.
Base Will Save: +5.
Skills: Diplomacy 10 ranks, Tumble 4 ranks.
Feats: Dodge, Mobility.
Spells: Able to cast divine spells.

CLASS SKILLS

Hit Die: d6

The itinerant warder of Yondalla's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Tumble (Dex). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

ITINERANT WARDER OF YONDALLA

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Comforts of home, evasion	—
2nd	+1	+0	+3	+3	Uncanny dodge	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+3	Cast the first stone	—
4th	+3	+1	+4	+4	Luck of the draw	+1 level of existing divine spellcasting class
5th	+3	+1	+4	+4	Stand firm	—
6th	+4	+2	+5	+5	Opportunity knocks	+1 level of existing divine spellcasting class
7th	+5	+2	+5	+5	Party dynamics	—
8th	+6	+2	+6	+6	Inconspicuous aura	+1 level of existing divine spellcasting class
9th	+6	+3	+6	+6	Defensive roll	—
10th	+7	+3	+7	+7	Spell throwing	+1 level of existing divine spellcasting class

before the DM declares whether the roll results in success or failure. The character must take the result of this second roll, even if it is worse than the original. The iterant warder chooses when this ability is used and may chose to do so even when not her turn.

Stand Firm (Ex): Beginning at 5th level, an itinerant warder has gained such a self-confident, do-or-die attitude that she inspires her allies. All allies within 20 feet gain a +2 morale bonus on saving throws against fear effects.

Opportunity Knocks (Ex): At 6th level, an itinerant warder gains the ability to react to openings in combat. Once per round the itinerant warder can make a ranged attack against an opponent that has just been struck for damage in melee by another character. This attack counts as an attack of opportunity for that round. An itinerant warder cannot use this ability more than once per round, even if she has the Combat Reflexes feat.

Party Dynamics (Ex): By 7th level an itinerant warder has gained such familiarity with her party that she has a preternatural sense for her allies' movements. The itinerant warder counts as flanking when both she and an ally are threatening the same creature, no matter their position. The itinerant warder cannot focus on the actions of more than one ally at a time and can only flank one creature using this ability. The itinerant warder must have fought with an ally in at least ten battles to use this ability with that character.

Inconspicuous Aura (Su): At 8th level, an itinerant warder can make herself look so small and helpless that her opponents ignore her in favor of other targets. This ability functions exactly like the *sanctuary* spell cast by a spellcaster of the itinerant warder's class level. The Will save DC to resist this effect is 10 + 1/2 the itinerant warder's class level + the itinerant warder's Charisma bonus. The itinerant warder can use this ability three times per day as a free action.

Defensive Roll (Ex): Beginning at 9th level, an itinerant warder can roll with a potentially lethal blow to take less damage than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or blow, not a spell or special ability), she can attempt to roll with the damage. To use this ability, she must make a Reflex save (DC equals damage dealt). If the save succeeds, the itinerant warder takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability.

Spell Throwing (Su): At 10th level, an itinerant warder takes the halfling mastery of throwing weapons to an extreme. She gains the ability to "throw" any spell with a range of touch. She can use use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the itinerant warder must make a ranged touch attack instead. Failing the touch attack does not mean the itinerant warder still holds the spell's charge; the spell is considered spent whether or not the ranged touch attack succeeds.

Justice Hammer of Moradin

These elite clerics of Moradin bring their god's justice wherever they go. They actively work to order the world in which dwarves must walk by seeking out and stopping injustice and inequity. They are fair-minded but implacable when meting out punishment. Often marked for service at an early age, most justice hammers spend their young lives studying dwarven law along with the rigid rules of the forge. In an oath-swearing ceremony, newly deputized justice hammers are require to recite all the laws of their kindred, at which time they are given the great book of Moradin's law as a badge of office.

Justice hammers of Moradin most often start as clerics, paladins, or multiclass cleric/fighters. Rangers sometimes become justice hammers as well. Members of other classes are very rarely attracted to this class.

NPC justice hammers are defenders of dwarven kingdoms who act as counselors and judges. They rarely travel outside of dwarven lands other than to hunt down fugitives from their laws. Judging flight to be an admission of guilt, justice hammers punish offenders immediately once caught.

Class Features

All the following are class features of the justice hammer of Moradin prestige class.

Weapon and Armor Proficiency: Justice hammers gain no new proficiency with any weapon or armor.

Spells per Day: At 2nd level, and every even level thereafter, a justice hammer gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, improved animal companions, and so on). This essentially means that he adds half the level of justice hammer to the level of whatever divine 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 he became a justice hammer, he must decide to which class he adds each even-numbered level of justice hammer for the purpose of determining spells per day.

Mark of War (Ex): A justice hammer gains access to the War domain. He gains the granted power associated with the domain and can choose the listed spells as domain spells.

Runic Hammer (Su): Whenever a justice hammer wields a warhammer, it becomes charged with divine power. The weapon glows with a holy rune of fire

Hit Die: d10

REQUIREMENTS

To qualify to become a justice hammer of Moradin, a character must fulfill all the following criteria.

Race: Dwarf.

Patron Deity: Moradin.

Base Attack Bonus: +5.

Skills: Concentration 5 ranks, Knowledge (local) 3 ranks.

Feats: Iron Will, Power Attack.

Spells: Able to cast divine spells.

CLASS SKILLS

The justice hammer of Moradin'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), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

JUSTICE HAMMER OF MORADIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Mark of war, runic hammer +1d4	—
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Disdain magic	—
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Metal fatigue, runic hammer +1d6	—
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Discern lies	—
8th	+6	+6	+2	+6	Runic hammer +1d8	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Matter of justice	—
10th	+7	+7	+3	+7	Soul rune	+1 level of existing divine spellcasting class

whenever he strikes with it, causing the weapon to deal an extra 1d4 points of fire damage in addition to any other magic bonuses the weapon might have. At 5th level, this bonus damage increases to 1d6 points, and at 8th level it increases to 1d8 points. This ability functions only while the justice hammer is wielding a warhammer and does not function on a warhammer with the flaming or flaming burst abilities.

Disdain Magic (Ex): Beginning at 3rd level, a justice hammer may reroll one saving throw that he just made against a spell or spell-like effect, before the DM declares whether the roll results in success or failure. This ability can be used once per day at 3rd level and twice per day at 7th level and beyond. The justice hammer must take the result of the second roll, even if it is worse than the original.

Metal Fatigue (Su): At 5th level, a justice hammer gains the ability to detect weaknesses in stone and metal objects. Whenever the justice hammer attacks a metal or stone object or makes a sunder attempt against a metal or stone weapon, he treats the hardness of the object or weapon he is attempting to break as one-half normal. Only the justice hammer gains the benefit of this ability. Other creatures that attempt to break or sunder the same object in the same round treat the object as having normal hardness. This ability works against both magic and nonmagic items. Against magic items, apply any enhancement bonus to the item's hardness after halving its base hardness.

Discern Lies (Sp): Beginning at 7th level, a justice hammer can sense lies at will as the *discern lies* spell cast by a spellcaster of the justice hammer's class level. Targets of this ability receive a Will save (DC 10 + the justice hammer's class level + the justice hammer's Charisma modifier).

Matter of Justice (Su): At 9th level, a justice hammer can, as a standard action, project an aura of implacable justice that unsettles his enemies. All opponents within 20 feet of the justice hammer must make a Will save (DC 10 + the justice hammer's class level + the justice hammer's Charisma modifier) or be shaken for 2d4 rounds. Those who succeed are immune to the justice hammer's matter of justice effect for 1 day. Matter of justice is a mind-affecting fear effect and is usable twice per day.

Soul Rune (Sp): At 10th level, a justice hammer can inscribe a rune of justice in the air once per day as a standard action. The rune appears as a tracery of fire in front of the justice hammer, which flies with great accuracy toward its target. The justice hammer must succeed at a ranged touch attack to hit his target. This attack ignores cover. If the touch attack is successful, the soul rune deals 10d6 points of damage and paralyzes the opponent for 1d4 rounds (no saving throw). Creatures immune to paralysis still take the damage. The soul rune has a range of 100 feet + 10 feet per character level.

Mystic Keeper of Corellon Larethian

Corellon Larethian's teachings focus on protecting the elven race through magic and warfare. Mystic keepers uphold these principles, devoting themselves to the preservation and advancement of elven life and art. They often travel the world, defending elves wherever they find them and spreading elven culture where it is needed.

Most mystic keepers of Corellon Larethian begin as clerics or rangers. Paladins are attracted to this class as well, although many find that the devotion required of a paladin is difficult enough. Multiclass cleric/fighters are also common. Cleric/sorcerers and cleric/wizards are rarely mystic keepers, finding the class's focus a bit too martial, but a few can be found among their numbers.

NPC mystic keepers are often travelers and can be found almost anywhere elves flourish. They commonly serve as advisors and magic-wielding warriors within elven realms.

Class Features

All the following are class features of the mystic keeper of Corellon Larethian prestige class.

Weapon and Armor Proficiency: Mystic keepers gain no new proficiency with any weapon or armor.

Spells per Day: At 2nd level, and every even level thereafter, a mystic keeper gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, improved animal companions, and so on). This essentially means that he adds half the level of mystic keeper to the level of whatever divine 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 he became a mystic keeper, he must decide to which class he adds each even-numbered level of mystic keeper for the purpose of determining spells per day.

Sacred Arcana: Upon adopting the mystic keeper class, the character gains access to the Magic domain. The mystic keeper gains the granted power associated with the domain, and can choose spells in that domain as his daily domain spells. A character with the Magic domain can use spell completion and spell trigger items as a wizard of one half his divine caster level.

Intuition (Ex): While wielding a longsword, a mystic keeper gains preternatural defensive skills in combat. At 2nd level, he gains a +1 dodge bonus to Armor Class. This bonus increases to +2 at 6th level and to +3 at 10th level. The mystic keeper loses this dodge bonus when fighting in heavy armor. A condition that causes the mystic keeper to lose his Dexterity bonus to Armor Class also makes him lose this dodge bonus.

Divine Instrument (Su): Beginning at 3rd level, a mystic keeper can imbue his longsword with any prepared spell of 1st level or lower that specifies a target other than you. When the mystic keeper reaches 7th level, the imbued spell

REQUIREMENTS

To qualify to become a mystic keeper of Corellon Larethian, a character must fulfill all the following criteria.

Race: Elf or half-elf.

Patron Deity: Corellon Larethian.

Base Attack Bonus: +5.

Skills: Concentration 10 ranks, Perform (dance) 2 ranks.

Feats: Still Spell, Weapon Finesse.

Spells: Able to cast divine spells.

CLASS SKILLS

Hit Die: d8

The mystic keeper of Corellon Larethian'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), Perform (Cha), Profession (Wis), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

MYSTIC KEEPER OF CORELLON LARETHIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Sacred arcana	—
2nd	+1	+3	+0	+3	Intuition +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Divine instrument	—
4th	+3	+4	+1	+4	Protective ward 1/day	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Sacred force	—
6th	+4	+5	+2	+5	Intuition +2	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Divine instrument	—
8th	+6	+6	+2	+6	Protective ward 3/day	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	Spell reflection	—
10th	+7	+7	+3	+7	Intuition +3	+1 level of existing divine spellcasting class

can be 3rd level or lower. The spell must be cast normally, which provokes an attack of opportunity. Imbuing a weapon requires the expenditure of a spell's normal material components or XP costs, and the longsword must be in hand to be imbued. Thus, a mystic keeper wielding a longsword in one hand and a heavy shield in the other could not activate this ability, just as he could not cast a spell.

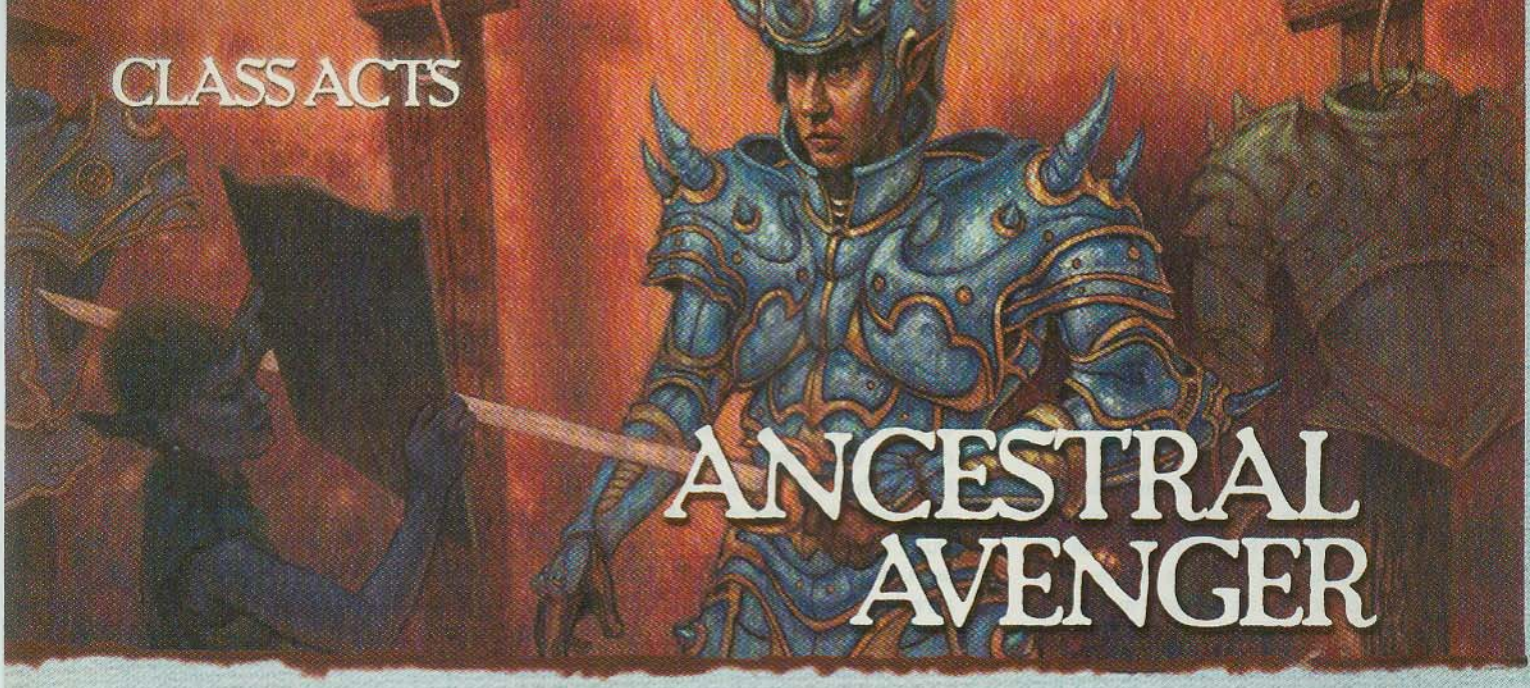
A weapon imbued with a spell can hold the charge for up to 1 hour, after which time it dissipates harmlessly. Any time the mystic keeper deals damage with the imbued weapon, the mystic keeper can immediately expend the spell on the struck creature as a free action. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) The target receives a saving throw and benefits from spell resistance normally (if applicable). The spell affects only the creature struck, even if it could target multiple creatures. If the attack misses, the spell cannot be discharged. A sword cannot hold more than one spell at a time in this manner. This ability cannot be used on a sword with the spell storing ability.

This ability can be used a number of times per day equal to one-half the mystic keeper's class level.

Protective Ward (Su): At 4th level, a mystic keeper can generate a protective ward for 1 hour as the granted power of the Protection domain, adding his divine spellcaster levels to his mystic keeper level to determine the resistance bonus. If the mystic keeper already has this granted power, he adds his mystic keeper levels as stated above and can use this ability one extra time per day. At 8th level, a mystic keeper can use this ability an additional two times per day.

Sacred Force: At 5th level, a mystic keeper chooses one divine spell of 4th level or lower from one of Corellon Larethian's domains (Chaos, Good, Protection, and War). This becomes a spell-like ability that he can use once per day in addition to his normal spells. The mystic keeper does not use any components when casting the spell, although a spell that costs XP still does so and a spell with a costly material component instead costs him 5 times that amount in XP. This spell cannot be changed once chosen.

Spell Reflection (Su): At 9th level, a mystic keeper can reflect spells with his deity's favored weapon. Once per day as a standard action, when the mystic keeper is wielding a longsword, he can reflect a spell back at the caster. This works much the same as *spell turning*, but the mystic keeper can reflect only one spell, regardless of its level. The mystic keeper must choose the spell to be reflected before the spell's effect is resolved and before he makes a saving throw against the spell, should one be required. If he attempts to reflect a spell that cannot be reflected (an effect or area spell, or one with a range of touch), the attempt is ignored. If the spell is reflected back at a caster who also has a *spell turning* effect, the spell once again rebounds to the mystic keeper who is then affected by the spell normally.



ANCESTRAL AVENGER

by Monte Cook · illustrated by Darrel Riche

Most everyone knows that surface elves hate the drow, and that the drow return 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 toward 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.

ANCESTRAL AVENGER — Hit Die: D8

Lvl	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

Lvl: The level of the ancestral avenger.

Attack Bonus: The ancestral avenger's attack bonus, added to the character's normal attack bonus.

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

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

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

Special: Level-dependent class features.

REQUIREMENTS

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

Must be an elf or half-elf
Base Attack: +5
Wilderness Lore ranks: 3
Feat: Alertness
Feat: Iron Will
Feat: Tracking

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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 *Player's Handbook* Chapter 6, "Skills," for skill descriptions.

CLASS FEATURES

- **Weapon and Armor Proficiency:** Ancestral avengers are proficient with all simple and martial weapons, with all types of armor, and with 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 vs. poison from spiders or poison manufactured by the drow. This is a supernatural ability.
- **Overcome Drow Spell Resistance:** Ancestral avengers of 3rd level and higher gain a +2 bonus to overcome the spell 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 *alter 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. D

CLASS ACTS:
GNOME GIANT KILLER

by Andy Collins
illustrated by Scott Roller

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.

CLASS FEATURES

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

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 affect on the damage taken. D

CLASS 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 abilities for each) are:

Str: Climb, Jump.
Dex: Escape Artist, Hide, Move Silently, Tumble, Use Rope.
Con: —
Int: Craft.
Wis: —
Cha: Intimidate.

Skill Points at Each Level: 2 + Int modifier.

GNOME GIANT-KILLER

HIT DIE: D10

Levels	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

Regular Class Acts author, Marte Cook, will return in issue #293.

CLASS ACTS

LIGHTBEARER

BY MONTE COOK • ILLUSTRATED BY PETER BERGTING

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

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

LIGHTBEARER

HIT DIE: D8

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

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

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

CLASS REQUIREMENTS

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

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

CLASS FEATURES

Weapon and Armor Proficiency: Lightbearers do not gain special proficiency with any weapons, armor, or shields.

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

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

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

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

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

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

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

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

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

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

THE STONELORD

by Monte Cook · illustrated by Mike Vilardi

Earth and Stone, heed our call,
Smite our foes, make them fall.
Grant us wisdom, strength, and heart,
Teach us your lore, your faith, your art.
From the *Book of Steadfast Stone*

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 the 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.

THE STONELORD — HIT DIE D8

Lvl	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

Lvl: The level of the stonelord.

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

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

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

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

Special: Level-dependent class features.

REQUIREMENTS

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

Base Attack: +5 or better
Craft (stoneworking) ranks: 6
Spellcraft ranks: 3
Race: Dwarf
Feats: Endurance
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 1,000 gp worth of powdered gemstones. The gem type chosen is then the stonelord's totem gem, and she must carry that type of stone with her at all times to access the spell-like abilities she gains as a stonelord.

CLASS SKILLS

Skill Points at Each Level: 2+Int modifier

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

Climb (Dex)
Craft (Dex)
Knowledge (any) (Int)
Profession (Wis)
Spot (Wis)

CLASS FEATURES

• **Weapon and Armor Proficiency:** Stonelords are proficient with simple weapons, but no type of armor or 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. Using this ability is a standard action.

• **Stone power:** At every other level, the stonelord can choose one from the following list of stone powers. No power can be chosen more than once.

Earth's Strength: Once per day, the stonelord grants herself a boost to her Strength as if she was affected by a *bull's strength* spell for an hour. This is a spell-like ability. Using this ability is a standard action.

Earth's Endurance: Once per day, the stonelord grants herself a boost to her Constitution as if she was affected by an *endurance* spell for an hour. This is a spell-like ability. Using this ability 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. Using this ability 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 a stonelord (assuming she 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. This is a supernatural ability; using it counts as a free action.

Earth Shadows: Once per day per class level, the stonelord can create a figment of a Medium-size 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 a sneak attack if such 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 and using it counts as a free action.

Stoneskin: Once per day, the stonelord grants herself skin like stone as if she was affected by a *stoneskin* spell, using her 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 her class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.

• ***Stone Shape:*** Once per day, the stonelord can shape stone as if she cast a *stone shape* spell using her class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.

• ***Meld into Stone:*** Once per day per class level, the stonelord can merge with stone as if she was affected by a *meld into stone* spell using her class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.

• ***Stone Tell:*** Once per day, the stonelord can speak with stone as if she cast *stone tell* using her class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.

• ***Earthquake:*** Once per day, the stonelord can invoke an earthquake as if she cast *earthquake* using her class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action. D

Exiles from the Vault

by Chris Pramas • illistrated by Sam Wood

Underneath Eastern Oerik lies the legendary Vault of the Drow (see the *Living Greyhawk Journal* in this issue). Until recently, the drow lived under the domination of the priestesses of Lolth, with eight noble houses implementing the will of the Queen of the Demonweb Pits. Trouble began after a group of adventurers raided the Vault. Accusations flew from all the noble houses. After a series of plots and counterplots, the House of Tormtor raised the flag of revolt against the priestesses of Lolth. A vicious civil war ensued, pitting Tormtor, two allied houses, and githyanki warriors against the House of Kilsek, the remaining three houses, and their illithid allies. During the fighting, the ancient Kilsek estate was sacked and its forces scattered. They regrouped, seized the drow city of Erelhei-Cinlu, and led a bloody pogrom against Tormtor sympathizers.

The civil war made the drow weak, and their enemies began to take advantage of the situation. After rounds of even bloodier fighting, the surviving nobles called a truce and met to discuss a lasting peace. The meetings were contentious, and more than one envoy fell to an assassin's blade. In the end, a peace plan was hammered together. The drow nobles decided the only way to keep the peace was to officially disband the House of Kilsek so that there would be balance among the houses. This was acceptable to everyone except, of course, the Kilseks.

The Plea

Venrit, the leader of the House of Kilsek, appealed to the priestesses of Lolth, but the minions of the Spider Queen stood by the decision. The Kilsek

estate was already destroyed, the priestesses noted, and the peace plan suited Lolth's whims. Venrit was furious. She refused to break up her forces among the other houses, nor was she willing to start a war she was certain to lose.

Venrit retreated to her private sanctum to gather her thoughts. "Was this really the will of the Spider Queen?" she asked herself. An idea was forming in her mind, but she would not lead her house to its ultimate annihilation unless she was certain of Lolth's desires. Venrit was determined to find out the truth.

While the rest of her house slept, Venrit slipped into the secret dungeons beneath the ruins of the Kilsek Estate. She dragged a prisoner, a Tormtor noble thought long dead by the rest of the drow, into the Kilsek arena. Venrit had watched hundreds of slaves and prisoners fight to the death here. This night she would undergo her own test.

Venrit summoned forth Teela, a monstrous spider of unmatched size and ferocity. As the hairy brute lumbered into the arena, Venrit shouted out, "Lolth, my queen, it is your servant, Venrit. Grant me this judgment!

"If the destruction of the House of Kilsek is truly your will, let Teela strike me down. But if Kilsek may continue to serve you, let Teela tear this Tormtor traitor limb from limb!"

The spider swung its head from Venrit to the prisoner and back again. The mistress of the House of Kilsek stood calmly before the beast, both hands touching the spider amulet that hung around her neck. As the prisoner's eyes bulged, Teela struck. Venrit watched the spider sink its fangs into the Tormtor noble. He screamed only once before the venom paralyzed him. Venrit should have exited the arena immediately, but she lingered to watch Teela feed. She knew she was in no danger. Lolth had spoken.

The Exodus

The next day, Venrit rallied the remaining members of her house and marched proudly out of the Vault of the Drow. She took two merchant clans, a troglodyte tribe, a dozen trolls, and a hunting pack of displacer beasts with her. She didn't know where she would go, but she vowed that the House of Kilsek would return to the Vault of the Drow as conquerors or not at all.

The first year outside the Vault was difficult. The Kilsek suffered attacks from deep gnomes, beholders, and githyanki. They grew low on ammunition and magical components, and food became scarce. The once proud house began to look like a group of scavengers, as Kilsek warriors looted what they needed from defeated foes. And still they wandered, deep beneath Oerth, with no destination. Some advocated that they try their luck on the surface world, others that they travel the planes. Meanwhile, more Kilseks died each day, felled by Underdark terrors, enemy blades, and starvation. Venrit was certain that Lolth had plans for the House of Kilsek, but no divination made those plans clear.

Venrit was on the verge of despair when an old ally found the Kilseks camped by an underground sea. Its name was Ohlcaig, and it was an illithid priest of Ilsensine. It had been an ally of the House of Kilsek during the civil war, and it still thought the proud

The City of Kalan-G'eld

Violence scarred Kalan-G'eld. The illithid attack that enslaved the gith population of the city leveled buildings and blasted holes in the streets. Subsequent fires burned whole neighborhoods, and the charring is evident despite the years that have passed. Other creatures laired there over the centuries, the latest of which had to be driven out by Kilsek fighters before the ruins could be settled.

Kalan G'eld sits in an enormous underground cavern. The ruined gith city was far too large for the drow to occupy fully, so they have revitalized only a part of it. The obvious choice was the low hill that dominated the cavern, and it is this area the drow have settled and fortified. They rebuilt a gith citadel, and this provides the final bulwark of drow defense. Beneath the citadel is Venrit's private realm, a surreal dungeonscape filled with webs and monsters to eliminate the uninvited and the unwary. Some speculate that Venrit's realm is not in the Underdark at all, but on the Abyss.

There are two main entrances to Kalan G'eld. The first is a large tunnel that connects to an ancient gith cavern network. The drow have built a barbican there, known as the Adamantine Gate, which is heavily defended with troops and traps. There are several barracks nearby, where the front-line warbands are based. From here they sortie out to fight the Godwar. The Kilsek military also maintains a series of outposts and smaller fortifications in the tunnel network around the city. They provide early warning of attack and can slow down incursions with ambushes and traps.

An underground river runs by the citadel hill and then plunges down into the rocks. Boats can navigate out to the serpentine branches beyond. The merchant clans use the river to conduct trade with the kuo-toans and other denizens of the Underdark. The drow have installed a massive portcullis that can be dropped into the river in times of danger. Two towers, one on either side of the river, provide additional defense. Allied kuo-toans are also used to patrol the nearby waters.

The troglodyte tribes were settled in a nearby cave complex. Despite the strategic advantages of having the troglodytes in the city proper, the drow kept them out. The stink of the creatures was simply too vile to consider letting them live in Kalan G'eld. The trolls are housed in this same cave complex.

drow could be useful to the mind flayers and their machinations. Ohlcaig told Venrit about an abandoned underground city on the other side of Oerth. It had been a city of the gith, the progenitors of the githyanki and githzerai, but it had been abandoned since the fall of the Illithid empire. It was far from the Vault and completely unknown to the surface world. Venrit thought it was perfect.

Ohlcaig arranged for the planar transport of the House of Kilsek. They traveled through several planes until they reached a portal that led to the lands underneath the Sundered Empire. Once back on Oerth, it was but a short journey to the ancient city of which Ohlcaig had spoken. It was largely in ruins, but the drow could see the potential. Venrit and her people spent several years fortifying the old gith city, scouting the region, and recruiting local troops. They learned the gith empire had been known as Zarum and the city as Anithor. The drow christened the city Kalan-G'eld, a name meaning "the forgotten spider."

BLOODSISTER Class 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 or better.
Feats: Ambidexterity, Exotic Weapon Proficiency (hand crossbow), Two-Weapon Fighting.

BLOODSISTER Class Skills

The bloodsister's class skills (and the key abilities for each) are:

Str: Climb, Jump.
Dex: Balance, Use Rope.
Con: —
Int: —
Wis: Innuendo, Listen, Spot.
Cha: Intimidate.

Skill Points at Each Level: 2 + Int modifier.

New Challenges

Within a matter of months, drow scouts located a large kuo-toan community. Venrit sent envoys, including merchant clan members fluent in the kuo-toan tongue. The kuo-toas had never seen a drow before and reacted fearfully, especially when the ebon-skinned strangers spoke to them in their own language. Only one envoy returned, and he was riddled with harpoon wounds.

The Kilsek reaction was swift. Several outlying kuo-toan communities were annihilated, and drow assassins killed a half dozen important whips. The speed and brutality of the drow attack cowed the kuo-toas, and soon enough, Venrit had kuo-toan troops serving in her warbands. The kuo-toan communities also gave the drow merchant clans places to trade.

At that time, the House of Kilsek had no plans for the surface world. Venrit's goal was to build up her strength until she could march back and take the Vault of the Drow. No use, she thought, in getting entangled in the affairs of the sunlit world. After all, that sort of madness had led to the civil war that resulted in Kilsek's exile in the first place.

As it turned out, the choice was not to be Venrit's. When the God of War, Stratis, was slain by a group of mortal heroes, droplets of his blood burned through the earth and exposed the heretofore unknown tunnels and galleries of Zarum. This opened the way to warbands from the Sundered Empire, who quickly descended into the depths to search for the weapons and armor of the slain god. This conflict became known as the Godwar, and it has brought savage warfare to the Sundered Empire region for the last five years. Six factions struggle for supremacy with godhood itself as the prize.

At first Venrit was content to remain in the shadows, watching the factions tear each other apart. Drow forces were not idle, but when they struck, they always made it look like someone else's work. Venrit's hope was that the war would end quickly, but like many others she was disappointed. It eventually became clear to her that the war would drag on for decades. Unless, of course, she herself were to end it. And surely her chances of conquering the Vault of the Drow would increase tenfold if she returned as a god. This, she decided, must be why the Spider Queen sent the House of Kilsek to this remote part of Oerth. The Kilsek need to be here to win godhood for Venrit and ensure victory over their traitorous kin. Venrit did not start the Godwar, but she intends to finish it.

Kilsek Prestige Classes

Two Kilsek prestige classes are presented here for the first time. Although these classes are built to reflect the unique circumstances of the House of Kilsek, they could be used easily in most campaigns.

Bloodsister

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 Kilsek chose exile over annihilation, the Kilsek sorority remained loyal to their house. Like the rest of

BLOODSISTER ADVANCEMENT

HIT DIE D10

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

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 Kilsek and the Spider Queen. Each has sworn a blood oath to Venrit, a fact reflected in the society's new name: the Bloodsisters.

Class Features

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

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 bloodsisters 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 bloodsister 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.

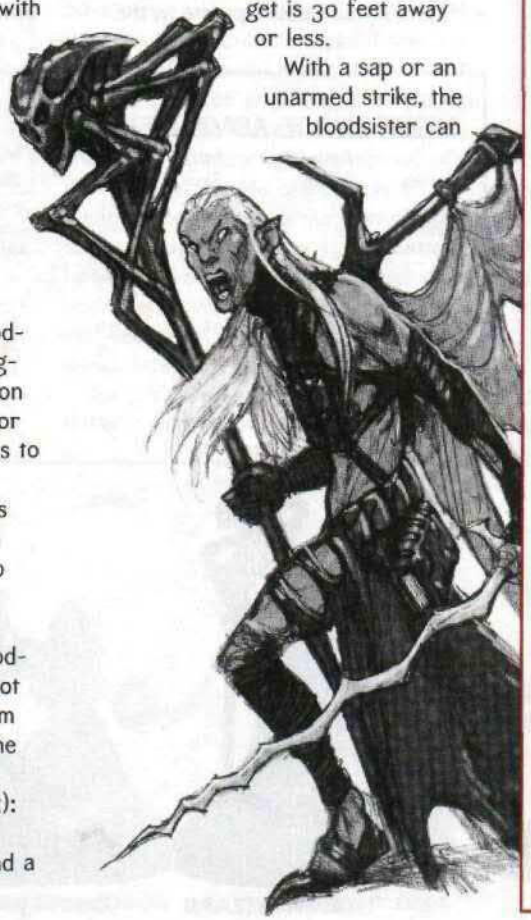
Throw Sword (Ex): When in desperate straights, bloodsisters throw their swords like daggers. A bloodsister of 6th level or higher can throw short swords without penalty, with a range increment of 10 feet.

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 bloodsister'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



For Your Campaign

This article uses the Sundered Realm, a portion of the Greyhawk world and the setting of the *Chainmail* game, as its basis, but there's no reason why it couldn't be used as a resource for other settings or a campaign world of your design, even if you don't use drow. Here are a few examples of what you could do to make the material in this article suited to your style of play:

- DMs running campaigns in the *Greyhawk* setting should have an easy time incorporating House Kilsek into their game. Perhaps the house never suffered exile from the legendary Vault of the Drow and now assists other dark elves in the Lost Lands by offering secret support to the giant armies infesting the Duchy of Geoff.
- If you use the Forgotten Realms setting, consider using some of the history and the prestige classes presented here as a version of what occurred to Drizzt Do'Urden's house. Perhaps some member escaped and founded a city beneath the war-torn lands of Tethyr.
- The history and prestige classes presented here could be adapted for dwarves. Perhaps a clan of belligerent dwarves was driven from its holdings after a council of elders determined that the clan should be held responsible for starting a civil war. Driven to desperation in the wilds of the Underdark, the clan took a ruined gith city as its own and allied itself with kuo-toa.

For suggestions on how you can use the prestige classes presented in this article, see the For Your Character sidebar.

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.

NIGHTSHADE
Class Requirements

To qualify to become a nightshade, a character must 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.

NIGHTSHADE
Class Skills

The nightshade's class skills (and the key abilities for each) are:

Str: –

Dex: Disable Device, Escape Artist, Hide, Move Silently, Open Lock, Pick Pockets, Tumble.

Con: –

Int: Decipher Script (exclusive skill), Read Lips (exclusive skill), Search.

Wis: Innuendo, Listen, Sense Motive, Spot.

Cha: Bluff, Disguise, Gather Information, Intimidate, Use Magical Device (exclusive skill).

Skill Points at Each Level: 6 + Int modifier.

Nightshade

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 aboveground 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 Kilsek's foes.

Class Features

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

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.

HIT DIE D8

NIGHTSHADE ADVANCEMENT

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+0	Light adjusted, web walker
2nd	+1	+0	+3	+0	Wall runner
3rd	+2	+1	+3	+1	Sneak attack +1d6
4th	+3	+1	+4	+1	*Change self* 3/day
5th	+3	+1	+4	+1	Poison immunity
6th	+4	+2	+5	+2	Sneak attack +2d6
7th	+5	+2	+5	+2	Poison spittle
8th	+6	+2	+6	+2	*Web* 3/day
9th	+6	+3	+6	+3	Sneak attack +3d6
10th	+7	+3	+7	+3	Shadow walk 1/day

MINATURES PAINTED BY

DISPLACER BEAST

KUO-TOA

DROW WIZARD

DROW WARRIOR

DROW WARRIOR

For Your Character

The prestige classes presented in this article need not be for drow alone or even for evil characters. If one of them interests you, check with your DM and see if it can be altered and incorporated into her game and your character. In general, keeping the mechanics the same but changing the name or description gives you a great deal of flexibility. Here are a few suggestions:

The bloodsister prestige class could be a guild for a group of rangers and wilderness protectors who specialize in removing threats to natural areas. They use special sleep poisons to knock out most foes, but repeat offenders have little hope of escaping the bite of their two blades.

The nightshades could be a prestige class for an order of monks who hold the qualities of a spider in high esteem. They practice the "spider's shadow style" of marital arts, and its masters take levels of the nightshade prestige class.

Both of the prestige classes could represent special groups from another race. Dwarves might call such groups the hammer matrons and the cavern raiders, gnomes might call them knife maidens and web runners, and other races could create similar names.

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.

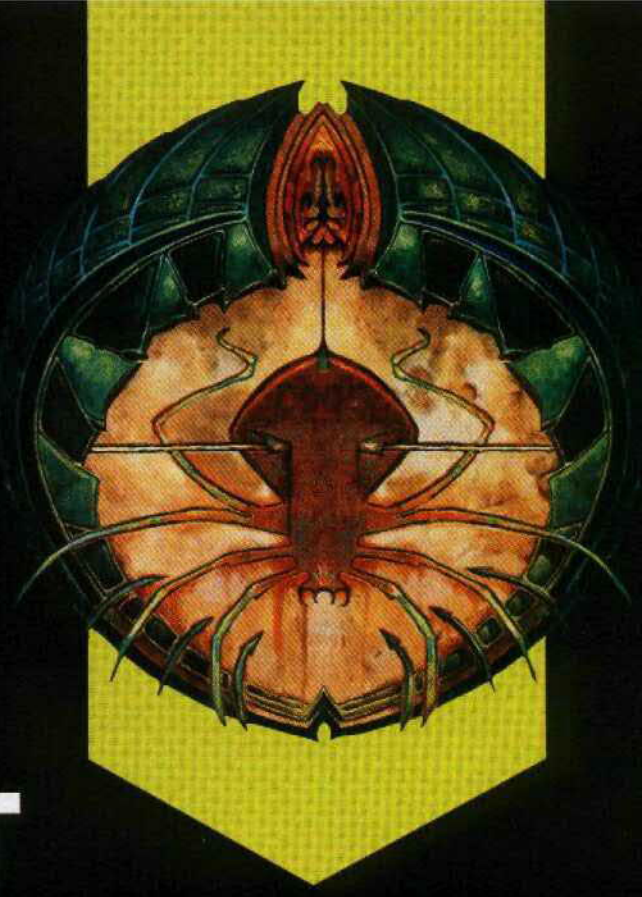
DRIDER TROOPER

DROW WARRIOR

DROW SOLDIER

DROW RANGER

DROW ARCHER



CRUSADES OF THE ASHEN COMPACT VS. DROW

by Jim Bishop · illustrated by Jonathan Wayshak

The Ashen Compact is a secret cabal of subterranean races that recruit and train surface adventurers to make war against the drow. They call their training grounds "academies," and they advertise themselves in the surface world as agents of a great crusade against evil, but their motives are far from pure.

The Compact was formed years ago, when the drow noble house of Ildorno took power in its native city and began a campaign of systematic conquest of the surrounding races. Creatures who had been at each other's throats for eons suddenly found themselves shoulder to shoulder as they fled to safety. As the survivors of the mind flayer, duergar, derro, and aboleth nations came together in the ash and ruins of their former cities, they met for the first time in peaceful negotiations.

No single nation was strong enough to face the drow alone. Any two nations could join forces to crush the drow, but that would mean leaving themselves undefended and open to attacks from the others. They could not agree on how to divide forces, and so could not agree to a four-way alliance. The beaten races realized that they needed to go outside their borders for help—to the great heroes of the surface world. As they finalized their plans, they made an oath of loyalty to each other. Thus the Ashen Compact was born.

Within days, the first agents of the Ashen Compact stole to the surface. A dozen mind flayers, derro, and duergar warriors traveled at night under magical protections and began their reconnaissance of local settlements. With the duergar and derro supplying muscle, and the mind flayers able to create loyal subjects, they quickly formed a base of power in the catacombs under an abandoned temple, while establishing a front of brainwashed followers in the ruins above. The team's puppets insinuated themselves into the local community, spreading word that they required heroes for a crusade against the hated dark elves.

THE FIRST STUDENTS

The news spread quickly, and before long the usual crowd of malcontents, riffraff, and adventurers gathered in the moss-covered churchyard to take the first solemn oath against their new foe. Many races answered the call, including a large number of elves, all of them raised on tales of dark elf treachery and villainy.

The group was split into three different divisions according to the students' skills, and training began in earnest. Those skilled in the art of fighting began their schooling with ancient treatises on drow tactics, anatomy, and psychology. Once these subjects were mastered, their duergar instructors—disguised as deep dwarves—put them through months of grueling drills in the total darkness of the catacombs.

FOR YOUR CAMPAIGN

Even if drow don't exist in your campaign, you can still use many elements of this article. Here are some suggestions to get you started.

- You can use the background story of the Ashen Compact's creation as an interesting plot hook. In this case, the agents might be fighting another evil race that is prevalent in your campaign, or perhaps their crusade is against a tribe of good dwarves. Your PCs might be recruited into a Compact academy, or some concerned parents might ask the PCs for help in learning what happened to their children after they joined the local academy.
- The NPC agents presented in this article don't have to be connected in any way. You can simply use the monsters as interesting NPCs or enemies that the player characters encounter.
- Use the prestige classes presented in this article to make other interesting NPCs. If drow don't play a significant role in your campaign, simply tweak the classes to better fit your world. For example, you can swap the drow sign language ability of the deep avenger and gloomblade prestige classes with some other language.

Members with a more larcenous bent were taken to the ruined bell tower, where the maze of shattered beams and masonry accustomed them to the conditions of deep caverns. These students studied under a trio of derro, whose rasping voices came from behind a screen, teaching how to listen to the earth and strike from ambush.

Meanwhile, a solitary aboleth had been ferried up through the dark tunnels and secreted in the old temple's cistern. Here the spellcasters of the group were secretly subjected to hypnotic suggestion, sensory deprivation, and psychic surgery to strengthen their minds. Eventually, the more exceptional spellcasters were fused with the ancient creature's alien consciousness, gaining supernatural perception at the expense of their normal eyesight.

The First Crusade

Within a year, the ragged volunteers were forged into an expert fighting force. Their old skills and ways of life were forgotten, replaced with a deadly focus on fighting dark elves in their pitch-black homes.

The Ashen Compact agents equipped their forces, took them deep into the earth, and set them loose on the guard towers and keeps of the house Ildorno drow. Within hours the drow defenses were shattered, and they retreated to deeper tunnels. Over the following weeks, the dark elves sent waves of elite troops at the invaders, but to no avail. Before a month passed, house Ildorno was nothing but a memory, and with it went all hopes of drow conquest in the region.

The creators of the Ashen Compact met just once more, in the weeks following this decisive victory. The representatives met in comfort this time, but the mood was no lighter. Each envoy committed his nation's people and resources to more academies and fixed their targets for the next assaults. Finally, they agreed that the Compact would never meet again; the risk of discovery by drow forces was too great. Every academy would operate as an independent cell on the surface world and seek the destruction of the dark elf nation.

THE ASHEN COMPACT IN A D&D GAME

The Academies: Founding and Operations

Academies are completely independent from any central body, thus the DM may place an academy almost anywhere in his campaign world. A typical academy is located no more than 30 miles from the nearest major cave entrance. The agents' pattern is to occupy an existing structure, usually an abandoned one that has been ravaged by time.

Most often, Compact operations are set up in the ruins of temples and monasteries. These buildings are usually designed to accommodate large groups, and they have the additional advantage of having been built to foster privacy for those within their walls. Best of all, these buildings carry the seal of faith and help to sell the surrounding communities on the academy's values and sincerity.

Fortresses are abandoned far less frequently than religious buildings, but their strong construction and strategic placement make them almost as desirable. In the absence of a fortified structure, Compact agents work with whatever is at hand and are not above setting up their academies in a farmhouse, winery, river barge, and even—if the reports are true—in the walls of a ruined dam.

Academies are founded with no warning, springing up in a few days before local authorities can ask too many questions. Major repairs and new construction wait for the first crop of students, and these sites often change dramatically over the course of a few years.

When a suitable site is located, slaves and duergar work to clean it out, while mind flayer "missionaries" move through the landscape spreading word among the locals. Mind flayers are nothing if not cunning, and they use their guile to every advantage as they seed the locals with rumors, omens, and portentous "dreams" to support their crusade.

Once the space is ready, the local authorities are summoned to the academy for its opening. Here the Compact agents exert all their influence, including psionic and magic domination, to get community leaders on their side. If they are even moderately successful, word spreads quickly, and soon the academy is deluged with applicants. All are accepted, but only a select few are trained for combat. Most serve the crusade as menial laborers and craftsmen, or as food for the ravenous "instructors."

Training

Instruction has changed little since the days of the first academy. Duergar still instruct the warriors in blind fighting and the ways of dark elves; derro savants pass on secrets of ambush to their thralls and teach them how to read the stone and walk among spiders with no danger; and the aboleth and mind flayers perform their blasphemous surgery on spellcaster applicants.

Several advancements in spell research and alchemy have been made since the first crusade, and these new alchemical items, spells, and magic weapons are now a part of the curriculum in every academy.

The Crusade

The credo and purpose of these academies is

"holy war." Toward this end, each academy has a drow city or outpost as its target and a quota of soldiers to fill if they hope to succeed in their goal. The entire process, from founding an academy to embarking on a crusade, takes at least one year, sometimes two.

When the time is right, the crusaders are gathered and armed with magic and alchemical items. They are treated to a stirring send-off and led into the nearest dark cavern toward their enemy. Only a few Compact agents accompany these forces; usually a few duergar scouts and an invisible mind flayer lead the crusaders to ensure they remain true to their cause.

When the crusaders reach their target, the Compact agents hang back and observe the battle, eventually falling back to report to the academy. If the academy students are victorious, they return as heroes and begin training for their next mission. If they break and flee, they are taken captive at the surface and eaten during the long months while new students are recruited.

Caravans

Ashen Compact agents travel across country for only two reasons: They have been sent out to found a new academy or they have been uncovered by local authorities and are fleeing to a new safe haven. In either case, their disguise is paramount.

On casual inspection, a Compact caravan appears to be a traveling crew of deep dwarf smiths. The duergar fighters who drive the teams are magically disguised and often carry dwarf-crafted items as cover. Lurking inside the canvas-shielded wagons is a single derro savant with crossbow at the ready, a pair of mind flayer missionaries who telepathically scan all visitors as a matter of course, and a single aboleth hierophant floating in its hidden tank, generating illusions as the situation demands.

Caravan Encounters: If encountered on the road, the duergar do their best to come across as gruff and ordinary deep dwarves traveling from their home to sell wares. They have dwarven goods to sell, but these are just spoils of ancient war, and they can be identified as such by bardic lore and the *legend lore* spell. Even if provoked, the caravan takes pains to avoid revealing its true nature. Only when attacked does the full capacity of a Compact caravan become known. Typically, the aboleth hierophant creates scores of illusionary attackers, while the mind flayers emerge from hiding and mind blast their attackers. Any who are stunned by the mind flayers' opening attack are then subjected to their horrific extract ability. The caravan's derro savant attempts to skulk around the rear, casting spells and making sneak attacks when possible.

Ashen Compact NPCs

Listed below are the complete statistics for a typical group of Compact agents sent out to found a new academy. Each group usually includes two duergar toughs, two derro savants, one mind flayer, and one aboleth, although additional agents might be added to the group if the area of a new potential academy is densely populated.

Duergar Tough, Male Duergar Ftr3: CR 3; Medium-size humanoid; HD 3d10+6; hp 21; Init +2; Spd 20 ft.; AC 18 (touch 14, flat-footed 16); Atk +7 melee (1d8/1d6, masterwork dwarven urgrosh); SA Spell-like abilities; SQ Duergar traits; AL LE; SV Fort +5, Ref +3, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 4.

Skills: Climb +9, Jump +9, Listen +5, Move Silently +6, Spot +5; *Feats:* Alertness, Blind-Fight, Exotic Weapon Proficiency (dwarven urgrosh), Power Attack.

Possessions: Masterwork dwarven urgrosh, *+1 masterwork breastplate, 2 potions of alter self.*

Derro Savant, Rog2/Sor5: CR 7; Medium-size humanoid; HD 2d6+5d4; hp 22; Init +1; Spd 20 ft.; AC 11; Atk +2 melee (1d6-1, short sword), +6 ranged (1d8+1, *+1 repeating crossbow*); SQ Derro traits; AL CE; SV Fort +1, Ref +5, Will +3; Str 8, Dex 12, Con 11, Int 16, Wis 8, Cha 14.

Skills: Appraise +8, Balance +6, Bluff +7, Climb +4, Concentration +8, Diplomacy +7, Disable Device +8, Escape Artist +6, Hide +6, Intuit Direction +4, Knowledge (arcana) +11, Listen +4, Spellcraft +11, Use Rope +6; *Feats:* Blind-Fight, Exotic Weapon Proficiency (repeating crossbow), Point Blank Shot, Silent Spell.

Spells Known (Sor 6/7/5; base DC = 12 + spell level): 0—*dancing lights, detect magic, detect poison, flare, prestidigitation, read magic;* 1st—*mage armor, magic missile, spider climb, ventriloquism;* 2nd—*cat's grace, whispering wind.*

Possessions: +1 repeating crossbow, short sword, 2 flasks each of acid and alchemist's fire, *2 potions of cure serious wounds, 2 potions of misdirection, 2 potions of detect thoughts, wand of charm person* (35 charges).

Mind Flayer Missionary, Clr1: CR 9; Medium-size aberration; HD 8d8+8; 1d8+1; hp 48; Init +6; Spd 30 ft.; AC 19 (touch 14, flat-footed 17); Atk +8 melee (1d4+1, 4 tentacles); SA Mind blast, improved grab, extract, psionics; SQ SR 25, telepathy; AL LE; SV Fort +5, Ref +4, Will +11; Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17.

Skills: Bluff +8, Concentration +12, Hide +8, Intimidate +10, Knowledge (arcana) +9, Knowledge (religion) +9, Listen +8, Move Silently +7, Spellcraft +8, Spot +10; *Feats:* Alertness, Combat Casting, Dodge, Expertise,

FOR YOUR CHARACTER

There are many elements of this article that can be useful to player characters.

- Consider using this article to provide a background for your character. Perhaps she was recruited into a Compact academy and escaped within an inch of her life when she realized she was a pawn for other evil creatures. Maybe a family member, such as a brother, was recruited into the academy and never heard from again. Now she's determined to learn what happened to her sibling.
- Ask your DM if you can use one of the prestige classes presented in this article. If drow aren't prevalent in her campaign, she might consider changing the drow-specific abilities to something more useful. For instance, your dwarf PC might be a gloomblade—a soldier trained to fight his clans hated enemy, the duergar.
- This article presents a number of new game elements. If you are interested in the magical or alchemical items presented here, ask your DM if she'll allow them in her campaign. Perhaps you and your fellow adventurers will stumble across some of these treasures after exploring the ruins of what seems to have been an old academy of some sort . . .

Improved Initiative, Weapon Finesse (tentacle).

Spells Prepared (3/3, base DC = 13 + spell level) 0—*detect magic, purify food and water, read magic;* 1st—*cause fear*, deathwatch, doom.*

*Domain Spell. *Domains:* Death (death touch 1/day), Destruction (smite 1/day).

Possessions: Ring of protection +2, bracers of armor +2.

Aboleth Hierophant, Ill2: CR 10; Huge aberration (aquatic); HD 8d8+40; 2d4+10; hp 91; Init +1; Spd 10 ft., swim 60 ft.; AC 16 (touch 9, flat-footed 15); Atk +13 melee (1d6+9 and transformation, 4 tentacles); SA Transformation, psionics, enslave; SQ Mucus cloud; AL LE; SV Fort +7, Ref +3, Will +14; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills: Alchemy +6, Concentration +19, Knowledge (arcana) +9, Listen +12, Spellcraft +8, Spot +12; *Feats:* Alertness, Combat Casting, Iron Will, Scribe Scroll.

Spells Prepared (4/3; base DC = 12 + spell level): 0—*detect magic* (x2), *prestidigitation* (x2); 1st—*mage armor, obscuring mist, Nystul's undetectable aura.*

Spellbook: 0—all; 1st—*change self, mage armor, magic missile, Nystul's undetectable aura*, obscuring mist, true strike.*

*Specialization spell. *School:* Illusion.

Possessions: Crystal ball.

NEW PRESTIGE CLASSES

The deep avenger, gloomblade, and gray sage are new prestige classes available to characters who train in an Ashen Compact academy.

Deep Avenger

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.

Class Features

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

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

DEEP AVENGER 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.

DEEP AVENGER Class Skills

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

Str: Climb, Jump, Swim.

Dex: —

Con: —

Int: Craft (any).

Wis: Intuit Direction.

Cha: Handle Animal, Ride.

Skill Points at Each Level: 2 + Int modifier.

DEEP AVENGER ADVANCEMENT

HIT DIE D8

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

GLOOMBLADE 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.

GLOOMBLADE Class Skills

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

Str: Climb, Jump, Swim.

Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, Tumble, Use Rope.

Con: –

Int: Appraise, Craft (any), Disable Device, Forgery, Search.

Wis: Innuendo, Intuit Direction, Listen, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Use Magic Device.

Skill Points at Each Level: 8 + Int modifier.

GLOOMBLADE ADVANCEMENT

HIT DIE D6

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

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 gain a +4 bonus on Fortitude saving throws against poison.

GLOOMBLADE

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.

Class Features

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

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

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.

GRAY SAGE ADVANCEMENT

HIT DIE D4

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

GRAY SAGE 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 Conjuration spell.

Special: Must speak Undercommon.

GRAY SAGE Class Skills

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

Str: –

Dex: –

Con: Concentration.

Int: Alchemy, Craft (any), Knowledge (all skills, taken individually), Scry (exclusive skill), Spellcraft.

Wis: Intuit Direction, Profession.

Cha: –

Skill Points at Each Level: 2 + Int modifier.

weapon for the opposed disarm check. The gloomblade cannot lose her own weapon during such an attempt.

GRAY SAGE

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.

Class Features

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

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 counterspelling, he may use any spell of the same school that is of equal level to the target spell. In addition, if the target 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 Conjuration (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.

Equipping the Troops

Those dedicated to the Compact crusades have developed a number of useful spells and alchemical and magic items to assist them in their quest to rid the world of drow. Most are given to the troops as standard equipment, but they are closely guarded, and it is rare for the items to be seen on the open market.

Alchemical Items

Deepsmoke Stick: This alchemically treated wooden stick is similar to a smokestick, except that it has also been soaked in a foul-smelling resin that produces an oily smoke in a 10-foot cube when ignited. The smoke is made up of tarry flecks and reflective crystals, and the resulting miasma is so thick that it blocks scent and even blindsight. The cloud has no effect on creatures with tremorsense. The stick is consumed after 1 round, and the smoke dissipates naturally.

Flashball: You can throw this fist-sized sphere as a grenadelike weapon (see page 138 in the *Player's Handbook*). When a flashball strikes a hard surface, it explodes in a flash of brilliant white light. Creatures within a 15-foot radius who suffer penalties in bright light suffer them for 1 round after being exposed to the burst of light. In an area affected by the *darkness* spell, a flashball does not work.

Alchemical Item	Cost	Craft DC
Deepsmoke Stick	40 gp	20
Flashball	40 gp	25
Rockburn Oil	50 gp	30

Rockburn Oil: This viscid green oil is derived from the corrosive slime secreted by delvers. Rockburn oil can be used as a grenadelike weapon (see page 138 in the *Player's Handbook*), dealing 1d4 points of damage to organic creatures or objects. Against metallic creatures or objects, rockburn oil deals 2d4 points of damage, and against stony creatures (including earth elementals) or objects it deals 4d4 points of damage.

Magic Weapon Special Abilities

Subterranean: Subterranean weapons give their bearers an edge in underground combat, granting them a +2 enhancement bonus to attack and damage rolls when at least 30 feet below the surface. In addition, the wielder gains darkvision with a range of 60 feet as long as the weapon is in hand. When held, the wielder of a subterranean weapon suffers from light blindness (blinded for 1 round by bright light, -1 to attacks, saves, and checks when in direct sunlight or the radius of a *daylight* spell) for 1 round. When a subterranean weapon is used aboveground or up to 29 feet below the surface, it acts as a normal weapon, and its magical properties have no affect. Subterranean weapons never shed light; casting a *light* spell on a subterranean weapon has no effect.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, *darkvision*; Market Price: +2 bonus.

Sunlight: Sunlight weapons are forged to combat creatures of the deep dark. Upon command, these weapons shed light as a *daylight* spell within a 60 foot radius for up to one hour per day. Creatures who suffer penalties in bright light suffer them while exposed to the light shed by a sunlight weapon. In addition, these creatures suffer an additional 1d6 points of damage when struck by an activated sunlight weapon.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, *daylight*, *sunburst*; Market Price: +1 bonus. D

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).

FEATS FOR DROW-FIGHTERS

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.

CHAMPIONS OF VIRTUE

New Prestige Classes for Clerics

by James Wyatt • illustrated by Mike May

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

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

The Shining Blade of Heironeous

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

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

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

Class Features

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

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

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

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

THE SHINING BLADE OF HEIRONEOUS

HIT DIE D10

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

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

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

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

CLASS REQUIREMENTS	
To qualify to become a shining blade of Heironeous, a character must fulfill all the following criteria:	
ALIGNMENT	LAWFUL GOOD
PATRON DEITY	HEIRONEOUS
BASE ATTACK BONUS	+7
BASE WILL SAVE	+3
SKILLS	KNOWLEDGE (RELIGION): 7 RANKS
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS	
Skill Points at Each Level: 2 + Int modifier	
The shining blade's class skills (organized by key ability) are:	
STRENGTH	
DEXTERITY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT
WISDOM	HEAL, PROFESSION
CHARISMA	DIPLOMACY

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

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

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

Radiant Blade: At 9th level, a shining blade can bestow three magical enhancements upon his weapon. This supernatural ability replaces the holy blade ability and can be used three times per day. With each use of this ability, he can choose to make the weapon a shock weapon dealing +1d6 damage, a holy weapon dealing +2d6 points of bonus holy (good) damage against evil creatures, or a brilliant energy weapon, which sheds light as a torch and ignores nonliving matter (including armor, undead, constructs, and objects). The weapon is enhanced this way for up to a number of rounds equal to the shining blade's level plus his Charisma bonus (if any), but only so long as the shining blade is holding the weapon. If he is disarmed or gives the weapon to another character, the magical effect ends. The three uses of this ability can overlap, so in a given combat a shining blade can spend one standard action to make his blade holy, another to make it a shock weapon, and another to make it a brilliant energy weapon. The weapon cannot be made to be doubly holy, doubly shocking, or doubly brilliant.

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

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

The Radiant Servant of Pelor

Pelor teaches demonstrating the strength of good through charity and modesty. While it seems a contradiction, the point is that the truly strong don't need to prove their power. Pelor urges his priests and their flocks to perform so many good acts that evil has no room to exist, but he acknowledges that there are times when evil must be defeated in direct confrontation. The radiant servants of Pelor put this dogma into living practice. As the name implies, the brothers and sisters of the radiant servants of Pelor are sworn to serve—to minister to the needs of Pelor's followers and good-hearted people everywhere. While combating evil, particularly undead, is an important part of that service, it is by no means the only part. Radiant servants of Pelor are healers, counselors, sources of spiritual and (at times) financial support, and protectors.

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

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

Class Features

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

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

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

THE RADIANT SERVANT OF PELOR

HIT DIE D6

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

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

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

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

CLASS REQUIREMENTS	
To qualify to become a radiant servant of Pelor, a character must fulfill all the following criteria:	
ALIGNMENT	NEUTRAL GOOD
PATRON DEITY	PELOR
BASE WILL SAVE	+5
SKILLS	KNOWLEDGE (RELIGION): 9 RANKS HEAL: 5 RANKS KNOWLEDGE (UNDEAD): 3 RANKS
FEATS	EXTRA TURNING
SPELLCASTING	ABILITY TO CAST DIVINE SPELLS

CLASS SKILLS	
Skill Points at Each Level: 2 + Int modifier	
The radiant servant's class skills are:	
STRENGTH	
DEXTERITY	
CONSTITUTION	CONCENTRATION
INTELLIGENCE	CRAFT, KNOWLEDGE (ARCANA), KNOWLEDGE (RELIGION), SCRY, SPELLCRAFT
WISDOM	HEAL, PROFESSION, SENSE MOTIVE
CHARISMA	DIPLOMACY

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

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

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

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

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

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

Positive Energy Burst: As a standard action a radiant servant who is at least 8th level can create a positive energy burst that inflicts 1d6 points of damage per class level to all undead creatures within 100 feet of the character. Undead are allowed a Reflex save (DC equal to 10 + the class level of the radiant servant) to avoid half the damage. This supernatural ability uses up two turning attempts. A radiant servant can not use this ability if she has fewer than two turning attempts left for the day.

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

The Fleet Runner of Ehlonna

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

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

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

Class Features

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

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

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

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

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

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

THE FLEET RUNNER OF EHLONNA

HIT DIE D8

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

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

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

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

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

CLASS REQUIREMENTS

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

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

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

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

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

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

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

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

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

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

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

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

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

The Mighty Contender of Kord

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

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

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

Class Features

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

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

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

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

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

THE MIGHTY CONTENDER OF KORD

HIT DIE D10

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

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

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

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

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

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

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CLASS REQUIREMENTS

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

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

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

The mighty contender's class skills are:

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

LOOKING OUT FOR THE LITTLE GUY

Arvoreen's KEEPERS

by Thomas M. Costa · illustrated by Jeff Carlisle

Throughout the Forgotten Realms, the deity Arvoreen watches over halfling communities and individuals, wherever they may wander. Stern and practical for a halfling deity, Arvoreen has instructed his likeminded flock to protect and look after others as he does them. Thus, the religious orders of Arvoreen's keepers and Arvoreen's warders were born, road and village marshals of the halfling god of vigilance.

ARVOREEN'S KEEPERS

Arvoreen's keepers, also known as Keepers of the Vigilant Guardian, are halflings of that rare breed that crave action. They are the defenders of their communities. They believe in an active defense, much like their patron god, Arvoreen the Defender, who promises them a glorious afterlife at his side. Consequently, keepers aggressively prepare for incursions into halfling lands and are always ready to repulse hostile invaders at the first sign of trouble. They construct defensive barriers, signaling systems, beacons, and traps to protect their charges. They patrol the community and surrounding areas, driving away or killing monsters and intruders. They also keep the peace and lead village militias when invaders attack.

Arvoreen's keepers are dogged and determined to give a good account of themselves, but they are also—like most halflings—extremely practical. They follow a code of ethics, but understand that it is only a set of guidelines that cannot cover every situation. Keepers might make questionable alliances, even steal at times, if such extremes are required to defend their charges. Similarly, they might ignore a petty theft if no one was injured.

Most of Arvoreen's keepers are clerics or ranger/paladins, although almost all single-class or multiclass combinations of paladin, ranger, and cleric are known. Very few barbarians or arcane spellcasters opt to become Arvoreen's keepers. Those keepers without any divine supernatural or spellcasting abilities are commonly known as warders.

In times of war, Arvoreen's keepers are commanders of halfling soldiers, elite warriors, and scouts. In times of peace, they are sentinels and troubleshooters, often serving as local constables, sheriffs, wardens, magistrates, or marshals, being politely nosy, maintaining order, and enforcing the law. However, even when they do not hold these positions, the local sheriff and halfling clergy know they can always call on keepers for assistance. For these reasons, keepers command the fidelity and respect of halflings everywhere, who love the keepers for keeping them safe. Keepers are common in many halfling communities, notably the fallen halfling realm of Meiritin (now part of Amn), the Purple Hills of Tethyr, and the halfling nation of Luiren, as well as among many of Arvoreen's military orders, notably Arvoreen's Marchers of Tethyr. A few keepers choose to wander, becoming deputy-rangers or road sheriffs—law officers given authority by local officials to wander afar in search of those who commit crimes against halfling communities.

Avoreen's Keeper Class Features

All the following are class features of the Arvoreen's keeper prestige class.

Weapon and Armor Proficiency: Arvoreen's keepers are proficient with all simple and martial weapons, light and medium armor, and shields.

ARVOREEN

The Defender, the Wary Sword

Intermediate Halfling Deity

Symbol:	Two crossed short swords
Home Plane:	Green Fields
Alignment:	Lawful good
Portfolio:	Defense, war, vigilance, halfling warriors, duty
Worshippers:	Halflings, fighters, paladins, rangers, soldiers, warriors
Cleric Alignments:	LG, LN, NG
Domains:	Good, Halfling (from the *Forgotten Realms Campaign Setting*), Law, Protection, War
Favored Weapon:	"Aegisheart" (short sword)

When invaders threaten halfling communities, residents send prays to Arvoreen, whose worshippers follow a doctrine of guardianship, stern defense, and aggressive watchfulness. Arvoreen remains ever aware of dangers facing halfling communities but prefers a reactive rather than proactive agenda. When an enemy strikes, his halfling servants strike back with precision and decisiveness born of a strict, almost unhalflinglike regimen of martial training. More information on Arvoreen can be found on page 137 of *Faiths and Pantheons*.

Arvoreen defends halflings in the Forgotten Realms, but elsewhere Fharlanghn or Heironeous might fulfill a similar role as patron of the keepers. If you're using Eberron deities, Boldrei might sponsor keepers and warders.

Spells per Day: Arvoreen's keepers continue their devotion to Arvoreen. Thus, whenever the keeper gains a new level, he may gain new spells per day as if he had 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 (increased turning abilities, animal companions, and so on). This means he adds his new level of Arvoreen's keeper to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. (If the character had more than one divine spellcasting class before becoming an Arvoreen's keeper, he must decide to which class he adds each level of Arvoreen's keeper for purposes of spells per day).

Trapfinding: Arvoreen's keepers have the trapfinding skill just as rogues do (see page 50 of the *Player's Handbook*). With this ability, keepers can use the Search skill to locate magic traps and mundane traps with DCs higher than 20.

Uncanny Dodge (Ex): At 3rd level, an Arvoreen's keeper gains uncanny dodge, just as a 4th-level rogue (see page 50 of the *Player's Handbook*). This ability allows the character to retain his Dexterity bonus to Armor Class (if any) even if he is caught flat-footed or struck by an invisible attacker.

Defensive Parry (Ex): At 5th level, Arvoreen's keepers have truly mastered the defensive maneuvers of combat. When executing the fight defensively standard or full-round action, the keeper gains an additional +1 dodge bonus to his Armor Class (see Fighting Defensively on

page 140 and 143 of the *Player's Handbook*). In addition, when executing the total defense standard action, the keeper gains an additional +2 dodge bonus to his Armor Class (see Total Defense on page 142 of the *Player's Handbook*).

Subduing Strikes (Ex): Arvoreen's keepers often serve as local sheriffs charged with capturing criminals. At 7th level, the keeper can deal nonlethal damage with a weapon that deals normal damage without suffering a -4 penalty on the attack.

HIT DIE D8

ARVOREEN'S KEEPER REQUIREMENTS

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

Race: Halfling.

Religion: Arvoreen.

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

Base Attack Bonus: +4.

Skills: Craft (trapmaking) 4 ranks, Listen 4 ranks, Sense Motive 4 ranks, Spot 4 ranks, Survival 4 ranks.

Feats: Alertness, Martial Weapon Proficiency (short sword), Simple Weapon Proficiency (sling) or Martial Weapon Proficiency (shortbow), Track.

Spells: Must be able to cast divine spells.

Special: Must be accepted for training and be judged worthy by a cleric of Arvoreen.

ARVOREEN'S KEEPER CLASS SKILLS

The keeper's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Team Player (Ex): Arvoreen's keepers support, as well as lead, their communities. At 9th level, a keeper has learned how to pool his prowess most effectively with his allies. When using the aid another action, the keeper grants a +4 bonus instead of the usual +2 bonus.

Defensive Roll (Ex): At 10th level, Arvoreen's keepers can roll with a potentially lethal blow to take less damage from it. Once per day, when a keeper 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 a Reflex saving throw (DC equals the damage dealt) to take only half damage from the blow.

Code of Conduct: Arvoreen's keepers must be lawful good, neutral good, or lawful neutral. Additionally, the keepers' code requires they never attack first (although preemptive strikes against known raiders or invaders—who are considered to have attacked first—are generally acceptable), aid and protect those in their charge or their community, never flee from an enemy unless all those under their protection have safely escaped (even if it means the keeper's own death), defend the honor of their god and race, and respect and obey the clergy of the halfling gods.

Multiclass Arvoreen's Keepers: Arvoreen's keepers are allowed to multiclass freely as paladins.

Ex-Keepers: Arvoreen's keepers who cease to be lawful good, neutral good, or lawful neutral, or who grossly violate their codes of conduct, lose spellcasting granted by Arvoreen's keeper levels and the ability to progress as Arvoreen's keepers. An offending keeper regains his abilities and his ability to progress as an Arvoreen's keeper if he atones for his violations (see the *atonement* spell description on page 201 of the *Player's Handbook*).

ARVOREEN'S WARDER

The more militaristic branch of Arvoreen's favored, Arvoreen's warders lack the spellcasting abilities of their keeper brethren, but they make up for this limitation with sheer tenacity. Skilled trackers and warriors, warders often serve as scouts, man hunters, and commanders of halfling militias and military regiments.

ARVOREEN'S KEEPER ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+2	+2	Trapfinding	+1 level of existing class
2nd	+1	+0	+3	+3		+1 level of existing class
3rd	+2	+1	+3	+3	Uncanny dodge	+1 level of existing class
4th	+3	+1	+4	+4		+1 level of existing class
5th	+3	+1	+4	+4	Defensive parry	+1 level of existing class
6th	+4	+2	+5	+5		+1 level of existing class
7th	+5	+2	+5	+5	Subduing strikes	+1 level of existing class
8th	+6	+2	+6	+6		+1 level of existing class
9th	+6	+3	+6	+6	Team player	+1 level of existing class
10th	+7	+3	+7	+7	Defensive roll	+1 level of existing class

Where keepers tend to take a more deductive route in most of their pursuits, warders are willing to let their blades loosen the tongues of the guilty. Sometimes more brash than Arvoreen's keepers, both orders follow the same code of conduct, although warders also believe that it takes a sharp sword to cut through the world's injustices.

Arvoreen's Warder Class Features

Arvoreen's warders have the same abilities, gained at the same levels, as the Arvoreen's keeper prestige class. However, warders are far more adept in combat than keepers and have the following benefits.

Bonus Feats: At 2nd level, Arvoreen's warders gain Weapon Focus (short sword) as a bonus feat. Their use of the short sword becomes more deadly at 4th level, granting them Weapon Specialization (short sword) as a bonus feat. At 6th level, warders get the Greater Weapon Focus (short sword) as a bonus feat. Finally, at 8th level, warders master the short sword, gaining Greater Weapon Specialization (short sword) as a bonus feat.

Code of Conduct: Arvoreen's warders must be lawful good, neutral good, or lawful neutral. Additionally, they adhere to the same code of conduct as Arvoreen's keepers.

Multiclass Arvoreen's Warders: Arvoreen's warders are allowed to multiclass freely as paladins.

Ex-Warders: Arvoreen's warders who cease to be lawful good, neutral good, or lawful neutral, or who grossly violate their codes of conduct lose all supernatural, spell-like, and spellcasting abilities (regardless of class) and the ability to progress as Arvoreen's warders. An offending warder regains her abilities and her ability to progress as an Arvoreen's warder if she atones for her violations (see the *atonement* spell description on page 201 of the *Player's Handbook*).

ARVOREEN'S WARDER REQUIREMENTS

HIT DIE D8

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

Race: Halfling.

Religion: Arvoreen.

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

Base Attack Bonus: +4.

Skills: Craft (trapmaking) 4 ranks, Listen 4 ranks, Sense Motive 4 ranks, Spot 4 ranks, Survival 4 ranks.

Feats: Alertness, Martial Weapon Proficiency (short sword), Simple Weapon Proficiency (sling) or Martial Weapon Proficiency (shortbow), Track.

Special: Must be accepted for training and be judged worthy by a cleric of Arvoreen.

ARVOREEN'S WARDER CLASS SKILLS

The warder's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

ARVOREEN'S WARDER ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Trapfinding
2nd	+2	+0	+3	+0	Weapon Focus (short sword)
3rd	+3	+1	+3	+1	Uncanny dodge
4th	+4	+1	+4	+1	Weapon Specialization (short sword)
5th	+5	+1	+4	+1	Defensive parry
6th	+6	+2	+5	+2	Greater Weapon Focus (short sword)
7th	+7	+2	+5	+2	Subduing strikes
8th	+8	+2	+6	+2	Greater Weapon Specialization (short sword)
9th	+9	+3	+6	+3	Team player
10th	+10	+3	+7	+3	Defensive roll

BATTLEGUARD OF TEMPUS

Soldier-Saints of the Lord of Battle

by Thomas M. Costa · illustrated by Jason Engle

Battleguards are formidable soldier-priests of Tempus who specialize in every aspect of military affairs. Strategists and tacticians, their knowledge and guile can sway the tide of battles before they are even fought. Battle smiths and logisticians, they devotedly craft the arms of the faithful and speed even the most grueling marches. Harsh drill sergeants and exacting taskmasters, they understand the strength of recognizing and rewarding heroism and easily win their troops' unwavering loyalty. Battle rousers and holy champions, they inspire their followers to epic feats of courage and daring, all to glorify Tempus's name.

Whenever possible, battleguards take steps to prepare their companions for forthcoming battles and make use of healing magic to assist those who fall in valiant combat. These holy warriors are often organized into a military hierarchy. Common ranks in ascending order include: Warpriest, Swung Sword, Terrible Sword, Lance of the Lord, Shield of the God, Swordmistress/Swordmaster, Battlelady/Battlelord, and Lady/Lord of the Field—but these are often superseded by titles that go with a position, such as Battle Chaplain of a shrine or Trusted Sword (seneschal) of a temple. Church authorities assign ranks in light of service, needs, and situation. Brevet (or temporary) commands are common in desperate situations.

Most battleguards are clerics of Tempus, although many are multiclassed as barbarians, divine champions, or fighters. They regularly serve in fighting forces across the Realms, notably among the Flaming Fists of Baldur's Gate.

Class Features

All the following are class features of the battleguard of Tempus.

Weapon and Armor Proficiency: A battleguard is proficient with all simple and martial weapons, and all types of armor and shields. They prefer to wield axes and swords and to wear the best armor they can afford. Battleguards of high rank often wear a spiked gauntlet as a badge of office, especially when leading an army into battle, although it is rarely a weapon of choice.

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

Army Domain: At 1st level, a battleguard gains access to the Army domain. The battleguard receives the Army domain's granted power, and if a cleric, may choose from the domain's spell list when choosing domain spells each day.

Arms Lore (Ex): At 1st level, a battleguard develops a wealth of knowledge about weapons and armor (including shields, helmets, and gauntlets). This ability works exactly like the bardic knowledge ability of the bard class, but only to facts relating to arms and armor. The knowledge check bonus is equal the character's battleguard level + his Intelligence modifier. If a battleguard has bard levels (or levels in another class with a similar ability, such as loremaster), his battleguard levels and his levels in the other appropriate class stack for the purposes of using bardic knowledge in matters involving armor and weapons.

Weapon of Choice (Ex): At 1st level, the battleguard must choose a weapon with which he has the Weapon Focus feat. The battleguard must then consecrate the weapon to Tempus in a lengthy ceremony of meditation and fasting, which takes a tenday. Should the battleguard's weapon of choice be lost, stolen, or destroyed, the battleguard must reconsecrate another weapon. A ranged weapon cannot be chosen as a weapon of choice.

Enchant Weapon (Su): At 2nd level, a battleguard can temporarily enhance his weapon of choice (see above) to achieve a specific effect. The effect lasts for 1 minute per level, and the battleguard can create the effect once per day. The battleguard can choose from any special ability (including an enhancement bonus) with a +1 equivalent market price modifier. The effect ends if the weapon leaves the battleguard's grasp.

This ability improves at 6th level and 10th level, allowing the battleguard to choose weapon special abilities equivalent to a +2 or +3 modifier respectively.

Battleforger (Ex): Battleguards are master smiths and, beginning at 3rd level, receive a +2 competence bonus to all Craft (armorsmithing) and Craft (weaponsmithing) checks.

***Identify Arms* (Sp):** At 5th level, a battleguard can determine the single most basic function of any weapon or piece of armor, as per the *identify* spell, a number of times per day equal to the battleguard's Charisma bonus (minimum 1 per day).

Diehard (Ex): Battleguards are often the last standing. At 7th level, battleguards gain the Diehard feat as a bonus feat, regardless of whether or not they meet it's prerequisites.

***Analyze Arms Dweomer* (Sp):** At 9th level, a battleguard can discern the magical properties of any piece of

BATTLEGUARD OF TEMPUS

HIT DIE: D10

Requirements

To qualify to become a battleguard of Tempus, a character must fulfill the following criteria.

Patron: Tempus.

Alignment: Any nonlawful.

Base Attack Bonus: +4.

Skills: Craft (armorsmithing) 5 ranks, Craft (weaponsmithing) 5 ranks, Handle Animal 3 ranks, Ride 3 ranks.

Feats: Combat Casting, Leadership, Weapon Focus (any).

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

Special: Must have been in at least five battles, and on the winning side of at least three battles involving fifty or more combatants.

BATTLEGUARD OF TEMPUS

Class Skills

The battleguard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Ride (Dex), Spellcraft (Int), Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

THE BATTLEGUARD OF TEMPUS ADVANCEMENT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Army domain, arms lore, weapon of choice	
2nd	+2	+3	+0	+0	Enchant weapon +1	+1 level of existing class
3rd	+3	+3	+1	+1	Battleforger	
4th	+4	+4	+1	+1		+1 level of existing class
5th	+5	+4	+1	+1	*Identify arms*	
6th	+6	+5	+2	+2	Enchant weapon +2	+1 level of existing class
7th	+7	+5	+2	+2	Diehard	
8th	+8	+6	+2	+2		+1 level of existing class
9th	+9	+6	+3	+3	*Analyze arms dweomer*	
10th	+10	+7	+3	+3	Enchant weapon +3	+1 level of existing class

armor (including shields, helms, and gauntlets) or weapon, as per the *analyze dweomer* spell, a number of times per day equal to the battleguard's Charisma bonus (minimum 1 per day).

Ex-Battleguards

Like clerics, a battleguard who grossly violates the dogma of Tempus loses all spells and class features and cannot gain levels as a battleguard of Tempus until he atones (see the *atonement* spell description).

ARMY DOMAIN

Granted Power: You have the spell-like ability to inspire allies within 30 feet, giving them a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a full-round action. It lasts a number of rounds equal to your Charisma bonus and can be used once per day.

ARMY DOMAIN SPELLS

1. *Bless*
2. *Lighten load**
3. *Prayer*
4. *Divination*
5. *Easy march**
6. *Heroes' feast*
7. *Greater scrying*
8. *Mass heal*
9. *Teleportation circle*

An asterisk (*) following a spell name signifies a new spell described below.

EASY MARCH

Transmutation
Level: Clr 5, Army 5
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5ft./2 levels)
Area: 30-ft.-radius spread
Duration: 1 day/level (D)
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You enable all creatures making local or overland movements (as per Table 9-3 on page 162 of the *Players Handbook*), including mounts, to move swiftly overland without suffering the tiring effects of prolonged travel. Creatures hustling under the effects of this spell are treated as though they are merely walking, ignoring the potential to take damage or become fatigued from hustling. In addition, forced march movements are easier to sustain, requiring only a DC 5 (+ 1 per extra hour) Constitution check each hour after a day's initial 8 hours of travel.

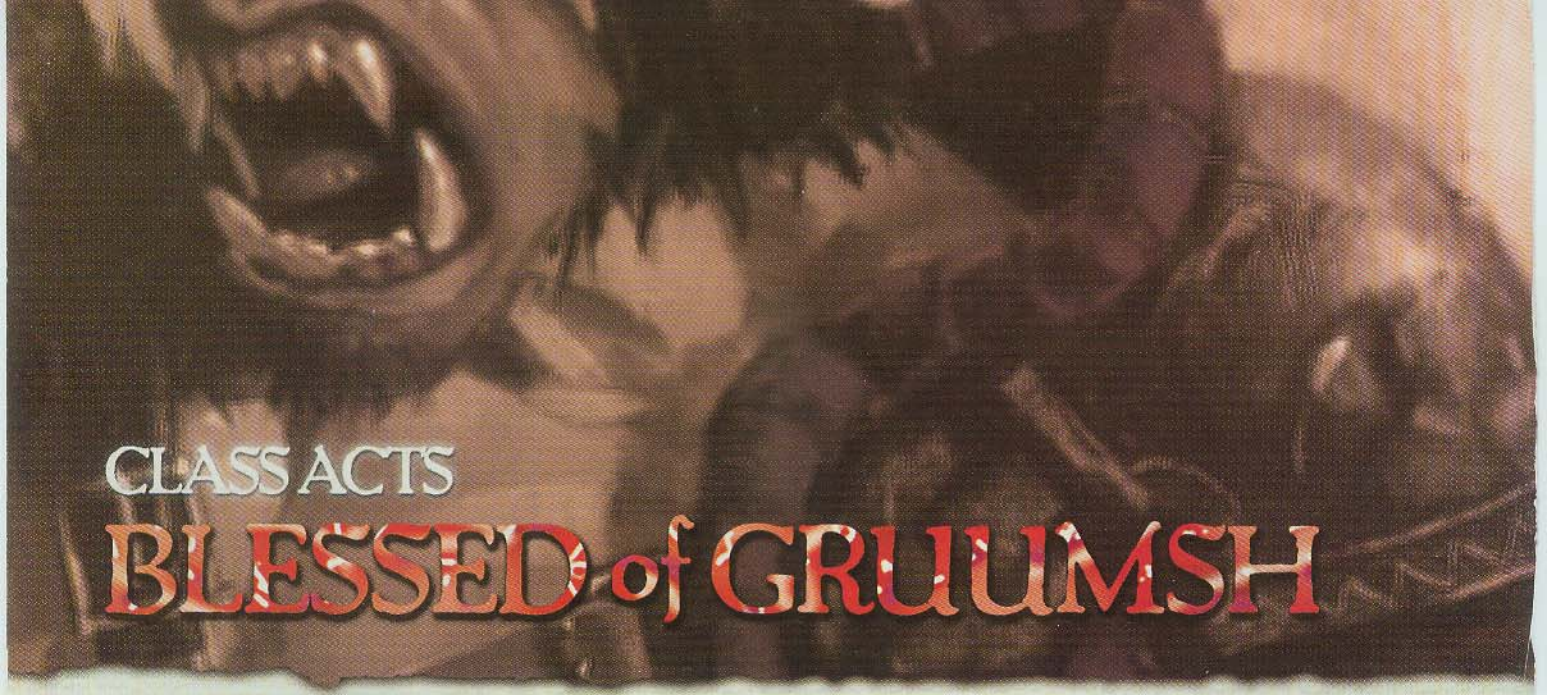
For example, a troop (all of which have a speed of 30 feet) marching under the effects of this spell could hustle for an entire day's travel (8 hours), moving 48 miles, without making any checks for fatigue. If the troop wanted to make a forced march by traveling for longer than 8 hours, it must make a DC 5 Constitution check (+1 per every hour it continues on after its first additional hour) per continued hour of travel, moving another 6 miles each hour.

The spell has no effect on round to round (tactical) movement or to modifiers to speed due to terrain, fatigue, weather, or other factors.

LIGHTEN LOAD

Transmutation
Level: Clr 2, Army 2
Components: V, S, DF
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You are capable of carrying a greater load than your Strength might allow. While affected by this spell, your carrying capacity (as per Table 9-1 on page 162 of the *Players Handbook)* is improved as if you had gained 1 point of Strength per caster level, to a maximum of +10. This virtual Strength is only useful for calculating carrying capacities and determining the effects of carrying loads (as per Table 9-2 on page 162 of the *Players Handbook).* The Strength bestowed by this spell offers no benefit to combat rolls, skill checks, or other activities moving a grappled creature; the bonus should not be interpreted as a bonus to any other situation except to those noted above. Thus, if a 6th level cleric were to cast this spell upon a character with a 12 Strength, the target's Strength score remains the same, yet his maximum heavy load increases to 300 lb. as if he had a Strength of 18.



CLASS ACTS
BLESSED of GRUUMSH

by Monte Cook · illustrated by Scott Fischer

In a world of great magic and heroic deeds, even those more bestial humanoids have champions that wield great power. Witness the blessed of Gruumsh, the one-eyed god of the orcs.

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.

Class Features

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

THE BLESSED OF GRUUMSH

HIT DIE D10

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
8	+8	+6	+2	+2	Thunderous roar of Gruumsh
9	+9	+6	+3	+3	*Evil eye (eye of curses)*
10	+10	+7	+3	+3	Divine blessing +4, true orc

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 orc double axe at +16/+11/+6 with an off-hand attack at +16, he instead makes six attacks at +16/+16/+11/+11/+6/+6 and two off-hand 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. D

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

The blessed of Gruumsh's class skills (organized by key ability) are:

STR	DEX	CON	INT	WIS	CHA
Climb Jump			Craft Knowledge (religion)	Profession Spot	Bluff Intimidate

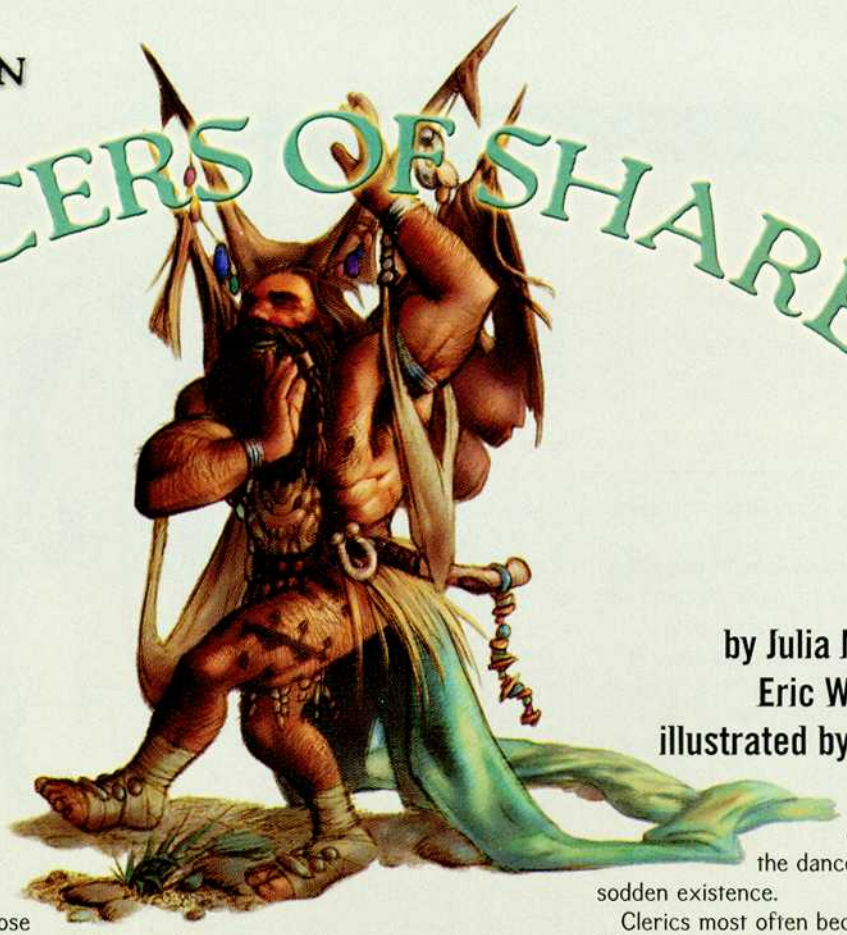
REQUIREMENTS

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

Alignment: Any non-good
Racial: Must be orc or half-orc
Base Attack Bonus: +6
Knowledge (religion) Ranks: 3
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).

FAITHS OF FAERUN

SHARESS: DANCERS OF SHARESS



Double Your Pleasure

by Julia Martin and Eric W. Haddock
illustrated by Mike May

Dancers of Sharess 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 Sharess 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 Sharess. 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 Sharess, with druids and rangers being less common choices. Sharess's philosophy so chafes under restriction that it cannot accommodate the lawful nature of paladins and monks.

Class Features

All of the following are features of the dancer of Sharess prestige class.

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

DANCER OF SHARESS

Levels	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Hit Die: d6 Spells per Day
1st	+0	+2	+0	+2	Cat familiar, cat sight	+1 level of existing class
2nd	+1	+2	+0	+2	Grace of the goddess	+1 level of existing class
3rd	+1	+3	+1	+3	Familiar shapechange (cheetah, leopard, lion)	+1 level of existing class
4th	+2	+4	+1	+4	1st favored enemy, tongue of the diplomat	+1 level of existing class
5th	+2	+4	+1	+4	Touch of Sharess (unarmed)	+1 level of existing class
6th	+3	+5	+2	+5	Familiar shapechange (tiger, dire lion)	+1 level of existing class
7th	+3	+5	+2	+5	Wiles of the pleasure queen	+1 level of existing class
8th	+4	+6	+2	+6	Dance of Zandilar	+1 level of existing class
9th	+4	+6	+3	+6	2nd favored enemy, familiar shapechange (dire tiger)	+1 level of existing class
10th	+5	+7	+3	+7	Improved touch of Sharess	+1 level of existing class

CLASS SKILLS			
Skill Points at Each Level: 2 + Int modifier.			
The dancer of Sharess's class skills (organized by key ability) are:			
STR	Jump, Climb	INT	Knowledge (religion), Spellcraft
DEX	Balance, Move Silently	WIS	Heal, Spot
CON	Concentration	CHA	Diplomacy, Perform

REQUIREMENTS	
To qualify to become a dancer of Sharess, a character must fulfill all the following criteria:	
Patron Deity:	Sharess.
Alignment:	Chaotic good.
Base Attack Bonus:	+3.
Spellcasting:	Able to cast 3rd-level divine spells; clerics who are dancers of Sharess must select the Charm domain as one of their domains.
Perform:	4 ranks, and Perform (dancing) as one of the selected forms of performance.
Knowledge (religion):	9 ranks.

Cat Familiar: Upon gaining her 1st level as a dancer of Sharess, a dancer of Sharess 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 Sharess by Sharess'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 Sharess's character level (as opposed to her class level).

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

Grace of the Goddess (Su): Dancers of Sharess 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 Sharess 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 Sharess's character level. Thus, the familiar can remain *shapechanged* no more than 10 minutes/class level per day of the dancer of Sharess. The amount of time spent *shapechanged* need not be continuous. (In other words, the familiar of a 3rd-level dancer of Sharess 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 Sharess 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 Sharess 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 Sharess 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 Sharess 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 Sharess (Su): A dancer of Sharess 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 Sharess can use this ability once per round, but no more than once per two dancer of Sharess levels per day. The dancer of Sharess must declare she is using the touch of Sharess before making the touch attack (thus, a missed attack roll ruins the attempt). A foe touched by the dancer of Sharess is forced to make a Fortitude save (DC 10 + the dancer of Sharess'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 Sharess.

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.

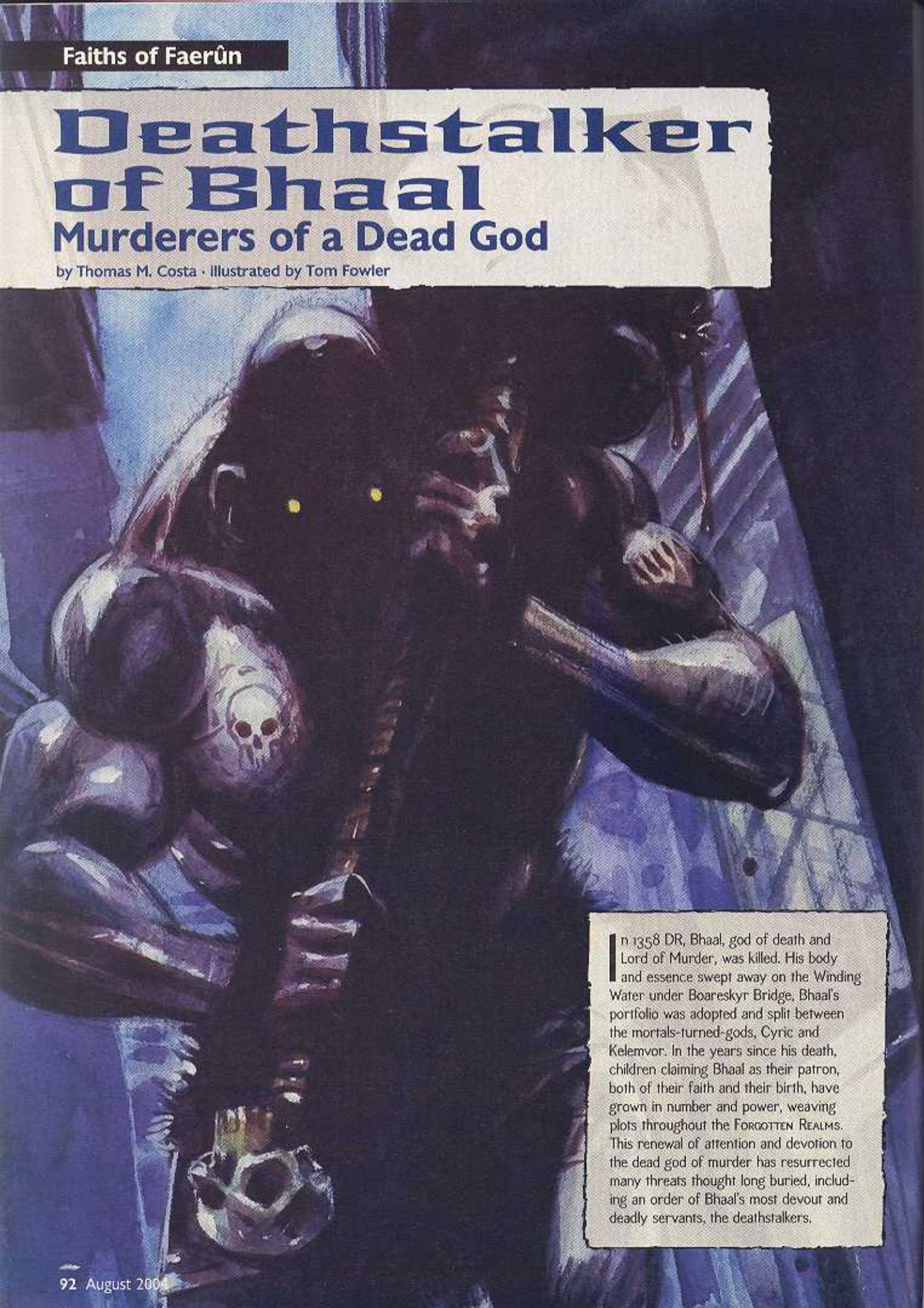
Wiles of the Pleasure Queen (Su): Dancers of Sharess are both supernaturally charming and difficult to charm. Add +2 to the Difficulty Class for all saving throws against spells from the Enchantment school they cast. They also get a +2 bonus to caster level checks (1d20 + caster level) to beat a creature's 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 Sharess can use dance to substitute for the verbal component of a spell of the Enchantment school. The dancer of Sharess must succeed at a 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.

Deathstalker of Bhaal

Murderers of a Dead God

by Thomas M. Costa · illustrated by Tom Fowler



In 1358 DR, Bhaal, god of death and Lord of Murder, was killed. His body and essence swept away on the Winding Water under Boareskyr Bridge, Bhaal's portfolio was adopted and split between the mortals-turned-gods, Cyric and Kelemvor. In the years since his death, children claiming Bhaal as their patron, both of their faith and their birth, have grown in number and power, weaving plots throughout the Forgotten Realms. This renewal of attention and devotion to the dead god of murder has resurrected many threats thought long buried, including an order of Bhaal's most devout and deadly servants, the deathstalkers.

DEATHSTALKERS OF BHAAL

Deathstalkers are the murderous servants of Bhaal, the Lord of Murder. Reduced to a scattered cult by their god's death and fervent persecution by worshippers of Cyric, this group of priest-assassins is making a name for itself and reestablishing small temples throughout Faerûn.

These zealous killers are dedicated to Bhaal and exhibit all of the powers they lost in the wake of the Godswar. However, it is unclear from where their power comes. Those few aware of the cult suspect the influence of Set encroaching on the portfolio of the mad Cyric, while others believe their powers to stem from Cyric himself. Still others point to recent troubles with the Bhaalspawn and the whispered resurrection of the one, true Bhaal. Whatever the origin of their abilities, the deathstalkers are a fearsome and dangerous lot.

Deathstalkers believe that every murder committed in his name strengthens Bhaal, bringing closer his unholy rebirth. As a result, they view murder as both a pastime and a duty. They are required to deal death once in every tenday in the heart of the night. If imprisonment or other constraining circumstances make this impossible, deathstalkers have to murder twice for each murder missed. In accordance with the Lord of Murder's teachings, deathstalkers strive to ensure that before they die, murder victims know who is killing them and that their death is in the name of Bhaal, intoning, "Bhaal awaits thee, Bhaal embraces thee, none escape Bhaal."

Nearly all deathstalkers are clerics, although many are multiclassed as rogues and a few are multiclassed as barbarians, fighters, rangers, or other classes.

Deathstalker Class Features

All the following are class features of the deathstalker of Bhaal.

Weapon and Armor Proficiency: Deathstalkers are proficient with all simple weapons and light and medium armor.

Spells per Day: Deathstalkers continue and increase their devotion to Bhaal. At each indicated deathstalker level, the character gains new spells per day as if he had also gained a new 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 (increased turning abilities, animal companions and so on). This means he adds the deathstalker level to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly. (If the character had more than one divine spellcasting class before becoming a death stalker he must decide to which class he adds each level of deathstalker for purposes of spells per day).

Death Attack (Ex): Starting at 1st level, if the deathstalker studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (deathstalker's choice). While studying the victim, the deathstalker can undertake other actions as long as his attention stays focused on the target and the target does not detect the deathstalker or recognize him as an enemy. If the victim of such an attack fails her Fortitude saving throw (DC 10 + double the deathstalker's level + the deathstalker's Charisma modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her completely helpless and unable to act for 1d6 rounds plus 2 rounds per level of the deathstalker. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the deathstalker has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the deathstalker does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Sneak Attack (Ex): Upon taking the 2nd level of this class, a character gains the ability to make sneak attacks as a rogue (see page 50 of the *Player's Handbook*). If the deathstalker gets a sneak attack bonus from another source (such as previous rogue levels), the bonuses to damage stack.

***Bloodlust* (Sp):** At 3rd level, once per day a deathstalker can evoke and direct the hatred of a living creature within 30 feet. The target of this abil-

DEATHSTALKER OF BHAAL ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Death attack	+1 level of existing class
2nd	+1	+0	+0	+3	Sneak attack +1d6	–
3rd	+2	+1	+1	+3	*Bloodlust*	+1 level of existing class
4th	+3	+1	+1	+4	Sneak attack +2d6	–
5th	+3	+1	+1	+4	Last breath of Bhaal	+1 level of existing class

DEATHSTALKER REQUIREMENTS

HIT DIE D8

To qualify to become a deathstalker of Bhaal, a character must fulfill the following criteria:

Patron Deity: Bhaal.

Alignment: Lawful evil.

Skills: Hide 5 ranks, Move Silently 5 ranks, Survival 2 ranks.

Feats: Quick Draw.

Spells: Ability to cast 3rd-level divine spells. Clerics must have access to the Death or Destruction domain.

Special: Must have murdered at least sixteen sentient creatures, using sixteen different weapons or methods.

DEATHSTALKER CLASS SKILLS

The deathstalker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

BHAAL

Lord of Murder

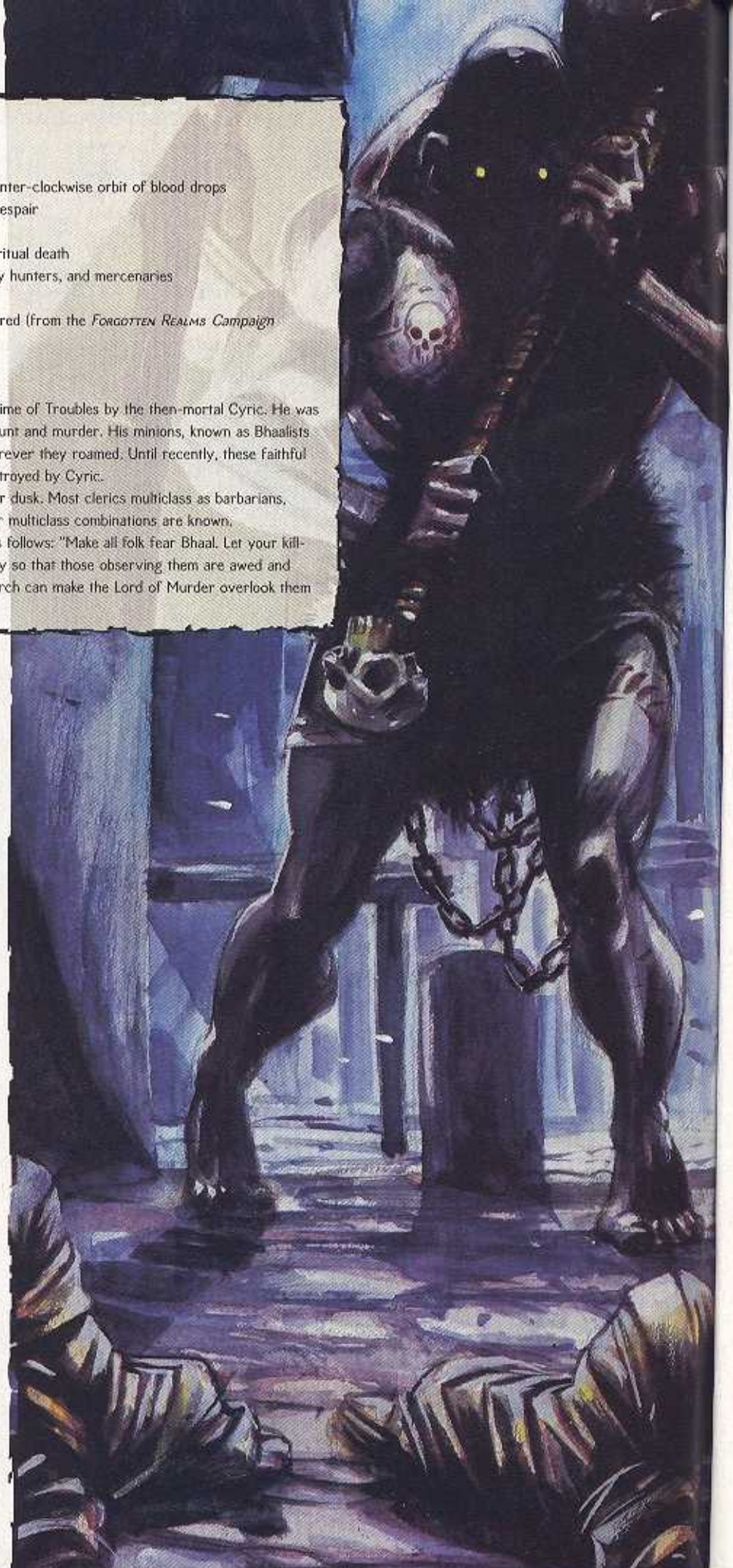
Intermediate Deity (Dead)

Symbol:	A skull surrounded by a counter-clockwise orbit of blood drops
Home Plane:	The Barrens of Doom and Despair
Alignment:	Lawful evil
Portfolio:	Death, especially violent or ritual death
Worshipers:	Murderers, assassins, bounty hunters, and mercenaries
Cleric Alignments:	LN, LE, NE
Domains:	Death, Destruction, Evil, Hatred (from the *Forgotten Realms Campaign Setting*), Law
Favored Weapon:	"Bone Blade" (dagger)

Bhaal was the god of murder, slain during the Time of Troubles by the then-mortal Cyric. He was violent, cruel, and hateful, and existed only to hunt and murder. His minions, known as Bhaalists or Bhaalyn, wrought devastation and death wherever they roamed. Until recently, these faithful were thought to have all been converted or destroyed by Cyric.

Clerics of Bhaal pray for their spells just after dusk. Most clerics multiclass as barbarians, fighters, rogues, or deathstalkers, although other multiclass combinations are known.

In the past, novices of Bhaal were charged as follows: "Make all folk fear Bhaal. Let your killings be especially elegant or grisly, or seem easy so that those observing them are awed and terrified. Tell folk that gold proffered to the church can make the Lord of Murder overlook them for today."



ity must succeed at a Will save (DC 16 + the deathstalker's Wisdom modifier) to resist this effect. Those that fail are affected as if by the spell *rage* (see page 268 of the *Player's Handbook*) and must attack another creature within 30 feet of them of the deathstalker's choosing. The affected creature will do all it can to kill the target of its hatred. This affect lasts for 1 round per deathstalker level. This is a mind-affecting compulsion effect.

Last Breath of Bhaal (Su): Deathstalkers who die after attaining 5th level are affected by the last breath of Bhaal. Said to contain the power residual in their dead god's last gasp, this ability causes a deathstalker slain in the service of Bhaal to be affected as if by the spell *raise dead,* as cast by a 12th-level cleric. This ability takes effect 1 hour after the deathstalker is killed, as long as the body has remained intact during that time. During that hour, the body shows no sign of life or that magic is affecting the corpse. As per *raise dead,* the deathstalker immediately loses 1 level.

Ex-Deathstalker: Like clerics, a deathstalker who grossly violates the dogma of Bhaal loses all spells and class features and cannot gain levels as a deathstalker until he atones (see the *atonement* spell description on page 201 of the *Player's Handbook*).

DREADMASTER

Bane is an evil deity that most FORGOTTEN REALMS setting Dungeon Masters and players love to hate. Probably no single occurrence in the history of the FORGOTTEN REALMS setting has provoked as much controversy as the death of Bane, and his return sparked another round of heated discussion. One thing no one can argue with, however, is that he made a great bad guy, and his priests and followers make great villains for heroic player characters to oppose.

BY JULIA MARTIN & ERIC HADDOCK • ILLUSTRATED BY DENNIS CALERO

Here is a prestige class formed in the image of the dreadmaster, the old specialty priest of Bane. Villains of this prestige class are particularly suited to be either bullying, lower-ranking villains whose ambitions make them likely to attract heroes' attentions, or fiendishly clever, high-ranking leader villains who sit in the heart of a spider web of intrigue and wield the scepter of command with ruthless and brilliant cruelty.

DREADMASTERS

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.

HIT DIE D8

DREADMASTER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Dominating aura 20 feet	+1 level of existing class
2nd	+1	+3	+0	+3	Insidious insight	+1 level of existing class
3rd	+2	+3	+1	+3	Dominating aura 30 feet	+1 level of existing class
4th	+3	+4	+1	+4	Rodcraft	+1 level of existing class
5th	+3	+4	+1	+4	Dominating aura 40 feet, favored enemy	+1 level of existing class
6th	+4	+5	+2	+5	Enhanced leadership +2	+1 level of existing class
7th	+5	+5	+2	+5	Dominating aura 50 feet	+1 level of existing class
8th	+6	+6	+2	+6	Enhanced leadership +4, fanatical loyalty	+1 level of existing class
9th	+6	+6	+3	+6	Dominating aura 60 feet, special cohort	+1 level of existing class
10th	+7	+7	+3	+7	Enhanced leadership +6 second special cohort	+1 level of existing class

CLASS REQUIREMENTS

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

Patron Deity: Bane.
Alignment: Lawful evil.
Base Attack Bonus: +4.
Spellcasting: Ability to cast 3rd-level divine spells; clerics who are dreadmasters must have access to either the Hatred or Tyranny domain.
Intimidate: 5 ranks.
Sense Motive: 4 ranks.
Feats: Leadership, Skill Focus (Intimidate), Spell Focus (Enchantment).
Cohort: A cohort of at least 6th level.

CLASS FEATURES

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

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 is 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.

CLASS SKILLS	
Skill Points at Each Level: 2 + Int modifier	
The dreadmaster's class skills (organized by key ability) are:	
STR	
DEX	Ride
CON	Concentration
INT	Craft, Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Scry*, Speak Language, Spellcraft
WIS	Profession, Sense Motive
CHA	Bluff, Diplomacy, Gather Information, Intimidate

*** Exclusive skill.**

EXAMPLE DREADMASTER SPECIAL COHORTS		
CREATURE	ALIGNMENT	COHORT LEVEL EQUIVALENT
Doppleganger	Neutral	6th
Helmed horror	Neutral	13th
Gouger (beholderkin)	Neutral evil	14th
Death kiss (beholderkin)	Neutral evil	16th
Baneguard	Lawful evil	5th
Banedead	Lawful evil	6th
Hell hound	Lawful evil	6th
Displacer beast	Lawful evil	7th
Imp	Lawful evil	7th
Banelar	Lawful evil	9th

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

Faiths of Faerûn:

THE GREEN HUNTER

by Eric Haddock • illustrated by Anthony Waters

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 off 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.

Class Features

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

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.

In Your Campaign

You don't need to play in a Forgotten Realms campaign to use the green hunter prestige class. Altering it to fit your campaign is easy. Here are a few examples:

- The green hunters can be devotees of any nature god. Simply change the spiked gauntlet to the favored weapon of whatever nature deity exists in your campaign.
- The green hunters need not be devoted to any particular deity, instead they can be a special sect of druids or rangers that specialize in using whatever weapon you like.
- The green hunters could be an organization of woodland wizards or sorcerers. Just change the +1 caster level to allow arcane spellcasters and replace references to the spiked gauntlet to references to the dagger or club.
- The green hunters could be the "frost hunters," individuals that specialize in hunting in arctic climbs. When the text mentions tangled undergrowth, think instead that it refers to deep snow or slippery ice. The references to the spiked gauntlet can be changed to a weapon more useful in an arctic area, such as the light pick.

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.

GREEN HUNTER CLASS 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.

GREEN HUNTER CLASS SKILLS

The green hunter's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.
Dex: Balance, Hide, Move Silently, Use Rope.
Con: Concentration.
Int: Craft, Knowledge (geography), Knowledge (nature), Search.
Wis: Heal, Intuit Direction, Listen, Spot, Wilderness Lore.
Cha: Intimidate.

Skill Points at Each Level: 4 + Int modifier.

THE GREEN HUNTER

HIT DIE: D8

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Quick travel	+1 level of existing class
2nd	+2	+3	+0	+0	Hand of Thard Harr (Weapon Focus)	
3rd	+3	+3	+1	+1	Unerring pursuit	+1 level of existing class
4th	+4	+4	+1	+1	Hand of Thard Harr (Improve Critical)	
5th	+5	+4	+1	+1	Scent	+1 level of existing class
6th	+6	+5	+2	+2	Hand of Thard Harr (+1 to damage)	
7th	+7	+5	+2	+2	Ferocity	+1 level of existing class
8th	+8	+6	+2	+2	Hand of Thard Harr (disarm)	
9th	+9	+6	+3	+3	Woodland freedom	+1 level of existing class
10th	+10	+7	+3	+3	Hand of Thard Harr (reduced penalties)	

FAITHS OF FAERÛN

NIGHTCLOAK

BY JULIA MARTIN & ERIC HADDOCK • ILLUSTRATED BY MATT WILSON

This month we revive another specialty priest from the FORGOTTEN REALMS setting. In opposition to last month's priests of Selûne, we present the nightcloaks, the most favored priests of Shar. Shar and Selûne have been at war since before Faerûn was formed, and their clergy carry on that battle.

Nightcloaks

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.

CLASS REQUIREMENTS

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

Patron Deity: Shar.
Alignment: Neutral evil.
Base Attack Bonus: +4.
Spellcasting: Ability to cast 2nd-level divine spells. Clerics must have access to the Darkness domain.
Bluff: 2 ranks.
Move Silently: 2 ranks.
Perform: 4 ranks.
Feats: Iron Will, Shadow Weave Magic, Spell Focus (Enchantment, Illusion, or Necromancy), and Pernicious Magic or Tenacious Magic.

THE NIGHTCLOAK

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

HIT DIE d8

Class Features

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

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 darkvision. They can also see through magical darkness to a range of 10 feet (in the same black-and-white sight that darkvision provides). They cannot be blinded by magical effects. 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 worshipers of Shar within 500 feet. All Shar worshipers within range hear the message as a whisper in their mind. Observers can hear the words if they are close enough to physically hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 DC per 5 feet beyond that). This a free action. This supernatural ability is a language-dependent, and it can be used to communicate with undead worshipers of Shar and undead creatures in the service of worshipers of Shar.

Disk of Night: 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 nightcloak 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. D

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
		Concentration	Craft	Heal	Bluff
			Knowledge (arcana)	Intuit Direction	Diplomacy
			Knowledge (history)	Profession	
			Knowledge (the planes)	Sense Motive	
			Knowledge (religion)		
			Scry*		
			Spellcraft		

*Exclusive skill

FAITHS OF FAERÛN

SILVERSTAR

BY JULIA MARTIN & ERIC HADDOCK • ILLUSTRATED BY MATT WILSON

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.

SELÛNE: 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.

SILVERSTAR — HIT DIE: D8

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Moon spells	+1 level of existing class
2nd	+1	+2	+0	+2	Lunar sight	+1 level of existing class
3rd	+2	+3	+1	+3	Moon's hand +1	+1 level of existing class
4th	+3	+4	+1	+4	Tears of Selûne 1/day	+1 level of existing class
5th	+3	+4	+1	+4	Prophet's sight 1/day	+1 level of existing class
6th	+4	+5	+2	+5	Selûnite lycanthrope	+1 level of existing class
7th	+5	+5	+2	+5	Moonshield	+1 level of existing class
8th	+6	+6	+2	+6	Prophet's sight 2/day	+1 level of existing class
9th	+6	+6	+3	+6	*Tears of Selûne* 2/day, moon's hand +2	+1 level of existing class
10th	+7	+7	+3	+7	*Moonfire*	+1 level of existing class

CLASS REQUIREMENTS

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

Patron Deity: Selûne
Alignment: Chaotic Good
Base Attack Bonus: +4
Spellcasting: Ability to cast 2nd-level divine spells. Clerics who wish to become silverstars must have access to the Moon domain.
Intuit Direction: 2 ranks
Sense Motive: 2 ranks
Feats: Blind-Fight, Dodge, Mobility, Spring Attack

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
		Concentration	Craft Knowledge (arcana) Knowledge (geography) Knowledge (local) Knowledge (nature) Knowledge (the planes) Knowledge (religion) Scry Spellcraft	Heal Intuit Direction Profession Sense Motive Wilderness Lore	Diplomacy

Class Features

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

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'-wisps 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.

Moonfire: The silverstar can cast *moonfire* once a day as a 17th-level cleric. Activating this spell-like ability is a standard action.

PLANESCAPE
The Exiled Factions

by David Noonan · illustrated by Kalman Andrasofszky

A crucial organizing principle in the PLANSCAPE campaign setting is the idea of factions: groups of like-minded creatures who've banded together to support an ideal—often an abstract or philosophical one. Fifteen such factions called the city of Sigil home, and many adventures revolved around the factions' intrigues and rivalries.

Then a power-mad Duke ignited open war among the fifteen factions (events described in 1998's *Faction War* adventure). The war ended only when the Lady of Pain, mysterious ruler of Sigil, intervened, assisted by a group of adventurers.

The Faction War wiped out three factions (the Believers of the Source, Mercykillers, and Sign of One), and the Lady of Pain gave the others a choice: leave Sigil or disband. Six factions (the Bleak Cabal, Dustmen, Free League, Society of Sensation, Transcendent Order, and Xaositects) disbanded, although in most cases their former members continue to hold the same views and engage in the same activities they always did. They just don't have the same hierarchy and organization.

Six other factions chose exile. Their activities since the end of the Faction War are described below.

ATHAR

The Athar believe that the gods are frauds—not that the gods don't exist, but that they aren't immortal or somehow "better" than other creatures. They're just more powerful. When the Lady of Pain kicked the factions out of Sigil, the Athar were understandably worried. After centuries of demonstrating their disdain for the gods, the Athar had to leave the one city where no god could go. The Athar worried that gods bearing grudges would prove their power by crushing the Athar.

So the Athar didn't go far from Sigil. They built a new home among the rilmani (described in the *Fiend Folio*) at the base of the spire around which the torus-shaped city of Sigil floats. Their former home now casts a shadow over their new base: a cross between a library and a well-fortified castle called the Fortress of Veils. Athar membership, which always depended on a steady stream of disillusioned clerics, has declined simply because the faction is now in an out-of-the-way part of the Outlands rather than the largest city in the cosmos.

While the gods haven't arrived en masse to obliterate the Athar for their insolence, some deities do bear a grudge against the Athar for diverting clerics from godly causes. Some have sent spies to infiltrate the Athar, while others have sent strike teams of outsiders to assault the Fortress of Veils. Because spells, spell-like abilities, supernatural abilities, and divine powers don't work near the center of the Outlands, the deities' soldiers have so far died on the walls of the Fortress of Veils. Espionage efforts have been more successful, however, because the Athar can't use magic to ferret out spies.

THE CREATION OF PLANESCAPE

by Stan!

The PLANESCAPE campaign grew out of a proposal made by designer Dale Henson. "But his concept was wildly different from the way it turned out," remembers Colin McComb, longtime member of the PLANESCAPE team. "Picture skateboards and catching waves in the Astral Plane."

The project was soon handed over to designer Zeb Cook, editor David Wise, and concept artist Dana Knutson, who as a team took the setting in an entirely different direction. The three combined loves of Victorian England, Shakespeare, conceptual literature, and fringe philosophy into what became probably the most innovative D&D setting ever published. McComb, who was slated to write the first book of adventures for the fledgling setting, was also included in the process.

"We were lucky," says McComb. "Upper management was focusing their attention on a beginner game that Jeff Grubb was designing. He couldn't make a decision without it being second guessed." But the PLANESCAPE team was able to do their work with unfettered creativity.

The final component was the addition of Tony Diterlizzi and his revolutionary art style. "And don't forget the graphic design team," says McComb, referring to Dawn Murin, Angie Lokotz, and Dee Barnett. " PLANESCAPE wouldn't have been the same without their efforts." Indeed, PLANESCAPE was a complete package. It didn't read like any other game, and it didn't look like any other game—from the very beginning, it had an identity all its own. "Plus, it was a lot of fun to create."

When the reins were turned over to the team that would support and develop the new campaign setting, Andrea Hayday, Monte Cook, Ray Valese, Michele Carter, and McComb had a clear and well-executed vision from which to work. "The thing is," McComb recalls, "it was so much fun. We used to gather in Ray's cube every day to brainstorm, and we'd laugh so much that people would tell us to get back to work."

Upper management was surprised when PLANESCAPE turned out to be such a hit. "Especially because we did it without their help," McComb says chuckling. "Best of all, because they left us alone at the beginning, they had to leave us alone as the line went on. And that was heaven."

When the Athar leave the safety of the Fortress of Veils, they often bring a bit of the Outlands with them. They've mined gems from near the base of the spire and incorporated them into magic items that are anathema to deities and those who worship them.

Spireshard
A weapon with the spireshard quality has a miniscule shard of the spire at the center of the Outlands embedded in it somewhere. Because the spire is the center of the largest dead magic area on the planes, a spireshard weapon can temporarily nullify a creature's ability to use magic. A creature dealt damage by a weapon with the spireshard quality must succeed at a DC 19 Will save or be unable to use spells or spell-like abilities for 1d4 rounds afterward. The DM rolls the duration of the nullification secretly, and the creature struck feels an eldritch chill and instinctively knows that magic won't work until the chill fades. Existing magic effects on the creature struck by the weapon are unaffected; the spireshard weapon stops only new spells cast and spell-like abilities used by the creature struck. A creature that fails the save against the spireshard weapon's effect cannot again be affected by the spireshard effect until it regains the ability to cast spells and use spell-like abilities.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *antimagic field;* Price +3 bonus.

FRATERNITY OF ORDER

Who cares what it all means if you know how it all works? That's the philosophy of the Fraternity of Order, a group dedicated to discovering the secret laws of the universe. Forced to leave Sigil—and temporarily leaderless after a Xaositect assassinated their leader during the Faction War—the Fraternity occupies the Fortress of Disciplined Enlightenment on the Plane of Mechanus. There they collect esoteric lore, experiment with the natural laws of the universe, and plot their eventual return to the city of Sigil, which they still believe holds the key to understanding the multiverse.

The Fraternity of Order seeks lawful members of all races and classes to help its research efforts. They'll often hire guards and guides to take them into some of the most dangerous parts of the planes, where the Fraternity members will undertake magical experiments or unearth antiquities holding forgotten lore.

The Fraternity of Order has also forged an alliance with the inevitables; the clockwork outsiders enforce the natural laws that the Fraternity studies. Fraternity research has recently unlocked the secrets of inevitable grafts—clockwork mechanisms attached to Fraternity members and their allies.

Zelekhut Wings
These clockwork wings with golden feathers enable the recipient to fly at a speed of 60 feet (average maneuverability).

Prerequisite: Graft Flesh (see the *Fiend Folio*), *fly,* creator must be affiliated with inevitables; Market Price: 100,000 gp.

Kolyarut Hand
This dark gray hand-and-wrist mechanism (equally likely to be the right or left hand) enables the grafted creature to make a *vampiric touch* attack (as the spell) three times per day. The touch attack deals 6d6 points of damage, and the grafted creature gains the same amount as temporary hit points that last for 1 hour.

Prerequisite: Graft Flesh (see the *Fiend Folio*), *vampiric touch,* creator must be affiliated with inevitables; Market Price: 86,400 gp.

DOOMGUARD

The entropy-loving Doomguard faction was almost completely wiped out during Sigil's Faction War, and the survivors fled to four armories established on the edges of the Negative Energy Plane. The Doomguard regard decay as inevitable, and they resist efforts to reverse the tendency of things to fall apart. They're a mere fraction of their former numbers, and it's almost impossible to rebuild an organization when the stated purpose of the organization is to help things fall apart. In a sense, the Doomguard are proving the worth of their philosophy by collapsing.

The remaining Doomguard members mostly remain in their citadels, leaving the plane for assaults only when massive acts of creation or reconstruction are under way (the creation of a new demiplane, for example). Despite their decline, the Doomguard have left an important legacy: Doomguard-forged weapons.

Wrecker
The wrecker weapon quality is applied only to bludgeoning weapons. When these weapons—often but not always warhammers or greatclubs—strike objects or creatures with hardness, they bypass hardness. This quality does not affect energy damage dealt by another property of the weapon; energy damage caused by a successful attack with a wrecker weapon interacts with hardness normally.

Moderate transmutation; CL 8th; Craft Magic Arms and Armor, *shatter;* Price +1 bonus.

Stealer
A weapon with the stealer quality is particularly useful in disarm attempts, granting its wielder a +4 bonus on the opposed check to disarm a foe. Furthermore, if the wielder of a stealer weapon successfully disarms the foe, the item carried by the foe is now stuck to the striking surface of the stealer weapon. The wielder of the stealer weapon can transfer the disarmed item to an open hand or shake it to the ground in any adjacent square as a free action.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, web; Price +1 bonus.

HARMONIUM

Peace at any price—even war. That's the philosophy of the Harmonium, a faction that works toward universal harmony by any means necessary. When everyone lives together in peace, everyone can enjoy the fruits of a new golden age. Yet for that to happen, everyone has to agree—and the Harmonium is willing to fight to make sure everyone sees it their way.

The Harmonium were Sigil's de facto police force before the Faction War (the Fraternity of Order handled the trials and the Mercykiller faction meted out punishment). After the Lady of Pain disbanded the factions, the Harmonium left Sigil for Arcadia. Rather than uniting the entire multi-

verse in peace and harmony, the faction has a smaller (although still immense) goal: unite the Upper Planes under the banner of law. The Harmonium hasn't turned its back entirely on violence, but it's much less warlike than it used to be.

The leader of the faction, known simply as Faith, travels extensively among the Upper Planes and the Material Plane. She plans to unite the Upper Planes by making the crusaders of the Harmonium indispensable to the armies of good, so she's often eager to lend the faction's troopers out to any good cause.

Harmonium Peacekeeper

Across the multiverse, most people just want to live their lives in peace and harmony. The Harmonium peacekeeper considers it his job to take care of the other ones.

The Harmonium peacekeepers are part of an elite army dedicated to stepping in wherever disorder and evil rear their ugly heads. They keep the peace along planar borders during shaky cease-fires, they disperse demon armies before they have a chance to march from the Abyss to the Material Plane, and they brave the Great Dismal Delve to bring duergar assassins to justice. Harmonium peacekeepers are equally adept at working in small groups or as the vanguard of a large army of the angelic host. The irony of making war to preserve a larger peace isn't lost on them, but the soldier's lot in life is a noble sacrifice for the greater good of universal harmony.

Paladins and fighters are the most common characters to become Harmonium peacekeepers, although a few sorcerers and bards find themselves attached to Harmonium units. Chaotic classes such as barbarians can't become peacekeepers, and few druids have much interest in the affairs of the planar factions.

Harmonium peacekeepers are sometimes sent to the Material Plane in response to requests from clerics, especially those who worship Pelor, Hieroneous, or St. Cuthbert. Sometimes an outsider with levels in the prestige class will answer a calling from a *planar ally* spell. When they're not out on a great crusade, Harmonium Peacekeepers train at and guard the faction's main castle on the Buxenus layer of Arcadia.

Class Features

All of the following are class features of the Harmonium peacekeeper prestige class.

Weapon and Armor Proficiency: The Harmonium peacekeeper gains proficiency in martial weapons, all armor types, and shields, including tower shields.

Special Mount: The Harmonium peacekeeper gains a special mount equivalent to what a 5th-level paladin would get (described on page 45 of the *Player's Handbook*). When the Harmonium peacekeeper isn't using it, the mount grazes placidly in pastures near the Harmonium's castle on Arcadia.

If the Harmonium peacekeeper already has a special mount from a previous class (usually paladin), those levels stack with peacekeeper levels when determining the mount's abilities. For example, a 6th-level fighter/3rd-level paladin/1st-level Harmonium peacekeeper would have a special mount equivalent to the special mount an 8th-level paladin would have.

Smite Chaos (Su): Once per day, a Harmonium peacekeeper may attempt to smite chaos with one normal melee attack. He adds his Charisma bonus (if any) to the attack roll and deals 2 extra points of damage per Harmonium peacekeeper level. For example, a 7th-level paladin/3rd-level Harmonium peacekeeper would deal 1d8+6 points of damage (plus any Strength and magic bonuses) when attacking a chaotic creature. If the Harmonium peacekeeper accidentally smites a creature that is not chaotic, the smite has no effect, but the ability is still used up for that day.

At 4th level, the Harmonium peacekeeper may smite chaos twice per day.

If the Harmonium peacekeeper can also smite evil, he can simultaneously smite chaos and smite evil. The attack and damage bonuses stack.

***Calm Emotions* (Sp):** A 2nd level Harmonium peacekeeper can *calm emotions* (as the spell) once per day as a caster of the peacekeeper's character level. The save DC is Charisma-based.

Planar Steed (Su): At 3rd level, the Harmonium peacekeeper has fine-tuned his ability to summon and dismiss his special mount. If he wishes, he can return to the Harmonium's territory on Arcadia along with his mount when he dismisses his steed, and he can bring along one willing creature per Harmonium peacekeeper level. Once on the Plane of Arcadia, once per day, the Harmonium peacekeeper

HARMONIUM PEACEKEEPER Requirements

HIT DIE D10

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

Base Attack Bonus: +6.
Knowledge (religion): 5 ranks
Ride: 5 ranks.
Feats: Mounted Combat.
Alignment: Any lawful.

HARMONIUM PEACEKEEPER Class Skills

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

Dex: Ride.
Int: Craft, Knowledge (religion), Knowledge (the planes),
Wis: Heal, Profession, Sense Motive.
Cha: Handle Animal, Intimidate.

Skill Points at Each Level: 2 + Int modifier.

HARMONIUM PEACEKEEPER Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Special mount
2nd	+2	+3	+0	+3	Smite chaos 1/day, *calm emotions*
3rd	+3	+3	+1	+3	Planar steed
4th	+4	+4	+1	+4	Smite chaos 2/day
5th	+5	+4	+1	+4	*Universal harmony*

can *plane shift* himself, his mount, and one willing creature per Harmonium peacekeeper level from Arcadia to the first layer of any nonevil plane.

Universal Harmony (Sp): A 5th-level Harmonium peacekeeper can compel others to work toward the Harmonium's goals—or at least punish them for not embracing the goals of peace and brotherhood. Once per day, the Harmonium peacekeeper can target a living creature with a *geas/quest* spell-like ability, except that the magical command cannot involve violent, chaotic, or evil acts. The DC for the Fortitude saving throw to avoid becoming sickened is Charisma-based.

FATED

The leader of the Fated faction, Duke Rowan Darkwood, started the Faction War in a bid to bind the Lady of Pain in chains and rule Sigil himself. His plot soon unraveled—the Lady of Pain knew about his efforts all along—but the factions that survived the war bear ill will toward the Fated for starting the war in the first place.

The surviving Fated sought a new home conducive to their "survival of the fittest" philosophy, and they found it on the Plane of Ysgard. There they live off the land and continually test themselves, proving their worth against each other and against the natural hazards of the plane.

The new leader of the Fated is Aram Oakwright. He often promises a reward—information or a particularly treasured magic item—to a character who can best him in a contest of some sort. This is often but not always a one-on-one duel; sometimes Aram recruits other high-level Fated for a contest against a group of travelers to Ysgard. If the contest is a battle, Aram fights it on the Plains of Ida, where the slain receive a *true resurrection* when the day's fighting is done.

Aram Oakwright: Dwarf Ftr 18; CR 19; Medium Humanoid; HD 18d10+90; hp 189; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +18; Grp +30; Atk +31 melee (1d10+19/x2, *maul of the titans*) or +24 ranged (2d8+13, dwarven thrower); Full Atk +31/+26/+21/+16 melee (1d10+19/x2, *maul of the titans*) or +24 ranged (2d8+13, dwarven thrower); SA —; SQ damage reduction 3/—, fire resistance 10; AL CN; SV Fort +19, Ref +10, Will +10; Str 26, Dex 12, Con 21, Int 16, Wis 13, Cha 15.

Skills and Feats: Bluff +7, Climb +24, Diplomacy +7, Intimidate +23, Jump +18, Ride +22, Swim -1; Combat Expertise, Dodge, Greater Weapon Focus (greatclub), Greater Weapon Focus (warhammer), Greater Weapon Specialization (greatclub), Improved Grapple, Improved Sunder, Improved Unarmed Strike, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (greatclub), Weapon Focus (warhammer), Weapon Specialization (greatclub), Weapon Specialization (warhammer), Whirlwind Attack.

Possessions: Dwarven thrower, maul of the titans, +3 adamantine full plate with fire resistance, cloak of resistance +3, belt of giant strength +6, bracers of health +6.

Tactics: Aram likes to make sunder attacks with his *maul of the titans* against his foes' weapons. He has a +39 on the opposed attack roll, and the maul deals 3d10+57 damage to the opponent's weapon. Because his bonus is so high, he often uses Power Attack during a sunder to deal even more damage. His Challenge Rating is one higher than it would otherwise be because he has more than 200,000 gp in gear he can use effectively—far more than the standard 18th-level NPC.

REVOLUTIONARY LEAGUE

Before the Faction War, the anarchists of the Revolutionary League were dedicated to crushing the other factions so the residents of Sigil could discover the "real truths" without interference from the power structure. Thanks to the Lady of Pain's edict, the Revolutionary League got its wish; the factions are no more. That's left the Revolutionary League bereft of purpose—they've got nothing left to revolt against.

The remaining League members retreated to the Bastion of Last Hope, a stronghold of black rock on the swampy first layer of Carceri. There the majority of the League chose a new path: return to Sigil as rulers, leading the masses toward the real truths of the universe. It's hard for a group of anarchists to plan an organized regime, so the Revolutionary League bickers as much as it plots its return to Sigil.

The very idea of ruling Sigil appalls some of the League's more strident members—they are anarchists, after all—so they've formed a splinter group known as the Second Wave. The Wavers believe that if Sigil's factions could crumble, then revolution is possible anywhere, and they've formed cells in many of the largest metropolises across the planes, eager to foment revolution wherever they can.

Anarchomancer

Anarchomancers are magical saboteurs, eager to infiltrate planar organizations and subvert them from within. Many are the leaders of Second Wave cells, trying to overthrow the governments of planar metropolises such as Union, Dis, and the City of Brass. Accordingly, they're cautious and paranoid—endless horrors await them if they're discovered and captured by the authorities.

Arcane spellcasters such as sorcerers and wizards make up the bulk of the League's anarchomancers, although many have some levels in rogue or bard to pick up more mundane interpersonal skills.

Anarchomancers can be found anywhere there's a planar government worth overthrowing, but they rarely reveal their presence. They prefer to operate from behind multiple layers of minions and lieutenants, many of whom don't know the true nature or goals of their masters. Only the anarchomancer's fellow revolutionaries—usually a cell of three to five high-level characters—know the truth, and even they are kept in the dark about the anarchomancer's specific plots.

Class Features

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

Weapon and Armor Proficiency: Anarchomancers gain no proficiency with any weapon or armor.

Ritual of the Dark Infiltrator (Su): By undertaking a daylong ritual known only to the anarchomancers of the Revolutionary League, the anarchomancer can transform herself into a completely different character—one with a different race, class, and even abilities the anarchomancer does not possess herself. Using the Ritual of the Dark Infiltrator costs 1,000 gp and

drains the anarchomancer of 1,000 XP. The ritual takes 24 hours, during which time the anarchomancer must be undisturbed.

When the ritual is finished, the anarchomancer chooses a new form, essentially creating a second character that she'll play instead of the anarchomancer. Calculate the anarchomancers base leadership score according to the rules for the Leadership feat in Chapter 4 of the *Dungeon Master's Guide*; the second character is constructed as if it were a cohort appropriate for a character with that leadership score. Don't apply any of the reputation or leader modifiers (great renown, has a familiar, and so on). The second character retains the memories, motivations, and goals of the anarchomancer's previous life, but she can't cast spells or use racial abilities she doesn't possess anymore. Nothing short of a *wish* or *miracle* reveals the new character's former life as an anarchomancer. The anarchomancer gains new levels according to its character level as an anarchomancer, even if the second character is lower level.

As a full-round action, the anarchomancer can return to her original character, shedding the original body in a burst of eldritch power.

Ritual of the Stilled Tongue (Su): By casting a spell, then touching a helpless foe, the anarchomancer can compel silence about a certain topic, specified in a sentence or two when the touch attack is made. If the subject of the ritual breaks the stricture, then the spell the anarchomancer cast takes effect as if it were triggered by a *contingency* spell—although the Ritual of the Stilled Tongue works with any spell.

The Ritual of the Stilled Tongue cannot be dispelled. It can be removed with *break enchantment*, *limited wish*, or *remove curse*, but that triggers the spell the anarchomancer cast before she touched the subject. A *miracle* or *wish* spell removes the conditions of the ritual and the triggered spell.

Anarchomancers often use death, curse, or teleportation magic in conjunction with a Ritual of the Stilled Tongue to enforce secrecy within their organization.

Ritual of the Mob Unleashed (Su): By undertaking an hour-long ritual, the anarchomancer creates 2d12 *confusion* effects in random locations within a 1-mile radius. The anarchomancer can't control where the 15-ft. bursts of *confusion* wind up, although none hit areas devoid of creatures and none hit within 500 feet of the anarchomancer. Unlike the spell, these *confusion* effects last as long as the anarchomancer keeps performing the ritual. The anarchomancer can repeat the ritual as many times as she likes, gaining 2d12 new *confusion* effects each hour and maintaining the old ones. If the anarchomancer can keep the ritual up for several hours, the *confusion* effects can cause widespread civic unrest.

HIT DIE D4

ANARCHOMANCER Requirements

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

Spellcasting: Ability to cast at least one arcane illusion spell from 1st to 5th level, and ability to cast polymorph.

Disguise: 6 ranks

Bluff: 6 ranks.

Feats: Greater Spell Focus (illusion) or Greater Spell Focus (enchantment).

Alignment: Any chaotic.

ANARCHOMANCER Class Skills

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

Dex: Escape Artist, Hide, Move Silently, Sleight of Hand.

Con: Concentration.

Int: Craft, Decipher Script, Knowledge (all skills, taken individually), Spellcraft.

Wis: Profession, Sense Motive.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Use Magic Device.

N/A: Speak Language.

Skill Points at Each Level: 4 + Int modifier.

ANARCHOMANCER Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Ritual of the Dark Infiltrator	–
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+1	+1	+1	+3		+1 level of existing class
4th	+2	+1	+1	+4		+1 level of existing class
5th	+2	+1	+1	+4	Ritual of the Stilled Tongue	–
6th	+3	+2	+2	+5		+1 level of existing class
7th	+3	+2	+2	+5		+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Ritual of the Mob Unleashed	–
10th	+5	+3	+3	+7		+1 level of existing class

PLANAR PRESTIGE CLASSES

by Christopher Campbell • illustrated by Mike May

FRACTIOUS FACTIONS

Belief is power. That is why people die for their country, why clerics work at recruiting more worshipers for their gods, and why monks adhere to a regimen of meditation and introspection. The multiverse is a wide and wondrous place, and anyone can achieve anything if they only believe. The outer planes have specific qualities that attract likeminded people, and when such individuals pool their resources, a new breed of planar adventurer is born.

Factions are planar power groups that embrace one philosophy over all other teachings and beliefs. The Athar believe the gods are powerful pretenders unworthy of the worship they demand. The Transcendent Order believes action is more important than words, and spreads a message of self-improvement and faith in intuition. The Society of Sensation preaches that experience is the only true teacher, while the Doomguard believes the multiverse is in a state of decay and enforces entropy everywhere its power extends. The Fated take what they want under the banner of "might makes right," and the Xaositects spread chaos and mayhem wherever they find peace and order. Each faction unswervingly declares its philosophy to be the only "right" one and they send forth their champions to "prove" the truth of their words.

Each of the factions named above has a prestige class to which all their respective members aspire but few attain. Anyone can claim membership in a faction, but only a handful possess the innate ability and skill to become a living testament of belief. Such characters are lauded in story and song, their heroic deeds growing to mythic proportions and reinforcing the belief from which they draw their power. Belief is power, and these prestige classes can prove it.

Special Note: In the PLANESCAPE adventure *Faction War,* many of the factions were displaced or officially disbanded. This does not change these prestige classes or how they can be used. These prestige classes represent the greatest champions of the factions and those champions persevere in their beliefs despite any hardship.

THE ATHAR

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."

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.

Class Features

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

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

CLASS REQUIREMENTS

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

Base Attack: +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

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
		Concentration	Craft Knowledge (religion) Spellcraft	Innuendo Listen Profession	Intimidate

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.

THE ATHAR

HIT DIE D8

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 level of existing divine class
4	+3	+4	+1	+4	*Banishment*	+1 level of existing divine class
5	+3	+4	+1	+4	Divine prevention	+1 level of existing divine class
6	+4	+5	+2	+5	Divine cancellation	+1 level of existing divine class
7	+5	+5	+2	+5	Divine retribution	+1 level of existing divine class
8	+6	+6	+2	+6	Divine interference	+1 level of existing divine class
9	+6	+6	+3	+6	Nondetection	+1 level of existing divine class
10	+7	+7	+3	+7	Divine disavowal	+1 level of existing divine class

THE CIPHER

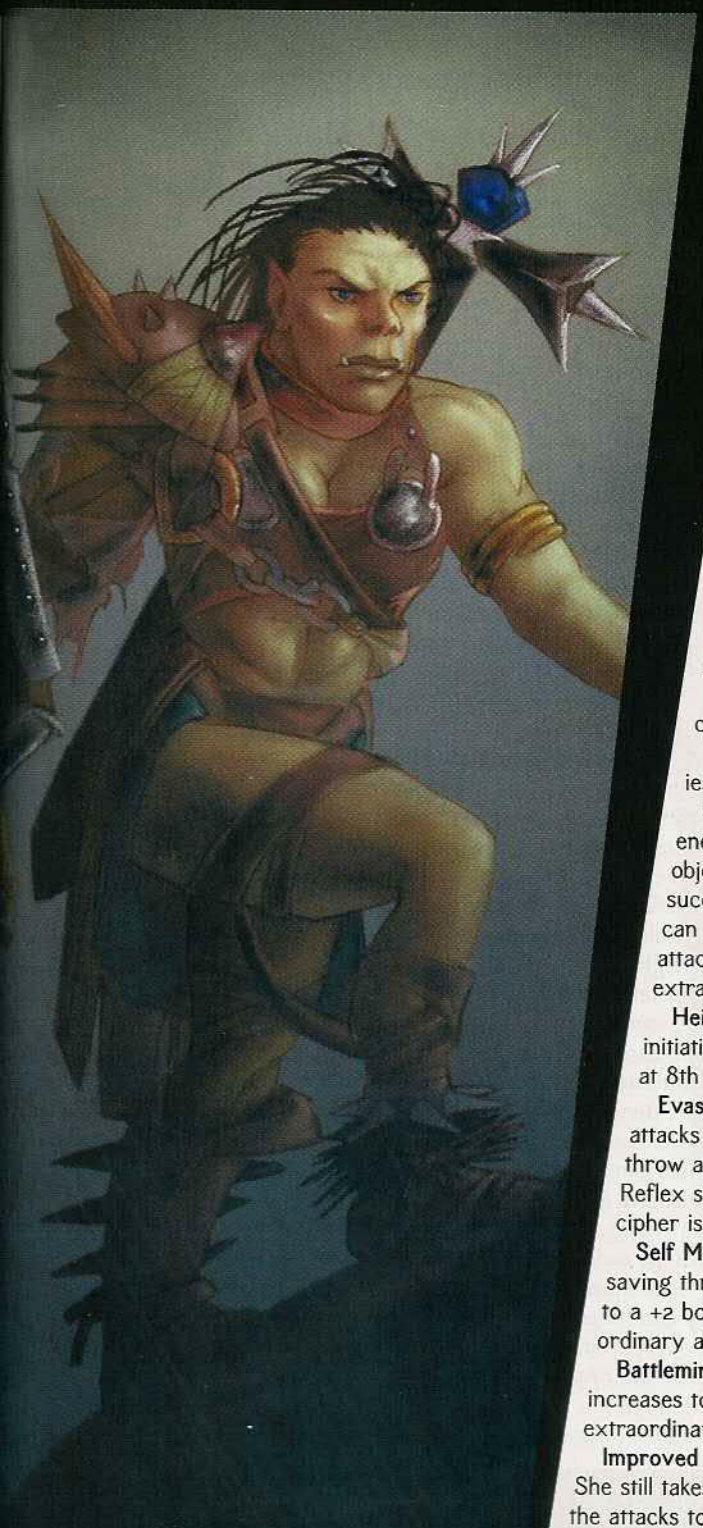
HIT DIE D8

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

CLASS REQUIREMENTS

To qualify to become a cipher, 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.



THE CIPHER

Without a word the cipher 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."

The Transcendent Order calls its members ciphers, because no one can figure them out. Ciphers 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.

Class Features

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

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

Improved Unarmed Strike: Ciphers 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 cipher can make devastating attacks against inanimate objects. If the cipher 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 cipher 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 cipher can avoid even magical and unusual attacks with great agility. If a cipher makes a successful Reflex saving throw against an attack that normally deals half damage on a successful Reflex save, the cipher takes no damage. Evasion can only be used if the cipher is wearing light armor or no armor. This is an extraordinary ability.

Self Mastery: A 3rd-level cipher 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 cipher 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 cipher'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 cipher 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 cipher 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 cipher 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.

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
Climb	Balance	Concentration		Sense Motive	
Jump	Escape Artist				
Swim	Hide				
	Move Silently				
	Ride				
	Tumble				

THE SENSATE

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.

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.

Class Features

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

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 +5 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

CLASS 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).

THE SENSATE

HIT DIE D6

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

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
Swim	Balance Ride Tumble	Concentration	Craft Knowledge (all) Spellcraft	Heal Listen Spot	Animal Empathy Bluff Disguise Gather Information Handle Animal Perform

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.

THE SINKER

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."

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.

Class Features

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

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

CLASS 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.

THE SINKER

THE SINKER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	1	2
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

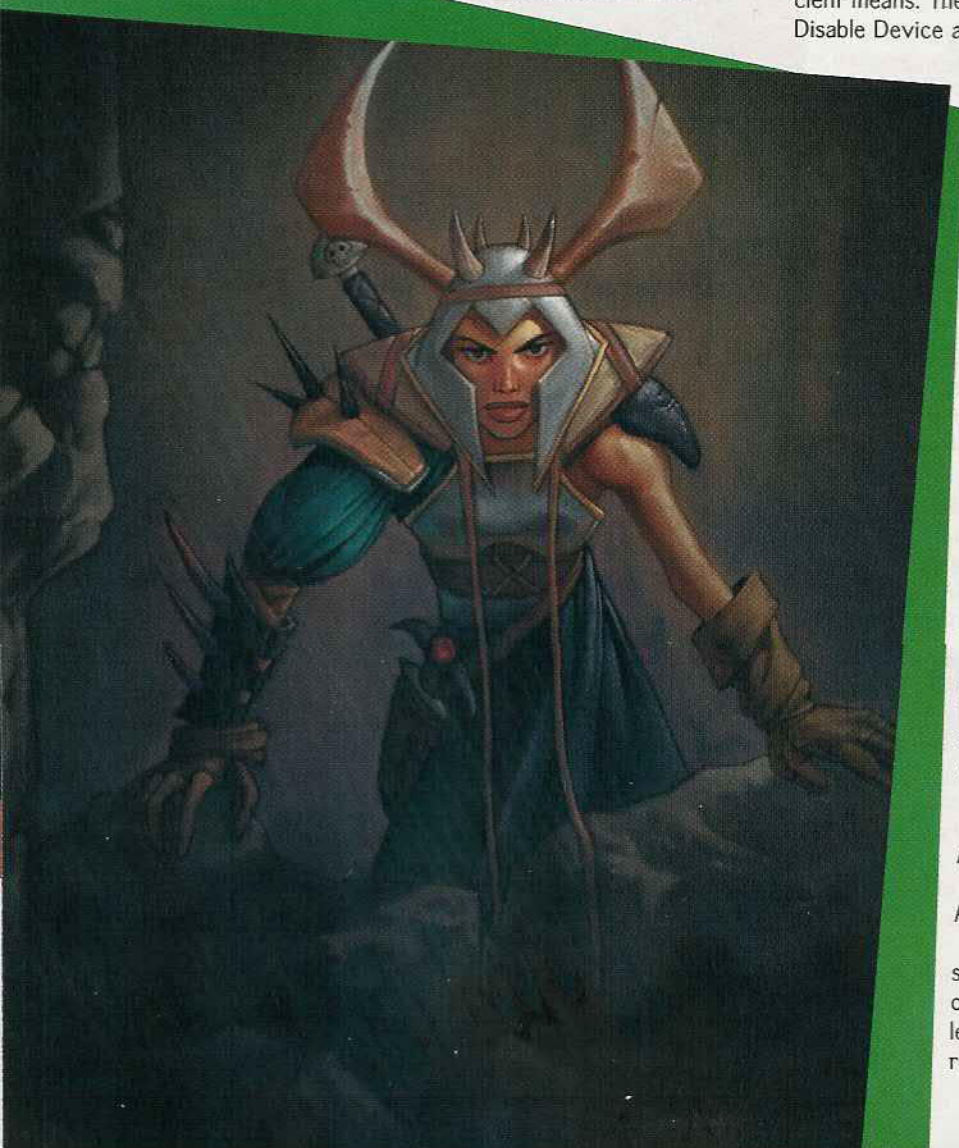
HIT DIE
D10

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
			Disable Device Knowledge (architecture and engineering)	Innuendo Sense Motive	Bluff Disguise



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.

Sinker Spell List

1st level—*chill touch, doom, erase, inflict light wounds, true strike.*

2nd level—*blindness/deafness, death knell, inflict moderate wounds, shatter.*

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.

THE TAKER

"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."

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.

Class Features

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

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

CLASS 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).

THE TAKER

HIT DIE D6

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	1	2	3	4
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

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
		Concentration	Appraise	Innuendo	Bluff
			Forgery	Listen	Diplomacy
			Knowledge (any)	Profession	Gather Information
			Read Lips	Sense Motive	Intimidate
			Search	Wilderness Lore	

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

1st level—*cure light wounds, endure elements, enlarge, expeditious retreat, jump, 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.*

THE XAOSITECT

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).

CLASS 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 Features

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

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.

HIT DIE D8

THE XAOSITECT

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

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.

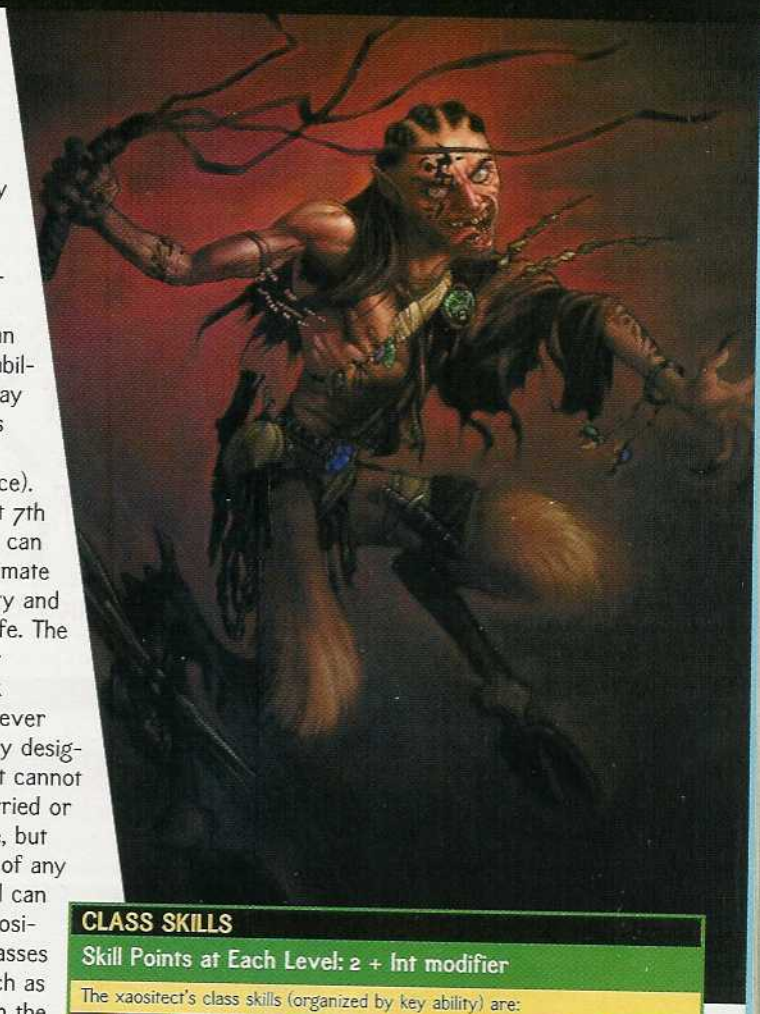
The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once).

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 attack 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.



CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
			Craft	Innuendo	Bluff
			Decipher Script	Sense Motive	Diplomacy
			Forgery		Gather Information
			Knowledge (any)		Intimidate
			Read Lips		Use Magic Device
			Search		

Exclusive skill

by Thomas M. Costa · illustrated by Todd Harris

HEROES OF CORMYR

Adventuring in the Forest Kingdom

The gods do not grant to us all the shining mantle of the hero. Do what you can, and it will be enough.
—Baerauble, Royal Magician of Cormyr (-116 DR -429 DR)

The Forest Kingdom of Cormyr is one of Faerûn's most prominent kingdoms, filled with sturdy citizenry and a beloved monarchy. The kingdom is perhaps most famous for its recently deceased king, Azoun IV, and its mighty army of soldiers, the Purple Dragons, and War Wizards. One reason for this fame is the professionalism and skill of the Forest Kingdom's soldiers. However, Cormyr is a rich nation with many exceptional people. The Purple Dragons are buttressed by battlepriests and the Royal Scouts. The most senior War Wizards often join the Council of Mages, the nation's magical armorers and key advisors to both the Royal Magician and the Crown. Noble adventurers seek the Crown's favor by freeing its lands from orcs and goblins, all the while maintaining their holdings and estates, and in the Farsea Marshes of Cormyr's frontier, stout humans worship Bright Nydra, Goddess of the Winter Moon, while raising catoblepas and making the Torilian-famous (or perhaps infamous) Death Cheese.

Five new prestige classes are detailed below. In addition to these prestige classes, Cormyr's Purple Dragon knights are detailed in the *Forgotten Realms Campaign Setting*, the select Purple Dragon Highknights in *Dragon Magazine Annual #5*, and war wizards in *Magic of Faerûn*. DMs might also consider adapting the excellent herald prestige class found in the *Dragon Magazine Annual #5* for use by Cormyr's existing heralds and the Crown's proposed spy network (as noted in the article, "After the Dragon," also in the *Dragon Magazine Annual #5*).

BATTLEPRIEST OF CORMYR

Cormyr's War Wizards might be more famous and respected, but the Forest Kingdom's battlepriests have always been an integral part of the Purple Dragons. Their magic kept the Purple Dragons moving quickly during the Crusade of 1360 DR and during the recent war against the goblin and orc hordes of Nalavara the Red's army.

Most battlepriests of Cormyr are clerics of Helm, Lathander, Selûne, Tempus, Torm, Tymora, or Tyr, although a few multiclassed paladins have also joined the order. The Steel Regent, Princess Alusair, a follower of Torm, is known to consider several Torm-worshiping battlepriests close friends.

Cormyr's battlepriests are fully integrated into the Purple Dragons, sharing rank and quarters with their battle-ready companions, unlike the War Wizards who retain a special status. Consequently, battlepriests are well appreciated by their Purple Dragon comrades, and the War Wizards are always on watch to ensure their unique position with the Crown is never threatened by emerging battlepriests, who they sometimes and quietly deride as spellbeggars. The battlepriests constantly work to bolster their companions with rallying cries to war, healing magics, and the benefits of their wisdom, all the while praying for the peace Cormyr so dearly needs to recover.

Battlepriest Class Features

All of the following are class features of the battlepriest of Cormyr.

Weapons and Armor Proficiency: Battlepriests are proficient with all simple and martial weapons, and with all types of armor and shields.

Spells Per Day: A battlepriest's training focuses on magic that will aid him in his duties to the Purple Dragons. Thus, when a character gains an odd level of battlepriest, he 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 turning undead, for example).

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

Brew Potion: The Purple Dragons treasure the battlepriests of Cormyr for their devoted brewing of curative potions. This ability grants the battlepriest the Brew Potion feat.

THE BATTLEPRIESTS CONSTANTLY WORK TO BOLSTER THEIR COMPANIONS WITH RALLYING CRIES AND MAGIC HEALING.

Rally (Ex): A battlepriest not suffering from a fear effect can use this ability as a standard action a number of times per day equal to his battlepriest level. Allies within 60 feet who are suffering from any fear effect and who can hear the battlepriest are allowed an immediate Will save against the fear effect, with a +1 morale bonus per battlepriest level. Success has the same effect as if the ally succeeded at the initial Will save against the fear effect.

Healing Circle (Sp): At 2nd level, the battlepriest can cast *healing circle* once per day as a caster of the battlepriest's character level.

Healing Domain: At 2nd level, a battlepriest gains access to the Healing domain, including its granted power (cast healing spells at +1 caster level).

Inflame (Ex): Beginning at 3rd level, by giving a stirring speech for at least 5 minutes, the battlepriest grants those who listen a +1 morale bonus per battlepriest level to Will saves. This effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the battlepriest. The battlepriest gains the benefits of this effect. This ability can be used up to 3 times per day.

Heroes' Feast (Sp): At 4th level, the battlepriest can cast *heroes' feast* once per day as a caster of the battlepriest's character level.

Planning Domain: At 4th level, a battlepriest gains access to the Planning domain (originally from the *Forgotten Realms Campaign Setting*, see the Reprinted Domains sidebar), including its granted power (free Extend Spell feat).

FOR YOUR CAMPAIGN

You can use these prestige classes if you don't play in the Forgotten Realms setting or your campaign in the Forgotten Realms doesn't touch upon Cormyr. Think of these possibilities to add these prestige classes to your game:

- One or more of these prestige classes can be associated with another great kingdom from your campaign.
- By changing the alignment requirements of the prestige classes, you could use these prestige classes to create many great villainous NPCs from an evil kingdom.
- These prestige classes might not be associated with any kingdom. Any could be adapted for use by a guild or organization in your game, or they could be unique to specific NPCs.
- The moon drover prestige class could be associated with a different type of monster. For instance, the abilities the prestige class gains in regards to a catoblepas could instead be applied to the basilisk, with the resistance to death effects and the death gaze of the catoblepas instead granting resistance to petrification and the basilisk's gaze.

FOR YOUR CHARACTER

Consider these prestige classes even if you don't play in a Forgotten Realms campaign or your Forgotten Realms character is not from Cormyr. By using one of the suggestions provided in the For Your Campaign sidebar, you or your DM can alter any one of these prestige classes to better suit your character or your DM's campaign. Such collaboration can be a great way for you to have a hand in creating the world you play in, and it can help your DM add detail and interest that makes you more excited to play.

Battlepriest of Cormyr

Battlepriest Requirements

HIT DIE D8

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

Alignment: Any nonevil and nonchaotic.
Base Attack Bonus: +5.
Concentration: 5 ranks.
Diplomacy: 5 ranks.
Heal: 3 ranks.
Feats: Combat Casting, Leadership.
Spells: Ability to cast divine spells and access to at least one of the following spell domains: Nobility, Protection, Strength, or War.

Battlepriest Class Skills

The battlepriest of Cormyr class skills (and the key ability for each skill) are:

Str: –
Dex: Ride.
Con: Concentration.
Int: Craft, Knowledge (religion), Scry, Spellcraft.
Wis: Heal, Sense Motive.
Cha: Diplomacy, Handle Animal, Wilderness Lore.

Skill Points at Each Level: 2 + Int modifier.

Battlepriest Advancement

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells/Day
1st	+1	+2	+0	+2	Brew Potion, rally	+1 level of existing class
2nd	+2	+3	+0	+3	*Healing circle*, Healing domain	–
3rd	+3	+3	+1	+3	Inflame	+1 level of existing class
4th	+4	+4	+1	+4	*Heroes' feast*, Planning domain	–
5th	+5	+4	+1	+4	Easy march, frightful presence	+1 level of existing class

Easy March (Su): At 5th level, a battlepriest can enable all allies, including mounts and the battlepriest, within a 20-ft.-radius burst centered on the battlepriest, to hustle (double standard speed) for up to 5 days. Using this ability is a standard action. Allies within the initial burst retain the benefits for the entire duration for so long as they remain on the same plane. Affected allies are fatigued as if they are merely walking and not hustling. In addition, allies may also make any forced march (see Chapter 9: Adventuring in the *Player's Handbook*) at a hustle during the 5 days; the Constitution check for the forced march is only DC 5 + 1 per extra hour. This power may be used once every ten days.

Frightful Presence (Ex): At 5th level, a battlepriest can strike fear into the hearts of foes. Enemies within 30 feet who see the battlepriest kill a foe or render an enemy helpless must succeed at a Will save (DC 10 + half the battlepriest's HD + Charisma modifier) or become shaken for 1 minute. Success indicates that the creature is immune to the battlepriest's frightful presence for 1 day.

Council Mage of Cormyr

Cormyr's famous Council of Mages is a group of arcane spellcasters that advises the Crown on matters pertaining to magic and magical threats, crafts many of the Crown's magic defenses and magic items, and hunts down particularly powerful renegade spellcasters.

The Council of Mages had its start sometime around 70 DR, during the beginnings of Cormyr. Suzail and nearby communities were just beginning to establish themselves as a nation. However, constant attacks from all manner of creatures coming out of what is now known as the King's Forest hampered the efforts of Suzail's king, Rhiiman the Glorious. Men-at-arms were not sufficient protection. The nascent Cormyr needed the help of magic

to combat these beasts. Rhiiman ordered Baerauble Etharr, Royal Magician of Cormyr, to assemble all known wizards. Together, the spellcasters devised a plan of attack using only magic and no soldiers at all. Their efforts, which included the destruction of several portals, were successful, and the group of mages became known as the War Wizards. For centuries, the War Wizards' responsibilities and esteem grew.

In 1284 DR, Salember, the Rebel Prince, refused to abdicate the throne of his regency to the rightful king, the young Rhigaerd II. The War Wizards were split. In the end, Salember was slain by Jorunhast, then Royal Magician of Cormyr. However, in slaying a royal, Jorunhast was exiled, and for two decades thereafter, the power of the War Wizards waned. In 1306 DR, Rhigaerd reinstated the post of Royal Magician, naming Vangerdahast. Recognizing the damaged stature of the War Wizards could become a threat to the Forest Kingdom, Vangerdahast reorganized and reinvigorated the War Wizards, splitting the collection of spellcasters into two formally organized groups, the Council of Mages and the War Wizards. The former was made up of elite War Wizards and crafters of magic items, all dedicated to Cormyr and her Crown, while the latter was made up mostly of wizards serving alongside the Purple Dragons.

Most council mages of Cormyr are wizards, although a few sorcerers also join the Council. Very few bards find the authoritarian structure of the Council to their liking.

Today, Caladnei, the current Royal Magician, and her aides are known as the Council of Mages because they rarely fight anything directly other than rogue mages or supremely powerful threats. They are looked up to and feared by the commoners of Cormyr and accorded the utmost respect by Cormyr's War Wizards and nobility.

Council Mage Class Features

All of the following are class features of the council mage.

Weapons and Armor Proficiency: A council mage gains no additional proficiency in any weapons or armor.

Spells Per Day: A council mage's training focuses on magic that will aid

Council Mage of Cormyr

COUNCIL MAGE REQUIREMENTS

To qualify to become a council mage of Cormyr, a character must fulfill all the following criteria.

HIT DIE D4

Alignment: Any nonevil and nonchaotic.

Gather Information: 2 ranks.

Knowledge (arcana): 6 ranks.

Scry: 6 ranks.

Spellcraft: 12 ranks.

Feats: Skill Focus (Spellcraft), any metamagic feat, any item creation feat.

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

Special: Membership on Cormyr's Council of Mages through invitation and the willing submission to a blood vow to never do harm to Cormyr or her Crown (in that order).

COUNCIL MAGE CLASS SKILLS

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

Str: –

Dex: –

Con: Concentration.

Int: Alchemy, Craft, Knowledge (any), Scry, Search, Spellcraft.

Wis: Profession, Sense Motive.

Cha: Bluff, Diplomacy, Gather Information.

Skill Points at Each Level: 2 + Int modifier.

COUNCIL MAGE ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells/Day
1st	+0	+0	+0	+2	Cooperative casting, Improved spell acquisition	+1 level of existing class
2nd	+1	+0	+0	+3	Bonus item creation feat	+1 level of existing class
3rd	+1	+1	+1	+3	Focused dispel, *sending* spell	+1 level of existing class

her in her responsibilities to the Crown. Thus, when a character gains a new level of council mage, she gains new spells per day as if she had also gained a level in whatever arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved familiar powers, for example).

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

Cooperative Casting (Ex): Due to their close working relationship with one another, 1st-level council mages learn how to empower their spells through teamwork. You and another willing spellcaster can simultaneously cast the same spell (at the same time in the round). You must be adjacent to one another when casting cooperatively. Add +2 to the save DC against cooperatively cast spells and +1 to caster level checks to beat the target's spell resistance (if any). Use the base DC and level check of the better caster.

For each additional caster cooperating with you and casting the same spell simultaneously, the spell's save DC and caster level check both increase by +1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters.

For example, four spellcasters (two wizards, one sorcerer, and one council mage) stand in a circle planning to cast *fireball*. Three of them ready an action to cast *fireball* when the member with the lowest initiative takes her action, also casting *fireball*. The base DC of the Reflex save is equal to the highest individual save DC among the cooperating casters, as determined by their relevant ability scores or other feats (such as Spell Focus), special abilities, or items. In this case, one wizard has Intelligence 18, which ties with a sorcerer's Charisma 18, so the base DC is 17 (10 + 3 for the spell level + 4 for the ability score modifier). The final save DC of the cooperatively cast *fireball* is 17 + 2 + 1 + 1 or 21. Whoever has the highest caster level determines the base caster level check, which gains a +4 modifier.

This ability is similar to the

Noble Adventurer of Cormyr

NOBLE ADVENTURER REQUIREMENTS

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

HIT DIE D8

Base Attack Bonus: +4.

Diplomacy: 4 ranks.

Knowledge (nobility and royalty): 4 ranks

Ride: 4 ranks.

Special: Must have equipment and treasure with a value greater than the starting equipment for a PC of their level, as determined by Table 2-24 in the *Dungeon Master's Guide*. Must be literate.

NOBLE ADVENTURER CLASS SKILLS

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

Str: Climb, Jump, Swim.

Dex: Ride, Use Rope.

Con: –

Int: Appraise, Craft, Forgery, Knowledge (nobility and royalty), Search.

Wis: Innuendo, Intimidate, Listen, Profession, Read Lips, Sense Motive, Speak Language, Spot.

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

Skill Points at Each Level: 6 + Int modifier.

NOBLE ADVENTURER ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Courtier
2nd	+2	+3	+0	+3	Bonus feat
3rd	+3	+3	+1	+3	Valiant
4th	+4	+4	+1	+4	Bonus feat

Cooperative Spell feat that appeared in *Tome and Blood,* except that it does not require all the spellcasters to have the Cooperative Spell feat or the cooperative casting ability. The benefits provided by spellcasters with the Cooperative Spell feat do not stack with the benefits of cooperative casting.

Improved Spell Acquisition: At each level of advancement in the council mage prestige class, a character gains three (instead of two) spells of her choice of any level she can cast to add to her spellbook. If the character does not use a spellbook, this ability grants no benefit.

Bonus Item Creation Feat: Council mages are the armorers of the Purple Dragons and War Wizards. At 2nd level, council mages may select a bonus item creation feat; she must still meet the prerequisites for gaining the feat.

Focused Dispel (Ex): Council mages must deal with lingering magical effects such as the Helmlands created during the Time of Troubles or even magical traps laid down centuries ago by the Witch-Lords of the Wyvernwater. Over the years, council members have developed more effective dispelling skills. At 3rd level, they may add a +2 bonus on any caster level checks made to dispel magic.

***Sending* Spell:** At 3rd level, a council mage learns the *sending* spell automatically. The council mage learns this spell despite any limit on spells known, but this ability does not supercede any restrictions the character might have as a specialist wizard. If the character uses a spellbook, she may scribe the spell in the spellbook.

NOBLE ADVENTURER

The civilized nations of Amn, Cormyr, Damara, Impiltur, Lantan, Sembia, Silverymoon, Tethyr, and Waterdeep are all known for their aristocratic warriors, the gentlemen and lady adventurers. Noble adventurers are educated, wealthy, and politically influential dilettantes often born into high position. Unlike aristocrats, however, noble adventurers are not necessarily real nobility; they might be wealthy merchants, adventurers who have earned or bought their way into the circles of power, or the scions of the same. With access to the best goods and opportunities, many noble adventurers become formidable individuals.

Most noble adventurers are single-classed or multiclassed aristocrats, with an ample number of bards, experts, fighters, paladins, rangers, rogues, and warriors also represented among the class. These men and women see adventure as a calling, a necessity, a way to prove themselves, or a lark. Some are more civic-minded and use their skills to protect those less privileged. Whatever their initial motivations, however, noble adventurers often wind up living for the thrill of danger.

> Whatever their initial motivations, however, noble adventurers often wind up living for the thrill of danger.

In Cormyr, independent adventurers are frowned upon. Cormyreans see adventurers as eccentrics, and to them the notion of adventuring for profit or fame is a throwback to more barbarous days. However, a warrior who fights to right wrongs and brings a civilizing influence to others is accepted. Many of these warriors become noble adventurers of unquestionable principles with grace and skill enough to silence critics. Even if they are not all paragons of virtue, noble adventurers conduct themselves with honor, pride, and style, which includes knowledge of social etiquette to serve them in any social or political situation. Indeed, many members of Suzail's famed Society of Stalwart Adventurers, particularly noble-born members, have become noble adventurers. Unfortunately, Cormyrean warriors also tend to be arrogant, talking down to those who they consider less refined or civilized. Oftentimes, this arrogance is unintentional and not meant as an insult.

Noble Adventurer Class Features

All of the following are class features of the noble adventurer.

Weapons and Armor Proficiency: A noble adventurer is proficient with all simple and martial weapons and with light armor.

Courtier (Ex): To the versatile and daring noble adventurer, the ways of court come naturally. At 1st level, a noble adventurer gains a +2 insight bonus on all Bluff, Diplomacy, Knowledge (nobility and royalty), and Sense Motive checks.

Bonus Feat (Ex): At 2nd level and again at 4th level, a noble adventurer gains a bonus feat of his choice. This feat may be any feat for which the character has met the necessary prerequisites.

Valiant (Ex): Bold, dashing, and resolute, noble adventurers unflinchingly hurl themselves into battle to great acclaim. At 3rd level, a noble adventurer gains a +4 morale bonus on Will saves against fear effects and, if he has the Leadership feat or takes it later, a +2 bonus to his Leadership score.

MOON DROVER

Winters are a particularly harsh season for the humans and animals of the Farsea Marshes. On a midwinter night a millennium ago, legend claims Bright Nydra fell to Faerûn from the trailing lights of the Tears of Selûne in the form of a falling star. She is the winter moon that brings the Marsh Drovers hope and strength as they await the arrival of spring. She claimed to be the daughter of Selûne and Shaundakul and a goddess of hope and renewal. Although this might well have been true long ago, today Bright Nydra is but an aspect of Selûne, Lady of Silver and goddess of the moon.

The Marsh Drovers of the Farsea Marshes, all of whom are considered "One with the Winter Moon," worship Bright Nydra. She is loved for her wisdom and kindness and venerated as the head of a pantheon that includes Eldath, Lathander, Mielikki, and Chauntea, among others. Clerics of Bright Nydra are identical to the clerics of Selûne, except their favored weapon is the wooden club. Druids of Bright Nydra are identical to druids in the *Player's Handbook.* Most moon drovers are multiclassed human cleric/druids known as Moon Maidens, although some men, known as Moon Guards, also become moon drovers.

Moon drovers spend their days providing counsel and wisdom to the

Moon Drover of Cormyr

MOON DROVER REQUIREMENTS

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

Patron: Bright Nydra (Selûne)

Alignment: Chaotic good.

Base Fortitude Save: +5.

Base Will Save: +5.

Handle Animal: 3 ranks.

Knowledge (nature): 5 ranks.

Wilderness Lore: 3 ranks.

Spellcasting: Ability to cast 2nd-level divine spells and access to at least one of the following domains: Good, Protection, Travel, or Chaos domain.

Special: Must have the ability or power to identify plants and animals with perfect accuracy and tell whether water is safe to drink or dangerous.

HIT DIE D8

MOON DROVER CLASS SKILLS

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

Str: Swim.

Dex: Ride.

Con: Concentration.

Int: Craft, Knowledge (nature), Scry, Spellcraft.

Wis: Intuit Direction, Heal, Listen, Profession, Spot.

Cha: Animal Empathy, Diplomacy, Handle Animal, Wilderness Lore.

Skill Points at Each Level: 4 + Int modifier.

MOON DROVER ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells/Day
1st	+0	+2	+0	+2	Catoblepas lore, lunar sight	+1 level of existing class
2nd	+1	+3	+0	+3	Resistance to death effects	+1 level of existing class
3rd	+2	+3	+1	+3	Renewal domain	+1 level of existing class

Marsh Drovers. They teach their people how to become one with the catoblepas herds, thus allowing them to milk the magical beasts for the precious liquid they churn into the delectable Death Cheese. They favor bright-colored clothing made from natural fibers, all of which are harvested from the Farsea Marshes.

Moon Drover Class Features

All of the following are class features of the moon drover.

Weapons and Armor Proficiency: A moon drover is proficient with all simple weapons. They are proficient with light and medium armors, and they are proficient with shields.

Spells per Day: When a character gains a new level of moon drover, she gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however gain any other benefit a character of that class would have gained (improved chance of controlling undead, improved wildshape, and so on).

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

Catoblepas Lore (Ex): Due to their special affinity for and work with catoblepas, moon drovers may apply their Animal Empathy, Handle Animal, and Knowledge (nature) skills to catoblepas with no penalties, treating them as if they were domesticated animals instead of wild magical beasts. Moreover, moon drovers receive a +2 circumstance bonus on these skill checks when applying them to the catoblepas and a +4 insight bonus on saves against a catoblepas's death glare.

Lunar Sight (Ex): Moon drovers gain low-light vision.

Resistance to Death Effects (Ex): A 2nd-level moon drover gains a +4

bonus to saves against death effects and becomes immune to a catoblepas's death gaze.

Renewal Domain and Spells: At 3rd level, a moon drover gains access to the Renewal domain (originally from the *Forgotten Realms Campaign Setting*, see the Reprinted Domains sidebar), including its granted power (the ability to regain 1d8 + Charisma modifier in hit points if you fall below 0 hit points 1/day). In addition, the moon drover may pray for and receive any Renewal domain spell as if it were on her divine spell lists.

ROYAL SCOUT OF CORMYR

The Royal Scouts of Cormyr are an elite order of Purple Dragon scouts in service to the Crown. They serve with their fellow Purple Dragons in patrols across the Forest Kingdom and as the Crown's elite messengers. However, the Royal Scouts are more famous for their work roaming alone or in small adventuring parties among the Stonelands and Goblin Marches spying on goblinoid tribes, spotting secret Zhentarim outposts, and disrupting the operations of Cormyr's enemies.

These dogged heroes learn to avoid danger without losing sight of their duty. Stealth and survival skills are critical to the Royal Scouts' success. Consequently, most royal scouts are rangers, although several aristocrats, fighters, and rogues have also become members of the Royal Scouts.

Royal Scouts can be encountered anywhere in the Dragonreach and along the Dragon Coast, but they are most likely to be found in Cormyr proper, especially the Forest Kingdom's frontier lands—the Plains of Tun, the Goblin Marches, and the Stonelands.

Royal Scout Class Features

All of the following are class features of the royal scout of Cormyr.

Weapons and Armor Proficiency: A royal scout is proficient with all simple and martial weapons, and with light armor.

Reliable Messenger (Ex): Royal scouts are the Crown's swiftest and most dependable messengers. This ability grants the Royal Scout a +2 bonus on all Innuendo and Ride checks.

Pride of Purpose (Ex): The Royal Scouts are so committed to Cormyr that at 2nd level they gain a +2 bonus on Will saves against fear (magical or otherwise) and other mind-affecting spells and effects.

Uncanny Dodge (Ex): As the rogue ability (see Chapter 3: Classes in the *Player's Handbook*). At 2nd level, the royal scout does not lose her Dexterity bonus to AC from being flat-footed. At 4th level, opponents do not gain any attack bonuses for flanking the royal scout.

If the character already had uncanny dodge from one or more previous classes, levels of those classes stack with royal scout levels for the purpose of determining the benefits, but the scout continues to progress in the ability along whichever track she was originally using for the ability. For example, if a rogue becomes a royal scout, add together her levels of royal scout and rogue, then refer to Table 3-15: the Rogue in the

REPRINTED DOMAINS

Planning Domain
Granted Power: Free Extend Spell feat.

Planning Domain Spells
1. *Deathwatch*
2. *Augury*
3. *Clairaudience/clairvoyance*
4. *Status*
5. *Detect scrying*
6. *Heroes' feast*
7. *Greater scrying*
8. *Discern location*
9. *Time stop*

Renewal Domain
Granted Power: If you fall below 0 hit points, you regain a number of hit points equal to 1d8 + your Charisma modifier. This supernatural ability functions once per day. If an attack brings you to -10 hit points or less, you die before this power takes effect.

Renewal Domain Spells
1. *Charm person*
2. *Lesser restoration*
3. *Remove disease*
4. *Reincarnate*
5. *Atonement*
6. *Heroes' feast*
7. *Greater restoration*
8. *Polymorph any object*
9. *Freedom*

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Royal Scout of Cormyr

ROYAL SCOUT REQUIREMENTS

To qualify to become a Royal Scout of Cormyr, a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.
Base Attack Bonus: +5.
Hide: 3 ranks.
Innuendo: 1 rank.
Intuit Direction: 1 ranks.
Move Silently: 3 ranks.
Ride: 5 ranks.
Spot: 3 rank.
Wilderness Lore: 5 ranks.
Feats: Alertness, Track.
Special: Membership in the Purple Dragons. Must be literate.

HIT DIE D8

ROYAL SCOUT CLASS SKILLS

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

Str: Climb, Jump, Swim.
Dex: Hide, Move Silently, Ride, Tumble, Use Rope.
Con: —
Int: Craft, Knowledge (nature), Search.
Wis: Heal, Intuit Direction, Innuendo, Listen, Profession, Spot.
Cha: Animal Empathy, Handle Animal, Wilderness Lore.

Skill Points at Each Level: 6 + Int modifier.

ROYAL SCOUT ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+2	+0	Reliable messenger
2nd	+2	+0	+3	+0	Pride of purpose, uncanny dodge (Dex bonus)
3rd	+3	+1	+3	+1	Forester
4th	+4	+1	+4	+1	Evasion, uncanny dodge (can't be flanked)
5th	+5	+1	+4	+1	Voices of the Wolf Woods

Player's Handbook to determine the benefits of uncanny dodge at his new combined level.

Forester (Ex): Royal scouts are constantly afield, patrolling Cormyr's frontier and learning the ways of the land. This ability grants the royal scout a +2 bonus on all Heal and Wilderness Lore checks.

Evasion (Ex): At 4th level, a royal scout gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as a *fireball*), she takes no damage with a successful saving throw. Evasion can only be used if the royal scout is wearing light armor or no armor.

Voices of the Wolf Woods (Su): In days of yore, when Cormyr was still in the mighty talons of dragons and the delicate hands of and elves, the great forest that covered the Forest Country was known as the Wolf Woods. Although the dragons and elves are mostly gone from the land, they have left their mark on the land they loved.

At 5th level, a royal scout of Cormyr, having traveled the breadth of Cormyr, has become attuned to some of the place magic of Cormyr and gains the power to *detect evil* (as the spell) at will. In addition, the scout gains the power to sense evil that enters the Forest Kingdom's borders (not those already within its borders). This power detects evil outsiders of at least CR 5, evil elementals and undead of at least CR 10, and other evil beings of at least CR 15 who plan to do harm to the land or people of Cormyr. The power does not give the scout the exact location of the evil, but with successful Intuit Direction checks (DC 15), the scout can make his way toward the creature or creatures, whereupon he gains a +10 insight bonus on all Wilderness Lore checks to track the evil down. D

TALADAS

Angry Dead Gnomes and Sinister Walking Sharks

by James Jacobs · illustrated by Fred Hooper

Although the lands of Taladas share the same sun, moons, and stars as Ansalon, and many of the denizens of this huge continent are the same races that can be found on the other side of the planet, the cultures found on each landmass are markedly different. Presented in this article are the products of two of these cultures: the militaristic gnomes that comprise the Company of the Dead and the sinister leaders of the Shark Cult of the Fisheries.

COMPANION OF THE DEAD

Although the gnomes of Taladas are known for their obsession with technological tinkering, at least a few groups of gnomes that dwell deep in the inhospitable reaches of central Taladas have abandoned this love of all things technological. The most infamous of these groups is the Company of the Dead.

The gnomes that comprise this society come from a long tradition of highly focused warriors that have chosen to accept the inevitability of death so completely and wholly that they view themselves as kin to the dead. Upon becoming a member of the Company, a gnome cuts all ties with friends and family and gives his worldly possessions away. His family often holds a funeral service for him, a service that the new companion of the dead is welcome to attend. From this point on, his family and friends no longer acknowledge him as living.

A companion of the dead is instantly recognizable by his skull-like face paint and distinctive armor that bears an image of a skeleton on its surface. Members of the Company are strictly melee fighters; ranged weapons are forbidden to them. Most companions of the dead have several levels of fighter to help offset the significant number of feats required to gain entry into the organization. To this point, no non-gnomes have been welcomed into the Company, but this is more out of tradition than an intrinsic quality possessed by gnomes.

Class Features

All the following are class features of the companion of the dead prestige class.

Weapon and Armor Proficiency: Companions of the dead gain proficiency with all simple and martial melee weapons. As part of their vows, the companion of the dead forsakes the use of any ranged weapon. If a companion of the dead ever makes an attack with a ranged weapon of any sort (including thrown weapons and spells that resolve as ranged touch attacks), he immediately suffers a -4 penalty on all attack rolls, skill checks, and Will saving throws for the next 24 hours.

Death's Vow: Upon becoming a companion of the dead, the character severs all ties with any family or friends, and divests himself of all worldly possessions except for armor, weapons, and any magic items that directly augment his ability to fight in melee. He may still adventure with his companions, but any personal relationships he might have had with them before are now forbidden. The dead have no need for friendship or physical wealth. If at any time the companion breaks Death's Vow, he becomes wracked with guilt and suffers penalties for 24 hours as described above.

No Fear (Ex): A companion of the dead is immune to all fear effects.

Death's Visage (Ex): As long as the 2nd-level companion of the dead wears his traditional face paint (the image of a skull), he gains a competence bonus equal to his class level on all Intimidate checks.

Deathrage (Su): At 3rd level, a companion of the dead can enter a deathrage once per day as a free action in any round in which he slays an enemy with a melee attack. Upon entering a deathrage, the companion of the dead gains a +2 bonus to Strength, a +2 bonus to Dexterity, and 1d6 temporary hit points per class level. These bonuses persist for 1 minute before fading. Hit points gained from a deathrage are subtracted from the companion's total before his normal hit points when he suffers damage. A companion of the dead can enter a deathrage 2/day at 6th level and 3/day at 9th level.

No Sleep (Ex): At 4th level, a companion of the dead no longer needs to sleep. He is immune to magical *sleep* effects. If the companion has the ability to cast spells from another class, he no longer requires sleep to pre-

pare spells. He is still limited to preparing spells only once per day, and the preparation time still takes 1 hour of meditation, study, or prayer.

Dead Mind (Ex): At 5th level, a companion of the dead becomes immune to all mind-affecting effects. This includes all morale effects, even those that would normally be beneficial to the character.

No Pain (Ex): At 7th level, the companion of the dead no longer feels pain or exhaustion. He is immune to all effects based on pain, and he no longer suffers the effects of fatigue, exhaustion, or stunning.

Death Ward (Su): At 8th level, the companion's close association with death infuses his body and soul with powerful energies. He is now immune to all death effects, energy drain, and negative energy effects (such as from *inflict* spells or *chill touch*).

Dead Body (Su): At 10th level, the companion of the dead has turned his back on life to such an extent that he has nearly become an undead creature himself. He no longer suffers additional damage from sneak attacks or critical hits, and he is immune to poison and disease. He can still be harmed by nonlethal damage and ability damage.

COMPANION OF THE DEAD Requirements

HIT DIE D12

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

Race: Gnome.

Intimidate: 10 ranks.

Knowledge (history): 5 ranks.

Feats: Armor Proficiency (heavy), Diehard, Endurance, Power Attack, Toughness, Weapon Focus (any melee weapon).

Special: Must sever all ties with family and forsake all personal wealth and possessions (with the exception of armor, melee weapons, and magic items that augment melee combat).

COMPANION OF THE DEAD Class Skills

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

Str: Climb, Jump.

Con: Concentration.

Int: Knowledge (history), Knowledge (religion).

Wis: Survival.

Cha: Intimidate.

Skill Points at Each Level: 2 + Int Modifier.

SHARK CULTIST

The southeastern reaches of Taladas (in particular the group of islands known as the Fisheries) have been plagued by a particularly insidious secret society of shark-worshiping cultists since the Time of Dragons. The shark cult spread quickly through the Fisheries, and chapters eventually began to appear in coastal cities throughout the continent. The cultists are particularly adept at infiltrating small villages and replacing the leaders and elders with their own people, effectively taking control of these settlements from the inside out. The cult is well known for its violent tendencies and willingness to murder and kill; their members resemble sharks in more ways than one.

When a shark cultist is not hiding her identity, she wears a large war-helm made from the head of a shark. Her

COMPANION OF THE DEAD Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Death's vow, no fear
2nd	+2	+3	+0	+3	Death's visage
3rd	+3	+3	+1	+3	Deathrage 1/day
4th	+4	+4	+1	+4	No sleep
5th	+5	+4	+1	+4	Dead mind
6th	+6	+5	+2	+5	Deathrage 2/day
7th	+7	+5	+2	+5	No pain
8th	+8	+6	+2	+6	Death ward
9th	+9	+6	+3	+6	Deathrage 3/day
10th	+10	+7	+3	+7	Dead body

THE CREATION OF TALADAS

by Stan!

The TALADAS campaign setting has its origins in a rather innocuous question: What's on the other side of Krynn? The question was asked at Augie's, a Lake Geneva, Wisconsin bar and grill to which Jim Ward and Warren Spector had taken the TSR design department for a no-holds-barred brainstorming session.

The group was trying to come up with ideas for what the two new D&D boxed sets would be for 1989. "In those days," Jeff Grubb recalls, "it was always boxed sets. And we needed two new ones." Ideas were flying fast and loose—including the notion that would eventually become SPELLJAMMER—when the topic of DRAGONLANCE came up. DRAGONLANCE was TSR's most successful world to date, having both a successful game line and a series of bestselling novels. What the company was looking for was the next DRAGONLANCE.

That's when someone spoke up and said, "Well, we know about Ansalon, but there's got to be more on this planet. What's on the other side?"

No one is quite certain anymore exactly who asked the question (or, at least, no one is fessing up), but the results were the first official spin-off campaign. What people do remember is what good service they got at Augie's that day.

"It seems," Grubb says, "that someone told the staff that we were 'Hollywood people' who had come to scout Lake Geneva for a movie shoot." In fact, the area was used for several scenes in the Keanu Reeves, Morgan Freeman thriller *Cold Fusion*. "To this day, they still think Warren Spector was actually Stephen Spielberg."

HIT DIE D8

SHARK CULTIST Requirements

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

Alignment: Chaotic evil, chaotic neutral, or neutral evil.

Craft (leatherworking): 1 rank.

Knowledge (nature): 5 ranks.

Swim: 8 ranks.

Feats: Exotic Weapon Proficiency (sharktooth gauntlet), Skill Focus (Swim).

Special: You must slay a shark of no smaller than Large size in single combat and create a war-helmet and sharktooth gauntlets from the body.

SHARK CULTIST Class Skills

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

Str: Swim.

Dex: Hide, Move Silently.

Con: Concentration.

Int: Craft, Knowledge (nature), Knowledge (religion).

Wis: Profession.

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

Skill Points at Each Level: 4 + Int Modifier.

face is framed by the shark's toothy maw, and a large cape (including the shark's dorsal fin) hangs down over her back. The cultists prefer to fight with sharkskin gauntlets that are studded with shark teeth, and many of them have learned to turn themselves into sharks.

Most shark cultists are evil, since their beliefs encourage murder, mayhem, and frequent bloodletting. The majority possess levels of druid, but a growing number are either rangers or clerics. There are even reports of some shark cult cells that have decided to focus their attention on worshiping sharks themselves as personifications of the destructive aspect of nature; these cultists have little interest in pursuing the more traditionally evil aspects of the cult. Nevertheless, the majority of shark cultists serve the will of the gods of evil, at least indirectly.

Class Features

All the following are class features of the shark cultist prestige class.

Weapon and Armor Proficiency: Shark cultists gain no proficiency with any weapons, but they do gain proficiency with all forms of light armor.

Hold Breath (Ex): A shark cultist can hold her breath for a number of rounds equal to four times her Constitution score before she risks drowning.

Weapon Focus: At 2nd level, a shark cultist gains Weapon Focus (sharktooth gauntlet) and Weapon Focus (bite) as bonus feats. The Weapon Focus (bite) feat only applies if the character has a natural bite attack, such as from a wild shape form the cultist might assume or the cultist's sharkshape ability (see below).

Divine Spells per Day: When a new even-numbered shark cultist 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 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, bonuses to an animal companion, and so on), except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a shark cultist, she must decide to which class she adds the new level for purposes of determining spells per day. This ability cannot be applied to any arcane spellcasting class the cultist belonged to before taking levels in the prestige class.

Sharkshape (Su): At 3rd level, the shark cultist gains the ability to transform into a Medium or Large shark once per day, as a druid of the shark cultist's character level using the wild shape ability. At 6th level, the shark cultist can use this ability twice a day and can assume the form of a shark of up to Huge size. At 9th level, the shark cultist can use this ability three times a day and can assume the form of a dire shark.

Bloodscent (Ex): At 4th level, the shark cultist's senses become incredibly well honed to the presence of blood. She can locate wounded living creatures (that have either blood or some other sort of life-sustaining fluid) with this ability as if using the scent special quality described on page 314 of the *Monster Manual*. She also gains a +4 competence bonus to any Survival checks to follow the trail of a wounded creature that matches this description. Bloodscent allows a

SHARK CULTIST Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Divine Spells per Day
1st	+1	+0	+0	+2	Hold breath	–
2nd	+2	+0	+0	+3	Weapon Focus	+1 level of existing class
3rd	+3	+1	+1	+3	Sharkshape 1/day (Large)	–
4th	+4	+1	+1	+4	Bloodscent	+1 level of existing class
5th	+5	+1	+1	+4	Weapon Specialization	–
6th	+6	+2	+2	+5	Sharkshape 2/day (Huge)	+1 level of existing class
7th	+7	+2	+2	+5	Take to the water	–
8th	+8	+2	+2	+6	Improved Critical	+1 level of existing class
9th	+9	+3	+3	+6	Sharkshape 3/day (Dire)	–
10th	+10	+3	+3	+7	Blood frenzy	+1 level of existing class

SHARKTOOTH GAUNTLETS

The sharktooth gauntlet is the favored weapon of the shark cultist. This exotic weapon consists of thick leather gauntlets made from sharkskin. Numerous large shark's teeth are embedded in the backs of the gauntlets so that when the wearer makes a fist, the teeth splay outward from the knuckles. The cost and weight given are for a single gauntlet. An attack with a sharktooth gauntlet is considered an armed attack. Sharktooth gauntlets cannot be disarmed by an opponent. Sharktooth gauntlets are light melee weapons.

Cost	10 gp
Dmg (S)	1d3
Dmg (M)	1d4
Critical	18-20
Weight	1 lb.
Type	Piercing or Slashing†

shark cultist to detect and track wounded creatures both within and out of the water.

Weapon Specialization: At 5th level, a shark cultist gains Weapon Specialization (sharktooth gauntlet) and Weapon Specialization (bite) as bonus feats, even if she would normally not qualify for the feats. The Weapon Specialization (bite) feat only applies if the character has a natural bite attack, such as from a wild shape form the cultist might assume or the cultist's sharkshape ability.

Take to the Water (Ex): At 7th level, the shark cultist is completely at home in the water as she is on land. She gains a Swim speed equal to her land speed, and she gains a +8 racial bonus to Swim checks. She may always take 10 on Swim checks even when distracted or threatened. She can use the run action while swimming, providing she swims in a straight line.

Improved Critical: At 8th level, a shark cultist gains Improved Critical (sharktooth gauntlet) and Improved Critical (bite) as bonus feats, even if she would normally not qualify for the feats. The Improved Critical (bite) feat only applies if the character has a natural bite attack, such as from a wild shape form the cultist might assume or the cultist's sharkshape ability.

Blood Frenzy (Su): At 10th level, a shark cultist that wounds a creature with her sharktooth gauntlets or bite attack can enter a blood frenzy as a free action. A blood frenzy infuses the shark cultist with supernatural speed and ferocity. She functions as if under the effects of a *haste* spell for the next 3 rounds. A shark cultist can enter a blood frenzy a number of times per day equal to her Constitution bonus (minimum of once per day).

The Ranger Knight of Furyondy

by Charles Dunwoody · illustrated by Howard Lyon

Bring the battle to the old one

By the decree of his pious majesty, King Belvor IV, the Kingdom of Furyondy is in a "permanent and unalterable state of war" with the Empire of Iuz. Waging this war falls to the warriors of the realm, especially the Knights of the Hart.

Unfortunately, the northern reaches of Furyondy are in ruins. Villages in ruins, roads washed out and not maintained, and raids by bands of monsters make life difficult and dangerous. The weather is damp and harsh, rusting armor and spreading sickness.

Although the standing army and the Knights of the Hart do much to bring war to Iuz, they have not been able to do it all. These warriors are ready to fight on the battlefield, but this new war calls for spying, assassination, and covert strikes against supply units and the leaders of Iuz's army. This war requires a new type of warrior: the Ranger Knights of Furyondy.

The ranger knights concentrate on the northeastern border with Iuz. Because of the vast plains and distances involved, the ranger knights combine the skills of a hunter with the speed and power of a warhorse. This combination makes the ranger knights a force to be feared.

Only skilled warriors with proven battle success and nerves of steel can join the ranger knights. Membership is by invitation only and is usually offered only once.

Class Features

All the following are class features of the ranger knight prestige class.

Weapon and Armor Proficiency: A ranger knight gains no proficiency with any weapon or armor.

Mounted Track (Ex): At 1st level, the ranger knight can track while mounted on her special mount without additional penalty, using the special mount's speed for the purposes of determing what penalties are applied if moving at greater than half the special mount's speed.

Special Mount (Ex): At 1st level, the ranger knight gains a special mount as a 6th-level paladin. The ranger knight's class levels count as paladin levels (with 1st level counting as 6th level) for the purposes of determining what special abilities the mount gains. For example, a 10th-level ranger knight would have a special mount that gains abilities as though the ranger knight were a 15th-level paladin.

The standard mount for a Medium ranger knight is a light warhorse, and the standard mount for a Small ranger knight is a wolf trained to take a rider into combat. If the ranger knight already has a special mount, she does not gain another special mount, but her ranger knight levels stack with the levels of her previous class for determining the special mount's abilities.

Favored Enemy (Ex): At 2nd, 6th, and 10th level, the ranger knight gains a favored enemy. This ability works exactly as the ranger class feature of the same name. Class levels in ranger knight stack with other class levels that provide favored enemies.

For example, a ranger knight that lacked ranger levels before gaining this class chooses his first favored enemy at 2nd level. When he chooses his next favored enemy at 6th level, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

A ranger knight that had 5 levels of ranger before gaining this class chooses his third favored enemy at the 2nd level of the ranger knight prestige class. In addition, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. At 6th level, he chooses his fourth favored enemy, and he may again choose to add +2 to the bonuses he gains against any one of his favored enemies.

Saddle Strike (Ex): At 2nd level, the ranger knight can attack with two weapons without having to make a Ride check to guide her mount with her knees. Her mount can attack as well if she makes a DC 5 Ride check.

Two Fight as One (Ex): At 3rd level, the ranger knight may fight with her mount without the need for a Ride check. Any dodge bonuses to Armor Class the ranger knight has also apply to her mount.

Silent Hoof (Ex): At 4th level, if the ranger knight's mount is wearing light barding or no barding, the ranger knight can use her own Move Silently skill checks in place of her mount's when riding it.

Bonus Feat: At 4th, 7th, and 10th level, the ranger knight gains a bonus feat chosen from the list below. The

ranger knight must qualify for the chosen bonus feat.

Ranger Knight Bonus Feat List: Animal Affinity, Athletic, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Mounted Archery, Quick Draw, Ride-By Attack, Self-Sufficient, Spirited Charge, Stealthy, Two-Weapon Defense.

Horse Archer (Ex): At 5th level, the ranger knight reduces the penalties for mounted ranged attacks by half. If the ranger knight has the Mounted Archery feat, the penalties are halved to -1 if the mount takes a double move or -2 if the mount is running.

Double Stomp (Ex): At 6th level, if the ranger knight's mount is wearing light barding or no barding, and the ranger knight uses the Trample feat successfully, her mount may make two attacks instead of one.

Ranger Lord (Ex): At 7th level, the ranger knight can wear medium armor and use any abilities that require the character to be wearing light or no armor so long as the ranger knight uses the ability while mounted. In addition, the ranger knight's special mount suffers no discomfort from wearing light barding and can sleep in it without suffering fatigue.

Great Trample (Ex): At 8th level, if the ranger knight's mount is wearing light barding or no barding, and the ranger knight uses the Trample feat successfully, her mount may make a full attack. Each attack is made with a -2 penalty. The mount still gains the standard +4 bonus to attack rolls against prone targets.

Overwhelming Charge (Ex): At 9th level, the ranger knight gains her most devastating attack. When a ranger knight is mounted on her special mount and charges, she does not suffer the -2 penalty to AC normally associated with a charge. Her mount still suffers the penalty. In addition, if the ranger knight wields two melee weapons, she can attack once with each (instead of being limited to a single attack when her mount moves more than 5 feet). If the charge is combined with the Spirited Charge feat, both melee weapons deal double damage. This ability can't be used with weapons that have reach (such as a lance).

RANGER KNIGHT REQUIREMENTS

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

Alignment: Any good.

Base Attack: +5.

Handle Animal: 4 ranks.

Hide: 2 ranks.

Move Silently: 2 ranks.

Ride: 8 ranks.

Feats: Mounted Combat, Track, Trample, Two-Weapon Fighting.

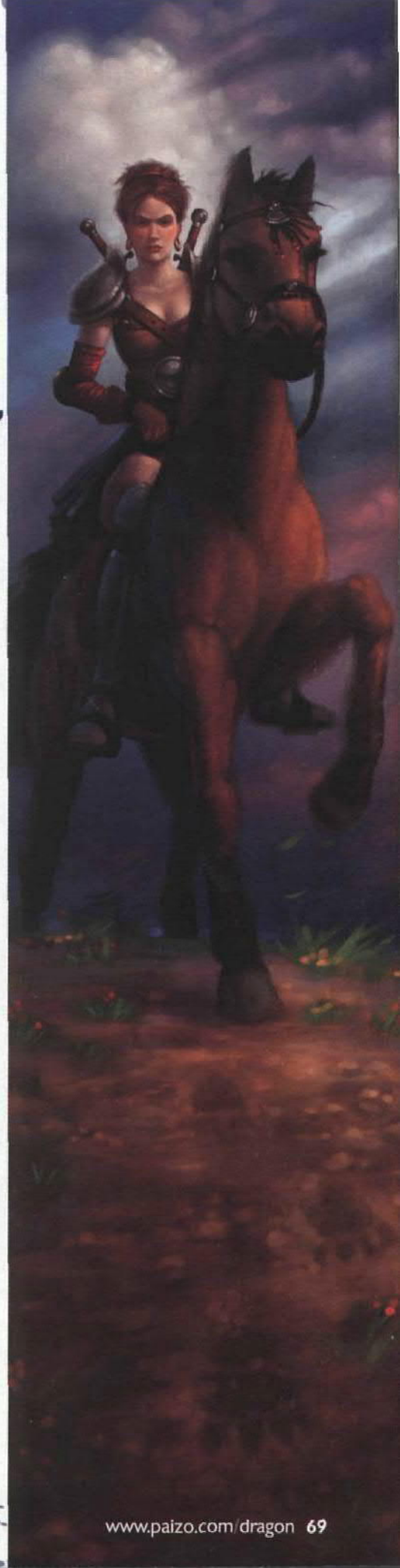
RANGER KNIGHT CLASS SKILLS

The ranger knight's class skills (organized by key ability) are: Bluff (Cha), Climb (Str), Craft (any), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

RANGER KNIGHT OF FURYONDY ADVANCEMENT

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Mounted track, special mount
2	+2	+3	+3	+0	1st favored enemy, saddle strike
3	+3	+3	+3	+1	Two fight as one
4	+4	+4	+4	+1	Silent hoof, bonus feat
5	+5	+4	+4	+1	Horse archer
6	+6	+5	+5	+2	Double stomp, 2nd favored enemy
7	+7	+5	+5	+2	Ranger lord, bonus feat
8	+8	+6	+6	+2	Great trample
9	+9	+6	+6	+3	Overwhelming charge
10	+10	+7	+7	+3	3rd favored enemy, bonus feat



by Chris Pramas · illustrated by Fred Hooper

THE SUNDERED EMPIRE

Soldiers of

Located in Western Oerik on the world of Oerth, the Sundered Empire is the setting for the CHAINMAIL miniatures game. Western Oerik was once dominated by the Empire of Ravilla, an elven realm, but it crumbled when the vigilance of its leaders began to wane. While the region had always seen its share of armed conflict, recent events have all but ensured that the fires of war will burn for decades to come.

Five years ago, a company of mortal heroes banded together to kill Stratis, the god of war, believing that his death could bring peace to their peoples. They were tragically mistaken. The dying god scattered his panoply across the world as he ascended to the heavens in a pillar of fire. With his last breath, he proclaimed that unceasing war would grip the world until a new god arose to replace him. Now heroes and tyrants struggle to win the artifacts that Stratis left behind. It is said that whoever manages to reassemble the panoply of Stratis will take his place as the god of war.

Seven primary factions fight in the Sundered Empire, both above and below ground. The forces of good include the noble elves of Ravilla, the righteous humans of Thalos, and the mighty dwarves of the People's State of Mordengard. The evil factions include the gnolls and demons of Naresh, the relentless undead of Ahmut's Legion, the wicked drow of Kilsek, and the savage humanoids of Drazen's Horde. This last faction is dominated by the hobgoblin tribes of the Southlands and is thus of particular relevance to this article.

The fanatical hobgoblin cult known as the Soldiers of the Last Order was founded by a

The Last Order

THE CREATION OF THE SUNDERED EMPIRE

by Stan!

When work was underway on the game that would eventually become the CHAINMAIL miniatures game, a lot of discussion was given to the setting. The designers looked at other successful miniatures games to see what underlying principles they ought to pay attention to.

"One thing we realized," says Chris Pramas, one of CHAINMAIL's lead designers, "is that all the really successful games had a specific world attached to them. It helps the audience gain an emotional connection to various factions, and helps the designers when deciding what figures to put in a particular set." The big question was whether to attach the new game to an existing setting or introduce a new one made specifically for this game.

After much debate, design began with the orders to create an entirely new setting. The world for CHAINMAIL would have its own geography, cultures, and even a new pantheon of deities. However, as sometimes happens in business, new information came to light partway through the process—information that convinced management that it would be good to keep the fledgling game more closely tied to DUNGEONS & DRAGONS. Suddenly, CHAINMAIL had to be set in the world of GREYHAWK.

"That was alright with me," Pramas says. "We started the process with the idea that the game ought to be tied to the D&D core world, and that's GREYHAWK." However, since the release date was fast approaching, there was only so much retrofitting that could be done. The GREYHAWK pantheon was used, and together with Erik Mona (who was in charge of the RPGA's LIVING GREYHAWK campaign) an appropriate spot on the map of Oerth was chosen, but that did not have a terribly obvious impact on the starter game or the first set of figures.

"Later sets had more GREYHAWK in them," Pramas says. "For the Kilsec expansion, we devised a strong connection to *Descent Into The Depths Of The Earth* and the original D-Series of D&D adventures. And, together with the RPGA, we developed a lot of plans to bring the two lines even closer together."

messianic cleric of Nomog-Geaya. Although designed for use with the Sundered Empire setting, the cult can also be used in other settings with only a bit of modification. This organization works best in campaigns that utilize the traditional goblinoid pantheon from the D&D cosmology. See the Nomog-Geaya sidebar for a description of that deity.

NOMOG-GEAYA

Nomog-Geaya is the patron god of the hobgoblins. In the traditional goblinoid pantheon, he is subservient to Maglubiyet—a brutal god who maintains an iron grip over his minions. Nomog-Geaya serves as a military commander of the goblinoid legions, although Maglubiyet's rampant paranoia has thus far prevented him from reaching what he considers his full potential. Because no goblinoid god is allowed to challenge Maglubiyet's authority or rival him in power, Nomog-Geaya has remained a lesser god (divine rank 9) despite the power of the hobgoblin tribes whose loyalty he commands.

The cult called the Soldiers of the Last Order is a new development among his worshipers, and Nomog-Geaya's attitude toward it remains unclear. The leaders of the order, known as the boge of Nomog-Geaya, continue to receive spells, so the god must support them on some level. However, he has maintained his traditional place in the goblinoid pantheon and not dared to challenge its leader. Should Maglubiyet decide that the Last Order is a threat to his power, Nomog-Geaya will face a difficult choice.

Nomog-Geaya's domains are Fire, Law, and War. His favored weapons are the longsword and the handaxe.

GALTAI

Galtai was one of many clerics of Nomog-Geaya who served in Drazen's Horde. Like other hobgoblins of authority, he acted as a war leader for the "lesser" goblinoid races, such as goblins and bugbears. On one fateful mission, he led a patrol deep into elven territory. His warband fought a series of running battles with the wood elves, and one by one his soldiers fell. Galtai returned to Drazen's territory alone, bloodied but unbowed. By chance he stumbled across a group of wood elves ambushing a goblin war party. He fell upon the elves from behind, killed several, and forced the rest to flee. The leader of the goblins, a cleric of Maglubiyet, congratulated Galtai on his success and then promptly tried to kill him, intending to take credit for the victory himself. Galtai slew the treacherous goblin and all his soldiers but was grievously wounded in the process. Surrounded by piles of corpses and bleeding from multiple wounds, Galtai fell unconscious.

The next day, the hobgoblin stumbled into Drazen's camp, alive against all odds. The god Nomog-Geaya had sustained him, he claimed, and given him new orders to impart to the hobgoblin people. If the hobgoblins carried out these five directives, the great god would appear before them and reveal his last order. Galtai didn't know what that might be, but he was sure it would herald a new age for all hobgoblins.

THE FIVE ORDERS

Galtai's story spread like wildfire. Drazen, certain that the cleric's appearance was a sign of impending victory for his troops, summoned Galtai to his tent, along with a trusted cadre of war leaders, clerics, and adepts. In the hushed confines of the warlord's tent, Galtai revealed Nomog-Geaya's five orders to the hobgoblin leaders.

- Arm yourselves with fire and steel. Any hobgoblin that can walk should bear steel at all times.
- Rally all hobgoblin tribes under my banner.
- Hunt elves and goblins wherever they may be. Smoke the goblins out of their warrens. Burn the elves out of their forests. Put any that survive to the sword.
- Sacrifice nothing to Nomog-Geaya except prisoners taken in battle. All such prisoners are to be burned.
- Honor no god above Nomog-Geaya.

Pandemonium ensued. Clerics of Maglubiyet screamed blasphemy, and the hobgoblin warlords accused Galtai of treason. Drazen, for his part, considered himself a likely candidate for the next exalted god of the hobgoblins, and he had no intention of risking defeat in battle by losing the support of the goblin legions under his command. He knew not what had led Galtai to make such impolitic statements, but he intended to stop the crazed cleric before he could sow dissent among the armies. Fixing Galtai with an icy stare, Drazen ordered him clapped into irons to await execution.

Galtai was to be executed the following morning in front of the assembled hobgoblin warriors of the horde as a lesson in loyalty. But by morning, only his manacles remained in his cell, even though the warlord's elite troops had guarded his prison all night long. The captain of the guard was executed in Galtai's stead, and search parties were sent out to find the renegade cleric. But a week of scouring the countryside turned up nothing.

AMONG THE TRIBES

Several months later, Galtai reappeared in the hobgoblin homeland, deep in the Southlands. How he had managed to cross the Blasted Desert and return home alone was a mystery, but he attributed his survival to the support of his god. Far from Drazen's Horde, which was still fighting in the north of the Sundered Empire, Galtai began to preach the word of Nomog-Geaya to the populace. Having learned his lesson in Drazen's tent, however, he chose not to reveal the five orders of Nomog-Geaya in public.

Thus far, Galtai has managed to amass quite a few followers, especially among hobgoblins who were too young to join Drazen's Horde. He has named his followers the Soldiers of the Last Order, and to these chosen alone he has revealed the five orders of Nomog-Geaya.

Galtai hopes that by the time word of the events in Drazen's tent reaches the Southlands, his hold over the tribes will be unbreakable. Then Drazen will have no choice but to accept the five orders and the primacy of Nomog-Geaya.

BOGE OF NOMOG-GEAYA

The boge of Nomog-Geaya is a prestige class for the leaders of the Soldiers of the Last Order. "Boge" is the ancient hobgoblin word for shaman, and Galtai has revived it as a title of honor for his lieutenants. Members of this prestige class combine divine power with martial training, and they strive to be exemplars of hobgoblin strength.

BOGE OF NOMOG-GEAYA Requirements

HIT DIE D8

To qualify to become a boge of Nomog-Geaya, a character must fulfill the following criteria.

Race: Hobgoblin.

Feats: Leadership, Weapon Focus (longsword).

Special: Abilty to cast 3rd-level divine spells.

BOGE OF NOMOG-GEAYA Class Skills

The boge of Nomog-Geaya's class skills (and the key ability for each skill) are:

Con: Concentration.

Int: Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Spellcraft.

Wis: Heal, Sense Motive.

Cha: Bluff, Diplomacy, Intimidate, Perform.

Skill Points at Each Level: 2 + Int modifier.

BOGE OF NOMOG-GEAYA Advancement

Class Level	Base Attack Bunus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Master of steel	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	–	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Bane (goblins)	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	–	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	Master of fire	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	–	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Bane (elves)	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	–	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	–	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Mantle of authority	+1 level of existing spellcasting class

The boge are Galtai's most trusted followers. They recruit and organize new soldiers, then command them on the field of battle. Galtai will need such lieutenants if forced into a showdown with Drazen.

Boge of Nomog-Geaya Class Features

All of the following are class features of the boge of Nomog-Geaya prestige class.

Weapon and Armor Proficiency: Boge of Nomog-Geaya are proficient with all simple and martial weapons, and with light, medium, and heavy armor.

Spells per Day/Spells Known: When a new boge of Nomog-Geaya level is gained, the character gains new spells per day (and spells known, if applicable) 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 (bonus metamagic or item creation feats, improved chance of turning or rebuking undead, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the level of boge to the level of some other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before he became a boge of Nomog-Geaya, he must decide to which class he adds each level of boge for the purpose of determining spells per day and spells known.

Master of Steel (Ex): A boge of Nomog-Geaya trains intensively with the weapons of his deity—namely the longsword and the handaxe. While fighting with this weapon combination, a boge functions as if he had the Two-Weapon Fighting feat, whether or not he meets the prerequisites for it.

Bane (Su): Boge of Nomog-Geaya bear a special enmity toward goblins and elves and can focus their inner power to deliver mighty blows against such opponents. Beginning at 3rd level, a boge gains a bonus equal to his Charisma bonus (if any) on damage rolls when attacking a goblin with a melee weapon. At 7th level, he gains the same bonus when attacking an elf with a melee weapon.

Master of Fire (Su): At 5th level, a boge learns to channel divine fire through his weapons. As a free action, he can imbue both his longsword and his handaxe he wields with the flaming burst magic weapon ability. This effect lasts for up to 10 rounds per day. This duration need not be consecutive—the boge of Nomog-Geaya may break it up into increments as small as 1 round if he so desires. Ending the effect for one or both weapons is a free action. If the imbued weapon leaves the boge's hand, the effect ends.

Mantle of Authority (Su): At 10th level, a boge of Nomog-Geaya learns to channel a small amount of his deity's divine presence into himself. While touched by this godly energy, he gains a +4 bonus to his Wisdom and Charisma. This ability is usable three times per day, and each use lasts a number of rounds equal to 3 + the boge's newly improved Charisma modifier. However, use of this ability is draining, since containing even a small amount of divine energy takes extreme effort for a mortal. For 1 minute after the duration ends, the boge is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run). This ability cannot be activated if the boge is already fatigued or exhausted.

CHAMPIONS of Vengeance

The Knights of the Chase

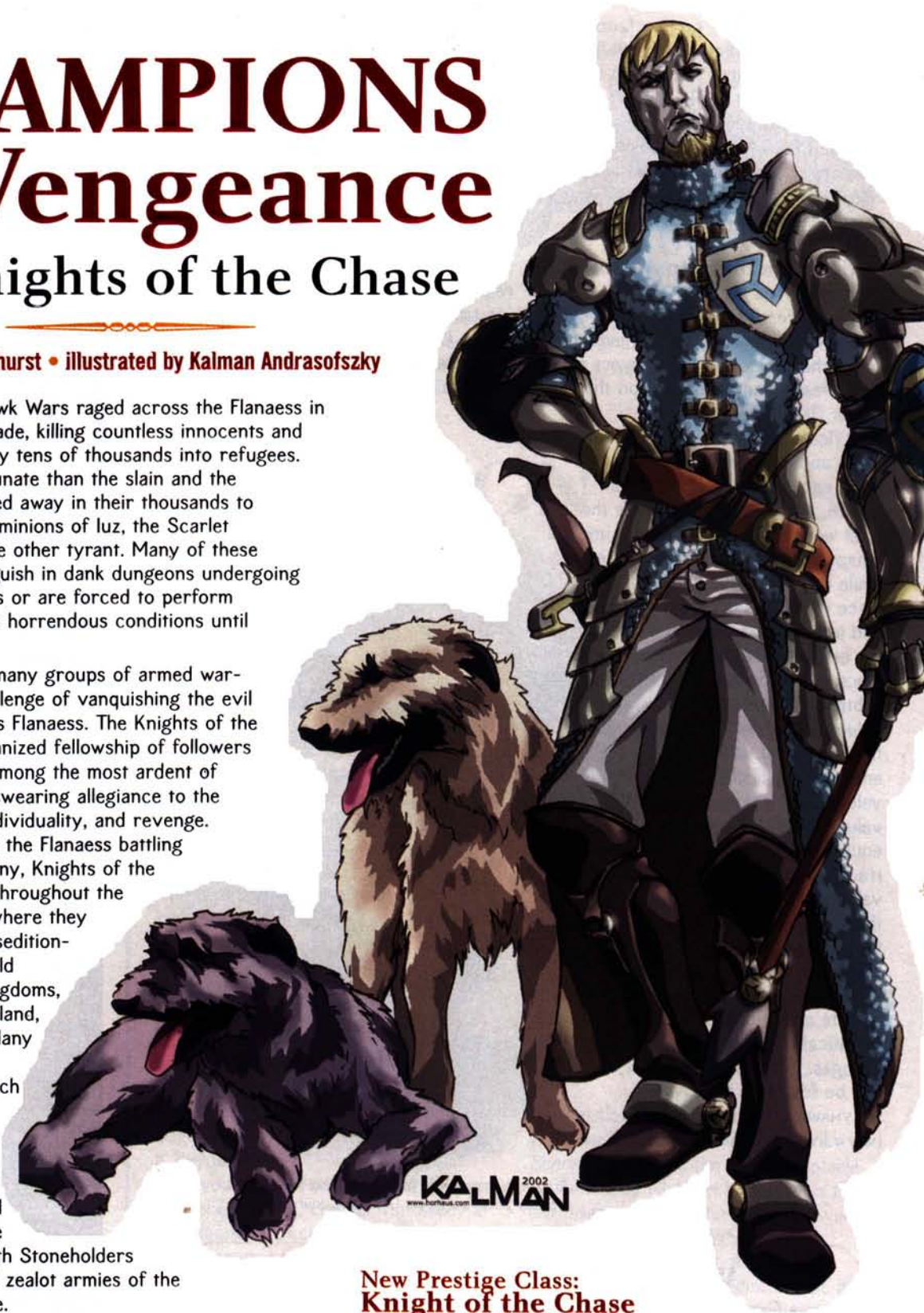
by Creighton Broadhurst • illustrated by Kalman Andrasofszky

The Greyhawk Wars raged across the Flanaess in the last decade, killing countless innocents and turning many tens of thousands into refugees. Those even less fortunate than the slain and the displaced were carried away in their thousands to unknowable fates by minions of Iuz, the Scarlet Brotherhood, or some other tyrant. Many of these unfortunates yet languish in dank dungeons undergoing indescribable tortures or are forced to perform backbreaking labor in horrendous conditions until they perish.

During this time, many groups of armed warriors rose to the challenge of vanquishing the evil stalking the post-wars Flanaess. The Knights of the Chase—a loosely organized fellowship of followers of Trithereon—rank among the most ardent of these organizations, swearing allegiance to the ideals of freedom, individuality, and revenge.

Active throughout the Flanaess battling oppression and tyranny, Knights of the Chase can be found throughout the old Great Kingdom (where they are often hanged as seditionists), Sunndi, Ratik, Old Almor, the Bandit Kingdoms, the Shield Lands, Keoland, and the Yeomanry. Many Knights of the Chase flock to free lands such as Furyondy, which offers a fairly stable base from which to attack the lands of Iuz. In ruined Tenh, members of the order war against both Stoneholders and the law-obsessed zealot armies of the Theocracy of the Pale.

Iuz and the Scarlet Brotherhood currently serve as the main foci of the order's wrath, though Knights of the Chase remain vigilant against the rise of smaller threats and petty despots. They also distrust many good- and neutral-aligned religions that espouse the tenets of law, order, and conformity over the expression of individual thought or vigilante justice.



New Prestige Class: Knight of the Chase

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-orcs 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 350s 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 destabalizing influence upon the downtrodden and desperate, few in positions of authority appreciate the meddling of a Chaser in pursuit of his prey.

Hit Dice: d8

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.

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 the *Player's Handbook* for full descriptions of these skills.

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.

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 2nd 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).

Knight of the Chase Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Cleric Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Special hindrances, Track	—	—	—	—
2nd	+2	+3	+0	+0	Insight of vengeance	0*	—	—	—
3rd	+3	+3	+1	+1	Nemoud's brethren	1	—	—	—
4th	+4	+4	+1	+1		2	0*	—	—
5th	+5	+4	+1	+1	Flight of Krelestro	2	1	—	—
6th	+6	+5	+2	+2		3	2	0*	—
7th	+7	+5	+2	+2	Harrukin	3	2	1	—
8th	+8	+6	+2	+2		3	3	2	0*
9th	+9	+6	+3	+3		4	3	2	1
10th	+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.

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.

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.

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.

War Dog Special Abilities

Knight Level	Natural AC	Int	Special
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	—

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.

Harrukin Special Abilities

Knight Level	Natural AC	Int	Special
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 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.

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 justuce*.

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.

Notable Knights of the Chase

Dallrend Grasinen (Clr8/Ftr3/Knight of the Chase 5)
(AL CG; Str 16, Dex 12, Con 14, Int 10, Wis 15, Cha 14)
Deeply tanned, with close-cropped black-hued hair and eyes the color of steel, Dallrend is of obvious Oeridian descent. Stocky and still fit despite his advancing years, he has, if anything, become more merciless and reckless in his pursuit of transgressors.

A native of Chathold in Almor, Dallrend has fought for almost two decades against the incursions of the Great Kingdom; the Aerdi remain for him the culprits for all misfortunes and calamities that befell his land. Now that Almor has passed into history and his family's fate remains a mystery, he spends his time searching for his family and punishing any who seek to persecute his shattered homeland. Many within Nyrond's occupying forces consider Dallrend a hothead, but they respect him because he rescued several of their countrymen from slavers raiding the coastal areas of Old Almor.

Corquisavel Rusanthas (Rog1/Ftr5/Rgr1/Knight of the Chase 4)
(AL CG; Str 13, Dex 17, Con 13, Int 13, Wis 13, Cha 5)
Surprisingly (for a follower of Trithereon), this soft-spoken half-elf warrior is not given to acting on impulse. The offspring of an unhappy union between an olven warrior and an Oeridian wizardess, Corquisavel was born during 531 CY in northern Veluna. Corquisavel's mother died, a victim of marauding orcs in the southern Yatils, while he was a young child. His mother's killers discovered and tortured the infant, and would have killed him if not for the timely arrival of his father's brethren. (To this day he bares horrific facial scars gained from that encounter and still harbors a deep fear of fire). Corquisavel dwelt amongst his father's people for the next three decades, learning the ways of the forest and of war.

He has spent much of the intervening years scouring the Vesve and the Yatils, hunting down and brutally slaying all evil savage humanoids he comes across. He also has a particular distaste for followers of Pholtus, and is known to have slain obstreperous clerics of the Blinding Light.

Short for one of mixed human/olven heritage Corquisavel stands only 4 ft. 7 in. tall, but moves with a fluidity few can match. He wears his dark brown hair long while his eyes, a legacy of his father, are deep green in hue and seem to be able to weigh a man's innocence or guilt in a second.

Kelmur Trantis (Ftr7/Knight of the Chase 6)
(AL CG; Str 16, Dex 10, Con 15, Int 13, Wis 11, Cha 14)
Perhaps the best known of the knights currently battling the followers of the Scarlet Sign in the Headlands, Kelmur is thought to have personally slain two kesh and presided over the execution of a third. As a consequence he has been nicknamed by the rebels "The Scourge of the Scarlet Sign," and he is widely reviled by the occupying forces. Rumors suggest that Sister Kuranyie and Maranafel Toktot (the so-called "Butcher of Scant") have placed a substantial sum of gold on the head of this charismatic loner. Typical for a Chaser, Kelmur prefers to act alone and sometimes disappears into the Headlands for weeks at a time. Though the general populace loves him, some Onnwallish nobles (notably Baron Halshas Geldrenn) see the man as a dangerous rabble-rouser who gives the peasants ideas above their station.

A native of Nyrond, Kelmur sailed to Onnwal at the onset of the rebellion. A tall man, thought by many to be dashingly handsome, Kelmur has become a living symbol of resistance for many of the rebels who struggle against the Brotherhood.

MASKS OF IRON

Agents of the Iron League

by Paul Looby and Creighton Broadhurst
illustrated by Kalman Andrasofszky

Many in the Flanaess once thought of the Iron League as a chain of reason restraining the madness of the Great Kingdom, its links forged of something stronger than Irongate steel: the dream of freedom. Now, that chain lies shattered. Yet the dream that gave birth to the Iron League still burns in the hearts of many, and hope stirs once more among the ashes of past glory.

THE FORGING

The Iron League was forged in the fires of the Turmoil Between the Crowns and tempered in the blood of the Aerdi chivalry whose pennants carpeted the red-stained field of the Battle of a Thousand Banners in 447 CY. There, before the walls of Irongate itself, the combined forces of the free peoples of the south crushed the hosts of the South Province.

As the pyres for the slain still burned, Irongate, Onnwal, Idee, and the dwur of the Iron Hills signed a pact of mutual aid and fraternity that came to be called the Iron League. Under its terms, each member was bound to protect and assist his fellows from the aggressions of the Great Kingdom and the fell ambitions of the Overking.

In 448 CY, the Lords of the Isles pledged their oath to the League. Sunndi had to wait another seven years before rebels armed and aided by the League rose up and slaughtered the Imperial garrisons and nobles loyal to Rauxes.

THE JADE MASK

The south was now free—but it faced a determined foe with powerful armies that far outnumbered the combined forces of the free states. Where might of arms could not prevail, stealth and guile would redress the balance. The rulers of the Iron League states created a shadowy organization they called the Jade Mask, populating the group with some of the most skillful saboteurs, burglars, and professional liars in all the southeast Flanaess. Outwardly, the Mask appeared to be no more than a diplomatic corps tasked to foster cooperation between the members of the League and to represent their interests abroad. In fact, it was one of the most extensive spy networks on the continent.

The Jade Mask consisted of several chapters—one based in each Iron League state and another devoted to matters beyond the borders of the League. The Home Chapters dealt with threats to their home state, overt and covert, internal and external. Each member adopted different guises to blend into the cultures and societies of his homeland; few beyond the land's sovereign and his closest ministers were aware of the existence of Jade Mask agents in their midst. The Foreign Chapter's remit was limited only by the known boundaries of the Flanaess. Where the League's diplomats and merchants went, so too went the Mask's agents and spies.

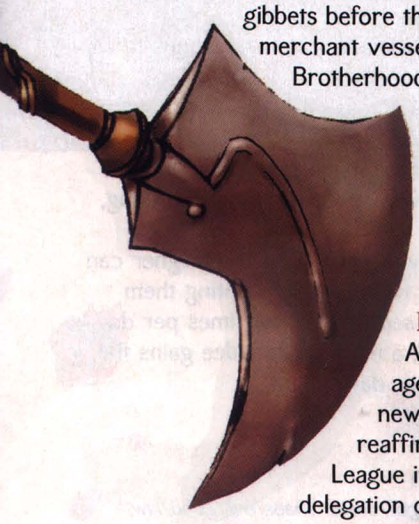
A shadowy group known as the Twelve oversaw the Jade Mask. Comprised of two officials selected by the rulers of each member state of the League, the Twelve's mandate was to act at their discretion to preserve the security and liberty of the states of the League by whatever means it deemed necessary. This they did with ruthless efficiency.

THE CHAIN SUNDERED

The most dangerous threat to the Iron League came not from within, nor even from Aerdy. In 576 CY, the Mask's agents reported the arrival of envoys from the Land of Purity in the courts of the south. Despite strenuous efforts, the Mask discovered little about either the newcomers or their homeland. While the number of agents that disappeared in the sweltering south troubled the Twelve, the War of the Golden League, a conflict pitting Aerdy and South Province against Nyrond, Almor, and the Iron League, soon monopolized their attention. The enigmatic monks were forgotten.

Outfoxed by a far more effective and insidious spy network, the Twelve and their agents were among the first to fall beneath assassins' knives when the Scarlet Brotherhood struck during the Greyhawk Wars. The Chapters in Onnwal, Idee, and the Isles were all but eliminated in a single night—in some cases by double agents striking from within. The headquarters of the League in Irongate saw the worst of the slaughter, with at least seven of the Twelve falling to agents of the Scarlet Sign.

Irongate was saved by her Lord Mayor Cobb Darg, who had not been blind to the tentacles of the Scarlet Brotherhood encroaching on his city. The following morning, the bodies of nearly 60 Brotherhood agents hanged from gibbets before the city hall, while three merchant vessels—and their hidden cargo of Brotherhood troops—blazed in the harbor. Though Irongate had been saved, the League was shattered. Disgraced and defeated, the Jade Mask faded into obscurity.



THE LEAGUE REFORGED?

A small group of loyal Jade Mask agents declared themselves the new Twelve in Irongate in 585 CY, reaffirming the oath of the Iron League in the presence of Cobb Darg, a delegation of Sunnd nobles, and representatives of the dwarven kingdoms of the Glorioles, Hestmark Highlands, and Iron Hills. The leaders of this new Jade Mask promised to operate differently than the previous leaders, whose policies had failed so disastrously during the Greyhawk Wars. Many of the new Twelve belonged to a cult known as the masks of Johydee, who honored the so-called Hidden Empress of Oeridian myth who, through deception and guile, freed the race from the influence of evil gods centuries before the Great Migrations. The cult had been prevalent among the human members of the Jade Mask, but after the death of their more public companions, they stepped forward from the shadows to set new goals for the order.

Primary among these goals are the liberation of those League states still enslaved by the Brotherhood and the reformation of the Iron League as a military and political alliance. Another key goal is the defense of Oeridian peoples and heritage from the insidious peril of the Scarlet Brotherhood on one hand and from Ahlissa on the other. The Twelve and their agents realize that ultimate Brotherhood victory will mean the utter destruction of the Oeridian people. Masters of disguise in their own right, the Twelve easily see through the fair guise Overking Xavener presents to the world, glimpsing the unbounded avarice, ambition, and evil that lies beneath. According to the new Jade Mask, Xavener and his ilk are despoilers of the great destiny promised the Aerdi in ancient times and no less of a threat to the future of the Oeridian people than the Brotherhood.

The Twelve's first move was to reform the Mask's shattered chapters. In Onnwal, Jade Mask agents acted in concert with the forces of Free Onnwal, helping to bring about the Brewfest Rebellion of 586 CY. In Idee and the Lordship of the Isles, agents form a hidden but essential part of the resistance movements, especially among the oppressed Oeridian nobility of the Isles. In Sunndi, the Mask is active in rooting out Ahlissan spies as well as infiltrating its own agents across the long border with the United Kingdom to report on events in the courts of Kalstrand, Rel Astra, Eastfair, and beyond.

The reformed Jade Mask has its critics. After years of disagreement, relations with Cobb Darg appear strained. The Twelve wonder how the Lord Mayor uncovered the Brotherhood plot in his city when they did not and why he did nothing to warn them and the other member states. Some agents have begun delving into Darg's enigmatic and largely unknown past. Rumors of tensions between the Mask and the archmage Bigby abound, but the particulars of the situation remain unknown.

Both King Hazendel and the dwur of the Iron Hills have expressed disquiet at the influence the Johydeens have had upon the Jade Mask, chafing at their placement of the preservation of Oeridians before all others. The Olvenking has pointed out the similarity in this outlook with that of the Scarlet Brotherhood, noting that it is the fate of fanatics to become that which they most despise. On such matters of criticism, the Jade Mask has maintained its usual, inscrutable silence.

NEW PRESTIGE CLASS: MASK OF JOHYDEE

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 their 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

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th	5th
1st	+0	+0	+2	+2	Bonus language: Ferral	1	-	-	-	-
2nd	+1	+0	+3	+3		2	-	-	-	-
3rd	+2	+1	+3	+3	Mask thoughts	2	1	-	-	-
4th	+3	+1	+4	+4		3	2	-	-	-
5th	+3	+1	+4	+4	Persuasive	3	2	1	-	-
6th	+4	+2	+5	+5		3	3	2	-	-
7th	+5	+2	+5	+5	Trustworthy	4	3	2	1	-
8th	+6	+2	+6	+6	Alluring	4	3	3	2	-
9th	+6	+3	+6	+6	*Alter self* 3/day	4	4	3	2	1
10th	+7	+3	+7	+7	*Mind blank*	4	4	3	3	2

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, and 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.

Hit Die: d8

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.

Mask of Johydee Class Skills

A mask of Johydee's class skills (and the key ability for each skill) are:

Str: Climb

Dex: Disable Device, Hide, Move Silently, Open Locks.

Con: –

Int: Appraise, Decipher Script), Read Lips.

Wis: Innuendo, Listen, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the masks of Johydee prestige class:

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: *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: *Aid, alter self, augury, find traps, invisibility, resist elements, shield other, undetectable alignment, zone of truth*

3rd: *Dispel magic, glyph of warding, locate object, magic circle against chaos/evil/good/law, magic vestment, nondetection, obscure object, protection from elements*

4th: *Confusion, discern lies, divination, freedom of movement, holy smite, repel vermin, sending, spell immunity, status*

5th: *Break enchantment, commune, dispel evil, false vision, scrying, spell resistance, true seeing*

PRESTIGE CLASSES OF AL-QADIM

Champions OF FATE

by Dean Poisso · illustrated by Jeff Carlisle

The Land of Fate, Al-Qadim, is a place of high adventure, and those who choose to live there pursue its secrets and its favor in many different ways. The following prestige classes illustrate just a few of the options available to characters in this fabled land.

BARBER

In the Land of Fate, the barber is traditionally a healer, a groom, and much more. A master of prattle and gossip, she primps and preens her clients while gleaning information of all kinds. At times subtle and at others flamboyant, the barber is without doubt a true performer. She is a skilled healer and alchemist capable of concocting aromatic colognes and deadly poisons. Barbers are known to be the intimates of both royalty and peasantry, and their close contact with those in power makes them the envy of many.

The path of the barber tends to be most attractive to bards and rogues, since they often focus on the necessary social skills. More than a few assassins have also taken up the razor, and barbers occasionally turn to the blood trade as well. After all, who would be in a better position to slice the throat of a noble or merchant than the person shaving him? Sorcerers and wizards rarely pursue this path, since it does nothing to augment their spellcasting abilities.

NPC barbers are most often encountered while plying their trade. They can serve as sources of information for PCs, or as spies for the opposition. Occasionally, they even appear as masterminds of schemes foul or fair within the Land of Fate.

Class Features

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

Weapon and Armor Proficiency: Barbers gain no proficiency with any weapon or armor.

Gentle Touch (Ex): The touch of the barber is the hallmark of her trade. At 1st level, she learns to calm her clients with a caress that is soothing yet not intrusive. Whenever a barber can make physical contact with a creature of Intelligence 3 or higher, the barber doubles her Charisma bonus when making Bluff, Diplomacy, Intimidate, and Perform checks against that creature. A barber also gains a +2 bonus on any Sleight of Hand checks made against a person she's touching.

Craft Tonics (Ex): In their mundane jobs, barbers must make hair tonics, lotions, and shaving creams. They are able to apply this talent to such a degree that they can use the Craft (alchemy) skill even if they don't have any spellcasting abilities.

WHAT IS AL-QADIM?

Filled with intrigue, an unconquerable belief in Fate, and lots of sand, AlQadim brings fantasy versions of Arabia's rich cultures and traditions to the D&D audience.

The *Al-Qadim, Land of Fate* boxed set first appeared in 1992. This campaign setting boxed set introduced the subcontinent of Zakhara, set on the same world as the Forgotten Realms. Zakhara lies south of the Realms, beyond the Shining South (detailed in the forthcoming Wizards of the Coast product, *Shining South*). It is a land filled with assassins, flying carpets, genies, exotic peoples and locales, and deserts.

An open and inclusive culture fills the land, where all of the standard player character races live together in relative harmony. Racial cultures no longer exist in Al-Qadim, allowing dwarves, elves, and all other races to live together in one dominant, cosmopolitan society.

Dragon #315 presented the Sha'ir, an elemental spellcaster with an Arabian feel.

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

Save Bonus against Poison: Barbers train with poisons and slowly grow more resistant to their effects. At 2nd level, barbers gain a +1 bonus on saving throws against poisons. This bonus increases at every additional barber level.

***Charm Person* (Sp):** Beginning at 2nd level, a barber's tongue is sharper than her blade. A barber of this level or higher may use *charm person* as a spell-like ability. She can use this ability a number of times per day equal to her Charisma bonus (at least once per day). If the barber touches the target when using this ability, the save DC increases by +2.

Chameleon (Ex): The barber can fall into the role of whatever disguise she may adopt, and can aid those whom she disguises to act more believably in their adopted roles. The barber receives a +2 morale bonus on Disguise checks to act in character. Furthermore, anyone wearing a disguise the barber creates also gains a +2 morale bonus on Disguise checks to act in character, as the barber ably details how to act when in the disguise.

Potent Tonics (Su): By 4th level, the barber's poison mastery has reached its peak. She knows how to brew more potent poisons and also how to properly apply them for maximum effect. Damage-dealing poisons the barber creates and applies deal additional damage equal to 1 point per die rolled. Thus, a poison that normally deals 3d6 points of Constitution damage instead deals 3d6+3 points of Constitution damage when created and applied by the barber. A damage dealing poison that only deals 1 point of ability damage deals 2 points of damage instead. Poisons with non-damaging effects have their durations increased by 1 additional die. Thus, paralysis from a potent tonic poison lasts for 3d6 minutes and unconsciousness lasts for 2d3 hours, instead of the normal 2d6 minutes or 1d3 hours, respectively. This ability does not

BARBER REQUIREMENTS

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

Base Attack Bonus: +3.

Skills: Bluff 5 ranks, Diplomacy 5 ranks, Disguise 5 ranks, Gather Information 8 ranks, Heal 2 ranks, Profession (barber) 2 ranks.

Feat: Investigator or Negotiator.

HIT DIE D8

BARBER CLASS SKILLS

The barber's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Skill Points at Each Level: 8 + Int modifier.

BARBER ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Gentle touch, craft tonics, poison use
2nd	+1	+0	+0	+3	*Charm person*, +1 save against poison
3rd	+2	+1	+1	+3	Chameleon, +2 save against poison
4th	+3	+1	+1	+4	Potent tonics, +3 save against poison
5th	+3	+1	+1	+4	*Suggestion*, +4 save against poison

work with poisons the barber uses that she didn't create, nor for others who might use a poison she creates.

Suggestion (Sp): At 5th level, a barber's guile and wordcraft is so strong she can ably coerce others. A barber of this level or higher may use the spell *suggestion* as a spell-like ability. She can use this ability a number of times per day equal to her Charisma modifier (at least once per day). If the barber touches the target when using this ability, the save DC increases by +2.

CORSAIR

Those new to Al-Qadim often mistake corsairs for common pirates, but nothing could be farther from the truth. The corsairs of Al-Qadim are adventurers, traders, thieves, messengers, and explorers—and more than a few are pirates as well. Corsairs are freebooters who uphold honesty, honor, and bravery while plying their trades at sea.

The peoples of Al-Qadim and the surrounding lands hail the corsairs for their daring and ruthless efficiency, as well as their gallantry and hospitality. Their trademark, however, is their swordplay. Many master swordsmen come from the ranks of the corsairs of the Great Gulf and the Corsair Domains, where the use of twin scimitars is common.

Most corsairs were previously fighters or rangers, although the occasional bard finds the swashbuckling life to his liking. Bards who don't focus on their spellcasting ability occasionally become corsairs, but all other spellcasters avoid the class.

NPC corsairs can be found on the high seas or in nearly any port city. They sometimes join forces with adventurers who have goals in common with theirs.

Class Features

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

CORSAIR REQUIREMENTS

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

Base Attack Bonus: +4.

Skills: Balance 4 ranks, Climb 4 ranks, Intimidate 6 ranks, Use Rope 4 ranks.

Feats: Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar).

HIT DIE D8

CORSAIR CLASS SKILLS

The corsair's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CORSAIR ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Skill bonus
2nd	+2	+0	+3	+0	Evasion
3rd	+3	+1	+3	+1	World traveler
4th	+4	+1	+4	+1	Combat Expertise
5th	+5	+1	+4	+1	Swells rider
6th	+6	+2	+5	+2	Intrepid move
7th	+7	+2	+5	+2	World traveler
8th	+8	+2	+6	+2	Balanced blades
9th	+9	+3	+6	+3	Roiling sea
10th	+10	+3	+7	+3	Corsair retreat

Weapon and Armor Proficiency: Corsairs gain no proficiency with any weapon or armor.

Skill Bonus: A corsair receives an insight bonus on all Profession (sailor), Swim, and Use Rope checks equal to his corsair level.

Evasion (Ex): At 2nd level, a corsair gains the evasion special ability. If he has evasion already, he gains improved evasion instead. Both abilities function exactly like the rogue abilities of the same names (see page 50 of the *Player's Handbook*).

World Traveler: Corsairs travel the world's seas and visit countless ports of call. As a result, they pick up bits of useful lingo from everyone they meet. At 3rd level, a corsair learns Aquan and one other language he doesn't already know as if he had put ranks into the Speak Language skill. If the corsair already knows how to speak Aquan, he still gains the other language.

At 7th level, the corsair learns two new languages as if he had put ranks in the Speak Language skill.

Combat Expertise: At 4th level, a corsair gains the Combat Expertise feat as a bonus feat, even if he doesn't meet its requirements.

Swells Rider (Ex): Beginning at 5th level, the corsair is so attuned with the way a ship moves that he may confidently move around aboard a ship, even during adverse conditions. When making a Balance, Climb, or Jump skill check while aboard a ship, the corsair may take 10 even if stress and distractions would normally prevent him from doing so.

Intrepid Move (Ex): Part weapon mastery, part daring, and part dirty fighting, this ability grants a 6th-level corsair a +1 competence bonus that he can apply to either offense or defense during combat. The corsair decides at the beginning of his turn during each round of combat whether he adds the bonus to his Armor Class or to his attack rolls, and he can change its allocation from round to round at will (he may only change its allocation once per round and only on his turn). For example, during the first round of combat, a 6th-level corsair may add a +1 competence bonus to his AC, and the next round, he may choose to have a +1 competence bonus on his attack roll instead.

Balanced Blades (Ex): Because of the dangerous life he leads, a corsair is well versed in using weapons with either hand. By 8th level, he may treat any one-handed weapon for which he has the Weapon Focus feat as a light weapon. The corsair cannot use this ability while wearing medium or heavy armor.

Roiling Sea (Ex): As they gain experience upon the high seas, corsairs begin to learn from the rhythm of the waves. Beginning at 9th level, they are able to emulate the subtle power of the seas, using leverage to deal additional damage. A corsair wielding a light weapon may use his Dexterity modifier to determine bonus damage, instead of Strength. A weapon wielded in an off-hand still gains only half the ability score modifier as a bonus to damage.

Corsair Retreat (Ex): Corsairs are notorious for their pursuit of vengeance. At 10th level, whenever a foe makes an attack of opportunity against the corsair for moving out of or through a threatened square and misses, the corsair may immediately make an attack of opportunity against his attacker. The corsair's attack of opportunity counts against the number of such attacks the corsair may make in a round. If he has Combat Reflexes, he may make multiple such counterattacks, but only one per opportunity.

HOLY SLAYER

Holy slayers are feared throughout the lands of Al-Qadim. These fanatical assassins band together in various brotherhoods, each with its own symbols and purposes based on religious zealotry. Each cult of holy slayers professes to wage war for its own particular faith through the

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assassination of its enemies. Holy slayer brotherhoods cultivate a mystique of fear to ensure that the masses take no action against their members, as well as to enforce obedience in their own ranks.

These highly trained and disciplined killers are absolutely fearless, and they accept orders from superiors without hesitation. Duty to their cause and belief in their faith override all other concerns, including concern for their own lives. Each brotherhood embraces a particular one-handed weapon as its weapon of choice, which acts as a symbol for the order.

At the head of each holy slayer brotherhood is a Grandfather of Assassins, who commands his order of trained killers with ruthless efficiency. Grandfathers are accorded enormous respect, having earned their positions through the blood of both enemies and comrades.

Because of the secretive nature of their work, holy slayers become masters of disguise. Such forms of trickery allow them to come close to an assigned target without rousing suspicion, and also to meld into a crowd once they accomplish a mission.

Rogues and bards are the most common candidates for this prestige class, since the required skills come easily to them. Fighters are also common in the brotherhoods, and the occasional paladin or monk finds the prestige class to her liking, since it emphasizes unquestioning faith, discipline, and loyalty.

NPC holy slayers are most often encountered in the performance of their duties. Occasionally, a disguised holy slayer might join a group of adventurers in order to gain access to an area his target frequents. The fruit vendor who suddenly kills a beloved emir and then disappears into the city is probably a holy slayer.

Class Features

All of the following are class features of the holy slayer prestige class.

HOLY SLAYER REQUIREMENTS

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

Alignment: Any lawful.

Base Attack Bonus: +4.

Skills: Disguise 2 ranks, Hide 2 ranks, Intimidate 8 ranks, Knowledge (religion) 2 ranks, Move Silently 2 ranks.

Feat: Weapon Focus (weapon of choice for the slayer brotherhood, which is always a one-handed weapon).

HIT DIE D8

HOLY SLAYER CLASS SKILLS

The holy slayer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Sleight of Hand (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

HOLY SLAYER ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Poison use, skill bonus
2nd	+1	+0	+0	+3	Weapon Specialization
3rd	+2	+1	+1	+3	Faithful resolve
4th	+3	+1	+1	+4	Sneak attack +1d6
5th	+3	+1	+1	+4	Smite infidel 1/day
6th	+4	+2	+2	+5	Sneak attack +2d6
7th	+5	+2	+2	+5	Unshakable pillar
8th	+6	+2	+2	+6	Sneak attack +3d6
9th	+6	+3	+3	+6	Smite infidel 2/day
10th	+7	+3	+3	+7	Sneak attack +4d6, guided doom

Weapon and Armor Proficiency: Holy slayers are proficient with all simple and martial weapons and with light and medium armor, but not with shields.

Poison Use: A holy slayer's training includes the use of poison. She never risks accidentally poisoning herself when applying poison to a blade.

Skill Bonus: A holy slayer receives an insight bonus on all Bluff, Disguise, and Intimidate checks equal to her holy slayer level.

Weapon Specialization: At 2nd level, a holy slayer gains Weapon Specialization with the signature weapon of her order as a bonus feat, if she does not already have it. If she also has it, she may gain Weapon Specialization with another weapon for which she already has the Weapon Focus feat.

Faithful Resolve (Su): At 3rd level, a holy slayer gains a +4 bonus on all saves against fear effects.

Sneak Attack (Ex): This ability functions exactly like the rogue ability of the same name, as described in the *Player's Handbook*. At 4th level, the holy slayer deals +1d6 points of damage with a sneak attack. The extra damage dealt increases by an additional +1d6 every even level thereafter. If the holy slayer already has the sneak attack ability from another class, the damage bonuses stack.

Smite Infidel (Su): Beginning at 5th level, a holy slayer may make smite attacks against a person or group designated by her order's Grandfather of Assassins. In order to use this ability, the holy slayer must personally visit her Grandfather of Assassins, who then assigns her the individual or group she may smite. The holy slayer may then smite that group until her Grandfather of Assassins assigns a new group to her.

The holy slayer may smite once per day at 5th level, and at 9th level she may smite twice per day. She adds her Wisdom bonus (if any) to her attack roll and deals 1 extra point of damage per holy slayer level. For example, a 5th level holy slayer would deal +5 points of damage with a successful smite attack. If the holy slayer accidentally smites a creature that is not of the group designated by her Grandfather of Assassins, the smite has no effect, but the ability is still used up for that day.

Note that a paladin/holy slayer can both smite evil and smite infidel in the same day, potentially against the same target. She may also perform a smite with a sneak attack, provided that the prerequisites for both types of attacks are met.

Unshakable Pillar (Su): Beginning at 7th level, a holy slayer's soul is so grounded in her faith that she becomes immune to fear effects.

Guided Doom (Ex): By 10th level, the holy slayer has learned to allow Fate to guide her hand, causing devastating blows with her sneak attacks. An opponent damaged by one of her sneak attacks also takes 2 points of Constitution damage.

MAMLUK

The mamluk of Al-Qadim is a rare mix of warrior and scholar. Trained from childhood as an educated, fanatical warrior, the mamluk is without peer on the battlefield. Mamluk legions are as fierce as any fighting force and as disciplined as any army.

Each mamluk bears facial tattoos that indicate the legion to which he belongs. These simple tattoos also denote his rank within the legion. Each mamluk legion sports different patterns for rank, but all are recognizable to any mamluk.

Mamluks are fanatically loyal to others in their legions, and they readily take orders from any higher-ranking member. Rank is the final arbiter in all disputes of authority within a legion. Any mamluk may give orders to another of lower rank in the same legion and expect those orders to be

carried out, unless they are countermanded by a mamluk who is superior to both.

Fighters gain the most from taking this class, although many mamluks are also paladins and rangers. A small but growing number of monks have joined the ranks of mamluks, drawn by the strict discipline and rigid codes of the order. Their refusal to wear armor or shields earns them a measure of respect from those who otherwise would mock them. Other classes have little to gain from the class, and find its requirements difficult to achieve.

NPC mamluks can be found in isolated desert oases, training and drilling, in cities, or in armies on the march.

Class Features

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

Weapon and Armor Proficiency: Mamluks are proficient with all simple and martial weapons, as well as with light, medium, and heavy armor and with shields of all types.

Hardened (Ex): Mamluks train in the harshest desert environments. At 1st level, a mamluk can ignore the -4 penalty to resist the effects of heat while wearing medium or light armor. When wearing no armor, a mamluk gains a +4 bonus on saves made to resist the effects of heat.

Due to their constant training, mamluks can move at their full speed when wearing medium armor.

Authority: A mamluk gains a bonus equal to +1 per mamluk level on all Charisma-based skill checks made against mamluks of lower rank.

Endurance (Ex): At 3rd level, a mamluk gains Endurance as a bonus feat.

Rally (Ex): Also at 3rd level, a mamluk learns to fight beside his brothers with ferocious tenacity. When fighting within 10 feet of at least one other mamluk, he gains a +1 morale bonus on his attack rolls, damage rolls, and saving throws against mind-affecting effects. This bonus increases to +2 at 6th level and +3 at 9th level.

Iron Focus (Ex): Mamluk training cultivates fanatical loyalty. A mamluk of 4th level or higher gains a +4 morale bonus on all saves against fear effects.

Toughness (Ex): At 5th level, a mamluk gains Toughness as a bonus feat.

Zealot (Ex): The mamluk's intense training grants him powerful resistances to certain effects. A 6th-level mamluk gains a +2 bonus on all saves against mind-affecting, sleep, paralysis, stunning, and death effects.

War-Hardened (Ex): When a mamluk reaches 7th level, his single-minded drive allows him to complete the most difficult training imaginable. At that point, he can move at his normal speed even in heavy armor.

Diehard (Ex): At 8th level, a mamluk gains Diehard as a bonus feat.

Desert Survivor (Ex): The intense survival training of the mamluks allows them to ignore the desert's harshest effects. Beginning at 9th level, a mamluk is immune to the nonlethal damage dealt by hot environments (see the *Dungeon Master's Guide*, page 303). In addition, whenever the mamluk makes a Fortitude save for which he gains the bonus granted from the Endurance feat, he does not automatically fail on a natural 1 (he might still fail the save if his saving throw bonus isn't high enough to meet or exceed the DC).

Fanaticism (Su): Due to the fanatical mind of a 10th-level mamluk, he is able to shrug off the effects of some wounds. Because of this, he gains damage reduction 2/—.

MAMLUK REQUIREMENTS

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

Alignment: Any lawful.
Base Attack Bonus: +5.
Base Fortitude Saving Throw: +4.
Skills: Knowledge (history) 4 ranks, Survival 4 ranks.
Feats: Great Fortitude, Toughness.

HIT DIE d12

MAMLUK CLASS SKILLS

The mamluk's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

MAMLUK ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Hardened
2nd	+2	+3	+0	+0	Authority
3rd	+3	+3	+1	+1	Endurance, rally +1
4th	+4	+4	+1	+1	Iron focus
5th	+5	+4	+1	+1	Toughness
6th	+6	+5	+2	+2	Zealot, rally +2
7th	+7	+5	+2	+2	War-hardened
8th	+8	+6	+2	+2	Diehard
9th	+9	+6	+3	+3	Desert survivor, rally +3
10th	+10	+7	+3	+3	Fanaticism

by Mat Smith • images provided by Wizards of the Coast

EBERRON

Dragonmarks, Dragonshards, and Dynasties of Power

From the deepest pits of Khyber to the encircling Ring of Siberys, magic infuses the world of EBERRON. This all-encompassing magic is most strongly evidenced in two distinct ways: dragonshards and dragonmarks.

Dragonshards are translucent crystals and rocks shot through with glowing veins of pulsating arcane energy. Whether incorporated into a magical device, used to harness powerful elementals, or utelized to enhance the power of a dragonmark, these rare magical stones are highly sought after for their potent energy and seemingly limitless applications.

Dragonmarks are unique, arcane sigils that manifest on the skin of certain members of particular dynastic families, granting their bearers spell-like abilities. It is the power and influence derived from these strange hereditary markings that enable each of the dragonmarked houses to dominate their respective areas of trade.

THE DRAGONMARKED HOUSES OF KHORVAIRE

For centuries, the great dragonmarked houses have held unwavering control over industry and commerce throughout the continent of Khorvaire and beyond. With enclaves and emporiums scattered throughout the continent, the extended family of each of the dragonmarked houses actively maintains its dominance over trade regardless of political or economic turmoil—even as the continent plunged into the Last War, the dragonmarked houses maintained their control over their respective trade guilds throughout the devastating conflict while remaining mostly neutral.

The control and influence of these dynastic houses stems from the hereditary mystic sigils that manifest on certain individuals within the family—the dragonmarks. These arcane markings grant their bearers limited but very useful magical abilities associated with the commerce and trade guilds the family controls. For example, some members of House Cannith manifest the Mark of Making, which confers magic powers to mend or create material goods, placing them in a position of control over the Tinkers' Guild and Fabricators' Guild. Of course, most members of the extensive dragonmarked houses do not carry a dragonmark. These unmarked members are generally skilled in crafts or talents related to the family's sphere of influence (such as becoming accomplished metalsmiths or artisans, in the case of House Cannith).

Each house utilizes dragonmarked and unmarked family members, as well as other unrelated retainers, to effectively run their various business endeavors. Dragonmarked guild members make use of their specialized spell-like abilities, while unmarked members handle the mundane aspects of the trade. For example, the Windwrights' Guild (controlled by House Lyrandar) places family members who bear the Mark of the Storm to conjure wind and other favorable weather conditions

to power their ships, while unmarked guild members fill out the rest of each vessel's ordinary crew compliment.

THE APPEARANCE OF DRAGONMARKS

Dragonmarks are intricate, colorful patterns that appear on the skin of seemingly random members of the dragonmarked families. On extremely rare occasions, an individual who is not a recognized member of a dragonmarked house will manifest a dragonmark, although this is usually the result of some past indiscretion rather than a miraculous happening. Regardless of whether a character is a manor-born scion, a distant relation, or an illegitimate child, any individual who is related by blood to a dragonmarked house may manifest a dragonmark at any point in his life.

Whether this mysterious event occurs at a character's birth or at her bicentennial, it grants only minor spell-like abilities. In game terms, this is the point at which a character has taken the Least Dragonmark feat (see Becoming a Dragonmarked Character). Over time, the power (and complexity of the design) of a character's dragonmark may be increased by taking the Lesser Dragonmark and Greater Dragonmark feats, as well as by selecting the dragonmark heir prestige class.

BECOMING A DRAGONMARKED CHARACTER

Your character can manifest a dragonmark at any point during the campaign, providing your character meets the prerequisites for taking the Least Dragonmark feat. The first qualification is based on your character's race, which must be one of the standard DUNGEONS & DRAGONS character races (human, dwarf, elf, gnome, half-elf, half-orc, or halfling). The second qualification (which may need your Dungeon Master's approval) is that your character must be related to an appropriate dragonmarked house. Because the dynasties of each of the dragonmarked houses reach far back into the distant past, it's not surprising that about one person in a hundred has some blood relation to a dragonmarked house. Once the prerequisites for selecting the Least Dragonmark feat are met, you must choose one of the abilities listed with your house's least mark and also gain a bonus to a particular skill related to your house's sphere of influence.

Least Dragonmark [General]
You have a least dragonmark.

Prerequisite: Member of appropriate dragonmarked race and house.

Benefit: You gain a least dragonmark and the use of one spell-like ability associated with the least dragonmark of your house. (An abbreviated list follows.)

A saving throw against your dragonmark spell-like ability has a DC of 10 + the level of the spell + your Chaisma modifier. Your caster level for your least dragonmark spell-like ability is 1 + your level in the dragonmark heir prestige class (if any).

- Least Mark of Detection (House Medani): *Detect magic* 2/day or *detect poison* 2/day; +2 bonus on Spot checks.
- Least Mark of Finding (House Tharashk): *Identify* 1/day, *know direction* 2/day, or *locate object* 1/day; +2 bonus on Search checks.
- Least Mark of Handling (House Vadalis): *Calm animals* 1/day, *charm animal* 1/day, or *speak with animals* 1/day; +2

HOUSE CANNITH

The humans of House Cannith carry the Mark of Making, which grants the power to mend or fabricate material goods. Unmarked members of House Cannith are well-to-do artisans and, less often, mundane tinkers. Members of their Tinkers Guild often travel as widely as more traditional tinkers, stopping in villages to repair goods as they go.

HOUSE THARASHK

House Tharashk is a family of half-orcs and humans originally from the region around the Shadow Marches. Dragonmarked members of the family bear the Mark of Finding, which bestows powers related to locating creatures or objects, making those who carry it useful as investigators or bounty hunters.

HOUSE JORASCO

The halflings of House Jorasco carry the Mark of Healing, which grants curative magical powers. Unmarked members of House Jorasco are expertly trained in the healing arts, as well as in fields such as alchemy and herbalism. House Jorasco operates the Healers' Guild, which controls both the mundane and magical healing trades.

bonus on Handle Animal checks.

- Least Mark of Healing (House Jorasco): *Cure light wounds* 1/day or *lesser restoration* 1/day; +2 bonus on Heal checks.
- Least Mark of Hospitality (House Ghallanda): *Purify food and drink* 2/day, prestidigitation 2/day, or *unseen servant* 1/day; +2 bonus on Diplomacy checks.
- Least Mark of Making (House Cannith): *Make whole* 1/day, *mending* 2/day, or *repair light damage* 1/day; +2 bonus on Craft checks.
- Least Mark of Passage (House Orien): *Expeditious retreat* 1/day, *mount* 1/day, or *dimension leap** 1/day; +2 bonus on Survival checks. (*see the *Eberron Campaign Setting*)
- Least Mark of Scribing (House Sivis): *Arcane mark* 2/day, *comprehend languages* 1/day, or *whispering wind* 1/day; +2 bonus on Decipher Script checks.
- Least Mark of Sentinel (House Deneith): *Mage armor* 1/day, *protection from arrows* 1/day, *shield of faith* 1/day, or *shield other* 1/day; +2 bonus on Sense Motive checks.
- Least Mark of Shadow (House Phiarlan or House Thuranni): *Darkness* 1/day, *disguise self* 1/day, or *minor image* 1/day; +2 bonus on Gather Information checks.
- Least Mark of Storm (House Lyrandar): *Endure elements* 1/day, *fog cloud* 1/day, or *gust of wind* 1/day; +2 bonus on Balance checks.
- Least Mark of Warding (House Kundarak): *Alarm* 1/day, *arcane lock* 1/day, *firetrap* 1/day, or *mis direction* 1/day; +2 bonus on Search checks.

In addition to the dragonmark feat tree (Least Dragonmark, Lesser Dragonmark, and Greater Dragonmark), other options, such as the Aberrant Mark feat and the heir of Siberys prestige class, offer characters dragonmarklike powers and abilities.

DRAGONMARK HEIR

The dragonmarked houses are a significant force in the politics and economics of Khorvaire, although their political influence is usually behind the scenes and often quite subtle. Perhaps as many as one person in a hundred has a blood connection to one of the twelve houses. Of these thousands, however, no more than half actually manifest a dragonmark. Even more rare are the individuals who demonstrate a natural ability to improve and use their dragonmark powers in ways that go well beyond others in their houses. These exceptional individuals are dragonmark heirs.

Dragonmark heirs have the ability to improve the dragonmarks they have manifested, and to develop additional abilities related to their dragonmarks. Dragonmark heir NPCs fill a wide variety of roles within the dragonmarked houses. To some extent, they command a degree of respect from unmarked members of the house, but a more powerful mark does not necessarily equate to a position of leadership. The economic realities of Khorvaire demand leadership from those with a keen mind for business, which does not necessarily go hand in hand with a more powerful dragonmark.

CLASS FEATURES

All of the following are class features of the dragonmark heir.

Weapon and Armor Proficiency: Dragonmark heirs gain no proficiency with any weapons, armor, or shields.

Lesser Dragonmark: A dragonmark heir manifests the lesser dragonmark of her house. She receives the Lesser Dragonmark feat as a bonus feat without having to meet the skill rank prerequisite.

House Status: A dragonmark heir

HOUSE LYRANDAR

The half-elves of House Lyrandar carry the Mark of Storm, which grants the power to control weather, primarily through the manipulation of clouds, wind, and rain. A character with this mark can create a localized drizzle or a powerful rainstorm, a light breeze or enough wind to propel a ship across the sea.

REQUIREMENTS

HIT DIE: D8

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

Race: Member of appropriate dragonmarked race and house.

Skills: 7 ranks in any two skills.

Feats: Favored in House, Least Dragonmark.

CLASS SKILLS

The dragonmark heir's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility and royalty) (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), and Spellcraft (Int).

Skill Points per Level: 4 + Int modifier.

THE DRAGONMARK HEIR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Lesser Dragonmark, house status
2nd	+1	+3	+3	+3	Additional action points, improved least dragonmark
3rd	+2	+3	+3	+3	Improved lesser dragonmark
4th	+3	+4	+4	+4	Greater Dragonmark
5th	+3	+4	+4	+4	Improved greater dragonmark

uses her level in this class as a bonus on all Charisma-related checks when dealing with members of her own house.

Additional Action Points: At 2nd level and beyond, a dragonmark heir's maximum action points per level is increased by 2.

Improved Least Dragonmark: Beginning at 2nd level, a dragonmark heir gains improved mastery of her least dragonmark. She can select a second spell-like ability associated with the least dragonmark for her house, or she can use the least dragonmark spell-like ability she already possesses one additional time per day.

Improved Lesser Dragonmark: Starting at 3rd level, a dragonmark heir gains improved mastery of her lesser dragonmark. She can select a second spell-like ability associated with the lesser dragonmark for her house, or she can use the lesser dragonmark spell-like ability she already possesses one additional time per day.

Greater Dragonmark: At 4th level, a dragonmark heir manifests the greater dragonmark of her house. She receives the Greater Dragonmark feat as a bonus feat without having to meet the skill rank prerequisite.

Improved Greater Dragonmark: At 5th level, a dragonmark heir gains improved mastery of her greater dragonmark. She can use the greater dragonmark spell-like ability she already possesses one additional time per day.

DRAGONSHARDS

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DEVELOPING DRAGONMARKS

All along, one of the central ideas behind EBERRON was to create a world where magic has been incorporated into society. At the same time, we needed magic items to remain expensive, while we also wanted to avoid having lots of NPCs using PC classes—thus, we didn't want a lot of high-level wizards in the world. So, where does the magic come from? One of the first changes was the introduction of the magewright, an NPC class with limited but economically useful spellcasting abilities. What about more powerful or dramatic magic? Ultimately, the idea for dragonmarks evolved.

In the very beginning, the idea was that every humanoid would have some sort of minor (0-level) magical gift, which he or she could build up through a special class. This made the world a little too chaotic and unfocused, so the idea was given a tighter focus: there would be twelve extended families, each of which possessed a specific magical gift. The powers of these dragonmarks have given each family an important place in the world. Because of their economic influence, the dragonmarked houses are powers that exist beyond the rule of princes or kings; think of the Spacing Guild from *Dune*. Wizards and sorcerers can duplicate the powers of the dragonmarked, but they are rare individuals. As a result, magical transportation, communication, espionage, security, and many other fields are dominated by one of the dragonmarked houses.

In addition to working well with the idea of magic in the game, dragonmarked houses help add intrigue and mystery, creating twelve powerful forces that can be found across the world, each of which has its own agenda . . . not to mention infighting within the houses themselves. The houses create a host of possible stories for DMs to draw on. It also gives player characters considerable story opportunities to explore. By taking a dragonmark, a character not only gets a special power, he also gets a tie to one of the major powers of the world—something that the DM can use to take a campaign in a variety of different directions.

These are only the beginning of what can be done with dragonmarks. Where did the dragonmarks come from? Why is each mark tied to a particular family and race? Is there some greater purpose for the dragonmarked? What about the legends of a lost thirteenth mark, or the strange aberrant marks that have been appearing more frequently of late? There are many stories waiting to be told!

—Keith Baker

that drift out of the mists of time, EBERRON is a world divided into three parts, each tied to a great dragon of legend. The encircling ring of shards high above the surface of the world is associated with the powerful dragon known as Siberys. The fathomless depths of the realms below the surface are linked with the mighty wyrm called Khyber. The third dragon is connected with the land that lies between the two—the surface of the world that also bears its name: Eberron.

Each of the three sections of the world produces mysterious stones and crystals known as dragonshards. Infused with arcane energy, these rare and hard-to-come-by crystals are used in a number of different ways, from empowering various dragonmarks to creating potent magic items to controlling powerful elementals. The region in which a dragonshard originates determines its appearance as well as the type of magic for which it has an affinity.

Siberys Shards

It is said that the Ring of Siberys, which circles high above the world of EBERRON, is composed entirely of dragonshards. When these Siberys shards fall from orbit, they usually land in regions near the planet's equator, such as Xen'drik. (It's rumored that vast fields of Siberys shards may be found in Argonnessen, although no known prospector or explorer has ever ventured to that distant realm to gain proof one way or another.) Veins of golden energy pulse through the depths of these clear crystals, which are sometimes called "sunstones" or "starmotes." Siberys shards are highly sought-after by dragonmarked individuals, as the shards have an affinity with the magic powers inherent in their dragonmarks. By attuning a shard to a particular dragonmark, it may be fashioned into a focus item that will enhance the spell-like abilities of that individual. Heirs of Siberys prize unattuned Siberys shards, as they can be used to power the unique magic abilities possessed by those individuals.

Inquisitive Goggles: A dragonshard is positioned between the lenses of these cumbersome goggles, making them a boon to the Tharashk inquisitive. To access the powers of the goggles, the wearer must possess the lesser, greater, or Siberys Mark of Finding. If this condition is met, the wearer can use the goggles to see the trace auras formed by the passage of living creatures. This has the following effects:

When examining an object, the wearer can make a Search check to identify the aura of the last living creature to touch the object. The DC is 15 + 1 per day since the last contact occurred. If the wearer is familiar with the being who left the aura he can match the two together; otherwise he can simply identify the creature's type. If he succeeds on the Search check by 10 or more, he also discerns the gender and race of the creature. If he succeeds by 20 or more, the creature counts as a "known or familiar creature" for purposes of the *locate creature* spell. Transmutation effects that alter the apparent race or type of a creature (such as *polymorph*, *shapechange*, or *alter self*) do fool the magic of the goggles, but illusion effects (such as *disguise self*) do not.

Once the wearer has identified an aura, he receives a +5 insight bonus on Survival checks made to track the creature that left the aura, as long as he continues wearing the goggles.

When the wearer uses *locate creature*, the goggles allow him to follow the recent movements of his target. Even if the target creature is not in range, if the target creature has passed through the spell's area in the last 24 hours the wearer can detect the path that she took.

The wearer receives a +2 insight bonus on Sense Motive checks while wearing the goggles.

Strong divination; CL 12th; Craft Wondrous Item, *find the path*, creator must have the Mark of Making; Price 16,000 gp.

Eberron Shards

Blood-red swirls of energy course through rose-tinted crystal of Eberron shards, which are sometimes referred to as "bloodstones." Most often found in clusters encased within geodes buried in soil (never in solid rock), Eberron shards are discovered throughout the world, making them the most common type of dragonshard. They are also the most versatile of the dragonshards. Eberron shards have an affinity with arcane magic, which makes them ideal vessels for crafting magic items and focuses of all types.

Eternal Wand: During the final years of the Last War, the artificers and wiz-

DEVELOPING DRAGONSHARDS

As early as Keith Baker's initial concept, there was the idea for a source of power that would be singularly part of EBERRON's make up. Originally, it was more mundane than magical, and seemed too much like oil from our world. So, the team got together and started discussing how to improve upon the concept (the team being Keith, James Wyatt, Chris Perkins, and myself). It wasn't long before dragonshards were born. At first, we had only one variety—dragonshards that fell from the Ring of Siberys that encircles the world. As time went on and our needs developed, we attached a different type of dragonshard to each of our "progenitor" dragons. Now, the Dragon Above, the Dragon Below, and the Dragon Between each provide a dragonshard variety, and each variety has a different look and a different function in the magical technologies of the world. For example, Khyber dragonshards, found in the depths of EBERRON's Underdark, appear as translucent crystals with writhing veins of midnight blue swirling within them. These dragonshards have binding properties and are used to trap demons and bind elementals into items, thus allowing for the creation of elemental-powered vehicles and weaponry. In EBERRON, dragonshards don't help you perform magic, they help you to make your magic better.

—Bill Slavicsek

The goal of dragonshards was to create a unique, magical resource required for most of the major, society-altering uses of magic. The existence of such a resource helps to explain the relatively limited presence of magic in the world, even after centuries of development. Airships, the lightning rail, message stones—dragonshards are used in all of these things. This is what prevents House Orien from connecting the lightning rail to every village and thorp in Khorvaire: they simply don't have enough dragonshards to establish coach paths. Aside from the effect on the economy of Khorvaire, dragonshards provide a host of options for dragonmarked characters. Dragonshard focuses can enhance the existing powers of a mark, or they can allow a character to use his mark in new ways. This creates a new form of treasure, and it provides the basis for a wide range of adventures, from lost or haunted mines to villainous masterminds scheming to gain control of hidden deposits.

—Keith Baker

ards of House Cannith perfected a new form of wand built around an Eberron shard. An *eternal wand* holds an arcane spell of 3rd level or lower with a maximum caster level of 6th. Unlike a traditional wand that holds 50 charges, an *eternal wand* allows any character who can cast arcane spells to use the spell contained in it twice per day.

The development of the *eternal wand* allowed magewrights to take the place of war wizards during the final days of the Last War, supplementing their passive spells with more aggressive magic. While the artificers of House Cannith have been searching for ways to streamline the process of creation, the technique is still in its infancy. Currently the wands are rarely seen outside of military units, but a few magewrights who served in the war brought their *eternal wands of magic missile* home from the front lines.

Eternal wand (0-level spell): Faint (any school); CL 1st; Craft Wand, Craft Wondrous Item, the spell contained in the eternal wand; Price 460 gp.

Eternal wand (1st-level spell): Faint (any school); CL 1st; Craft Wand, Craft Wondrous Item, the spell contained in the eternal wand; Price 820 gp.

Eternal wand (2nd-level spell): Faint (any school); CL 3rd; Craft Wand, Craft Wondrous Item, the spell contained in the eternal wand; Price 4,420 gp.

Eternal wand (3rd-level spell): Faint (any school); CL 5th; Craft Wand, Craft Wondrous Item, the spell contained in the eternal wand; Price 10,900 gp.

Khyber Shards

Deep underground, within treacherous volcanic caverns, Khyber shards may be found growing on the walls—often near magma pools or sulfur vents. While Khyber shards can be found in such an environment anywhere throughout EBERRON'S Underdark, they are most common in areas linked to fiendish or elemental activity. Veins of energy that shift from midnight blue to an oily black throb within these smoky crystals, which are also known as "nightshards" or "demonstones." Khyber shards have a strong affinity for the type of magic used for binding creatures, making them ideal for use in binding diagrams, casting *trap the soul* (and similar spells), and crafting items empowered by elementals.

Elemental Galleon: The elemental galleon is a vessel that uses a bound air elemental to propel it at great speed over the water. In basic shape, an elemental galleon is similar to a huge galley, but a massive tower rises from the rear portion of the vessel, supporting the Huge air elemental bound into the form of a ring. The vessel actually runs on two finlike structures. The bound elemental propels the galleon at a speed of 20 miles per hour across calm seas. An elemental galleon requires a crew of 20 and can carry 150 tons of cargo.

Strong conjuration; CL 15th; Bind Elemental, *greater planar binding*; Price 64,000 gp.

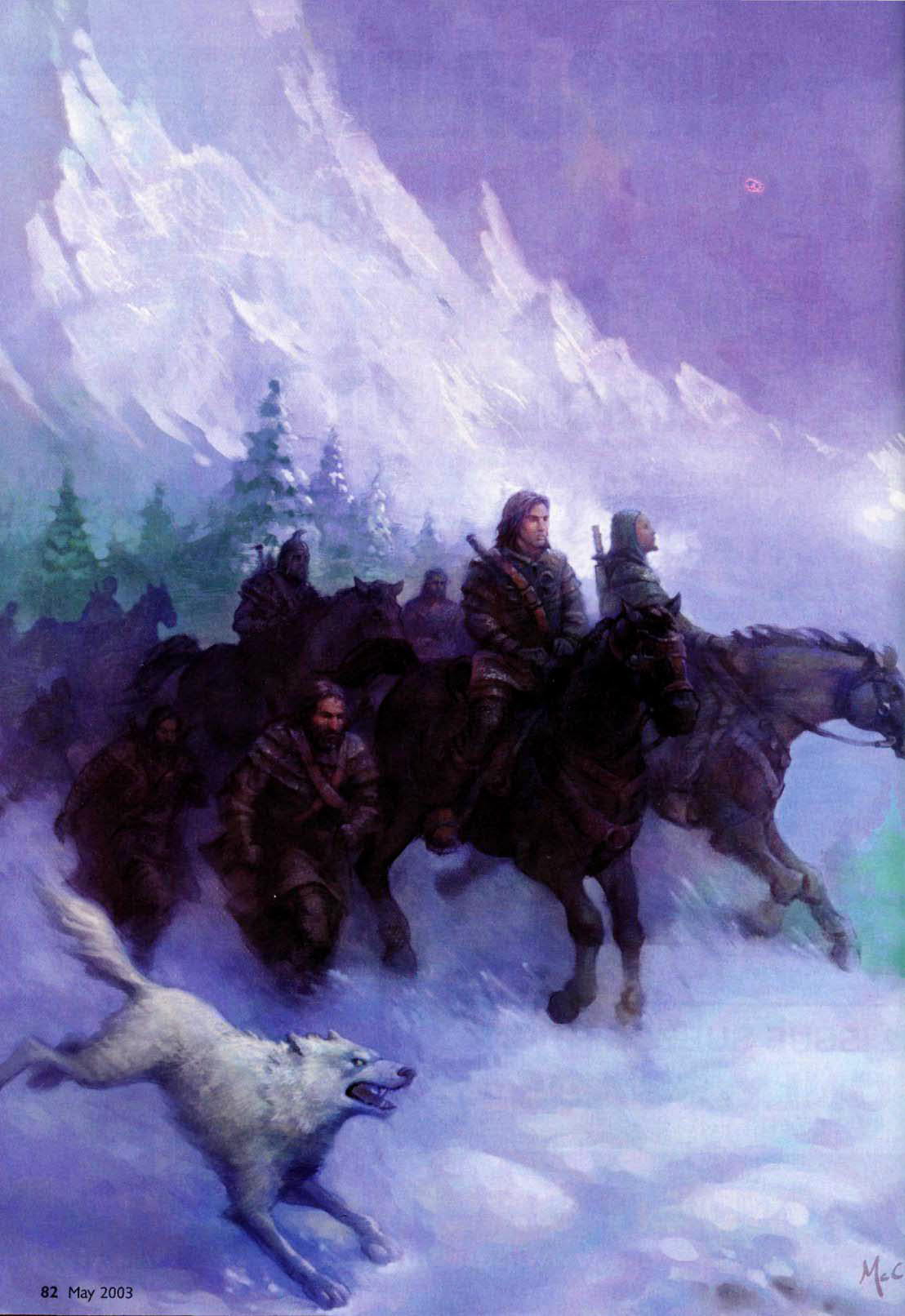
The exciting, new *EBERRON Campaign Setting* should be prominently displayed on the shelves of your favorite bookstore or hobby shop this month. Once you've got it in your hands and have started to explore the world of EBERRON, you'll want to keep looking in *DRAGON* for more material, insight, and articles.

ON BENDED KNEE

The *EBERRON Campaign Setting* hits the shelves this month, but a few players got a special sneak peak at the setting at a convention in February. In the photo above, you can see a hunchbacked Kieth Baker, author of the *EBERRON Campaign Setting*, imitating a hunchbacked vampire during an EBERRON adventure he ran for Greg Wassinger, Tim Hitchcock, Shannon Caravello, Carol Hooper, Dmitry Aginsky, and Carl Smith.

"I do recall that one of the players in one of my demo sessions was taking pictures. They were a good group," said Keith.

"During the session, a member of the party ended up separated from the group and hauled before the vampire commanding the enemy forces. The player's character pretended to be a messenger, and in the photo the vampire has instructed him to deliver his message—on his knees. He did an admirable job of thinking on (or off) his feet, and managed to bluff things out long enough for his companions to arrive and rescue him. The vampire was described as 'a tall, hunched figure.' Hence my posture."



The Awakening Darkness
THE ICE WALL CAMPAIGN

by Wolfgang Baur and Shelly Baur · illustrated by David McClellan
based on novels by George R. R. Martin

An evil unnamed stirs beyond a great wall of ice. Few know it exists; fewer still believe it reawakens, seeking dominion over all lands. Its army, creatures of winter, stir in the lands to the far, far north. For now, the Wall holds them back. But if this terrible entity breaches the Wall, the civil wars of men will look like sandbox quarrels, for it will subsume the fire within all living creatures leaving only ice and death to rule the world.

THE WALL

A massive structure of ice and stone, the Wall separates two worlds. To the south lies Westeros; to the north lies the unknown realm of ice creatures and wild tribesmen called the free folk. Built by the First Men in days of legend, the Wall can be climbed or tunneled through, but only with great difficulty. One-hundred leagues long, its height varies from 200 up to 700 feet tall. On top, two can ride abreast even at the wall's narrowest points, and the wall gets wider still near its base. Siege towers cannot be built high enough nor strong enough to break through. Fires die when the ice melts onto them. Besides the innate protection of the Wall's immense size and scale, the builders wove spells into its structure. The Wall can be flanked on the eastern side by boats in the Bay of Seals, or by going up the Gorge around the Shadow Tower. Well-guarded tunnels with numerous iron gates full of murder holes pass through the Wall. Tunnelers often get trapped inside as have those who tried to travel through the natural ice caves underneath.

Regular patrols of two rangers and two builders ride mules along the top of the Wall or near its base. Their resources stretched impossibly thin, the men of the Night's Watch, sworn to protect the Wall from invasion, keep a constant vigil despite their dwindling numbers. This slow but steady erosion of the Watch's numbers causes alarm in the North, but their requests for help have gone unheeded by most of the southern nobility.

The Night's Watch

In return for a life-long oath of service and celibacy, the Night's Watch offers immunity from previous crimes, bed and board, and years of tedium relieved by occasional bouts of fighting. Besides felons, the Watch also takes in runaways, bastards, and other soldiers who have nowhere to turn. Men of the watch wear all black including their ring mail; this makes them easier to find if they turn oathbreaker.

Those who break the oath forfeit their lives; they become outlaws, and such turncoats are executed when caught. Those who escape usually go to live north of the Wall, among the free folk.

Three orders serve under a Lord Commander: the Stewards led by the Lord Steward Bowen Marsh, the Builders led by First Builder Othell Yarwyck, and the Rangers led by a First Ranger. Men are placed in one of the orders, and all are trained to fight. Long ago, men of the watch garrisoned all seventeen keeps along the wall. Now the whole order numbers fewer than one thousand troops, and only three keeps are occupied: Castle Black, Eastwatch-by-the-Sea, and the Shadow Tower.

Until recently, Lord Commander Mormont governed the few soldiers and dwindling manpower as best he could, but knew that the watch would fail if the southerners didn't send him reinforcements. Rather than die behind his Wall, Mormont led the largest recent sortie north of the Wall to figure out how to best deal with the problems of the walking dead and the free folk army.

JON SNOW: The Stark Bastard

Male human Fighter 2/Ranger 3/Ranger of the Night's Watch 2: CR 7; Size M (5 ft., 11 in.); HD 2d10+4 plus 3d10+6 plus 2d10+4; hp 52; Init +2 (Dex); Spd 30 ft.; AC 16, touch 12, flat-footed 14; Atk +10 melee (1d10+2 *+1 Valyrian steel bastardsword*/crit 19-20), +9 ranged (1d8 longbow/crit x3); SV Fort +11, Ref +3, Will +2; AL LG; Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 16.

Skills and Feats: Climb +4*, Hide +9*, Listen +11, Move Silently +10*, Ride +13, Spot +11, Wilderness Lore +11; Alertness, Endurance, Exotic Weapon Proficiency (bastard sword), Great Fortitude, Point Blank Shot, Precise Shot, Weapon Focus (bastard sword), Track.

*Includes Armor Check Penalty

Favored Enemy: Undead

Possessions: +1 Valyrian steel bastard sword (Longclaw), dire wolf (Ghost), black robes, camping gear, masterwork chain shirt.

With dark grey, sharp eyes, Jon Snow (16) is slender and quick rather than brutally strong. Although not a knight, he trained as one with Robb Stark, and follows a knight's creed to honor and protect. In battle, he wears an iron helm and black ringmail over boiled leather and wool. He can handle dirk and dagger for close-range fighting, and shoot a long bow for ranged fights. Raised with the other Stark children, no one really knows who his parents are, but Eddard Stark acknowledges him as a bastard child.

He volunteered to join the Night's Watch following family tradition; his uncle is also a member, and bastards tend to lack other options. A determined fighter and good leader, Jon sees himself as a defender of both the North and the wider realm.

Jon carries Longclaw, a bastard sword made of Valyrian steel and given to Jon by Lord Mormont, Lord Commander of the Night's Watch. Longclaw joins one of approximately two hundred Valyrian swords existing in Westeros, each of them passed down as great treasures. Rumors claim thousands more exist across the sea, where Daenerys Targaryen lives. More than just excellent weapons, Valyrian blades are status symbols. Because of their strength and their rarity, they are treasured by the noble houses, even those that have fallen into poverty, and coveted by the newer houses that lack them.

Valyrian steel swords usually are dark like smoke, light weight, and able to keep an edge extremely well. While Valyrian steel can be reworked, no one knows how to make it anew, for the spells woven into their forging have been lost.

The Keeps

The seventeen keeps of the Wall lie mostly abandoned. Of the three still occupied, the commander's headquarters, Castle Black, is both the strongest keep and boasts the largest garrison. Eastwatch and Shadow Tower flank the two ends of the Wall. The total strength of the keeps remains below a thousand men-at-arms.

The abandoned keeps include Nightfort, the site of the Black Gate. By speaking his vow, a sworn brother of Night's Watch can open this gate between the two sides of the Wall. It leads through a glowing white weirwood tree into the lands beyond.

Mole Town

Just south of Castle Black lies the small civilian community of Mole Town. This settlement stands three-quarters underground, the better to insulate it during the harsh winters of the North. It exists only to supply the Night's Watch with both legitimate goods and illegitimate services.

Night's Watch Ranger

The guardians of the Wall call themselves the Night's Watch, saying that they have "taken the black." They protect humanity from the creatures of the wilderness and the deep winter, creatures such as giants, ogres, and wights. In return, all of their past crimes, no matter how vile, are forgiven. The Night's Watch only accepts men into its ranks.

Although all the men of the Night's Watch stand guard against the threats from the north, it is the rangers of the watch that face many of the toughest duties. Expected to be a mounted soldier, a solitary scout, a huntsman, and even a spy, it is a ranger who undertakes the most dangerous sorties and missions into the wilds of the north. Although every man of the watch takes the oath and takes the black, only the best outdoorsmen and warriors become rangers.

Class Features

The following are all class features of the Ranger of the Night's Watch prestige class.

Weapon and Armor Proficiency: Rangers of the Night's Watch gain proficiency with all simple and martial weapons, light and medium armors, and shields.

Withstand Cold (Ex): Brothers of Night's Watch know how to avoid frostbite and hypothermia. They gain a +4 competence bonus to saving throws involving magical or normal cold.

Great Fortitude: The brother of Night's Watch gains the Great Fortitude feat as a bonus feat.

Woodland Stride (Ex): *Starting at* 3rd level, a ranger of the Night's Watch may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without suffering damage or other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect the character.

Swift Tracking: Beginning at 4th level, the ranger of the Night's Watch can move at normal speed while following tracks without suffering the normal -5 penalty, and suffers only a -10 penalty when moving at up to twice normal speed while tracking (instead of the normal -20 penalty).

Leadership: All brothers of Night's Watch gain Leadership as a bonus feat at this level. If they already have the feat, they gain a +2 bonus to their Leadership score.

THE OATH OF THE NIGHT'S WATCH

"Night gathers, and now my watch begins. It shall not end until my death. I shall take no wife, hold no lands, father no children. I shall wear no crowns and win no glory. I shall live and die at my post. I am the sword in the darkness. I am the watcher on the walls. I am the fire that burns against the cold, the light that brings the dawn, the horn that wakes the sleepers, the shield that guards the realms of men. I pledge my life and honor to the Night's Watch, for this night and all nights to come."

THE STARKS OF WINTERFELL

A lordly family for 8,000 years, Stark blood helped build and defend the Wall. The Stark motto, "Winter is Coming" reflects what the world brings them. The family claims to be descended from the First Men (an ancient race of men who settled Westeros before the fall of Valyria), and certainly the epics

and ancient tales of the North deeply intertwine with Stark history. But a new era comes; the Starks found a litter of direwolves, one for each Stark child. Two wolves have died, but the remaining Stark children with wolves have established a mystical bond with them, seeing through their eyes and occasionally having prophetic dreams.

All six Stark children had protective direwolves, creatures larger than ponies with bright yellow eyes. The wise believe these direwolves to be a gift from the Old Gods of the north. Jon Snow's white direwolf, Ghost, is eerily quite. The two roam the Wall and the north together, sharing a bond that unnerves some of the other rangers.

Rickon, Brandon (Bran), Arya, and Jon seem to be developing tenuous mystical links to their wolves, seeing through their eyes and hearing what they hear. People refer to those with the abilities the children seem to be developing as wargs, skinchangers, or beastlings.

RANGER OF THE NIGHT'S WATCH
Prerequisites

HIT DIE D8

To become a ranger of the Night's Watch, a character must fulfill all of the following criteria.

Base Attack Bonus: +4.

Knowledge (local—the Ice Wall): 4 ranks.

Ride: 6 ranks.

Feat: Endurance.

Special: Take the oath of the Night's Watch (see the Oath of the Night's Watch sidebar for details), follow its restrictions, and remain obedient to the officers of the Night's Watch and their orders.

RANGER OF THE NIGHT'S WATCH
Class Skills

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

Str: Climb, Jump, Swim.

Dex: Hide, Move Silently, Ride.

Con: —

Int: Craft, Knowledge (local—the Wall), Knowledge (nature), Profession.

Wis: Heal, Intuit Direction, Listen, Sense Motive, Spot, Wilderness Lore.

Cha: Bluff, Handle Animal, Intimidate.

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

Nine-year-old Bran Stark (1st-level druid/1st-level aristocrat) loved climbing the rooftops of his home, Winterfell, until he saw something he shouldn't have and suffered a terrible fall because of it.

> "On the Wall, **we are all one house**."
>
> —Lord Mormont

The fall from the tower, didn't kill Bran, but the young man was paralyzed, and this brush with death awakened the gift of prophecy, called Green Dreams. With paralysis, his hope for knighthood died, but he still aims for lordly courtesies as the lawful heir to Winterfell. Fleeing Winterfell before its fall, he went north through the Wall to try to unlock his powers. Accompanying Bran are the young crannogmen Jojen (3rd-level druid) and his sister Meera Reed (2nd-level ranger). Meera's wilderness survival skills and Jojen's prophesies help Bran remain alive. Because of this strange background, players could encounter Bran nearly anywhere in the north, and aiding the young noble's journey into the northlands could be a campaign in itself.

The Magic of the North

As the story of Westeros progresses, more and more of the strange magic of the woodlands comes to light. Perhaps the most intriguing expressions of this magic are the greenseers, wise men and women who have strange nature-related powers. Their visions are strongest when guided by their totem animals or familiars—in the case of the Stark children, these are the direwolves, but others with the sight are bonded to elk, deer, dogs, hawks, and so on.

Weirwood trees have white bark and dark red leaves. Some, called heart trees, sport carved faces that bleed red sap from the eyes. Northern holds like Winterfell still have a stand of weirwoods with a heart tree, collectively called a godswood. As part of the oldest religion of Westeros, the white trees are held sacred by all the races of the north and families like the Starks. The priests of the Seven, newer gods of the south, have cut down most of the weirwoods south of the Neck. The exception being the Isle of Faces, which boasts a large weirwood stand possessing much mystical power. Some southern holds have godswoods of regular trees, such as King's Landing. The learned debate whether such godswoods retain their power without a heart tree of weirwood.

The greatest greenseers can see through the eyes of weirwoods. Northmen who follow the old ways speak their binding oaths before a heart tree, which they believe can detect lies. Typical examples of these vows include the oaths of marriage, and the oath of the Night's Watch.

KING STANNIS I BARATHEON

[Although we've done our best to avoid spoilers throughout this text, many have been unavoidable. Despite these efforts, there are major spoilers in the following section. —Ed.]

After leading a sortie beyond the wall to confront the free folk and whatever other menaces lurked in the north, Lord Mormont and the men of

RANGER OF THE NIGHT'S WATCH
Advancement

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+1	+2	+0	+0	Withstand cold
2	+2	+3	+0	+0	Great Fortitude
3	+3	+3	+1	+1	Woodland stride
4	+4	+4	+1	+1	Swift tracking
5	+5	+4	+1	+1	Leadership

> "And Joramun blew the Horn of Winter, and **woke giants from the earth**."
>
> — Legend of the North

MELISANDRE, RED PRIESTESS OF R'HLLOR

Female human cleric 9; CR 9; Size M (5 ft., 6 in. tall); HD 9d8; hp 44; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Attack +7/+2 melee (1d4 dagger/crit 19-20); SA turn undead, rebuke fire creatures, turn water creatures; SV Fort +8, Ref +5, Will +11; AL LE; Str 11, Dex 14, Con 11, Int 12, Wis 16, Cha 16.

Skills and Feats: Concentration +12, Diplomacy +15, Knowledge (religion) +15, Spellcraft +13; Iron Will, Spell Penetration, Combat Casting, Great Fortitude, Skill Focus (Knowledge [religion])

Domains: Fire, Law

Spells (6/5+1/5+1/4+1/2+1/1+1; base save DC 13 + spell level): 0—*detect magic* (x2), *detect poison, light, purify food and drink, virtue;* 1st—*bless* (x2), *burning hands*, command, doom, sanctuary;* 2nd—*aid, augury, darkness, hold person, produce flame*;* 3rd—*continual flame, dispel magic, prayer, resist elements;* 4th—*divination, neutralize poison, wall of fire*;* 5th—*fire shield*, summon shadows.*

*Indicates a domain spell

Possessions: red robes, masterwork dagger.

Some find Melisandre's heart-shaped face, womanly body, and red glowing eyes comely. She wears red dresses, keeping a ruby jewel about her neck.

Stannis relies on the power of Melisandre, the Red Priestess, adopting on his banner the heart sign of her god, R'hllor. She gave him a flaming sword, Lightbringer, named after a legendary sword. Priestly PCs would do well choosing R'hllor and working (at least at some point) with Melisandre. PCs who want to play in both campaigns could follow Stannis' banner in the north and the south.

the Night's Watch were attacked by creatures of ice. Faced with a foe beyond his understanding, Mormont retreated. Before regaining the Wall, some of his men led a mutiny, slaying Mormont and forcing the few remaining loyalists to hasten back to Castle Black.

When the free folk reached the wall, they found it held by fewer than even the skeletal numbers normally stationed at Castle Black. As Jon Snow and the rest of the Wall's rag-tag defenders seemed lost, a new host of defenders, led by King Stannis Baratheon arrived to scatter the great host of free folk and bolster the Wall's defenses.

After years of hoping for reinforcements to bolster their ranks, Stannis fulfilled the wishes of the Night's Watch beyond anyone's expectations. He feels the burden of protecting the North from the evil ice creatures fell to him as the rightful king of the realm. The other kings squabble among themselves further south.

Since arriving, Stannis fought a major engagement with the free folk, defeating this army of barbarian humans and giants despite their battering ram and siege equipment (used on the tunnels, not the wall itself).

Only Mance Rayder kept that free folk army together, adhering seigecraft and strategy to the free folk's courage and strength. With Mance captured by Stannis, the free folk fractured into undisciplined tribes. Melisandre, a Red Priestess, guides Stannis' choices, lending her power and charisma to his army.

Religion in the North

The people of Westeros follow three faiths. The south generally worships the Seven. Crystals and light figure into their services. Most southern holds have a septon (priest), and genteel young ladies get trained by septa (nuns).

The Northlands still worship the old gods, nameless and wild. Where sacking a sept yields gold, gems, and relics, sacking the sacred woods of the old gods yields nothing but timber.

As the days grow colder and bleaker, people turn toward the newcomer from across the sea—R'hllor, Lord of Light, God of Flame and Shadow. R'hllor's priests demonstrate their powers by raising the dead, scrying in flames, birthing shadow monsters, and creating flaming swords. Their most powerful magics require at least blood if not death, especially from kings or their offspring. The original Lightbringer (not King Stannis' sword) was tempered in the dying body of the maker's beloved wife. Legends speak of a new hero, wielding the remade Lightbringer, on whom the fate of the world rests. Stannis could be the one, but doubts remain.

BEYOND THE WALL

Generally, no lord or king holds sway in the wild territories beyond the wall. Only wild tribesmen called free folk, hardy beasts, and creatures of legend live there.

These free folk, or wildlings, are nomadic tribesmen who claim independence from Westeros. Different families beyond the Wall operate as independent clans: They are brave, surviving with only primitive weapons in the harshest conditions. Most wildlings are born beyond the wall, but a few outlaws come from the south. With cold and hunger as constant threats, the free folk live off of hunting and animal husbandry rather than crops. Their independence leads to chaos when fielding armies. Only the most charismatic leaders who earn the free folk's respect can command them. So far, they have never succeeded in breaching the Wall despite many generations of trying. Most wildlings become barbarians, druids, or rangers.

In addition to the free folk, the forests, tundra, glaciers, and mountains house older races like giants, wights, and the Others. The children of the forest, creatures of legend that are somehow connected to the weirwood trees, are rumored to live here too. None know much about them except that they possess forest magic with links to the weirwoods. Creatures PCs will find north of the Wall include direwolves, enormous elk, snow bears, aurochs, eagles, and huge mammoths.

Now that King Stannis and the Night's Watch have broken the gathered strength of the wildlings under Mance Rayder the King Beyond the Wall, the fortunes of the free folk could run in nearly any direction. Perhaps the threat of the Others will unite the two sides; perhaps the Wall will be

overrun before the experiment can be tried. The PCs can help reconcile these two cultures.

Mance dresses like a barbarian wildling rather than a king. He is a man of middle height with brown eyes and long brown hair cut with grey. His wife died bearing their newborn son (yet unnamed). Mance can talk even the most stubborn of the free folk into cooperating with him, and used this gift to build an army of wildlings and giants. He abandoned his oaths and fled from the Night's Watch because he wanted "freedom to choose" – he would rather be a starving outlaw than a well-fed and respected member of society.

Mance spent many years learning the stories of the North that enabled him to find the Horn of Winter and more long years to bring an army together. As much as anyone, he knows the history, songs, and stories of the North and beyond the Wall. Like the bards of old, he snuck south of the Wall to ply tunes, even going into Winterfell. He is trustworthy, resourceful, and knows the tricks that others might play on him. But Stannis defeated his army, capturing Mance. Stannis's priestess means to burn Mance, since she needs the blood of kings as a powerful component of her magic. Barbarian PCs could try to rescue him from the pyre.

BARROW-WIGHTS, GIANTS, AND THE OTHERS

To most people, creatures like giants are tall tales told by nannies; only children and fools believe them. Those who have been to the Wall and beyond know they really exist. Riding mammoths, the giants came with the wildlings as part of Mance Rayder's army. Like the Free Folk, the giants are being hunted by darker creatures of the cold—the wights and the Others.

Mance Rayder and the wildlings dug through many ancient gravesites seeking—and eventually finding—the Horn of Winter. Made to giant proportions, it is fully 8 feet along its curve, a black horn banded with gold. Legends say blowing it will bring down the Wall, heralding the end of the world. Mance's wife persuaded him that bringing down the Wall would be too dangerous, since the wildlings want to have the Wall protect them from the Others and wights. As she said, "sorcery is a sword without a hilt. There is no safe way to grasp it." So Mance choose battle to try to get the wildlings on the southern side of the Wall. After his capture, Stannis Baratheon claimed the horn.

Since the battle, the threat from inhuman sources has grown worse. Wights and the Others terrify living creatures. Wights are undead, with some intelligence and a lust only for killing. They do not give quarter and do not negotiate. Fire is the only effective weapons against them. The wise recommend burning the dead immediately rather than risk them becoming wights. So far, the wights have stayed beyond the Wall unless someone brings their bodies over.

> "A man of the Night's Watch **lives his life for the realm.**"
>
> —Lord Mormont

If white and cold had a sound, it would be the sound of the Others. Tall and scrawny as old bones, they are silent warriors whose armor changes color, shifting as they move. They carry long swords of unknown metal, a thin crystal of shimmering blue that cuts through ring mail and shatters steel swords. Their eyes are the deep blue of ice. When hit with obsidian, the Others and their gear melt away quickly. Neither Mance Rayder nor the oldest storytellers know more about the Others or exactly why they are rising again. Both the legends and the priests of R'hllor believe an Ice Lord lives in the farthest north, whose rising relates to the Others and the wights.

MONSTER EQUIVALENTS

Although most of the foes the players square off against in a Westeros campaign will be other humans, there are a few animals and monsters in the setting that are dangerous enough to threaten adventurers. The following list provides a D&D equivalent for some of the monsters from the setting. Although these monsters might differ cosmetically from their Westeros counterparts, the Hit Dice, size, and other statistics are good representations of the creatures' abilities.

Westeros	D&D Equivalent
Direwolf	Dire wolf
Mammoth	Dire elephant
Shadowcat	Dire lion
Dragon	Young red dragon
Wight	Wight*

*Westeros wights have regeneration 8 and treat all damage except for fire damage as subdual damage. In addition, double all fire damage dealt to the wight.

ICE WALL ADVENTURES

The North can be used as the basis of a number adventures or campaigns. The following ideas might serve as the basis for a single adventure or as a seed for an entire campaign.

Barbarian PCs might seek to travel through the northern lands, avoid the increasingly dangerous creatures emerging from the north, and make their way to the other side of the wall, struggling against the Night's Watch all the while.

The adventurers could join the Night's Watch as rangers. As members of Night's Watch, they would battle the wights and the Others, seek to oppose the free folk and other raiders from the north, and seek aid from the warring the kings in the south. Their deeds birth new stories and new heroes. They might also become involved in the settling of the free folk, or come into conflict with Stannis' orders.

The adventurers might be Stark loyalists, seeking the Stark bastard Jon Snow, helping to bolster the garrison of the wall, or ranging far to the north looking for Bran and his companions.

The Horn of Winter was found in the north, perhaps other treasures, items, or beings of power lie sheltered in the great northern forests.

BLOOD AND GLADIATOR PRESTIGE

As soon as Staflos entered the ring, the gamblers started yelling.

"Three to one on the newcomer!"

"Is that the only weapon he's got?"

"Five to one against the fresh meat!"

The young man had no idea who or what his opponent was going to be. All he could see were the bars of a metal portcullis across the circular arena. But something bulky moved in the shadows behind those bars, stamping and snorting in anticipation. The din of the crowd began to subside, and Staflos heard again his trainer's grim warning: "Remember, your desire to live must be greater than your opponent's. Otherwise your innards will be a spectacle for the mob."

Indeed, the mob thought Staflos was fodder—a bloody transition between main attractions. But the young man was more than he seemed. As his trainer knew, his skill with the dagger in his hand more than made up for his lack of physical presence and strength.

The portcullis across the arena rose, and out came an unarmed half-orc, growling and snarling. The sight bolstered the young man's confidence for a moment, then the half-orc leapt toward him, jumping farther than any humanoid he'd ever seen before. The half-orc's loping movements were jerky and difficult to predict, and Staflos tried to dodge, but before he knew it, his opponent was upon him, tearing and biting. If Staflos was to have any chance against this creature, he had to act quickly.

The young man's dagger cut an unorthodox path through the air, faster than the eye could see, making a seamless incision across his opponent's underbelly. The half-orc staggered back, aware that he had received a mortal wound, but not quite understanding how. The spectators were likewise confused—they hadn't seen how it happened either. Staflos was just too fast.

A smile curled the young man's lips for the first time that day as the half-orc fell. Now he could start to play.

GLADIATOR PRESTIGE CLASSES

Gladiators are more than just trained warriors—they are *superbly* trained warriors. Those who embrace the life of competitive combat fight with a focus that even soldiers rarely possess. After all, the stakes in a fighting stadium are much more straightforward than they are on a battlefield. In the arena, surrender is not an option. The gladiator knows that only one will emerge from the fight alive, so he can spare no pity for his opponent. Nor can he allow any stray thoughts to distract him from his objective: to be the one left alive. His focus on victory is absolute.

A gladiatorial bout is usually decided by two factors: training and the will to live. Successful gladiators are those who can channel their survival instinct into killer instinct, empowering every blow they land.

The three gladiator prestige classes presented below fit nicely into any fantasy setting where people organize fighting for entertainment. Each excels in a particular form of combat exemplified by the skills and feats required and the special abilities defined in the class descriptions. These abilities are geared to please the crowds, as well as to help the character gain the upper hand in single or group combat.

Of course, there is no reason why members of these prestige classes can't also become adventurers in their own right. A gladiator's abilities make him an excellent candidate for adventuring,

OCCULT SLAYERS BELIEVE THAT MORTALS ARE TOO IRRESPONSIBLE TO WIELD MAGIC.

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).

Hit Die: d6.

INVISIBLE BLADE 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.

INVISIBLE BLADE CLASS SKILLS

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

Str: Climb, Jump.

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

Con:—

Int: Craft.

Wis: Listen, Profession, Sense Motive, Spot.

Cha: Bluff, Innuendo Perform.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

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. If 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.

INVISIBLE BLADE ADVANCEMENT

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

OCCULT SLAYER

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.

Hit Die: d8.

OCCULT SLAYER 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.

OCCULT SLAYER CLASS SKILLS

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

Str: –

Dex: –

Con: –

Int: Craft, Knowledge (arcana), Spellcraft.

Wis: Innuendo, Listen, Profession, Sense Motive.

Cha: Gather Information.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the occult slayer prestige class.

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,

OCCULT SLAYER ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+2	Magical defense +2, weapon bond
2nd	+2	+3	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+3	+1	+3	Auravision, magical defense +3
4th	+4	+4	+1	+4	Cloak of absence, mind over magic 2/day
5th	+5	+4	+1	+4	Blank thoughts, magical defense +4

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.

REAPING MAULER

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 render 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.

Hit Die: d10.

Class Features

All the following are class features of the reaping mauler prestige class.

REAPING MAULER REQUIREMENTS

To become a reaping mauler, a 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 defeated at least three opponents one size category larger than himself with his bare hands.

REAPING MAULER CLASS SKILLS

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

Str: Climb, Jump, Swim.

Dex: Escape Artist, Tumble.

Con: —

Int: Craft.

Wis: Profession.

Cha: Intimidate.

Skill Points at Each Level: 2 + Int modifier.

REAPING MAULERS ARE THE BACK-BREAKERS, THE LIMB-TWISTERS, AND THE NECK-SNAPPERS AMONG PIT FIGHTERS.

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.

REAPING MAULER ADVANCEMENT

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+2	+0	Improved grapple, Mobility
2nd	+2	+3	+3	+0	Adept wrestling +1
3rd	+3	+3	+3	+1	Counter grapple, sleeper lock
4th	+4	+4	+4	+1	Adept wrestling +2
5th	+5	+4	+4	+1	Devastating grapple

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

Class Acts:

The Master Siege Engineer

by Andy Collins

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.

Class Features

All of the following are class features of the master siege engineer prestige class.

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 feet 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. D

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:

Str: Climb, Jump, Swim.
Dex: —
Con: —
Int: Craft, Disable Device, Knowledge (architecture and engineering)
Wis: Profession, Spot, Use Rope
Cha: Handle Animal

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

HIT DIE: D10

THE MASTER SIEGE ENGINEER

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Siege accuracy, increased range
2nd	+2	+3	+0	+0	Siege weapon specialization
3rd	+3	+3	+1	+1	Siege guidance
4th	+4	+4	+1	+1	Siege accuracy (improved)
5th	+5	+4	+1	+1	Command siege

Class Acts

The Duelist

by Monte Cook • illustration by Greg Baker

In a world with heavily armored knights on huge, galloping chargers and powerful mages wielding mind-churning spells, there's no place for the daring swashbuckler who relies on his wits and reflexes to survive, right? Wrong. The duelist proves that precision and skill are viable alternatives to massive weapons, and agility is a viable alternative to heavy armor.

The duelist is a nimble, intelligent fighter trained in making precise attacks with light weapons, such as the rapier. Also known as the swashbuckler, the duelist always takes full advantage of his quick reflexes and wits in a fight. Rather than wearing bulky armor, duelists feel the best way to protect themselves is to avoid getting hit in the first place.

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

NPC duelists are usually loners looking for adventure or a get-rich-quick scheme. Occasionally they work in very small, tight-knit groups, fighting with team-based tactics.

THE DUELIST — Hit Dice: D10

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

Lvl The level of the duelist.

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

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

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

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

Special Level-dependent class features.

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

Base Attack bonus +6.

Skills Perform 3 ranks, Tumble 5 ranks.

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

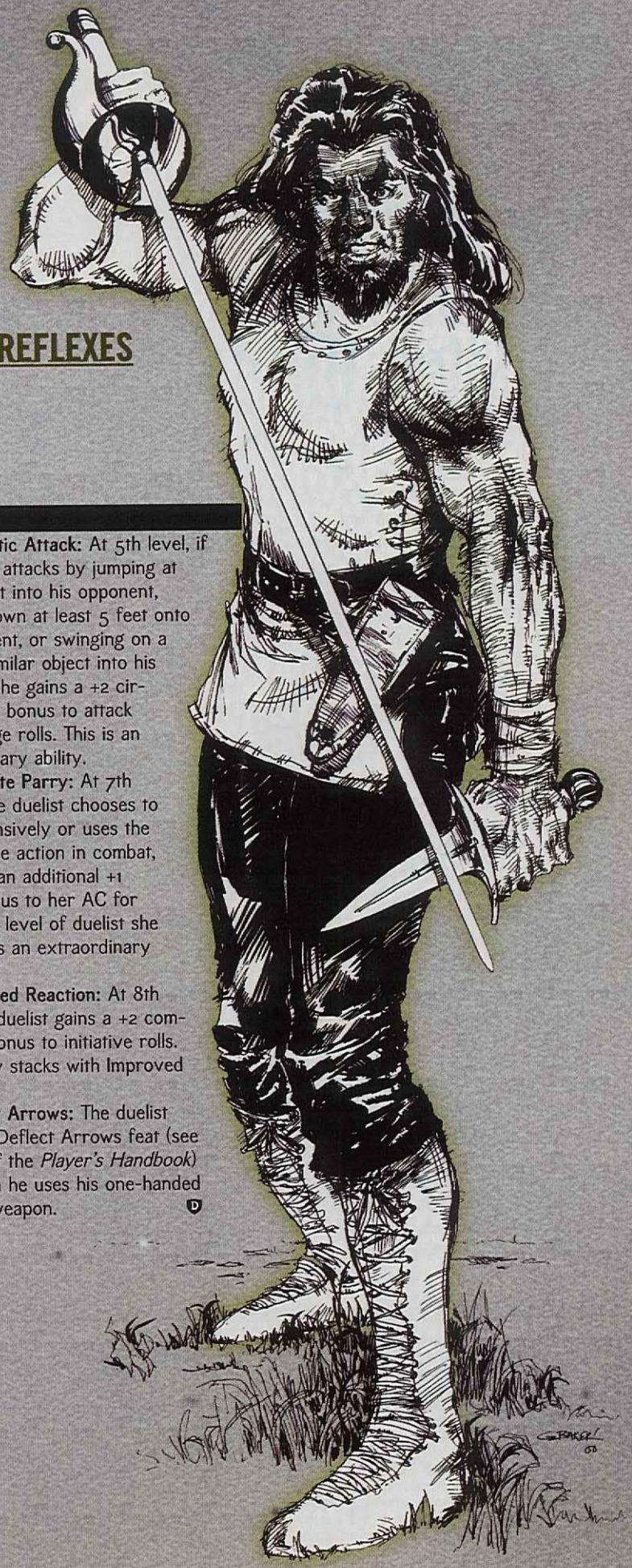
CLASS SKILLS Skill Points at Each Level: 4 + Int modifier.

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

Balance (Dex)
Bluff (Cha)
Escape Artist (Dex)
Innuendo (Wis)
Intuit Danger (Wis, exclusive skill)
Jump (Str)
Listen (Wis)
Perform (Cha)
Sense Motive (Wis)
Spot (Wis)
Tumble (Dex)

See the *Player's Handbook*, Chapter 4 for skill descriptions.

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



CLASS FEATURES

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

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

Precise Strike: At 2nd level, the duelist gains the extraordinary ability to strike precisely with a light piercing weapon, gaining a bonus +1d6 points of damage added to her normal damage roll. When making a precise strike, the duelist cannot attack with a weapon in her other hand, although she can defend with it (or, if she has the proficiency, a shield). Like critical hits and sneak attacks, Precise Strike is ineffective against constructs, undead, oozes, and fortified armor. Every four duelist levels gained thereafter, she increases the extra damage by +1d6. If the duelist also has the rogue's sneak attack ability, the precise strike damage stacks with the sneak attack damage.

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

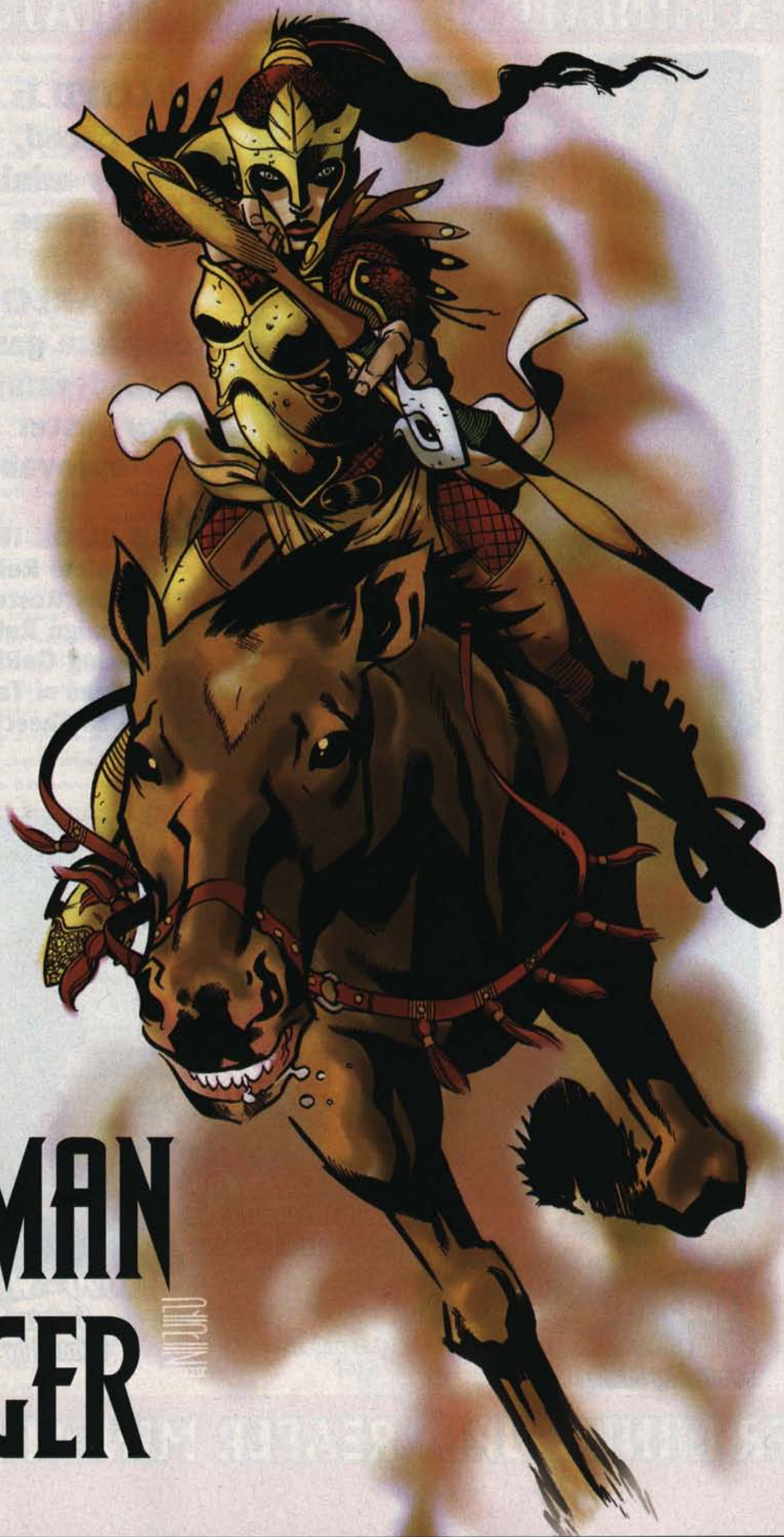
Grace: At 4th level, the duelist gains an additional +2 competence bonus to all Reflex saving throws. This ability functions for the duelist only when wearing no armor.

Acrobatic Attack: At 5th level, if the duelist attacks by jumping at least 5 feet into his opponent, jumping down at least 5 feet onto his opponent, or swinging on a rope or similar object into his opponent, he gains a +2 circumstance bonus to attack and damage rolls. This is an extraordinary ability.

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

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

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



THE BOWMAN CHARGER

RUIN

by Thomas M. Costa
illustrated by Ramón Pérez

Many nations and many armies make the claim to have the finest cavalry or the most splendid horsemen. None, however, are born and raised in the saddle like the great nomadic cultures of the steppes. From a young age, children learn to ride and shoot, and many receive bows and arrows as gifts. By the time children become adults, they are skilled riders and excellent marksmen.

As adults, these warriors fight almost entirely from horseback, making extensive use of their riding tradition to attack their enemies from a distance. When their foes rush into battle, the nomadic warriors retreat, avoiding melee to shoot their enemies from a safe distance. Some consider them cowards, but this strategy minimizes their losses in a battle. The wandering tribes lead a harsh life, and consequently many place a low value on the lives of those outside their culture.

These mighty warriors live in vast, open steppes where a nomadic lifestyle is both common and necessary. Examples of such people include the Mongols under the great khans, the Valenar elves of EBERRON, the Rovers of the Barrens and the Plains of Paynim's numerous tribes in GREYHAWK, and the Tuigan hordes of the FORGOTTEN REALMS. Not all members of these horse-riding steppe dwellers become bowman chargers, but those who do rise to great esteem among their clans and tribes.

Bowman chargers wear the best light armor they can acquire. They almost exclusively use the composite shortbow, scimitar, and spear, although a few occasionally make use of other weapons. Depending on their particular culture, needs, or beliefs, some bowman chargers make use of falchions or kukris.

Fighters have the easiest time becoming bowman chargers, and indeed nearly every bowman charger has multiple fighter levels, but the majority of bowman chargers have at least one level of another class. Most who multiclass take levels in barbarian or ranger, although a fair number of fighter/paladins join the ranks of bowman chargers. Other classes gain little or no benefit from the class and most find its requirements difficult to meet.

CLASS FEATURES

All of the following are class features of the bowman charger prestige class.

Weapon and Armor Proficiency: Bowman chargers are proficient with all simple and martial weapons, and with light and medium armor and bucklers.

Burst of Speed (Ex): The bowman charger can urge her mount to greater than normal speeds. This ability doubles the distance of the mount's normal charge movement (the mount must charge to use this ability). The bowman charger can use this ability once per day without risk of injury to her mount. She can try to use this ability more than once per day by "pushing" her mount as per the Handle Animal skill (see the *Player's Handbook*, page 74). If the bowman charger succeeds at her skill check, the mount makes an additional charge using burst of speed, but it must then make a DC 20 Fortitude save after the conclusion of the charge. If it succeeds, the mount becomes fatigued; if it fails, it becomes fatigued and takes 2d6 points of damage.

Two as One (Ex): At 1st level, the bowman charger can attune herself to her mount by spending two weeks alone with it. She can bring no food or water for herself or her mount, and instead they both must eat and drink when and where they can. During those two weeks, the bowman charger must learn to eat and sleep in the saddle. At the end of those two weeks, she and the mount become attuned. The bowman charger gains a bonus on all future Handle Animal checks made to influence the attuned mount equal to her bowman charger level.

The attuned mount and bowman charger gain specific benefits, depending on the character's level in bowman charger, as shown on the table below. The bowman charger only gains these benefits when riding her attuned mount, and her mount only gains these benefits when its attuned bowman charger rides it. A bowman charger can't be attuned to multiple mounts at the same time, but should a mount die or should the bowman charger wish to attune to a new mount, she must spend two weeks with it as previously described.

Bowman Charger Level	Special Ability
2nd	Riding mastery
4th	Speed of trust
6th	Elusive
8th	Riding dervish
10th	Horse sense

Riding Mastery (Ex): The bowman charger gains a bonus on her Ride checks equal to her bowman charger level.

Speed of Trust (Ex): The bowman charger gains a bonus on her initiative checks equal to half her bowman charger level when she begins combat on her attuned mount. In addition, her mount gains the use of the Dodge

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REQUIREMENTS

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

Base Attack Bonus: +6.

Skills: Handle Animal 8 ranks, Ride 8 ranks.

Feats: Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Focus (composite shortbow).

CLASS SKILLS

The bowman charger's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Ride (Dex), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 2 + Int modifier.

feat as long as the bowman charger is riding it. Her mount can choose to dodge a different foe than the bowman charger.

Elusive (Ex): Once per round, when her mount is affected by an effect that allows a Reflex save, the bowman charger may make a Reflex save (using her bonus) instead. The result of her save becomes the result of her mount's save. The bowman charger must declare that she is going to use this ability before she makes the roll.

Riding Dervish (Ex): The bowman charger may utilize Ride-By Attack to make a powerful assault through the ranks of her foes. While riding in a straight line and using a full-round action, the bowman charger can move up to her mount's speed, making a melee attack against any foe within reach on her path. For each foe attacked beyond the first, each attack suffers a –1 penalty, so the bowman charger must declare how many foes she attacks before she starts (minimum two). The bowman charger gives up her regular attacks to take this action. This is an extraordinary ability that draws no attacks of opportunity, even if the bowman charger passes through threatened areas on her way through the assault.

In addition, her mount gains the use of the Mobility feat as long as she is riding it.

Horse Sense (Su): Once per round, when her mount is affected by an effect that allows a Will save, the bowman charger may make a Will save (using her bonus) instead. The result of her save becomes the result of her mount's save. The bowman charger must declare that she is going to use this ability before she makes the roll.

Improved Mounted Archery (Ex): At 3rd level, a bowman charger suffers no penalty when using a ranged weapon from horseback while her mount is making a double move, and a –2 penalty while her mount is running.

Weapon Specialization (Ex): At 5th level, the bowman charger gains Weapon Specialization (composite shortbow) as a bonus feat.

Improved Critical (Ex): At 7th level, the bowman charger gains Improved Critical (composite shortbow) as a bonus feat.

Greater Weapon Specialization (Ex): At 9th level, the bowman charger gains Greater Weapon Specialization (composite shortbow) as a bonus feat.

Great Khan (Ex): At 10th level, a bowman charger evinces confidence. She gains Leadership as a bonus feat, and gains a +2 bonus on her leadership score.

On the battlefield, all cohorts, followers, and allies within 60 feet of a mounted bowman charger gain a +1 morale bonus on their attack rolls while mounted.

DIFFERENT BOWMAN CHARGERS

Bowman chargers need not be horsemen of the steppes. The concept of powerful mounted archers can work with nearly any D&D culture or race. Consider these alternative ideas for the origins of bowman chargers.

Halfling Warhound Corps: Riding armored dogs into battle, the Halfling Warhound Corps accepts only the most experienced halfling riders. Those who manage to join the prestigious fighting force enter a rigorous training program that focuses not only upon riding and archery, but also upon taking up the pack mentality that allows the Halfling Warhound Corps to function almost entirely by instinct as a unit on the battlefield.

Goblin Wolflords: Feared throughout the lands that border the misty forest they claim as home, these goblins are known for their unusual tactic of dismounting and firing their bows from behind the cover of their prone mounts. When a foe comes too close, a goblin's wolf knows to stand and trip the foe, allowing the goblin to attack their prone enemy with a melee weapon.

Elven Windriders: The Elven Windriders divide their members into two forces: the pegasi riders who patrol elven lands during the day and the giant-owl-riding night patrol. Although people more often see the pegasi riders, the mysterious night patrol is the more famous of the two. Accustomed to quietly flying through the close confines of the forest, members of the night patrol even venture into caves and dungeons when threats arise from such places.

BOWMAN CHARGER ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Burst of speed, two as one
2nd	+2	+0	+3	+0	Two as one (riding mastery)
3rd	+3	+1	+3	+1	Improved mounted archery
4th	+4	+1	+4	+1	Two as one (speed of trust)
5th	+5	+1	+4	+1	Weapon Specialization (composite shortbow)
6th	+6	+2	+5	+2	Two as one (elusive)
7th	+7	+2	+5	+2	Improved Critical (composite shortbow)
8th	+8	+2	+6	+2	Two as one (riding dervish)
9th	+9	+3	+6	+3	Greater Weapon Specialization (composite shortbow)
10th	+10	+3	+7	+3	Two as one (horse sense), great khan

AssassiN

SPECIALTY PRESTIGE CLASSES

by Wil Upchurch · illustrated by Jason Engle

A black-clad figure strikes from the shadows. A lone crossbowman hidden on a rooftop puts a bolt through the mayor's throat and disappears before his victim hits the ground. A sinister stranger at a party hands the lord a goblet of wine dosed with a little something extra. All these scenarios feature classic assassin archetypes.

The assassin prestige class presented in the *Dungeon Master's Guide* is useful for creating a jack-of-all-trades assassin who has access to a variety of abilities. But the standard prestige class lacks expertise in any one particular method of killing.

In most cases, a nonspecialized assassin is just what a DM needs. Sometimes, though, he needs something a little less ordinary. If the local thieves' guild wants to make an example of a merchant who didn't pony up enough gold during a recent shakedown, it calls on an oppressor who knows how to translate pain into profit. If a spurned lover wants her ex-paramour to die an embarrassing death during his engagement party, she hires a poisoner to attend in the guise of a well-wisher and deliver a deadly toxin. If a wealthy merchant has convinced every lord in the kingdom except one to sign a trade pact that will bring him more riches, he can hire a replacement killer to silence the noble and take his place at the pact's signing. All three of these classic villains have places in a fantasy campaign, and each is a master at his or her craft.

Each of the following assassin prestige classes has specific abilities tailored to his or her specialty.

OPPRESSOR

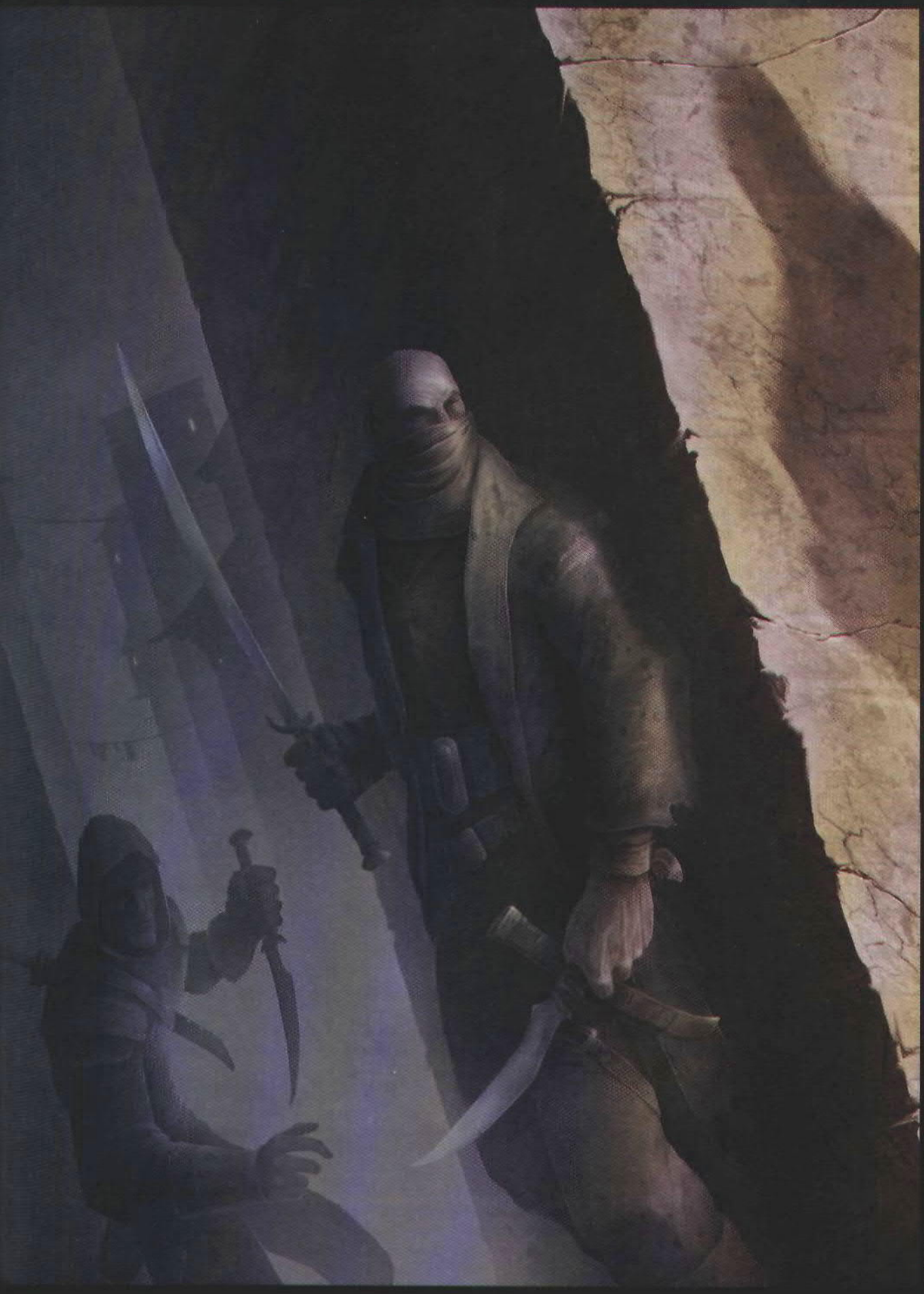
The term assassin conjures an image of a black-hooded rogue slinking through the darkness, poised to put a dagger through the throat of his victim. These silent killers are hired when a murder must be committed without drawing undue attention, or when the one commissioning the deed would like to remain nameless.

Sometimes, however, a killing is meant to send a message to the living. Crimelords often make examples of lackeys who have failed in their tasks, and rulers frequently find it useful to display their intolerance for rabble-rousers and insurrectionists with special shows of force. Even churches sometimes use less-than-subtle methods to prove themselves worthy of their followers' faith and coin. Missions that involve making an example of the victim call for the special talents of an oppressor.

Oppressors specialize in brute-force assassinations, although many of their assignments are less deadly "legbreaking" missions. Members of this prestige class know how to bloody their targets before killing them and how to intimidate bystanders into staying out of the fray. The brutal and violent methods of an oppressor invariably make a lasting impression on the minds of witnesses, who thereafter tend to consider opposing the oppressor's employer an unhealthy prospect.

The typical oppressor is a fulltime employee of a crime boss, thieves' guild, or local ruler. Independent agents are rare in this profession, primarily because the populations that oppressors terrorize would certainly retaliate were the assassins not under the constant protection of their employers. A few oppressors are paid to root out their employers' enemies wherever they lurk or to serve as a symbol of their employers' power. Such agents generally find that traveling with others helps deter the wrath of those they terrorize.

Oppressors are almost universally scorned by the societies in which they work, but most of them never give this social ostracism a second thought. They love their work and get paid well for it, and that is enough for them. Oppressors do not expect the affection of others, nor do they seek it. Theirs is a lonely profession, but those who choose it know the consequences well in advance.



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OPPRESSOR REQUIREMENTS

To qualify as an oppressor, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +5.

Intimidate: 8 ranks.

Feats: Improved Grapple, Improved Unarmed Strike, Persuasive.

Sneak Attack: +1d6.

Special: The candidate must have killed someone in public and be a known killer in at least one region.

OPPRESSOR CLASS SKILLS

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

Str: Climb, Jump, Swim

Dex: Use Rope

Con: —

Int: Craft, Search

Wis: Listen, Sense Motive, Spot

Cha: Bluff, Gather Information, Intimidate

Skill points at each level: 2 + Int modifier.

OPPRESSOR ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Keep awake, sneak attack +1d6
2nd	+2	+3	+0	+0	Brutal grappler
3rd	+3	+3	+1	+1	Intimidating edict
4th	+4	+4	+1	+1	Sneak attack +2d6
5th	+5	+4	+1	+1	Greater intimidation, infamy
6th	+6	+5	+2	+2	Bonus feat
7th	+7	+5	+2	+2	Sneak attack +3d6
8th	+8	+6	+2	+2	Intimidating presence
9th	+9	+6	+3	+3	Bonus feat
10th	+10	+7	+3	+3	Sneak attack +4d6

Oppressor Class Features

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

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

Keep Awake (Ex): Whenever the oppressor deals enough damage to reduce an opponent to fewer than 0 hit points, he may instead choose to deal only enough damage to disable that opponent (placing him at exactly 0 hit points). Furthermore, if the oppressor has dealt a creature nonlethal damage that would normally cause it to become unconscious, he may choose to deal only enough to render the opponent staggered.

Sneak Attack: This ability functions exactly like the rogue ability of the same name, as described in the *Player's Handbook*. At 1st level, the oppressor deals 1d6 points of bonus damage with a sneak attack. The extra damage dealt increases by an additional +1d6 every third oppressor level (at 4th, 7th, and 10th). If the oppressor already has the sneak attack ability from another class, the damage bonuses stack.

Brutal Grappler (Ex): Beginning at 2nd level, the oppressor can add his sneak attack damage to the unarmed damage he deals when grappling, so long as the grappled foe is susceptible to sneak attack damage. All the damage from this attack (including his normal unarmed damage) is considered nonlethal.

Intimidating Edict (Su): When the oppressor reaches 3rd level, he gains the ability to use his brutal punishment of one opponent as a warning to others. If the oppressor has used his keep awake ability in full view of bystanders with Intelligence scores of 3 or higher, he can issue an edict admonishing those bystanders to perform or avoid a particular action. This ability functions exactly like a *mass suggestion* spell, cast by a spellcaster of the oppressor's character level. The oppressor can only issue one intimidating edict a day. The save DC of this ability is 16 + the oppressor's Charisma bonus, or 18 + the oppressor's Charisma bonus if the person he has harmed is a leader or someone respected by those he is intimidating (DM's judgment).

An intimidating edict can be an admonition to pay the local thieves' guild the protection money it demands, a warning not to organize resistance against a local ruler, or any similar suggestion. Each edict may reference only one course of action; thus, a single intimidating edict could not coerce onlookers to pay protection money and forego organizing a resistance movement. A creature can be affected by only one edict at a time (although they can still be affected by different *suggestion* spells or effects while under the effects of an intimidating edict); creatures already under the effect of an intimidating edict are not affected by subsequent ones until the first wears off.

Intimidating edict is a supernatural, mind-affecting ability.

Greater Intimidation (Ex): By the time he reaches 5th level, the oppressor has honed his intimidation skills to exceptional levels. When he uses the Intimidate skill to change another's behavior, the attempt takes only 5 rounds instead of the usual 1 minute. When he uses it to demoralize an opponent, the attempt requires only a move-equivalent action rather than a standard action.

Infamy (Ex): Upon reaching 5th level, the oppressor has gained a reputation as a bringer of violence in any regions where he has plied his trade. As a result, he takes a -2 penalty on Diplomacy and Gather Information checks made in areas where he is known. He also gains a +2 bonus on Intimidate checks against anyone who knows his infamous reputation.

Bonus Feat: At 6th level and again at 9th level, the oppressor can select any feat for which he qualifies from the list of fighter bonus feats (see the Fighter class description in the *Player's Handbook*). This feat counts as a bonus feat for him.

Intimidating Presence (Su): By 8th level, the oppressor is so adept at his arts that his presence unnerves those around him. As a result, any creature with an Intelligence score of 3 or higher that attempts to harm him must first succeed on a Will save (DC 10 + oppressor level + oppressor's Charisma modifier) or become shaken for 1 round

as if it were the target of a successful Intimidate check by the oppressor. (See Chapter 4: Skills in the *Player's Handbook* for more details.) A creature that succeeds at the save is immune to that oppressor's intimidating presence for one day.

Intimidating presence is a supernatural, mind-affecting ability.

POISONER

While some assassins favor the use of the blade and bow for doing their dirty work, others rely primarily on poisonous concoctions. Poisoners take the study of poisons and their use to a level beyond that which ordinary assassins achieve. These specialists learn how to brew and mix poisons on their own and how to introduce them into their victims' bodies in the subtlest possible ways. Such characters are always experimenting with new mixtures and creative methods for delivery. All assassins are well versed in the use of poisons, but the poisoner is truly a master of the art.

HIT DIE D6

POISONER REQUIREMENTS

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

Alignment: Any evil.

Bluff: 5 ranks.

Craft (Poisonmaking): 8 ranks.

Feat: Exotic Weapon Proficiency (blowgun)

Sleight of Hand: 8 ranks.

Special: The character must have used poison to kill a specific person.

POISONER CLASS SKILLS

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

Str: Climb, Jump, Swim

Dex: Balance, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope

Con: –

Int: Craft, Decipher Script, Forgery, Search

Wis: Listen, Sense Motive, Spot

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

Skill points at each level: 8 + Int modifier.

Poisoner Class Features

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

Weapon and Armor Proficiency: A poisoner gains no new proficiencies with armor or weapons.

***Detect Poison* (Sp):** The poisoner can use *detect poison* at will.

Poison Touch (Ex): The poisoner has worked with poisons for so long that she can spontaneously generate a single dose of poison from her body, although the venom so created lasts only a short time before it loses its potency. She must concentrate for 3 rounds to produce the poison, and she cannot perform any strenuous activities during that time. She may move, engage in conversation, and perform other normal activities, but she may not fight, cast spells, use a magic item, or perform any similar activities that require concentration.

Once generated, the poison can be delivered only once and remains viable for up to 3 rounds before losing its potency. During this time, the poisoner can deliver it via a successful melee touch attack. A missed attack does not ruin the poison. Poison delivered in this manner is considered contact poison.

The primary and secondary effects of the poison and its save DC are determined by the poisoner's level in the prestige class, as given in the table below. The character may choose any effect available at her current level or lower from any column for both the initial and secondary damage, but she must make her selection before she begins to generate the poison. She may not thereafter alter this choice without restarting the entire process. All damage dealt by her poison is temporary ability damage unless otherwise noted.

Poison Use: The poisoner is trained in the use of poison and never risks accidentally poisoning herself when applying it to a blade.

Sneak Attack: This ability functions exactly like the rogue ability of the same name, as described in the *Player's Handbook*. At 1st level, the poisoner deals 1d6 points of bonus damage with a sneak attack. The extra damage dealt increases by an additional +1d6 every other poisoner level (at 1st, 3rd, 5th, 7th, and 9th). If the poisoner already has the sneak attack ability from another class, the damage bonuses stack.

POISON TOUCH EFFECTS

Poisoner Level	Str or Dex Damage	Con Damage	Int, Wis, or Cha Damage	Save DC
1-2	1d2	–	1	14
3-4	1d3	1	1d2	16
5-6	1d4	1d2	1d3	18
7-8	1d6	1d3	1d4	19
9-10	2d4	1d4	1d6	20

POISONER ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+0	*Detect poison*, poison touch, poison use, sneak attack +1d6
2nd	+1	+0	+3	+0	+2 save against poison, blowgun mastery, poisoner's art (delay onset)
3rd	+2	+1	+3	+1	Quick hands, sneak attack +2d6
4th	+3	+1	+4	+1	+4 save against poison, poisoner's art (fast acting I), poisonous sneak attack
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	+6 save against poison, poison breath
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6	+2	+6	+2	+8 save against poison, poisoner's art (fast acting II)
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	Poison gaze, poison immunity

FOR YOUR CHARACTER

Most D&D campaigns focus on heroic characters and their actions, so the assassin prestige class and the variants presented here aren't likely to find their way into players' hands in such gaming groups. If you happen to be playing in a campaign that allows evil characters, then any of these prestige classes can be an interesting alternative to the standard assassin that other players might be expecting. Since these classes share many of the standard assassin's prerequisites and abilities, unsuspecting PCs and NPCs alike may be in for a nasty surprise.

FOR YOUR CAMPAIGN

Standard assassins might find training nearly anywhere in your campaign world, but perhaps only one training center exists for each of these specialized assassin prestige classes. Oppressors could come from a city in which the harsh slave pits have become fertile breeding grounds for the sadistic and brutal techniques of that profession. A poisoner candidate might have to seek out a yuan-ti shaman who lives in the desolate southern swamps in order to learn her arts. Replacement killers might be trained by a doppelganger that secretly heads up a renowned guild in your world's largest city.

These specialized assassins certainly don't lurk around every street corner, and introducing one into your campaign can have considerable impact on the players and their characters. The mystery left in the assassin's wake is a strong clue that something different is afoot. An assassin's work can be the launching point for an entire campaign, and the characters might even meet him before they are ready to deal with him. Such an early encounter can provide them with a personal incentive to follow the assassin's trail, especially if he gains the upper hand on them.

BLOWGUN

Exotic Weapon—Ranged

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Blowgun	1 gp	1	×2	10 ft.	2 lb.	Piercing
Needles, Blowgun	1 gp	—	—	—	*	—

*No weight worth noting

CRAFT (POISONMAKING) DCS*

Poison	DC to Create
Arsenic	15
Black adder venom	15
Black lotus extract	35
Bloodroot	15
Blue whinnis	15
Burnt othur fumes	25
Carrion crawler brain juice	15
Dark reaver powder	25
Deathblade	25
Dragon bile	30
Giant wasp poison	20
Greenblood oil	15
Id moss	15
Insanity mist	20
Large scorpion venom	20
Lich dust	20
Malyss root paste	20
Medium spider venom	15
Nitharit	20
Oil of taggit	15
Purple worm poison	20
Sassone leaf residue	20
Shadow essence	20
Small centipede poison	15
Striped toadstool	15
Terinav root	25
Ungol dust	20
Wyvern poison	25

*For more information on poisons see the *Dungeon Master's Guide*.

Save Bonus against Poison (Ex): The poisoner trains with poisons of all types and slowly grows more and more resistant to their effects. To reflect this increased resistance, the poisoner gains a +2 bonus on all saves against poison at 2nd level. With every two poisoner levels she gains thereafter, the bonus increases by +2 (to +4 at 4th level, +6 at 6th level, and +8 at 8th level). When she reaches 10th level, poison of any type no longer affects her (see Poison Immunity, below).

Blowgun Mastery (Ex): Beginning at 2nd level, a poisoner gains a +1 bonus on attack rolls made with blowguns. In addition, the blowgun's range increment is doubled for the poisoner.

Poisoner's Art (Ex): Poisoners understand the art of poisoncraft better than others. As a result, they can modify poisons they create in several ways. The poisoner must determine any modified effects upon creation of the poison. She may not modify any existing poison to give it one of these effects.

Delay Onset: At 2nd level, the poisoner learns to delay the onset (that is, the save against the initial damage) of any poison by up to 1 minute per poisoner level. The market price for a poison with a delayed onset is 1.5 times normal.

Fast Acting I: At 4th level, the poisoner learns to shorten the period of time between a poison's initial and secondary damage. A poison with this modification requires a saving throw to avoid secondary damage only 5 rounds after the initial save. The market price for this sort of fast-acting poison is twice normal.

Fast Acting II: At 8th level, the poisoner can reduce the time between a poison's initial and secondary damage still more. The secondary effect of a poison altered in this manner occurs on the round following its initial effect. The market price for this type of fast-acting poison is four times normal.

Quick Hands: At 3rd level, the poisoner gains a +4 bonus on Sleight of Hand checks made to plant poison without being seen.

Poisonous Sneak Attack: When the poisoner reaches 4th level, the DC to resist any poison she delivers via a sneak attack increases by +2.

Poison Breath (Ex): Beginning at 6th level, the poisoner may deliver the poison generated by her poison touch ability to any foe within 5 feet simply

by breathing in its direction. Poison delivered in this manner counts as an inhaled poison.

Poison Gaze (Su): At 10th level, the poisoner may spontaneously generate poison in the body of any single target within 30 feet via a gaze attack. The opponent can resist the gaze attack with a successful Fortitude save (DC 10 + poisoner level + poisoner's Constitution modifier). If the opponent fails this save, he must make saves versus the poison normally. Success indicates the creature is unaffected by the gaze and need not make saves against the poison. The poisoner uses the Poison Touch Effects table above to select the parameters of the poison. She must make eye contact with her foe as a standard action to use this ability; simply looking at the opponent is not enough. Poison delivered in this manner counts as ingested.

Poison Immunity (Ex): Upon reaching 10th level, the poisoner becomes immune to all forms of poison.

REPLACEMENT KILLER

By far the most dangerous member of any assassin's guild is the replacement killer. Kings and other political leaders find this specialist in espionage to be worth his weight in gold—not just for removing inconvenient enemies or rivals, but also for achieving political goals.

A replacement killer secretly assassinates his target and then replaces him, wreaking havoc with the victim's authority before revealing that he is dead. This tactic is particularly valuable for ensuring the outcome that the assassin's employer desires in treaty negotiations, major public policy announcements, and the like.

Replacement killers focus on developing strong social skills and effective disguises as well as on efficient killing, since what happens after the victim's death is even more important than the method of assassination. They often debilitate their victims so that they can interrogate them, learn their

HIT DIE D6

REPLACEMENT KILLER REQUIREMENTS

To qualify as a replacement killer, a character must fulfill all the following criteria.

Alignment: Any evil.

Bluff: 8 ranks.

Diplomacy: 5 ranks.

Disguise: 8 ranks.

Knowledge (Nobility and Royalty): 3 ranks.

Sense Motive: 5 ranks.

Feats: Deceitful, Skill Focus (Disguise).

REPLACEMENT KILLER CLASS SKILLS

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

Str: Climb, Jump, Swim

Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope

Con: –

Int: Craft, Disable Device, Forgery, Knowledge (local), Knowledge (nobility and royalty), Search

Wis: Listen, Profession, Sense Motive, Spot

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

Skill points at each level: 8 + Int modifier.

REPLACEMENT KILLER ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+0	Death attack, poison use, sneak attack +1d6
2nd	+1	+0	+3	+0	Greater paralyzing attack +1, uncanny dodge
3rd	+2	+1	+3	+1	Sneak attack +2d6, *disguise self*
4th	+3	+1	+4	+1	Greater paralyzing attack +2, inconspicuous disguise
5th	+3	+1	+4	+1	Improved uncanny dodge, sneak attack +3d6
6th	+4	+2	+5	+2	Greater paralyzing attack +3, undetectable alignment
7th	+5	+2	+5	+2	Sneak attack +4d6, *greater invisibility*
8th	+6	+2	+6	+2	Greater paralyzing attack +4, improved inconspicuous disguise
9th	+6	+3	+6	+3	Sneak attack +5d6, *modify memory*
10th	+7	+3	+7	+3	Greater paralyzing attack +5

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secrets, and continue to gain valuable information (and even advice) as the ruse goes forward.

Replacement Killer Class Features

All of the following are class features of the replacement killer prestige class.

Weapon and Armor Proficiency: A replacement killer gains no new proficiencies with armor or weapons.

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

Poison Use: The replacement killer is trained in the use of poison and never risks accidentally poisoning himself when applying it to a blade.

Sneak Attack: This ability functions exactly like the rogue ability of the same name, as described in the *Player's Handbook*. At 1st level, the replacement killer deals 1d6 points of bonus damage with a sneak attack. The extra damage dealt increases by an additional +1d6 every other replacement killer level (at 3rd, 5th, 7th, and 9th). If the replacement killer already has the sneak attack ability from another class, the damage bonuses stack.

Greater Paralyzing Attack (Ex): When the replacement killer reaches 2nd level and at every other level thereafter (at 4th, 6th, 8th, and 10th), the DC to resist his death attack increases by the indicated amount when he chooses to paralyze his victim rather than kill her outright.

Uncanny Dodge (Ex): Beginning at 2nd level, a replacement killer gains the ability to react to danger before his senses would normally allow him to even be aware of it. He retains his Dexterity bonus (if any) to AC regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If the replacement killer already has uncanny dodge from another class (such as a barbarian/rogue), he automatically gains improved uncanny dodge (see below) instead.

***Disguise Self* (Sp):** At 3rd level, the replacement killer can cast *disguise self* three times per day as a caster of his character level.

Inconspicuous Disguise (Ex): Suspicious observers do not get automatic Spot checks to note any disguise worn by a 4th-level or higher replacement killer. He is too good at applying the disguise and adopting the mannerisms of his new persona to arouse suspicion in any but the most interested parties.

Improved Uncanny Dodge (Ex): At 5th level, a replacement killer can no longer be flanked, since he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies rogues the ability to use flank attacks to sneak attack him. The exception to this defense is that a rogue at least four levels higher than the replacement killer can flank him (and thus sneak attack him).

If the replacement killer already has improved uncanny dodge, the levels from any other classes granting uncanny dodge stack for the purpose of determining the minimum rogue level required to flank him.

Undetectable Alignment (Su): At 6th level, the replacement killer's alignment cannot be detected by any means, as the *undetectable alignment* spell. The replacement killer can activate or deactivate this ability at will as a free action.

***Greater Invisibility* (Sp):** A 7th-level replacement killer can cast *greater invisibility* once per day as a caster of his character level.

Improved Inconspicuous Disguise (Ex): When the replacement killer reaches 8th level, contact with people who know the specific individual he is replacing does not automatically provoke an opposed check. In addition, the Spot check bonus for such a viewer decreases by -4.

***Modify Memory* (Sp):** At 9th level, the replacement killer can cast *modify memory* twice per day as a caster of his character level.

CAMPAIGN HOOKS

Below are three campaign hooks, each tailored especially for one of the prestige classes presented in this article.

Oppressor: A mayoral election is coming up in the city where the characters are staying, and an oppressor has been beating warnings into the leaders of several political organizations. Since none of the major political parties has been spared, there is rampant speculation as to who might be paying to have a message delivered so brutally.

Poisoner: Several wealthy patrons fell dead at a recent art show. No food or drink was served, and no wounds were found on the bodies, but a local healer is nevertheless convinced that the victims were poisoned.

Replacement Killer: The PCs are attending a peace conference between two warring nations. Just as the accord is about to be signed, the noble who sponsored it declares that he has changed his mind. He has a strange list of demands, many of which seem to do him more harm than good, politically speaking.

Three New Ninja Classes
SILENT WARRIORS

BY MATTHEW SERNETT · ILLUSTRATED BY JEFF LAUBENSTEIN

"Be extremely subtle, even to the point of formlessness. Be extremely mysterious, even to the point of soundlessness. Thereby you can be the director of your opponent's fate."
-Sun Tzu, The Art of War

Ninja, it's a word imbued with the power of myth and mysticism. Regardless of the ninjas' historical roots, they now occupy an unassailable position in our cultural psyche. Masters of martial arts, magic, stealth, speed, acrobatics, disguise, poisons, and other death-dealing arts, the mystical ninja offer a wealth of opportunities for prestige classes.

The prestige classes presented below share a mutual world history that can be incorporated into any *Oriental Adventures* campaign. Setting the histories of the prestige classes aside, each could easily be inserted into any D&D game. DMs using the Rokugan setting presented in the *Oriental Adventures* book should note that the Scorpion, Snake, and Spider clans mentioned in the poison fist's description are not meant to represent any of the samurai clans from Rokugan.

POISON FIST

"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."

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 lead-

ers 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, sohai, 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.

Class Features

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

POISON FIST

HIT DIE: D6

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	+2 natural armor bonus, *totem form* 5/day
10	+7	+7	+7	+7	Improved venomous blow, Venomous blow 4/day

CLASS 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, or Spider.

CLASS SKILLS

Skill Points at Each Level: 6 + Int modifier.

The poison fist's class skills are:

STR	Climb, Jump, Swim
DEX	Balance, Disable Device, Escape Artist, Hide, Open Lock, Move Silently, Tumble
CON	
INT	Craft, Forgery, Knowledge (local), Read Lips, Search
WIS	Innuendo, Listen, Sense Motive, Spot
CHA	Bluff, Disguise, Gather Information, Intimidate

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.

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.

GHOST-FACED KILLER

"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. . . ."

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.

Class Features

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

GHOST-FACED KILLER

HIT DIE: D8

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	+3	+3	*Beyond touch* 2/day, ghost sight (ethereal), sneak attack +3d6
9	+9	+6	+3	+3	*Beyond sight* 5/day, *spirit sword* 2/day
10	+10	+7	+3	+3	*Beyond touch* 3/day, ghost sight (invisible)

CLASS 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.

*The following feat, reprinted from *Sword & Fist*, is required to be a ghost-faced killer.

DEATH BLOW

You waste no time in dealing with downed foes.

Prerequisites: Base attack bonus +2, Improved Initiative.

Benefit: You can perform a coup de grace attack against a helpless defender as a standard action.

Normal: Performing a coup de grace is a full-round action.

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier.

The ghost-faced killer's class skills are:

STR	Climb, Jump, Swim
DEX	Hide, Open Lock, Move Silently, Tumble
CON	Concentration
INT	Search
WIS	Listen, Spot
CHA	Bluff, Iaijutsu Focus, Intimidate

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.

WEIGHTLESS FOOT

"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

WEIGHTLESS FOOT

HIT DIE: D8

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	+3	+6	+6	*Light as air*
9	+9	+3	+6	+6	Purity of spirit, improved evasion
10	+10	+3	+7	+7	*Weightlessness*

CLASS 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 special ability.

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier.

The weightless foot's class skills are:

STR	Climb, Jump, Swim
DEX	Balance, Escape Artist, Hide, Move Silently, Tumble
CON	Concentration
INT	Search
WIS	Listen, Spot
CHA	Diplomacy, Iaijutsu Focus

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, sohais, 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 weightlessnes, 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.

Class Features

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.

Concentration

Using a spell-like special ability provokes attacks under the same conditions that casting a spell does. Although less useful for martial prestige classes, like the ghost-faced killer, than for a wizard or sorcerer, putting ranks in Concentration allows these characters to enter melee combat and still use their spell-like abilities.

Making a few ranks in Concentration required for prestige classes like the ghost-faced killer is a simple way to get players to make interesting choices about their character—to attain the prestige class they are after, they must devote ranks to a skill they wouldn't otherwise use. It also represents the inner focus that classes like the ghost-faced killer require.

NINJAS IN ANY CAMPAIGN

Players and DMs in a more traditional game might be loath to include ninja prestige classes. Using these ideas effectively is easy, even if the classic idea of the ninja is wrong for your game. Separating the prestige classes in this article from their ninja background is as simple as changing the name of the classes.

If, for example, you wanted to introduce these classes into GREYHAWK or another game with a heavy european flavor, the Poison Fist ninja clans become the warring factions of the Poison Fist assassin's guild, the exotic weightless foot ninja become the fabled Sky Dancers of Ket, and the ghost-faced killers become the Order of Crimson Death, elite killers of the Scarlet Brotherhood.

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.

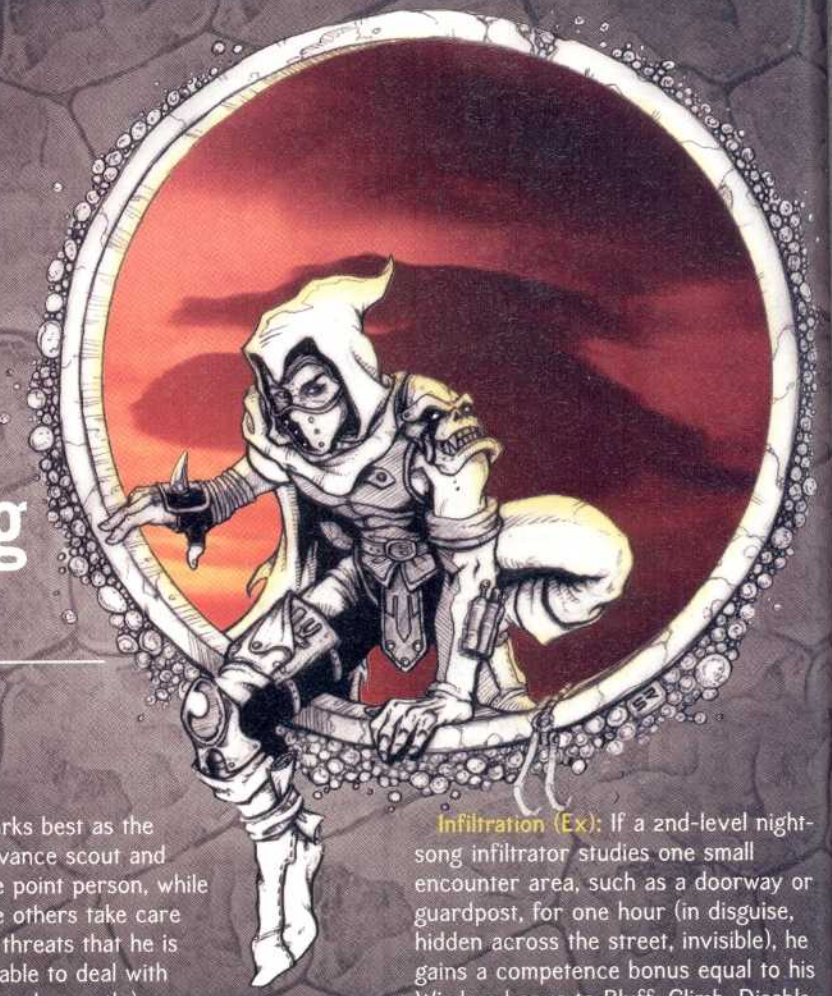
Improved Evasion (Ex): At 9th level, a weightless foot's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she takes only half damage on a failed save.

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).

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.

Class Acts:

The Nightsong Infiltrator



by Monte Cook
illustrated by Scott Roller

NIGHTSONG INFILTRATOR

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

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

Members of the Nightsong Guild rarely work alone. Usually, they operate in teams. For PC nightsong infiltrators, these teams can be made up of adventuring allies. When working as part of a team, the nightsong infiltrator works best as the advance scout and the point person, while the others take care of threats that he is unable to deal with (guards, mostly).

CLASS FEATURES

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

Weapon and Armor Proficiency: Nightsong infiltrators gain no new proficiency with weapons or armor.

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

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

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

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

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

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

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

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

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

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

Trap Avoidance (Ex): A 7th-level nightsong infiltrator's training with traps is so extensive that he makes all saving throws made against traps and trap effects twice, taking the better roll each time.

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

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

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

REQUIREMENTS

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

Open Locks: 10 ranks.
Move Silently: 6 ranks.
Disable Device: 4 ranks.
Pick Pocket: 5 ranks.
Feats: Alertness.
Special: The nightsong infiltrator must undergo three months of intensive training and tests with the Nightsong Guild before he can actually gain the skills offered. Further, the guild asks all members to contribute 10% of all their earnings. In return, members have access to the guild's extensive library, training facilities, workshops, contacts, allies, and bolt-holes. Many places of business in the city offer Nightsong Guild members 10% discounts on services, goods, and equipment.

CLASS SKILLS

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

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

THE NIGHTSONG INFILTRATOR

HIT DIE: D6

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

Class Acts:
The Nightsong Enforcer

by Monte Cook • illustrated by Scott Roller

The Nightsong Guild

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

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

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

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

Nightsong Enforcer

Throughout the city, even the vilest assassin does not command more respect than the nightsong enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they often work in elite teams.

Nightsong enforcers focus on the stealth-centered combat training that rogues usually learn and forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus, they strike quickly from the shadows. They do not worry about what other warriors might—things like honor or fighting fair, and they scoff at such ideals as childish.

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

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

Class Features

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

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

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

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

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

A nightsong enforcer can only sneak attack living creatures with discernible

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

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

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

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

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

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

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

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

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

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

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

REQUIREMENTS

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

Base Attack Bonus: +5.

Move Silently Ranks: 10.

Hide Ranks: 10.

Feats: Improved Initiative, Quick Draw.

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

CLASS SKILLS

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

Str: Climb, Jump, Swim.

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

Con: —

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

Wis: Innuendo, Intuit Direction, Listen, Spot.

Cha: Disguise, Intimidate.

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

THE NIGHTSONG ENFORCER

HIT DIE: D8

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

WARRIORS OF THE ANIMAL FIST

by Patrick Younts · illustrated by Dave McCllean

CROUCHING PANTHER, SLASHING DRAGON

Through the cultivation of martial skill and meditation, monks transcend the limits of flesh, finding mental and physical perfection as creatures of spirit that stand outside the natural order. Their journey is rigorous, insular, and ultimately, lonely.

In windswept mountain temples, fortresses buried in the heart of forests, and training halls hidden in city alleyways, small sects of martial artists follow a different road. They embrace the natural world, using combat techniques inspired by the movement and fighting spirit of one of seven animals: crane, dragon, mantis, monkey, panther, snake, or tiger. Known as shen, or "spirits," their training goes far beyond imitation; they master deadly skills and can transform into humanoid versions of their chosen animal.

Most shen begin adventuring as monks or druids, but barbarians, rangers, and rogues sometimes find themselves drawn to the way of the animal fist. On rare occasions bards, clerics, sorcerers, and wizards become shen. Few paladins or fighters willingly give up their heavy weapons and armor long enough to learn the shen's fighting secrets.

SHEN REQUIREMENTS

HIT DIE: D8

To become a shen, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (nature) 2 ranks, Survival 3 ranks.

Feat: Improved Unarmed Strike.

Special: Additional requirements are listed for each animal shen. Upon taking a level of this class, a character must choose an animal shen and meet the additional requirements. Each animal shen is treated as a different prestige class.

SHEN CLASS SKILLS

The shen's class skills (and the key ability for each) are Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex). Each animal shen provides other skills as class skills.

Skill Points at Each Level: 6 + Intelligence modifier.

SHEN ADVANCEMENT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	AC bonus, unarmed damage
2nd	+1	+3	+3	+3	Shen ability, *ki* strike (silver)
3rd	+2	+3	+3	+3	Hybrid form (1/day)
4th	+3	+4	+4	+4	Shen ability
5th	+3	+4	+4	+4	Hybrid form (2/day), uncanny dodge
6th	+4	+5	+5	+5	Shen ability, evasion
7th	+5	+5	+5	+5	Hybrid form (3/day), improved uncanny dodge
8th	+6	+6	+6	+6	Shen ability, *ki* strike (cold iron)
9th	+6	+6	+6	+6	Hybrid form (4/day)
10th	+7	+7	+7	+7	Shen ability

SHEN CLASS FEATURES

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

Weapon and Armor Proficiency: A character gains no new proficiency with any weapon, armor, or shield for taking a level of shen.

AC Bonus (Ex): A shen gains the AC bonus class feature of the monk class, allowing the shen to gain his Wisdom bonus to AC when unarmored and unencumbered. As with the monk special ability, the shen's AC improves by +1 for every five levels the character has in the shen class (+1 at 5th level, +2 at 10th level). Monk levels stack with shen levels for the purposes of determining the increase to the AC bonus. For example, an 8th-level monk with seven levels in the shen prestige class would have a +3 bonus to his AC when unarmored and unencumbered. Levels of different animal shen also stack for the purposes of determining AC bonus increase. See the monk class feature for more guidelines about this ability.

THEY EMBRACE THE NATURAL WORLD, USING TECHNIQUES INSPIRED BY THE FIGHTING SPIRIT OF SEVEN ANIMALS.

Unarmed Damage (Ex): A shen's unarmed damage increases as a monk's unarmed damage, starting at 1d6 points of damage at 1st level for a Medium creature. Monk levels stack with shen levels for the purpose of determining unarmed damage. For example, an 8th-level monk with 7 levels in the shen prestige class deals 2d6 points of damage with an unarmed strike. Levels of different animal shen also stack for the purposes of determining unarmed damage.

Shen Ability: Starting at 2nd level, and at every even level therafter (4th, 6th, and so on), the shen receives a special ability unique to his animal style. Shen abilities are listed in the order they are received in each animal shen's description.

***Ki* Strike (Su):** At 2nd level, a shen's unarmed attacks are empowered with *ki*. His unarmed attacks are treated as silver weapons for the purpose of dealing damage to creatures with damage reduction. *Ki* strike improves with the character's shen level. At 8th level, his unarmed attacks are also treated as cold iron weapons for the purpose of dealing damage to creatures with damage reduction.

Hybrid Form (Su): Once per day at 3rd level, with additional uses at 5th, 7th, and 9th level, the shen can transform into a humanoid version of his style's namesake. This transformation requires a standard action, provokes attacks of opportunity, heals damage equal to a day's rest, and lasts one minute per two class levels.

A shen in hybrid form receives a +5 bonus on Spot, Listen, and Survival checks; has low-light vision; and has unarmed attacks considered as magic, ghost touch weapons. A shen in hybrid form can even wrestle spirits, and is able to grab and grapple incorporeal creatures. Each animal shen's hybrid form also has several unique abilities as described in its particular entry.

Uncanny Dodge (Ex): At 5th level, a shen gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a character already has uncanny dodge from another class, the character gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Evasion (Ex): At 6th level or higher, if a shen makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if a shen is wearing light armor or no armor. A helpless shen does not gain the benefit of evasion.

If a shen already has evasion from another class, the character automatically gains improved evasion instead.

Improved Uncanny Dodge (Ex): At 7th level and higher, a shen 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 a rogue the ability to sneak attack the shen by flanking him, unless the attacker has at least four more rogue levels than the target has shen levels.

Wild Spirit (Ex): At 9th level, the shen becomes more animalistic than ever before. He receives a +4 bonus on all saves against effects that specifically target humanoids, such as *charm person*. Creatures of the animal type that attempt to attack or charge the shen must succeed at a Will save (DC 10 + shen level + Charisma modifier) or be unable to complete the action and lose that action for the round. An animal shen that succeeds can attack normally.

The Shen also undergoes a minor but permanent physical change; he gains an animalistic feature related to his chosen style. Common features include: cat eyes, pointed ears, whiskers, multi-faceted eyes, feathers instead of hair, or a forked tongue.

Crane

While walking near his monastery, an abbot witnessed an enraged ape attacking a crane. Although the ape was stronger, it could not touch the crane, which used its wings and claws to batter its foe. Suddenly, the crane attacked and plucked out the ape's eye with his beak. The ape fell down dead. The master bowed to the crane, and both went about their business.

The crane shen knows you can't be hurt if you can't be touched; her fighting style is cautious, favoring swift dodges and parries combined with evasive footwork and powerful jumps that keep her out of an opponent's reach. Her attacks are an arsenal of high kicks, wide arcing punches, and the crane's beak, a fist formed by tightly squeezing the tips of the fingers together. The graceful movements and dramatic, beautiful stances of the crane style are ideally suited for tall, willowy bodies. Elves have an affinity for the way of the Crane.

Additional Requirements: Combat Expertise, Dodge, Balance 5 ranks, Jump 5 ranks.

Additional Class Skill: Bluff.

1st Shen Ability—Gather the Blossoms (Ex): Crane shen receive Deflect Arrows as a bonus feat. In hybrid form she can also use the feat

to deflect *magic missile, Melf's acid arrow,* and ray spells of 2nd level or lower.

2nd Shen Ability—Defensive Mastery (Ex): The crane shen is a master of defensive fighting. When fighting defensively, using Combat Expertise, or using the total defense option, the crane shen receives an additional +2 bonus to AC.

3rd Shen Ability—Wuxia (Ex): The crane shen receives a +10 competence bonus on Jump checks and determines the distanced jumped as if making a running jump even if standing still.

4th Shen Ability—Slay the Ape (Su): Using the full attack action, the Crane attempts one attack at her highest attack bonus. If successful, her opponent is required to make a Fortitude save (DC 10 + damage dealt) or be blinded. This supernatural ability works even if the opponent's eyes are shielded, and affects creatures with primary senses other than vision, "blinding" even blindsight and tremorsense. Slay the ape is usable once a day per two shen levels.

5th Shen Ability—Crane Dances in the Shallows (Su): For 2 rounds per crane shen level per day, the crane shen may move across or stand on any liquid surface as if it were solid ground. Rounds of duration need not be used consecutively. The crane shen is not immune to damage caused by traversing dangerous surfaces, but does receive a +4 bonus on applicable saving throws.

Hybrid Form: The hybrid form of a crane shen has a long beak, graceful neck and great white wings. Feathers cover every part of the hybrid's body but the shen's beak and legs, ranging in color from snow white to dark gray.

In hybrid form, a crane shen gains a +2 bonus to Dexterity, and the crane shen can fly at a speed equal to half her land speed with good maneuverability.

Dragon

Steward to the Celestial Emperor and his heavenly court, protector of the Middle Kingdom, wise counselor to hero and king, the dragon of the Eastern World is chaos and spirit; his writhing coils are the winds that stir the grassland, and his breath is the father of storms.

To follow the path of the dragon, the student learns to cultivate his internal energy, using a combination of meditation, esoteric breathing patterns, and fighting techniques that imitate the coiling and whipping of the dragon's body. The greatest dragon shen can cause injury with a touch and unleash their internal power in a devastating burst.

Additional Requirements: Weapon Focus (unarmed strike), Concentration 4 ranks, Intimidate 3 ranks.

Additional Class Skills: Diplomacy, Intimidate.

1st Shen Ability—Heart of the Dragon (Ex): The dragon shen gains Great Fortitude as a bonus feat.

2nd Shen Ability—Mandate of Heaven (Ex): The dragon shen gains Iron Will as a bonus feat.

3rd Shen Ability—*Celestial Emperor's Blessing* (Sp): By clapping his hands together, the dragon shen can cause a fan of energy to explode out from his hands. This ability mimics the *burning hands* spell except that the dragon shen can choose to have it deal acid, cold, electricity, or fire damage. Caster level is equal to the dragon shen's class level. This ability can be used once per day per two class levels. Using this ability is a standard action.

4th Shen Ability—Four Hidden Sounds (Su): By activating his internal energies with one of four specific exhaled sounds, the dragon shen's unarmed strikes deal normal damage plus 1d6 points of acid, cold, electricity, or fire damage, as he chooses. Four hidden sounds affects all unarmed attacks for 1 round, and only one type of energy may be used each round. This ability can be used once per day per two class levels, and enabling it is a free action.

5th Shen Ability—Heaven's Hand (Ex): By focusing his internal power, the dragon shen resolves all his unarmed attacks for 1 round as though he and the foes he attacks stand in an *antimagic field.* This ability can be used once per day.

Hybrid Form: The dragon shen's hybrid form possesses a sinewy, whip-thin tail, and his head has a mix of dragon and lion features, with a wide snout full of dagger-sharp teeth and a long mane of deep red or black. His body is flexible and thin, with scales that shimmer in rainbow colors, and his limbs, tipped with gleaming claws, are short but powerful. In hybrid form the dragon shen gains +2 bonus to Strength and Constitution, and he may choose to deal slashing damage with his unarmed attacks.

Mantis

A young warrior traveled to a monastery, seeking to test his skills. He was easily defeated by the lowest-ranking monk. Ashamed, he retreated to the mountains to meditate and train. One morning he was witness to a fight between a cicada and a

NEW FEATS FOR MARTIAL ARTISTS

These new feats can add some martial-arts flair to any character.

DEFT FIST

It's rumored the greatest masters can strike down enemies who cower behind stone walls.

Prerequisites: Dex 13, Wis 13, Improved Unarmed Strike, Weapon Finesse, Weapon Focus (unarmed strike).

Benefit: When making an unarmed melee attack against a foe with cover (except total cover), your target does not gain the normal cover bonus to Armor Class.

KUNG FU GENIUS

Some styles of martial arts require the student to memorize advanced medical text and anatomical charts. These styles favor the intellectual over the introspective.

Prerequisites: Int 13, must be gained at or before the first level of the monk class is taken.

Benefit: You use your Intelligence modifier rather than Wisdom for all monk special abilities that normally rely on Wisdom.

RING THE GOLDEN BELL

With the rush of air from a single precise strike, skilled martial artists can extinguish a candle flame from several feet away. Legendary masters developed this ability to the point that they could ring a thousand-pound bell using only a finger strike from 20 feet away.

Prerequisites: Wis 13, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike), base attack bonus +5.

Benefit: A number of times per day equal to 1 plus your Wisdom bonus, you may inflict unarmed strike damage with a successful ranged attack. This attack has a range increment equal to 5 feet plus 5 feet per point of Wisdom bonus. Normal cover modifiers apply. This attack can deliver any effect your unarmed strike can normally deliver, such as a stunning attack due to the Stunning Fist feat.

praying mantis. The mantis's use of quick claw jabs and grappling to overwhelm the cicada inspired him, and he adopted its strategy as his own. When he returned to the temple, he defeated fully half the monks in challenge matches and was welcomed as a senior brother. Word of his accomplishment spread quickly, and students flocked to the monastery. In time, the mantis style became one of the world's most famous arts.

HIS WRITHING COILS ARE THE WINDS THAT STIR THE GRASSLAND, AND HIS BREATH IS THE FATHER OF STORMS.

The mantis shen's form focuses on joint locks and quick strikes to the eyes, temples, and throat. The primary technique is the mantis fist, formed by bending the wrist and extending the index finger, supported by the thumb. A mantis shen is skilled at tripping and disarming opponents, and attacks well-armed opponents with confidence.

Additional Requirements: Combat Expertise, Improved Trip, Concentration 2 ranks, Escape Artist 5 ranks.

Additional Class Skill: Intimidate.

1st Shen Ability—Improved Grapple (Ex): The mantis shen gains Improved Grapple as a bonus feat. If the mantis shen already has the Improved Grapple feat, she gains a +6 bonus on grapple checks rather than the normal +4 bonus granted by the feat.

2nd Shen Ability—Chi Sau (Ex): The mantis shen trains in chi sau, or sticky hands technique, learning to sense her opponent's location and movement first by touch, then by simple displacement of air. She gains the Blind-Fight feat as a bonus feat.

3rd Shen Ability—Defang the Snake (Ex): The mantis shen is not penalized for using a light weapon (including an unarmed strike) when attempting to disarm a foe.

4th Shen Ability—Superior Trip (Ex): A mantis shen who succeeds at a trip attempt deals her unarmed strike damage in addition to knocking the target prone.

5th Shen Ability—One Finger Strike (Ex): Once per day per mantis shen level, a mantis shen can pierce an enemy's flesh and cause a bleeding wound, dealing 1 point of Constitution damage from blood loss in addition to the attack's normal damage. Immediately after a foe is damaged by a successful unarmed strike, a mantis shen can declare the attack a one finger strike. Creatures immune to critical hits are immune to the Constitution damage dealt by this attack.

Hybrid Form: The mantis hybrid form is an insect-like horror standing tall on spindly legs. Her eyes are huge and multifaceted, bulging over razor mandibles that jut from her mouth. Her entire body is armored with thick green chitinous scales, and each finger ends in a long claw of chitin.

The mantis shen in hybrid form gains a +4 enhancement bonus to her natural armor and benefits from the Improved Grab ability. Her unarmed attacks inflict piercing, slashing, or bludgeoning damage, as she chooses.

Monkey

A young warrior with a weakness for drink was imprisoned for fighting. His jail cell had no bars, and the prison gate was always open, but he never dared to run. Just beyond the gate was a tree where five monkeys lived. The monkeys were always drunk on sour wine the prison warden provided, and they beat anyone who came near them with their long arms or branches torn from the tree. Since no one dared come near, the monkeys spent their days playing in the tree, drinking, and fighting with each other as they leapt from limb to limb. The young warrior studied their movements until he matched them flip for flip, then he walked through the gate, knocked the monkeys unconscious, and went home.

The monkey shen uses acrobatic skill and unpredictable footwork, coupled with quick strikes from every angle and direction, to frustrate his opponents. He's as likely to wield a quarterstaff as he is his hands and feet, and there is no one more skilled in its use. Monkey shen appear almost playful in combat, springing off tables, hanging from rafters, and flipping over enemies, but only the most dedicated and physically gifted can master the monkey shen style.

Additional Requirements: Weapon Focus (quarterstaff), Balance 5 ranks, Tumble 5 ranks.

Additional Class Skills: Bluff, Perform.

1st Shen Ability—Tall Monkey (Ex): At 2nd level, the monkey shen's acrobatic fighting style allows him to leap over obstacles with minimal effort. A monkey shen can leap onto any inanimate object equal to or less his height without a Jump check.

2nd Shen Ability—Clever Monkey (Ex): At 4th level, the monkey shen may attack with the quarterstaff or with unarmed attacks as though he has the Improved Two-Weapon Fighting feat. If the shen already has the Improved Two-Weapon Fighting feat, he may attack with the quarterstaff as though he has the Greater Two-Weapon Fighting feat.

3rd Shen Ability—Monkey King Staff (Ex): A monkey shen is a master of quarterstaff combat. If he has the Stunning Fist feat, he may deliver a stunning attack with a blow from a quarterstaff rather than an unarmed attack. In addition, the monkey shen can utilize the Weapon Finesse feat with both ends of the quarterstaff.

4th Shen Ability—Drunken Monkey (Ex): A monkey shen's footwork is confusing to opponents. When provoking an attack of opportunity due to moving through an opponent's threatened area, the monkey shen gains a +2 dodge bonus to his AC.

5th Shen Ability—Tumbling Boxing (Ex): The monkey shen tumbles with such ease that he can take 10 whenever he attempts a tumbling maneuver, even when distracted or endangered. Additionally, the monkey shen can attempt a Tumble check (DC 10 + opponent's Strength score) when tripped or overrun. A success means the monkey shen regains his footing immediately, negating the free attack granted by the Improved Trip feat.

Hybrid Form: The monkey hybrid form is lean and wiry, with a pronounced stoop and arms reaching just past the knee. Short fur the color of the shen's hair covers everywhere except the hands, feet, and face.

In addition to the abilities shared by all shen in hybrid form, the monkey shen enjoys several additional benefits. He receives a +4 bonus to Dexterity,

and he may use his feet interchangeably with his hands (and his hands as feet) for any action except casting spells. Finally, the monkey shen gains a climb speed equal to his base land speed.

Panther

An unarmed monk crept among the tents of Zhang, the traitor warlord. She slipped through pools of darkness, moving tent to tent, and no guard noted her passing. At last she stood before the warlord's tent. The emperor's only son lay bound within, a prize that ensured the traitor's safety. The monk stepped inside. In later years, before his ascension, the prince would say only that he had been saved, and the traitor punished, by a shadow who faded away like smoke in the night.

The panther shen, sometimes known as the leopard shen, combines the strength of the tiger with the agility of the crane in a martial art famous for its lightning fast combinations and footwork. She prefers punches to kicks, and the panther fist, made by curling the first and second knuckles toward the palm, is her staple technique. A panther shen relies on stealth over force, stalking her opponents the way her namesake stalks a meal. When not in combat she moves with a measured, almost lazy, pace, but her natural grace is obvious to all.

Additional Requirements: Improved Initiative, Hide 5 ranks, Move Silently 5 ranks.

Additional Class Skill: Search.

1st Shen Ability—Panther Step (Ex): The panther gains an unarmored speed bonus just like the monk class. The panther shen gains a speed bonus as a monk of a level equal to her panther shen level plus 1 level. If the panther shen also has monk levels, the character's monk levels add to the panther shen levels to determine the character's unarmored base speed.

2nd Shen Ability—Like the Wind (Ex): The panther shen gains Lightning Reflexes as a bonus feat.

3rd Shen Ability—Chain Punches (Ex): The panther shen is so accustomed to unleashing rapid fire strikes that her penalty when using Flurry of Blows is reduced to -1 per attack.

4th Shen Ability—Seize the Moment (Ex): The panther gains a +4 bonus to initiative.

5th Shen Ability—Swift Reprisal (Ex): Whenever an opponent makes a melee attack against the panther shen and misses, the panther shen can exploit the opening to take an immediate attack of opportunity against that opponent. The opponent must be within a square threatened by the panther shen for her to use this ability.

Hybrid Form: The panther hybrid form is sleek and strong, with the rippling muscle and effortless grace of a trained dancer. Fine hair covers her body, commonly midnight black. Her head resembles a panther's, with luminous green eyes and razor teeth. Hands and feet are padded and end in claws, and a long tail lashes behind her. She receives a +2 bonus to Strength and Dexterity in hybrid form. In hybrid form, the panther shen is considered to have the Spring Attack feat, even if she doesn't meet the requirements. A panther shen can inflict bludgeoning or slashing damage when attacking unarmed, as she chooses.

Snake

A young monk cooling his feet in the river watched as a hawk swooped down to catch a snake. The snake twisted its body this way and that, always out of reach of the hawk. All at once, the snake struck, and with a single bite killed the hawk. Impressed, the monk ran to his temple and told the abbot what he had seen. The abbot smiled and said, "You have learned a valuable lesson. The true master needs no second blow."

The secret of the snake style is knowledge of pressure points and meridian lines. A snake shen spends years poring over medical treatises, absorbing charts and experimenting on himself and his fellow students to predict the effects of finger strikes against every inch of the body. Obscure variables of time of day and year relating to the effect of each pressure point attack must be memorized, so only the most intelligent students thrive in the snake style. The snake shen's comprehensive knowledge of the body's functions makes them excellent healers; they are often found in major cities, operating clinics that double as training halls.

Additional Requirements: Stunning Fist, Concentration 4 ranks, Heal 2 ranks.

Additional Class Skills: Heal, Profession.

1st Shen Ability—Stunning Blow (Ex): A snake shen with the Stunning Fist feat may use his Intelligence modifier instead of his Wisdom modifier to determine the Fortitude save DC of his Stunning Fist attacks. In addition, he may make one additional stunning fist attack per day.

2nd Shen Ability—Calculated Blow (Ex): The snake receives Improved Critical (unarmed strike) as a bonus feat.

3rd Shen Ability—Hands of a Surgeon (Ex): The snake shen knows how to turn his encyclopedic knowledge of anatomy to his

NEW EXOTIC WEAPONS

The exotic weapons on this and the following page make great additions to any campaign, especially those that emphasize martial-arts action.

ROPE DART

A rope dart consists of a spike or piercing blade attached to a 20-foot length of rope. Propelled by precise strikes from the hands, feet, elbows, and knees, combined with intricate coiling of the rope around every part of the body, the rope dart can stab at opponents from every direction and angle at incredible speed.

A rope dart has a long reach, so you can strike opponents 15 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the rope dart can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the rope dart to avoid being tripped.

When using a rope dart, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rope dart sized for you, even though it isn't a light weapon for you.

Monks are not automatically proficient with the rope dart, but if they take the feat Exotic Weapon Proficiency (rope dart), they can use the rope dart when making attacks with their flurry of blows ability.

A variation of the rope dart called the meteor hammer exists, replacing the dart with a solid metal ball that does bludgeoning damage rather than piercing damage. A character proficient with the rope dart is proficient with the meteor hammer.

Type: Two-handed; **Cost:** 3 gp; **Damage (S):** 1d3; **Damage (M):** 1d4; **Critical:** x2; **Range Increment:** —; **Weight:** 4 lb.; **Damage Type:** Piercing.

TIGER HOOK SWORD

A tiger hook sword is the size of a longsword, but the first quarter of the blade is curved forward like a fishhook. The hilt comes to a sharp point, and an outward pointing crescent blade serves as a hand guard and striking surface.

A tiger hook sword grants a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can make trip attacks with it, and you gain a +2 bonus to trip attempts made with the weapon. If you are tripped during your own trip attempt, you can drop the tiger hook sword to avoid being tripped.

Monks are not automatically proficient with the tiger hook sword, but if they take the feat Exotic Weapon Proficiency (tiger hook sword), they can use the tiger hook sword when making attacks with their flurry of blows ability.

Type: One-handed; Cost: 35 gp; Damage (S): 1d6; Damage (M): 1d8; Critical: x2; Range Increment: –; Weight: 6 lb.; Damage Type: Slashing.

advantage in combat. When fighting a humanoid creature, the snake shen adds his Intelligence bonus, rather than Strength, to his damage rolls and threatens a critical on an 18-20. Hands of a Surgeon can only be used with unarmed strikes, and it cannot be used against constructs, undead, incorporeal creatures, or creatures immune to critical hits.

4th Shen Ability—Poison Hand Method (Ex): Poison hand method uses vicious blows aimed at the most vulnerable areas of the body. Once a day per class level, a snake shen can, with a successful unarmed strike, inflict an automatic critical hit. This attempt must be declared beforehand, and failure to hit still constitutes use of the ability. If the normal attack roll results in a critical hit, damage is tripled. This ability can only be used with unarmed strikes, and it has no effect on creatures immune to critical hits.

5th Shen Ability—Healing Touch (Su): Through manipulation of *ki* and pressure points, a snake shen can heal himself and others, as well as cure a variety of ailments. With a touch and as a full round action, the shen may do one of the following: heal hit points equivalent to a day's rest, neutralize poison, cure blindness or deafness, remove paralysis, or cancel a *hold* spell. This ability is usable once a day per 2 snake shen levels.

Hybrid Form: A snake hybrid has a whip-thin body and a snake head. He is covered in scales, usually of a dark greenish-black color, but the scales can be of any pattern found in nature. His tongue is long and forked, flicking out past long retractable fangs to taste the air. A snake shen gains a +2 bonus to Dexterity and Intelligence while in hybrid form, and gains a bite attack that deals piercing unarmed strike damage.

Tiger

An old monk searched the mountains for a suitable spot to build a temple. One morning he was ambushed by bandits and sorely wounded. As the bandits closed in, a female tiger leapt from the bushes and slew them all. She gently lifted the injured monk in her jaws, set him on her back, and bounded to her mountaintop cave. She guarded the injured monk for days, nursing him with her milk and licking his wounds. When the old monk was healed, he resolved to build his temple on the spot where the tiger had saved him, and in this way he honored her. For centuries, the fighting monks of that temple were renowned for their ferocious tempers and strength.

The tiger style develops strength and toughness to the limit of human potential. A tiger shen is fearless, throwing herself into battle, accepting blows without flinching, and overwhelming enemies with powerful strikes. She favors the tiger claw, formed by curling the fingers in toward the palm, used to rake, tear, and seize flesh. Tiger shen make excellent bodyguards; they're so intimidating that only the confident or foolish consider challenging them, even when not in hybrid form.

Additional Requirements: Power Attack, Concentration 2 ranks, Intimidate 4 ranks.

Additional Class Skill: Intimidate.

1st Shen Ability—Paralyzing Stroke (Ex): A tiger shen can focus all her energy into a mighty strike that ignores armor. Using a full-round action, the tiger can make a single melee attack as a touch attack, dealing damage normally. A creature damaged by the strike must make a Fortitude save (DC 10+ shen level + Strength modifier) or be paralyzed for 1 round. The killing stroke ability can be used once per day per shen level. Failure to connect with the killing stroke uses one of the panther shen's uses per day.

2nd Shen Ability—Tiger's Toughness (Ex): The tiger shen gains Toughness as a bonus feat.

3rd Shen Ability—Fearful Symmetry (Ex): The tiger shen is immune to fear effects.

4th Shen Ability—Primal Force (Ex): The tiger shen gains Endurance as a bonus feat.

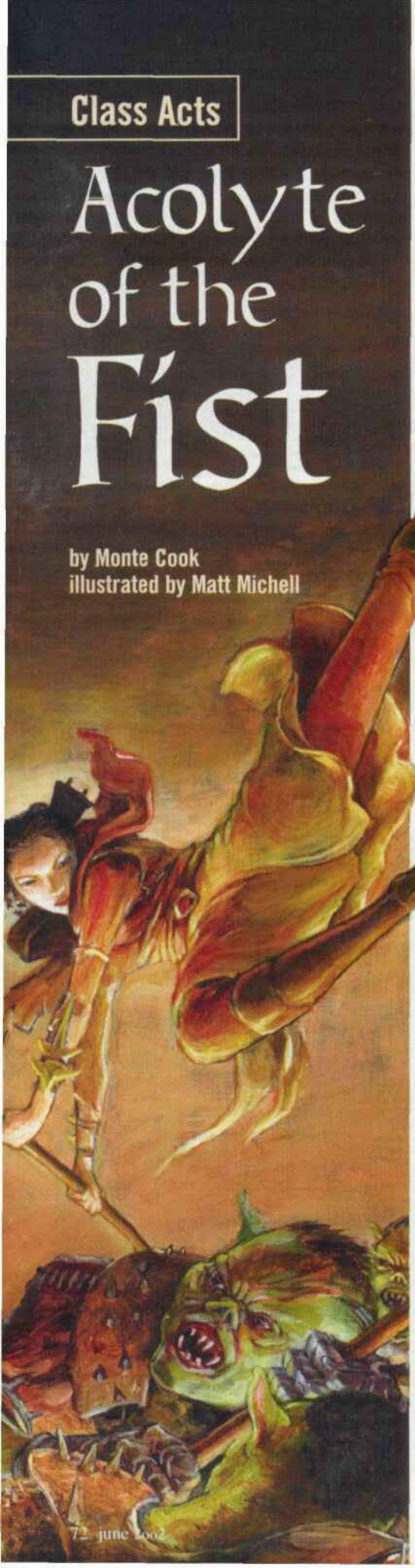
5th Shen Ability—Frenzy (Ex): Once per day as a free action, the tiger shen can enter a frenzied state. While frenzied, she gains a +4 bonus to Strength and damage reduction 1/—. A frenzied shen cannot be stunned and is immune to nonlethal damage. The frenzy lasts 1 round plus the tiger shen's new Strength modifier. A frenzy does not cause the tiger shen to become fatigued.

Hybrid Form: The tiger hybrid possesses unmatched power. Her body, covered in coarse orange hair striped with black, bulges with muscle. Standing tall, with a tiger's head, gleaming claws, and a tail that whips violently behind her, the tiger shen is a fearsome sight. A tiger shen in hybrid form gains a +4 bonus to Strength, and she may choose to deal bludgeoning or slashing damage with her unarmed strikes.

Class Acts

Acolyte of the Fist

by Monte Cook
illustrated by Matt Michell



While some monks focus inward in a contemplative life of seeking enlightenment, members of the order of the fist focus outward. The central premise of the order's philosophy is "see what you want and take it." While that might seem selfish and greedy at first glance, that's because members of the order—who are called acolytes of the fist—do not focus on the "take," but on the "want." Members of the order believe that to want something that you cannot or should not have is insane, and to want something that could bring harm (in having it or taking it) to yourself or others is foolish. Thus, the order preaches the importance of goal setting—but in doing so carefully. When an acolyte of the fist sets a goal, he does not allow himself to be deterred from achieving it.

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

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

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

Class Features

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

Weapon and Armor Proficiency: Acolytes of the fist are proficient with all simple weapons. Theydo not gain proficiency with armor or shields.

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

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

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

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

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

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

FISTS OF IRON [GENERAL]

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

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

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

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

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

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

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

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

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

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

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

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

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

ACOLYTE OF THE FIST Requirements

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

Alignment: Any lawful.
Tumble Ranks: 8.
Jump Ranks: 8.
Feats: Improved Unarmed Strike, Iron Will, Stunning Fist.
Special: Once a character begins taking levels as an acolyte of the fist, he cannot go back to another class until he has gained all ten levels of the class. Once he does this, however, he can go back to his original class—even if that class was monk.

ACOLYTE OF THE FIST Class Skills

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

Str: Climb, Jump, Swim.
Dex: Balance, Escape Artist, Hide, Move Silently, Tumble.
Con: Concentration.
Int: Craft.
Wis: Profession, Listen.
Cha: Intimidate.

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

HIT DIE
D8

ACOLYTE OF THE FIST ADVANCEMENT

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Unarmed Damage	Unarmored Speed
1	0	+2	+2	+2	Fist of speed		
2	+1	+3	+3	+3	Leap of the clouds, Fist of Iron		
3	+2	+3	+3	+3	*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		

OATH & ORDER

The Monks of the Oath of Nerull

by Bruce Cordell · illustrated by Jeff Laubenstien

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

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

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

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

Too bad, I'm ready now, *thought Ember.*

—excerpted from *The Oath of Nerull* by T. H. Lain

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

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

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

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

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

ORDER DESCRIPTIONS

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

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

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

Authority Figures: Almor Akanul, male human mnk11/reaper5

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

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

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

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

Authority Figures: Sharra Morr, female human mnk7/enabled3

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

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

Reaper's Child

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

The reaper's child craves unlimited power. She is ruthless, cold, domineering, and merciless to any who might get in her way. She uses her power and influence to secretly infiltrate orders of monks. Once accepted by an order, she seeks to pervert them from within by forcibly converting the instructors to the worship of Nerull by means of a grisly ceremony known only as the "Oath." Reaper's children form a secret organization that underlies parts of civilized society. Their hierarchy is rigid, with power-hungry members continually moving up and down in the ranks.

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

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

HIT DIE **D8**

THE REAPER'S CHILD Advancement

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

REAPER'S CHILD Requirements

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

Unarmed Base Attack Bonus: +4/+1.

Knowledge (religion): 4 ranks.

Feats: Improved Unarmed Strike, Deflect Arrows, Dodge.

Alignment: Lawful evil.

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

REAPER'S CHILD Class Skills

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

Str: Climb, Jump.

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

Con: Concentration.

Int: Craft, Knowledge (religion).

Wis: Listen, Profession.

Cha: Bluff, Intimidate, Perform.

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

FOR YOUR CAMPAIGN

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

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

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

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

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

Class Features

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

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

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

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

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

Scythe Strike (Su): A reaper's child has the ability to emulate the devastating slashes of a scythe blade with her unarmed attacks. The character can use this ability once per round, but no more than once per reaper's child level per day. The character must declare she is using a scythe strike attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character is forced to make a Fortitude saving throw (DC 15 + the reaper's child level + Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the attack is treated as if the reaper's child had automatically confirmed a x4 critical (as a scythe blade). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the scythe strike.

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

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

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

Monk of the Enabled Hand

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

MONK OF THE ENABLED HAND Advancement

HIT DIE **D8**

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1	0	+2	+2	+2	Monk abilities, Shim soo "mind over hand"
2	+1	+3	+3	+3	*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"

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

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

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

Class Features

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

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

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

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

MONK OF THE ENABLED HAND Requirments

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

Unarmed Base Attack Bonus: +4/+1.

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

Alignment: Any lawful.

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

MONK OF THE ENABLED HAND CLASS SKILLS

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

Str: Climb, Jump, Swim.

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

Con: Concentration.

Int: Craft, Knowledge (arcana).

Wis: Listen, Profession.

Cha: Diplomacy, Perform.

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

FOR YOUR CHARACTER

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

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

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

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

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

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

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

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

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

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

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

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

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

Making Monks' Orders

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

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

The Way of the Fist

3 Prestige Classes

by Brent Phillips-Watts • illustrated by Monte Moore

Combat is a way of life. Some choose it, some have it thrust upon them, and for some it is all they have ever known. In a world where strength of arms often means the difference between life and death, some choose not to rely on steel alone. For these men and women, knowing how to fight without a weapon is as important as knowing how to fight with one. Always armed, always ready, these fighters have trained their bodies to be as deadly as any sword or bow. In the D&D game, when one thinks of unarmed combat there is a natural tendency to look to the monk class, but for many, the monk's rigid devotion to his art is too strict a way of life. Presented here are three prestige classes that offer an alternative to the monk's style of hand-to-hand combat.

The Primal Rager

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!"

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

For Your Character

These prestige classes can make for fun and formidable characters. Here are a few examples:

- The primal rager is a great choice for a gnome barbarian, even if you have your character take just one level. Using the strength of the beast ability, he can use his better than average Constitution to offset his race's penalty to Strength.
- If you're using the feats presented in the *Oriental Adventures* book, your fierce grappler will greatly benefit from feats like Earth's Embrace and Improved Grapple. Remember also that your fierce grappler can make grapple checks to hold and pin foes even when she didn't initiate the grapple, and if she has the great grappler ability (and is Medium-sized), she can hold and pin Huge creatures. With a spell or two to increase your fierce grappler's size and Strength, you might even try to pin a Gargantuan creature. Don't forget to choke-out those foes.
- The drunken master (see *Sword and Fist*) is a great prestige class to combine with the brawler. The drunken master's improvised weapons and bottle proficiency trump the improvise weapon ability of the brawler, but with the brawler's improvised weapon feats ability, your character will be a triple threat. He can use any non-exotic weapon, any improvised weapon can be employed to deadly effect, and he has increased unarmed attack damage. Plus your drunken brawler makes for a hilarious character concept.

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.

Class Features

All the following are class features of the primal rager prestige class.

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.

Primal Rager

Class 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 2/day.

Primal Rager

Class Skills

The primal rager's class skills (and the key abilities for each) are:

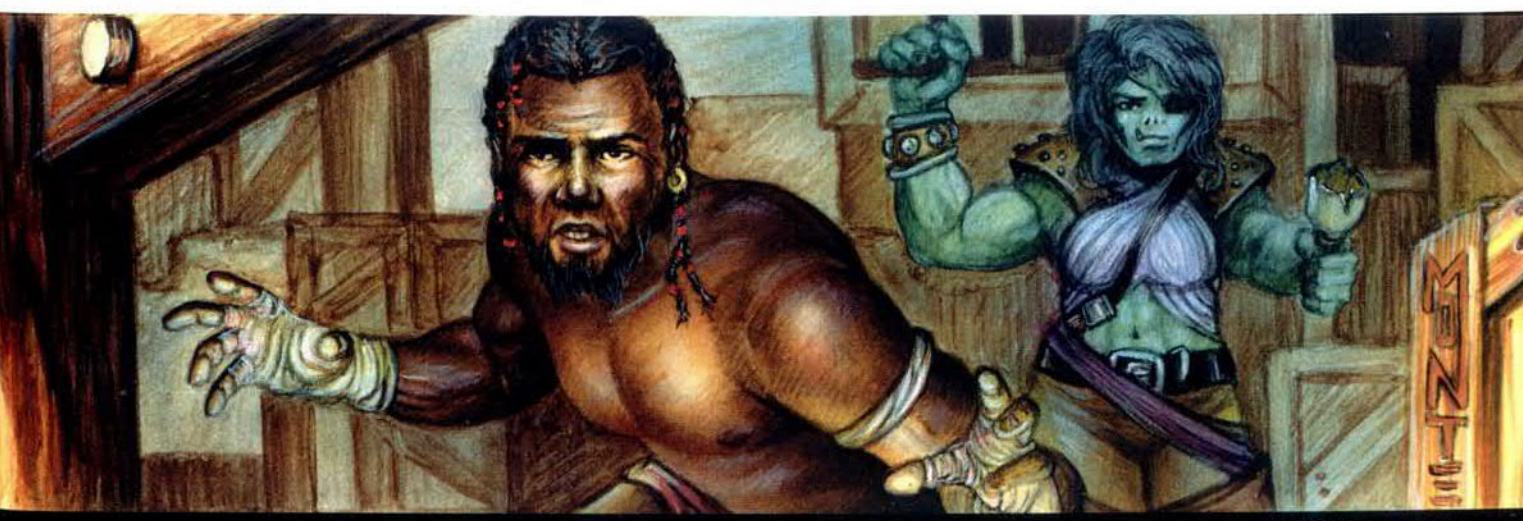
Str: Climb, Jump, Swim.
Dex: Ride.
Con: —
Int: Craft.
Wis: Intuit Direction, Listen, Spot, Wilderness Lore.
Cha: Handle Animal, Intimidate.

Skill Points at Each Level: 4 + Int modifier.

HIT DIE D10

The Primal Rager

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Strength of the beast, power strike 1d4
2nd	+2	+3	+0	+0	Quell the rage
3rd	+3	+3	+1	+1	Damage reduction 1/—, power strike 1d6
4th	+4	+4	+1	+1	Rage +1/day
5th	+5	+4	+1	+1	Heart of the beast



The Fierce Grappler

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Precision strike
2nd	+2	+3	+0	+0	Power strike (1d4), great grappler
3rd	+3	+3	+1	+1	Deadly pin
4th	+4	+4	+1	+1	Power strike (1d6)
5th	+5	+4	+1	+1	Choke-out

Fierce Grappler

Class 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.

Fierce Grappler

Class Skills

The fierce grappler's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.
Dex: Escape Artist, Tumble.
Con: –
Int: Craft.
Wis: Heal.
Cha: Intimidate.

Skill Points at Each Level: 4 + Int modifier.

HIT DIE D10

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.

The Fierce Grappler

"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."

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.

Class Features

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

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 2nd 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.

The Brawler

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-orcs 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.

Class Features

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

Weapon and Armor Proficiency: A fierce grappler 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

For Your Campaign

You can use these prestige classes in your campaign in a number of ways:

- Perhaps primal ragers all come from a particular tribe of barbarians that worships an animal totem. When the primal ragers use the heart of the beast ability, they take on aspects of the animal totem (growing fur, gaining cat-like eyes, and so on). Alternatively, the primal ragers could be demon cultists, taking the appearance of their demon masters when they rage.
- The fierce grapplers might all come from an organization of athletics fanatics who run games like the Olympics and favor wrestling as a sport. Alternatively, perhaps your players' characters first encounter a fierce grappler when they face one of the professional wrestlers acting as a bouncer at the inn or tavern the PCs frequent.
- A brawler can make for an entertaining villain. The consummate taproom boaster and bully, the unassuming brawler could be a surprising foe for a high-level party. Alternatively, an evil cleric brawler, controlling undead skeletons, could take advantage of his foes' propensity to use bludgeoning weapons.
- A brawler could also be a helpful NPC. Perhaps the wise and knowledgeable barkeep the PCs always consult for information lends a surprising helpful hand (and many thrown pewter steins) when the PCs are surprised by enemies at their favorite watering hole.

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 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.

Improvised Weapon Feats (Ex): At 2nd level, the brawler gains the ability to choose "improvised 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 "improvised 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.

NEW FEATS

Improvised 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.

Improvised 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 foes.

Prerequisites: 5 ranks in Balance, Wis 13+.

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

Brawler

Class 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.

Brawler

Class Skills

The brawler's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.
Dex: Balance, Ride.
Con: —
Int: Craft.
Wis: Intuit Direction, Listen, Spot.
Cha: Bluff, Intimidate.

Skill Points at Each Level: 2 + Int modifier.

HIT DIE D10

The Brawler

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+2	+0	Improvise weapon, crowd fighting +1
2nd	+2	+3	+3	+0	Improvised weapon feats
3rd	+3	+3	+3	+1	Crowd fighting +2
4th	+4	+4	+4	+1	Subdual damage reduction
5th	+5	+4	+4	+1	Bludgeoning substitution, crowd fighting +3

Stone, Road, and Tusk

Three Unusual Woodland Prestige Classes

by Eric Cagle • illustrated by Chris Appel

To different adventurers, nature means different things. To fighters and barbarians, nature is a challenge that must be faced and overcome. Monks either find harmony in nature or ignore it entirely while focusing on the body and mind. Wizards and sorcerers often see it as something that must be crossed between point A and point B or something that might yield ingredients for powerful rituals. Rogues and bards find nature inspiring at best and tedious at worst. Clerics differ in opinion based on their faith and personal outlook, but most see it as an extension of their own or another god's will.

To druids and rangers, however, nature is power.

Most druids and rangers are found among elves, gnomes, and humans. Elves are the prototypical druids and rangers, with a deep understanding of nature and a respect for its power. Gnomes also have a close connection to the land, making their homes in burrows beneath the ground. Humans and half-elves with an affinity for the old ways heed the call to become druids. Human and half-elf rangers tend to be more martial, protecting the wilderness with a single-minded dedication.

The other races, dwarves, halflings, and half-orcs, are rarely found in the role of druid or ranger. These races do not usually have the proper mindset or requisite affinity for nature. However, there is nothing stopping a player from creating a character that breaks the mold. This article addresses the interesting roleplaying challenges that members of these races contend with when they become druids and rangers, and it presents three new prestige classes.

DWARVEN DRUIDS & RANGERS

The dwarven mind has difficulty sensing nature as anything more than a resource to be used for the benefit of the clan. With the exception of stone, metals, and ores, nature is viewed with the same suspicion reserved for outsiders.

Occasionally, a dwarf develops a deep appreciation for the forces of nature, bonding with the earth and seeking out the deepest and wildest caverns. As the dwarf ages, she spends more and more time deep underground, trying to escape the incessant noise of the forge or the endless picking of the mines. Such dwarves sometimes claim that they can hear the stone scream as it is mined, and they try to explain to their kin about the damage they are causing. This does not sit well with other dwarves, who believe that the riches of the earth are a gift from Moradin, freely harvested by anyone who works hard to take it from the rock.

Dwarven druids and rangers usually choose animal companions common to underground regions, such as giant lizards, badgers, and dire bats.

Dwarven druids are usually found in one of two roles. The most common is the loner who flees the safety and tradition of the clan to wander the dark mazes of caves deep under the surface. She watches the subtle cycles of the underground seasons and learns the habits of the bizarre creatures that live there. Unlike surface druids, a dwarf drawn to nature rarely bothers with spells that affect wood, plants, and to a lesser extent, fire. She is well versed in the lore of stone, ore, and earth. The second type of dwarf druid is the clan wiseman. She might belong to a clan that has not turned its back on nature (or has fallen into barbarism), a clan that finds her insight into the natural world to be extremely important.

Dwarven rangers are typically troubleshooters for the clan, seeking out and eliminating enemies before they become powerful enough to threaten the community. Some rangers act as scouts, escorts, and couriers, navigating caves and long-disused tunnels with ease. A few such scouts receive special training, allowing them to move quickly and quietly through the caverns they patrol. Like the rare dwarf druids, these warriors spend more and more time alone in the deep caves as they age. Known as cave stalkers, these unique individuals roam extensive cavern networks and often serve as the first line of defense for a dwarven stronghold.

CAVE STALKER

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.

CLASS FEATURES

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

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.

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:

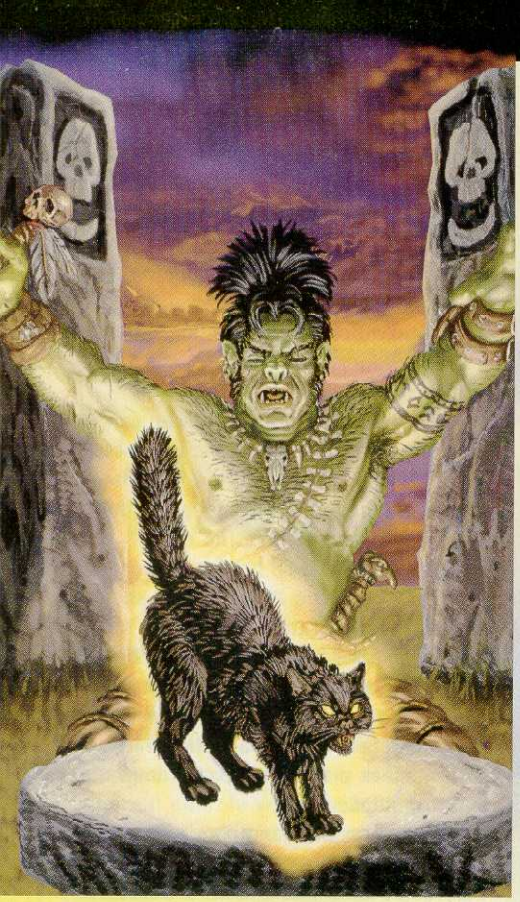
STR: Climb, Swim.
DEX: Hide, Use Rope.
CON: Concentration.
INT: Craft (trapmaking), Knowledge (nature).
WIS: Intuit Direction, Listen, Profession, Spot, Wilderness Lore.
CHA: –

SKILL POINTS AT EACH LEVEL: 4 + Int modifier.

THE CAVE STALKER

HIT DIE: D8

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+0	Improved stonecunning	+1 level of existing class
2nd	+1	+0	+3	+0	*Meld into stone*	
3rd	+2	+1	+3	+1	Sneak attack +1d6	+1 level of existing class
4th	+3	+1	+4	+1	Enhanced darkvision	
5th	+3	+1	+4	+1	Sneak attack +2d6	+1 level of existing class



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 stalker's 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.

HALF-ORC DRUIDS AND RANGERS

To most orcs and half-orcs, nature is something to be conquered—the idea that it can be worshiped, much less respected, is abhorrent to them. Rare individuals, however, hear voices in the winds, whispers in the rocks, and secrets in a crackling fire. They are drawn to nature in a way that none of their tribe would ever understand. These individuals are usually the target of scorn, fear, and ridicule by the rest of the clan, who cast them out or make life miserable enough that they leave on their own.

A half-orc who becomes a druid has a particularly rough time. Often lacking the physical prowess of his kin, he must make up for it with his spells and choice of animal companions. Half-orc druids or rangers prefer animal companions that are tough, aggressive, and not very subtle—bears, wolves, boars, and badgers, for example. Half-orcs rarely choose avians, like hawks and eagles, mainly because of their close association with elves.

Half-orc druids are even more likely to be loners than other races. Despised, hated, or at the very least, misunderstood, half-orc druids can bond with nature in a remarkable way. They find companionship among animals—who don't care about race—and they are drawn to extreme climates where they will not be disturbed. A good half-orc druid protects the animals and plants in his realm with a single-minded determination. While he understands that nature is cruel and uncaring, he usually shows a deep compassion for the plants and animals around him. An evil half-orc druid exemplifies an extreme version of the idea of survival of the fittest. He stakes out his territory and defends it from anything that tries to take it away, including the previous owners. He is the bane of elves and other good forest-dwelling races, because he is able to twist and pervert nature into a weapon to be used against them.

Good half-orc rangers become fierce protectors of the wilderness, often using their skills against the very orcs who exiled them. Evil half-orc rangers are the stuff of nightmares—stealthy murderers that lurk in the woods, waiting to ambush their prey. Worse, they might still maintain close ties with their orc kin, making advance strikes against difficult targets in anticipation of an attack by the rest of the horde. Evil half-orc rangers prefer using melee weapons and ranged weapons that take advantage of their high Strength, like javelins and mighty bows.

Some half-orc druids or rangers learn terrible magical secrets that merge evil spirits with natural creatures. These are the fiend binders, described below.

FIEND BINDER

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 of 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.

CLASS FEATURES

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

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

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:
STR: –
DEX: Ride.
CON: Concentration.
INT: Knowledge (nature), Spellcraft.
WIS: –
CHA: Animal Empathy, Handle Animal, Intimidate.

SKILL POINTS AT EACH LEVEL: 4 + Int modifier.

THE FIEND BINDER

HIT DIE: D8

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	*Domination of the master*, fiend binding I	
2nd	+1	+3	+0	+3	Empathic link	+1 level of existing class
3rd	+2	+3	+1	+3	Fiend binding II	
4th	+3	+4	+1	+4	Animal senses (hearing, smell), speak with master	+1 level of existing class
5th	+3	+4	+1	+4	Fiend binding III	

his animal companions cannot understand this communication without magical aid.

HALFLING DRUIDS AND RANGERS

Halflings are a bit of a dichotomy when it comes to the natural world. On one hand, their nomadic wandering takes them through areas of pristine wilderness, far from any civilization. There they learn to respect nature's strength and wonder. On the other hand, halflings are social creatures who enjoy the company of others. The typical halfling is a rogue, whose focus is on the trappings of civilization—theft of goods, information gathering, and the like. These two ideas make halfling druids and rangers interesting and unique.

Halfling druids usually separate themselves from the rest of their clan and take to the trail, blazing their own if none exists. However, halflings understand wanderlust and send these individuals off with a fond farewell, knowing that they might return someday. Halfling druids who remain with their people serve multiple roles—healer, seer, and tender of the clan animals. They watch the weather and seasons, indicating the best time for the clan to pick up stakes and move on.

Halfling rangers are usually loners. Some serve as trailblazers for the clan, always moving and seeing what's beyond the next hill. They scout out the terrain, keeping their eye out for danger and eliminating many troublesome creatures before the clan is even aware of a threat. If halfling rangers are rare, evil ones are even more exotic. All halflings carry a bit of a mean streak, but evil halfling rangers take this to an extreme, playing harrowing games with their enemies before slitting their throats in the middle of the night.

The animal companions that halfling druids and rangers usually choose are swift and stealthy, such as panthers, wolves, eagles, and owls. Over time, they ally themselves with larger creatures that can be used both as mounts and fighting companions, like bears.

Many halfling druids and rangers aspire to become prairie runners. This prestige class is described below.

PRAIRIE RUNNER

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

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:

STR: Jump, Swim.

DEX: Move Silently, Tumble.

CON: Concentration.

INT: –

WIS: Heal, Intuit Direction, Listen, Wilderness Lore.

CHA: Diplomacy.

SKILL POINTS AT EACH LEVEL: 4 + Int modifier.

THE PRAIRIE RUNNER

HIT DIE: D8

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+0	+2	Fast movement, fleet of foot 1/day
2nd	+1	+3	+0	+3	Trance of the run, pathlore
3rd	+2	+3	+1	+3	Fleet of foot 2/day
4th	+3	+4	+1	+3	Bolster the runner
5th	+3	+4	+1	+3	Fleet of foot 3/day, *haste*

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.

CLASS FEATURES

All of the following are class features of the prairie runner prestige class.

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 9: 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 9: 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. D

IN YOUR CAMPAIGN

Even if druids and rangers don't figure prominently in your campaign, there are many ways to use these prestige classes in your game.

If you want to include these prestige classes as minor elements, you can associate each with a specific environment. Placing a class in a specific environment allows you to preserve its unique abilities and adds an extra element of flavor to the class's members. For example:

- Cave stalkers might only live in arctic regions, exploring and protecting icy mountain caverns.
- Fiend binders might be associated with the sea or even one large inland body of water, turning normal marine life into dangerous threats to shipping.
- Prairie runners are already associated with a specific environment, but their focus could easily change from the temperate prairie to the scorching desert or the barren tundra.

If you want to use the prestige classes as more prominent elements of your campaign, it's easy to remove or change the racial restrictions associated with each class. Here are a few variations to try:

- Villainous drow cave stalkers, who are trained to trap the unwary and take them back to their stronghold as slaves.
- Gnome fiend binders known as reconstructionists who add the half-machine template (rather than the fiendish template) to the monsters they dominate. You can find the half-machine template in issue #91 of *Dungeon Magazine*.
- An alliance of human, half-elf, and elf prairie runners known as long striders who run the distances between allied cities as messengers.

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.

The World of Shannara

ELDER DRUID

by Brian Murphy • illustrated by Jeremy Jarvis

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.

Class Features

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

ELDER DRUID

HIT DIE: D4

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 level of existing class
2	+1	+0	+0	+3	Druid fire 1/day	+1 level of existing class
3	+1	+1	+1	+3	*Sense magic*	+1 level of existing class
4	+2	+1	+1	+4	Elder Druid resistance, Druid fire 2/day	+1 level of existing class
5	+2	+1	+1	+4	Uncanny dodge (can't be flanked)	+1 level of existing class
6	+3	+2	+2	+5	Druid fire 3/day	+1 level of existing class
7	+3	+2	+2	+5	Druid sleep	+1 level of existing class
8	+4	+2	+2	+6	Elder Druid blade, Druid fire 4/day	+1 level of existing class
9	+4	+3	+3	+6	Incredible Memory	+1 level of existing class
10	+5	+3	+3	+7	Immolate body, Druid fire 5/day	+1 level of existing class

DRUID SLEEP

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.

CLASS REQUIREMENTS

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

Alignment: Any nonevil.
Knowledge (arcana): 10 ranks.
Knowledge (history): 5 ranks.
Feats: Skill Focus–Knowledge (history).
Spellcasting: Must be able 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 clerics.

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.

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.

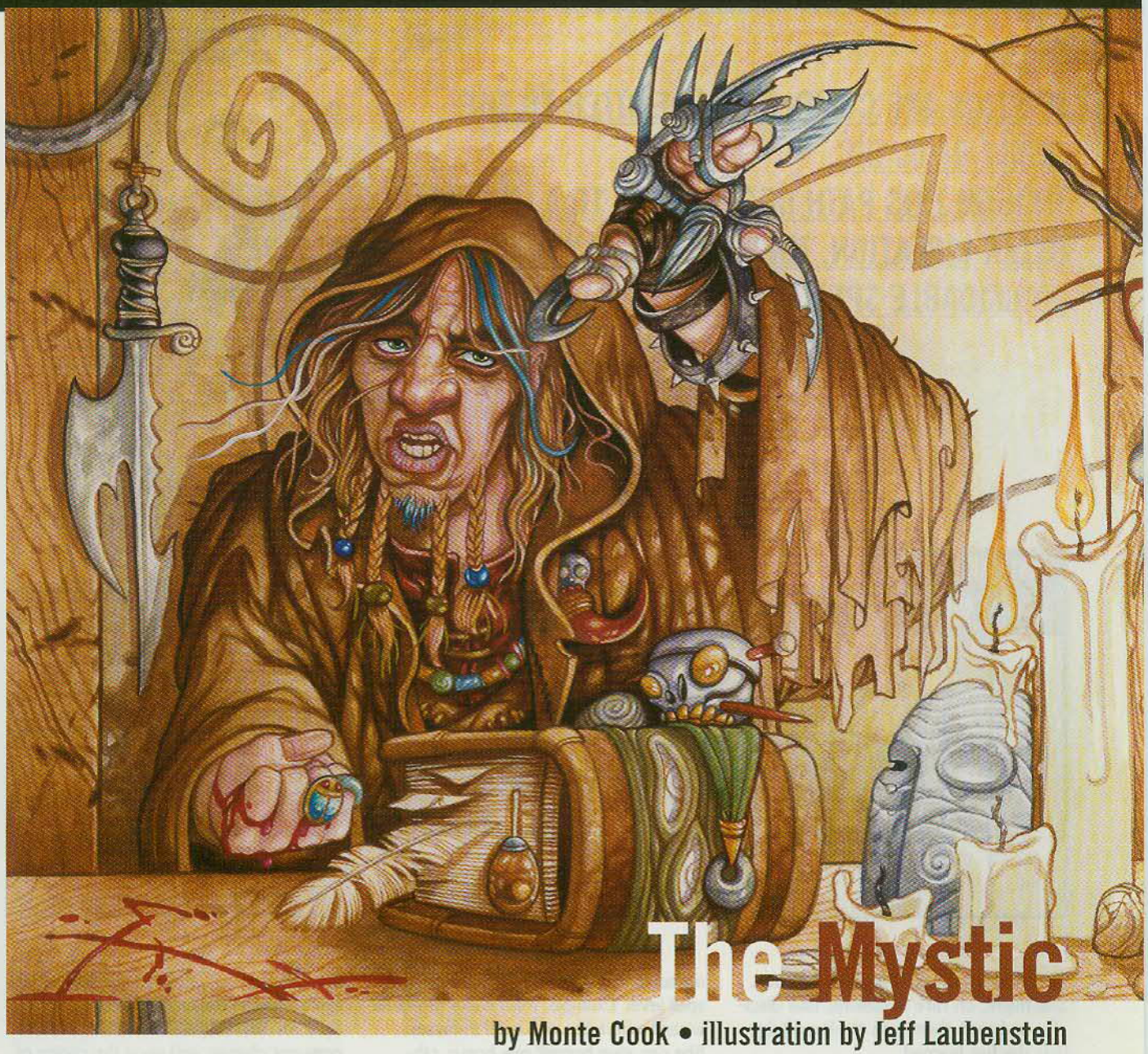
Immolate Body: At 10th level, the Elder Druid can increase his abilities at the cost of his health. The Elder Druid can exceed his daily uses of the druid fire, suffering 1 point of temporary Constitution damage with each use. This can also be done for spells. Casting an extra spell causes 1 point of 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.

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
		Concentration	Alchemy	Profession	Bluff
			Appraise	Sense Motive	Diplomacy
			Craft		Gather Information
			Knowledge (any)		
			Search		
			Scry		
			Spellcraft		



The Mystic

by Monte Cook • illustration by Jeff Laubenstein

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

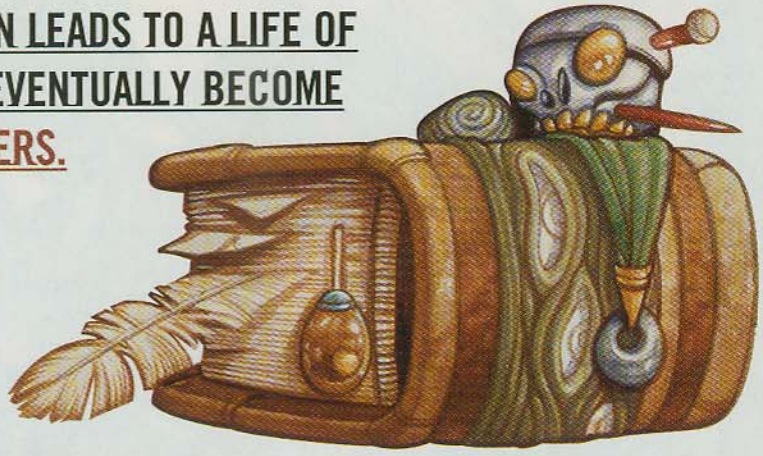
Mystics are spellcasters who focus solely on the pursuit of magic. Only the most diligent student of the magical arts joins the ranks of the mystics, who reward the hard work and study of devoted spellcasters with secrets of magic unavailable elsewhere. Characters without at least one level of wizard, sorcerer, cleric, or druid gain almost no benefit from becoming a mystic. Paladins, rangers, and bards might gain some benefit, but overall, it would be minor.

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

Requirements

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

MYSTICS ARE COMPLETELY DEVOTED TO THE STUDY OF MAGIC. THOUGH THIS PATH OFTEN LEADS TO A LIFE OF UTTER ISOLATION, THEY EVENTUALLY BECOME FORMIDABLE SPELLCASTERS.



Mystic (Hit Die: d6)

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

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

Class Features

- **Weapon and Armor Proficiency:** Mystics are not skilled with any weapons, armor, or shields.
- **Bonus Spells:** Similar to bonus spells for high ability scores, for each level of mystic that a spellcasting character attains, she gains bonus spells to the number of spells per day she normally casts. These bonus spells can be added to whatever levels of spells the caster can currently cast, but no more than one can be added to the caster's highest current spell level. Example: Mialee is a 9th-level wizard who takes one level in mystic. She can give herself one bonus 5th-level spell (her highest as a 9th-level wizard), and one bonus spell in one other level, zero through fourth.

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

- **Spell Secret:** At every other level, mystics can choose one spell known to them that then becomes permanently modified as though affected by one of the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the mystic goes up in level, he can choose the same spell to be modified in different ways with multiple spell secrets.
- **Bonus Languages:** Mystics, in their laborious studies, learn new languages to access more knowledge. The mystic can choose to learn any new language every two levels.
- **Permanent Maximum:** Like with spell secrets, at 8th level the mystic can choose one spell to permanently modify so that it is always maximized as with the metamagic feat Maximize Spell.
- **Permanent Quicken:** Like with spell secrets, at 10th level the mystic can choose one spell to permanently modify so that it is always quickened as with the metamagic feat Quicken Spell. D

ARCANE WEATHER

by Michael Mearls · illustrated by Jeff Laubenstein

Master the Power of Magical Storms

Magic saturates many D&D campaign worlds. Wizards and sorcerers forge arcane energy into powerful spells, while clerics and druids channel the power of the gods. Any reasonably experienced fighter has an enchanted sword, a suit of magic armor, and an array of potions. Even a prosperous innkeeper might have an *everburning torch* or two with which he can keep his front porch illuminated even in inclement weather.

In a world where magic is commonplace, it stands to reason that arcane effects can occasionally spill over into the natural world. After all, magic is a force of nature that exists within the campaign world, not outside of it. As a natural force, magic normally lies unnoticed in the background until a spellcaster takes steps to call on its power and bind it to his purposes. In some cases, however, the line between the natural world and the magical forces it contains breaks down. When such an event occurs, mundane events acquire magical characteristics that transform them into dangerous, bizarre phenomena.

The results are all the more startling when magic affects a natural process such as weather patterns. An infusion of magical energy can transform an ordinary rainstorm into a roiling mass of arcane power accompanied by winds that carry howling, terrifying ghosts. Clouds infused with elemental fire can rain down massive bursts of flame and coat the countryside with ash.

Magical weather can introduce a new sense of wonder into your campaign world. It can also remind the players that magic is a dangerous force, not a mere tool to be bent and twisted as they wish. When incorporated into your adventures, magical weather can turn a mundane wilderness encounter into a deadly struggle or add another layer of danger to an urban campaign. A cyclone tinged with planar energies can provide as difficult and interesting a challenge as a many-headed hydra or a powerful lich who leads a legion of undead.

This article provides a method for incorporating magical weather effects into a D&D game. (The guidelines offered here work hand-in-hand with the rules for heat, freezing cold, wind, rain, and other weather conditions given in the *Dungeon Master's Guide*.) In addition, a new "weather wizard" prestige class called the aeromancer is introduced, along with several new feats that involve the recognition and manipulation of weather patterns.

BUILDING MAGICAL STORMS

A magical storm is an unusual or violent weather pattern that exhibits one or more magical abilities. Some magical storms produce particular magical effects, such as a rain of frogs or a plague. Others affect spellcasting within their areas, often enhancing or inhibiting the casting of spells from certain schools or with certain descriptors. A magical storm also includes one or more mundane weather conditions. All these effects can be mixed or matched as you wish to create unique storms.

To build a magical storm, select a "base storm" (either mundane or magical) from the options presented in this article, or create your own. Then add one or more magical traits (see below), specifying the spell schools, descriptors, or specific spells to be affected by each. Finally, choose one or more mundane traits from the lists given for the base storm and the selected traits. You can also mix two or more magical storms together, if you like.

THE WEATHER Statistics Block

A storm of any sort can be described with a short block of game statistics, similar to that of a monster or NPC, that summarizes its abilities and effects. The template given below provides an easy way to reference weather effects.

Storm Name/Type: Temperature; wind type (normal ranged attack penalty/siege missile penalty), Fort DC, Size [of creature affected]: effect [on those creatures]; precipitation (effects); special weather traits [included only if needed].

Below are a few examples of statistics blocks for mundane storms.

Blizzard: 10 degrees F; windstorm winds (impossible/-4 penalty, Fort DC 18, S or smaller: blown away, M: knocked down, L or H: checked); snow (-4 penalty on ranged attack rolls and Search and Spot checks, one-half movement).

Greater Dust Storm: 90 degrees F; windstorm winds (impossible/-4 penalty, Fort DC 18, S or smaller: blown away, M: knocked down, L or H: checked); none; wind-driven dust deals 1d3 points of subdual damage per round to anyone caught in the open and is a choking hazard (see the drowning rule in the *Dungeon Master's Guide*, page 85) to a traveler whose mouth and nose are uncovered.

Thunderstorm: 80 degrees F; strong winds (-2 penalty/–, Fort DC 10, T or smaller: knocked down); rain (-4 penalty on ranged attack rolls and Listen, Search, and Spot checks).

Magical Storms

Magical storms involve bizarre tempests and other natural events fueled by magical or otherworldly power. Unless otherwise noted, each lasts 2d4-1 hours and covers an area of 3d6 square miles. The descriptions given below are merely starting points; you can modify them as desired to fit your campaign world.

Magic storms move at one eighth of their base wind speed in miles per hour. Magic storms with wind speeds less than 1 mile per hour or less are treated as stationary.

Arcane Storm

When an arcane storm rolls into an area, barely a hint of its true power is apparent to most observers, but wizards, sorcerers, and other arcane spellcasters can feel the oppressive weight of its fury. Clear, calm weather usually accompanies such a storm. The air smells faintly of ozone, sparks flare when metal strikes metal, and spellcasters hear a faint, droning buzz in their minds that rises and falls with the storm's strength.

An arcane storm tears apart magical energy, twisting it like a hurricane twists coastal buildings. This effect causes a spellcaster's power to fluctuate wildly. One moment, a mighty wizard's spells fizzle out in a flash of sparks. The next moment, a weakling apprentice unleashes a spell at a power level far beyond his capability. A successful Knowledge (arcana) check (DC 20) reveals the presence of an arcane storm.

Each time an arcane spellcaster tries to cast a spell while within the storm's area, his caster level either increases by 1d4 points or decreases by 1d4 points (50% chance for each). This alteration applies only to the casting of that spell; the character's caster level returns to normal immediately afterward. Should the character's caster level drop to zero or below, the spell is lost.

If desired, you can create an arcane storm that affects only divine magic or one that affects both arcane and divine magic. You can even create one that affects one or more spell schools, descriptors, specific spells, or some combination thereof.

Mundane Effects: Calm winds, clear skies, moderate temperature, any type of precipitation.

Divine Storm

A divine storm appears when a deity either enters the Material Plane or directly touches it in some manner. A deity can also dispatch a divine storm to aid supporters. The tremendous influx of divine magic warps and twists the atmosphere, producing a storm with hurricane winds and rain.

Each divine storm is infused with the essence of the deity that created it. Thus, such a storm has an alignment subtype—chaotic, evil, good, lawful, or some combination thereof—that matches an aspect of its creator's alignment. The alignment subtype determines the storm's effects, as given below.

Chaotic: Chaotic storms result when planar energies from strongly chaotic realms, such as Pandemonium, cross over to the Material Plane. These powerful thunderstorms feature multi-hued, ever-shifting clouds that produce rainfall, snow, and hail, as well as more unusual types of precipitation (frogs, chunks of wood, or other objects; see below). The kind of precipitation changes at seemingly random intervals. Every 2d6 minutes that the storm persists, roll d% and consult the table below to determine the nature of the precipitation.

In addition, a chaotic storm has a bizarre effect on anyone trapped within it. Each minute that a creature remains within a chaotic storm, it must succeed at a Fortitude save (DC 15) or turn into a randomly determined monster as though it were the target of a *polymorph self* spell. To determine the creature's new form, roll on a random encounter chart (such as Table 4-39 in the *Dungeon Master's Guide*). Regardless of the result, the affected creature must make a new saving throw against the *polymorph* effect each minute that it remains within the storm's area. The creature reverts to its original form when it leaves the area or when the storm ends.

CHAOTIC STORM Precipitation

d100	Effect
1-10	Rain
11-20	Snow
21-30	Sleet
31-40	Hail
41-50	Stones
51-60	Small animals
61-70	Bones
71-80	Blood
81-90	Feathers
91-100	Reverse precipitation

Rain, Snow, Sleet, or Hail: See the *Dungeon Master's Guide*, page 87.

Stones: Small rocks pummel the ground, dealing 1 point of subdual damage per minute to each creature caught in the open. Otherwise, treat this effect as hail.

Small Animals: Snails, crabs, rats, and other small creatures fall from the air. Upon hitting the ground, they split open and rapidly decay, creating a horrid stench that deals 1d4 points of Strength damage to every creature in the area that fails a Fortitude save (DC 15). The

slime and blood from the creatures' broken bodies reduces movement by one-half. When the storm ends or passes from the area, ability scores damaged by this effect return to normal, and the remains of the tiny creatures disappear.

Bones: Human bones tumble from the sky, forming small piles that assemble themselves into skeletons, animate, and attack. Each minute that this effect continues, there is a 25% chance that 1d4 skeletons attack any creature or group of creatures within the area. Once the storm ends or passes from the area, the skeletons clatter to the ground in pieces.

Blood: Blood falls from the sky like rain, staining the land a crimson red. Every creature caught in this rain must make a Fortitude save (DC 15) or be nauseated for 1d4 rounds.

Feathers: A great, dense cloud of feathers fills the air, hindering sight and muffling sounds. The feathers impose a -4 penalty on all Listen, Search, and Spot checks made in the storm's area. Visibility is limited to 5 feet, and all targets within that range have one-half concealment.

Reverse Precipitation: Water rises from puddles and lakes, and snow soars into the sky, leaving the ground bare and clear.

Mundane Effects: Any. In addition to randomizing the precipitation, the chaotic storm's winds and severity vary wildly from minute to minute. Every 2d6 minutes, roll 1d100 to determine the wind's current speed in miles per hour.

Evil: These storms form thick, dark clouds that blot out the sun and render the day dark as night. The howling wails and moans of undead creatures echo from the clouds.

Each nonevil living creature in the storm's area with 3 or fewer Hit Dice must make a successful Will save (DC 13) or become shaken (-2 morale penalty on attack rolls, checks, and saves). An evil storm's dark energy also has a sustaining effect on undead: Every undead creature in the storm's area gains turn resistance +2 if it did not already have that ability, or increases its existing turn resistance by +2.

Mundane Effects: Thick clouds, rain or snow, any sort of wind.

Good: This divine storm manifests as a bright, warm day. The sun shines even at night, helping to drive evil and undead creatures into their dark homes underground. The air has a slight scent of cinnamon, which serves to hearten good creatures and give them the strength and confidence to stand strong in battle.

While in the area of this storm, each evil creature with 3 or fewer Hit Dice must make a successful Will save (DC 13) or suffer a -1 morale penalty on attack rolls, checks, and saves. Each good creature within the storm's area gains a +1 morale bonus on attack rolls, checks, and saves.

Mundane Effects: Clear sky, light wind.

Lawful: Lawful deities send these storms to regions their followers wish to pacify or conquer. A lawful storm manifests as a set of perfectly formed, square blocks of cloud that create an evenly spaced pattern in the sky. The creatures and objects in areas covered by this storm quickly fall into predictable, orderly patterns. Herds of cattle march in precise formations, while a sheet of paper torn to pieces and tossed into the air falls into a perfectly arranged pile.

A lawful divine storm might lack the pyrotechnics of a good or evil storm, but it represents a much more sinister danger. Every minute as a free action, any lawful creature in the storm's area may issue a one-word order that functions like a *command* spell (as the spell as if cast by a 1st-level caster), except that it can be directed at one or more specified targets within 20 feet. The order affects up to the commanding creature's Hit Dice in targets. If creatures in excess of this limit are targeted, those with fewer Hit Dice are affected first. Lawful creatures are immune to this effect; every other potentially affected creature must make a Will save (DC 11 + commanding creature's Charisma modifier) to resist. This effect ends when the storm does.

Mundane Effects: A lawful storm usually exhibits one single set of weather conditions, which remains in force for the full duration of the storm. Common conditions include snow (which blots out the environment and gives the terrain a uniform color and shape) and strong, steady winds.

Fire Storm

In a fire storm, thick, red clouds filled with the seething power of elemental fire float through the sky. Thundering explosions echo within these clouds, scattering a light rain of ashes over the land. The temperature rapidly soars above 100 degrees, vaporizing light snow and small puddles of water in the space of 10 minutes.

Any spell with the fire descriptor cast within the area of this storm receives the benefit of the Empower Spell feat, or the Maximize Spell feat if it is already empowered. An elemental with the fire subtype gains temporary hit points equal to its Hit Dice in a fire storm, and any Reflex save made to avoid catching fire or to extinguish flames suffers a -2 circumstance penalty.

Mundane Effects: Strong or faster winds, hail (chunks of coal), dust storms, windstorms, tornadoes.

Hell Storm

Spawned from the very depths of Hell, this fiery cyclone carries with it a host of imps and lemures, plus a few more powerful devils. These outsiders dance and caper in the hell storm's winds, spreading destruction and death as they please. A hell storm's black clouds gather the sun's light and transform it into a rust-red hue that bathes the land below. A thick stench of brimstone and sulfur overwhelms all other odors, while the heat soars to more than 100 degrees, even in the depths of winter.

Water simmers in the heat of this storm, dealing 1d4 points of subdual damage per hour to each aquatic creature in contact with it. For each hour spent within a hell storm, there is a 25% chance to encounter a group of devils with an Encounter Level appropriate for the creature or group.

Mundane Effects: Howling winds that carry the laughter of devils and range from moderate to fast speeds, rain, hail, tornadoes.

Murderous Heat

This subtle, deadly form of magical weather slowly wears down the nerves and will of its victims, transforming them into murderous psychopaths over the course of a few days. A murderous heat is a hot, humid weather system infested with dark magic. Creatures exposed to this heat slowly become more irritable and ill-tempered. Eventually, this seething rage explodes into violence. A simple jest or a jostle that normally would pass without a word now sparks a fist fight.

Murderous heat lasts 2d4+1 days. For each day that it persists, every creature

within its area must attempt a Will save (DC 10 + the number of days the heat has persisted). Failure indicates that the creature resorts to violence the next time it faces a stressful situation or a conflict of any sort. For example, a merchant might lunge at the throat of a customer who attempts to barter down prices, or a city guard might beat a man senseless merely for setting up his market stall too far out in the street. Such a bout of violence lasts for 2d6 rounds, after which the victim regains his or her senses. This violence is a mind-affecting, Enchantment effect.

Mundane Effects: Light wind, searing heat, high humidity.

Plague Winds

The gods of plague and contagion delight in spreading sickness across the world. In regions where an epidemic has scythed through the population, the survivors whisper of a foul-smelling, tainted wind that flowed through the region, carrying death wherever it blew. A plague wind can range from a fearsome storm that saturates an area with disease to a light breeze that slowly sows the seeds of sickness.

Plague winds are rarely easy to identify. Although they occasionally carry a scent of rotten eggs or spread a green haze across the sky, the lords of disease prefer subtler weapons that strike their victims unaware.

A plague wind lasts 2d6+1 days. Select a disease from the table on page 75 of the *Dungeon Master's Guide*. Each day that the winds persist, every humanoid in the area is exposed to that disease and must attempt a Fortitude saving throw at the given DC to resist its effects. A +2 circumstance bonus applies to this save because of the diffuse nature of the disease.

Mundane Effects: Any wind.

Psychic Storm

This powerful mote of psychic energy disrupts the minds of creatures within its area. A psychic storm is like a pit in the psionic landscape—it draws mental energy into it, saps the minds of living creatures, and disrupts their ability to think clearly. To all outward appearances, whatever mundane weather pattern previously existed continues as normal; wind, rain, snow, and heat are unaffected by the storm's development. Instead, its signs can be found in the actions of those who must endure the mental tempest.

The first noticeable sign of a psychic storm occurs 24 hours after the storm starts. All creatures in the area are plagued by vague but terrible nightmares that disrupt their sleep. A wave of forgetfulness, sloppy work, absentmindedness and general incompetence follows the first night of this effect and persists throughout the storm. Every creature in the affected area takes a -2 competence penalty on all skill checks because of fitful sleep and inability to focus on the tasks at hand.

After 1d4 days of this effect, the symptoms begin to worsen. Psionic abilities fail to function 25% of the time, and the action used to activate such an ability is wasted if the attempt fails.

The storm reaches its peak 2d6 days after it begins. A spellcaster or a psionic creature must make a Concentration check (DC 20 + spell level or power level) to successfully cast a spell or use a psionic ability. The same check is required for the use of spell-like abilities. Furthermore, every creature in the storm's area must make a successful Will save (DC 15) or suffer a crushing headache that imposes a -2 circumstance penalty on attack rolls, checks, and saving throws. The -2 competence penalty previously applied to skill checks also remains in effect. These effects persist for 1d4 days.

Once the peak period is over, the storm takes another 1d4 days to dissipate. During this time, only the initial -2 competence penalty on skill checks remains. All penalties disappear when the psychic storm ends.

Mundane Effects: Any.

Magical Weather Traits

The following traits affect the level of magical energy in a storm system or area. Each description includes a list of mundane weather conditions that might accompany the trait. Magical traits can be applied to both mundane and magical base storms.

Deadening Air

Sometimes the ambient magic in an area drains away, making spellcasting a trying, difficult task. The weather reflects this lack of energy with utterly still air, moderate temperatures, and cloudy skies.

Select one or more schools of magic or spell descriptors (such as electricity, fire, fear, or sonic), or some combination of both. A spellcaster attempting to use a spell that falls into any of the selected categories must make a successful Spellcraft check (DC 10 + spell level + 1d10) to cast it; otherwise the spell fails and is lost. (If desired, you may specify the variable adjustment portion of the Spellcraft DC rather than rolling it to reflect the specific level of magic in the area.) Unless otherwise stated, a deadening air effect lasts as long as the storm with which it is associated.

You can also specify particular spells to be affected, in addition to or instead of schools of magic and spell descriptors, if the logic of the situation requires it. Thus, a deadening air effect can be custom-designed to match the overriding nature of an area, or to dovetail with its history and the legends that surround it. For example, a temple to the god of the sea might have a permanent deadening air effect that makes it difficult to cast fire spells. Likewise, any spell that creates water should be difficult to cast in a magically created desert.

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.

Mundane Effects: Calm winds, overcast skies, moderate temperature.

Magical Flux

Just as a storm causes the air to roil in fury, so too can it interfere with the natural flow of magic. A magical flux augments the power of certain spells when they are cast within its area.

Select one or more schools of magic or spell descriptors (such as fire, fear, or sonic), or some combination of both, plus one metamagic feat. Any spell that falls into any of the selected categories automatically gains the benefit of the metamagic feat you have chosen when cast within the storm's area. The caster need not have access to the feat to gain this benefit. If desired, a caster can negate the metamagic effect by making a successful Spellcraft check (DC 15) upon casting the spell. Unless otherwise stated, a magical flux effect

lasts as long as the storm with which it is associated.

As with the deadening air trait, you can also specify particular spells to be affected, in addition to or instead of schools of magic and spell descriptors.

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.

Mundane Effects: Winds, rain, hail, or any other stormy condition.

AEROMANCER PRESTIGE CLASS

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 aeromancer, 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.

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AEROMANCER Requirements

To become an aeromancer, a character must fulfill 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*.

AEROMANCER Class Skills

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

Str: –

Dex: –

Con: Concentration.

Int: Alchemy, Craft, Knowledge (all skills, taken individually), Scry, Spellcraft.

Wis: Profession.

Cha: –

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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 spellcasting 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.

Deadening 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

PREDICTING WEATHER

Characters can use the Knowledge (nature) skill to predict the weather. Although weather has little impact on most adventures, a trek through an arctic tundra or a scorching desert can go from difficult to fatal as the weather changes in severity, and knowing a day ahead of time that a magical storm is due in the area can mean success or failure from some heroes.

Once per day, you may attempt a Knowledge check (DC 10) to predict the weather for the next day. A character can predict weather patterns farther than one day in the future, but each day beyond the first increases the DC by 5. For example, predicting the weather for the day after tomorrow requires a successful Knowledge (nature) check (DC 15). Predicting a magical storm is much more difficult than predicting normal weather. Any time that a character attempts to predict the weather for a day during which a magical storm will occur must exceed the day's normal DC by 10 in order to also accurately predict the magical storm's occurrence. If a character's Knowledge Nature check exceeds the day's normal DC by less than 10, the character knows the general weather for the day but does not know of the impending magical storm.

If a character fails to meet the required DC, the prediction attempt fails and the character does not learn anything about the day's weather. Any time a character fails a Knowledge (nature) check to predict normal weather by more than 5, the character receives false information about the day's weather.

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.

NEW FEATS

A wizard who practices magic in an area with lower than normal levels of magical energy might find that her spells are much stronger when she enters a region of normal magic. A frontier ranger might learn to predict a plague wind after surviving the effects of one. The new feats presented below reflect the benefits of exposure to or study of arcane weather.

Forceful Magic [General]

You learned magic in an area where spells were difficult to cast due to the prevailing arcane weather.

Benefit: Once per day, when preparing or casting any one spell augmented by a metamagic feat, you may reduce the required spell slot increase by one.

Special: You may take this feat more than once. Each time you take it, you can apply the effect to one additional spell per day. You may not apply it more than once to the same spell.

Spell Toughness [General]

Your exposure to a magical flux has left a minor aura around you that deflects certain spells.

Prerequisite: A previous encounter with a magical flux attuned to the school of magic or descriptor you select for this feat.

Benefit: Select one school of magic or one spell descriptor. You gain a +3 bonus on saving throws against spells from that category.

Weathered Traveler [General]

The terrible hardships you have endured in your travels have inured you to snow, howling winds, and searing heat.

Prerequisite: Toughness.

Benefit: You gain a +4 bonus on saving throws made to resist mundane and magical weather effects. D

AEROMANCER Advancement

Level	Base Attack	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 magical flux, transcend weather	

ELDRITCH MASTER

by Monte Cook · illustrated by Dennis Cramer

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

—The Book of the Pale

Eldritch Master

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

Most eldritch masters are sorcerers, but sometimes bards take up the mantle. To join their elite ranks, a character must contact and make a pact with a powerful outsider or other magical creature such as a lammasu, celestial, fiend, slaad, lich, hag, rakshasa, or titan.

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

Class Features

Weapon and Armor Proficiency: Eldritch masters are proficient with no weapons, armor, or shields.

Spells Known: These are bonus arcane spells (see the *Player's Handbook*, Chapter 12) known to the character, gained as a sorcerer gains new known spells. These are not bonus spells added to the total number that the character can cast. The character must already cast spells as a sorcerer to benefit from these extra spells known (such as a sorcerer or bard). A character cannot benefit from bonus spells known if she cannot cast spells of that level.

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

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

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

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Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Known 1	2	3	4	5
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 Stare, Spell Dilettante	-	+2	+2	-	-
9	+4	+3	+3	+6	Metamagic feat, Spell boost	-	-	+2	+2	-
10	+5	+3	+3	+7	Mastered Name	-	-	-	+2	+2

REQUIREMENTS

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

Knowledge (arcana) ranks: 8
Spellcraft ranks: 6
Diplomacy ranks: 2
Intimidation ranks: 2
Spellcasting: Must be able to cast arcane spells
Special: The eldritch master must have made a pact or bargain with some powerful, otherworldly entity. In exchange for teaching the character the ways of the eldritch master, the entity must be rewarded with a special task, a great (magical) treasure, or some special payment determined by the DM.

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

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

Spell Boost: At 3rd, 6th, and 9th level, the eldritch master gains the ability to cast a spell one level higher than his current highest level spell once per day. The eldritch master also gains a single spell known for that level if he does not otherwise know any spells of that level. For example, a 7th-level sorcerer who gains three levels of eldritch master can cast one 4th-level spell per day, and he gains a new spell of 4th level that he knows. A 5th-level sorcerer who gains three levels of eldritch master gains the ability to cast one additional 3rd-level spell per day, but gains no additional spells known because he already also gained +2 3rd-level spells known at that same level.

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

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

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

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

CLASS SKILLS

Skill Points at Each Level: 4 + Int mod

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

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

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

by Monte Cook
illustrated by Peter Bergting

THE SHAPER OF FORM

Bards sometimes tell tales, late at night, of primal beings from the very heart of existence that magically kidnap those who delve into the secrets of certain types of spellcasting. These spirits of form test their captives like alchemists test the purity of a sample of gold. If the spirits find the tested individual wanting, they return her to where she originated with the memories of the experience wiped from her mind. If the spellcaster passes these mysterious tests, however, the cryptic spirits of form tutor the spellcaster in a rare and special form of magic only they know how to teach—form shaping.

The shapers of form are rare but proud of their abilities. Unable to pass along the art of shaping magic (only the spirits of form can do that), they rarely work in guilds or with other organized groups of spellcasters. Instead, they find appropriate uses for their special talents as befits their needs and personality, whether as craftsmen, adventurers, performers, thieves, or anything else.

Any character with a spellcasting class can become a shaper of form. However, the specific type of magical knowledge required determines the spirits of form's decision more than the individual's raw power. Regardless of where their magical power originates—whether from dusty tomes or the blessing of nature—shapers of form are universally competent at using spells or abilities that alter things or themselves. Thus, most are usually quite good at a strange variety of skills—disabling devices by changing a gear or lever's shape slightly, escaping bonds by temporarily dislocating a joint, or even healing others by expertly staunching the flow of blood. Most shapers of form know how to alter their surroundings without the aid of magic.

Transmuters make up the majority of shapers of form, although clerics, druids, sorcerers, and unspecialized wizards are common in their ranks.

CLASS FEATURES

All of the following are features of the shaper of form prestige class.

REQUIREMENTS

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

Skills: Craft (alchemy) 5 ranks, Craft (any other craft skill) 8 ranks, Knowledge (arcana) 5 ranks.

Feats: Great Fortitude, Spell Focus (transmutation).

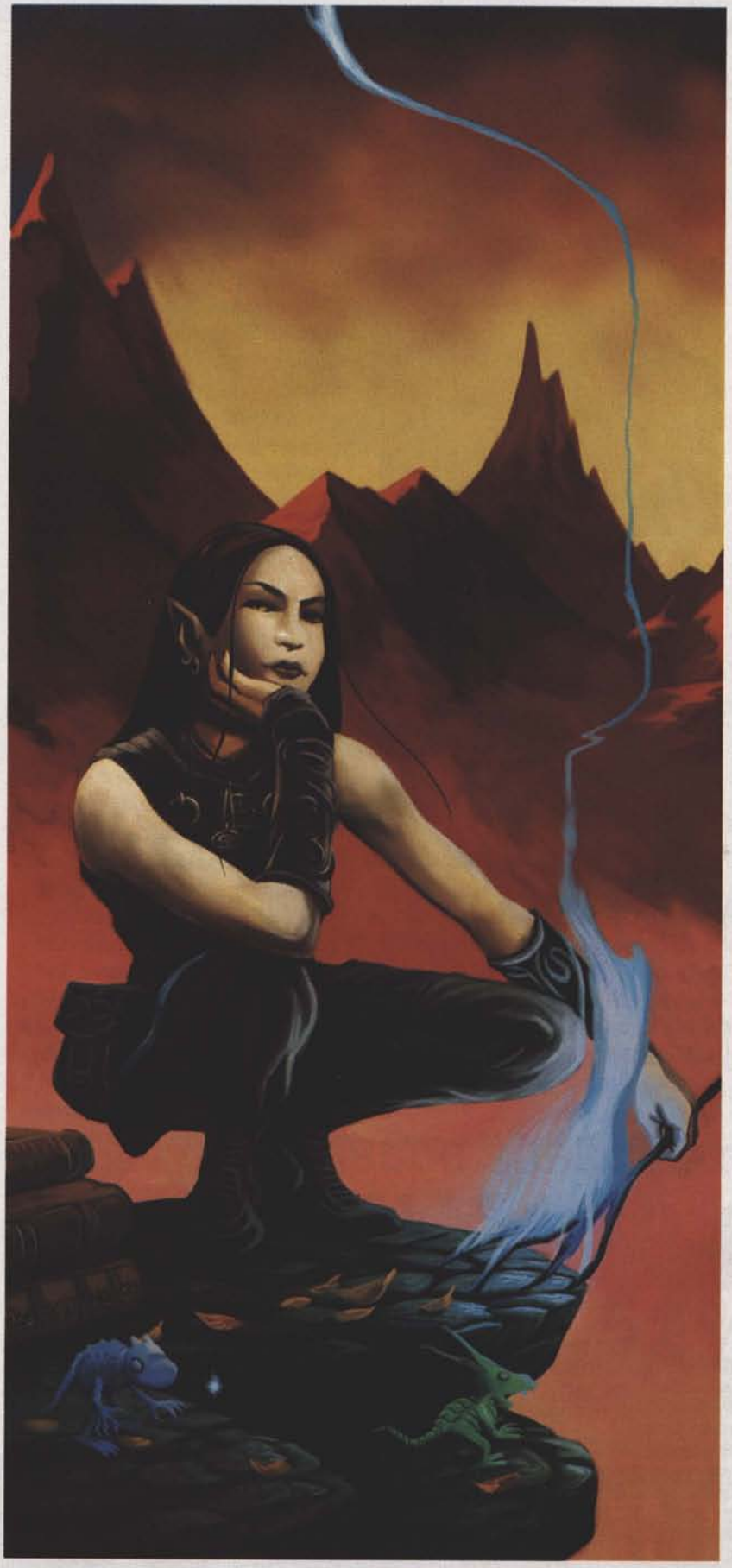
Spells: Ability to cast six spells from the school of transmutation.

Special: Spirits of form, mysterious beings from beyond the normal ken of mortals, must have contacted the character. A character who wishes to join this class does well to study both magical and mundane means of altering the world around her in order to attract the attention of these beings.

CLASS SKILLS

The shaper of form's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Escape Artist (Dex), Heal (Wis), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.



Weapon and Armor Proficiency: Shapers of form gain no proficiency with any weapon or armor.

Spells: When a shaper of form gains her 1st level, and every odd level after that (plus 10th level), the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the new level of shaper of form to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. For example, if an 8th-level cleric gains a level in shaper of form, she gains new spells as if she had risen to 9th level in cleric but uses the other shaper of form aspects of level progression such as attack bonus and save bonus. If she next gains a level of cleric, making her a 9th-level cleric/1st-level shaper of form, she gains spells as if she had risen to become a 10th-level cleric.

If a character had more than one spellcasting class before she became a shaper of form, she must decide to which class she adds the spellcasting ability granted by levels of shaper of form.

Like Begets Like (Su): Once per day per three class levels, the shaper of form can change one nonmagic object of her size or smaller into a similar object of the same size. Similar items have the same or nearly the same shape and weight within 50% of each other. Similar items must also share a material in their construction that constitutes at least half of their form. For example, the shaper of form can transform a scimitar into a longsword, since both are swords that weight the same. He cannot change a dagger into a short sword, for example, because a short sword weighs twice as much as a dagger. The shaper of form could also change a set of leather armor into a set of studded leather but not a chain shirt (because the chain shirt is made of steel and not leather).

Sometimes, overall improvements can be made, but the value of the item cannot

increase by more than double its original worth. This change is permanent and cannot be dispelled or otherwise removed by any means short of a *wish* or *miracle*.

This effect requires a full-round action to use, and the shaper of form must touch the item in question in order to affect it. The shaper of form can attempt to change an item in another creature's possession, but the item gets a Fortitude save (DC 10 + shaper of form level) to resist the effect.

At 5th level, the shaper of form can use this ability on magic items. The magical qualities do not change. If used on a *+1 flaming longsword* to make it into a warhammer, it becomes a *+1 flaming warhammer*. The value of the finished item cannot exceed the value of the original, and the change lasts for only 24 hours.

At 8th level, the shaper of form can use this ability on any object up to three sizes larger than herself.

Modify Self (Ex): At 1st level and every three levels thereafter (at 4th, 7th, and 10th level), the shaper of form can gain one effect from the following list, achieved through applying shaping magic to her own body. The effect is permanent. The shaper of form can choose the same ability more than once—the effects of each ability stack with themselves. For example, a shaper of form who takes the resilience ability three times has a permanent +3 natural armor bonus to her Armor Class. These effects cannot be removed by any means short of a *wish* or *miracle*, and each use of one of those spells removes only a single effect of this ability (thus, multiple *wishes* must be used to eliminate multiple benefits).

Prowess: The shaper of form gains a +1 inherent bonus to a physical ability score (Strength, Constitution, or Dexterity).

Quickness: The shaper of form adds +10 feet to her base land speed.

Renaissance: The shaper of form changes race, gender, or general physical appearance. She cannot change type and

no ability score adjustments occur as a result of the change. So if the character is weak and becomes an orc, she becomes a weak orc. The shaper of form cannot choose to become a member of a race with a level adjustment.

Resilience: The shaper of form gains +1 natural armor bonus.

Toughness: The shaper of form gains +10 hit points.

Fortify Item (Su): Also at 2nd level, a shaper of form can increase the hardness of a single object her size or smaller by 1 with a touch. She can do this once per day. The change is permanent, and an object can receive the benefit of this ability only once. This effect cannot be removed by any means short of a *wish* or *miracle*.

***Polymorph* (Sp):** At 2nd level, the shaper of form can cast *polymorph* once per day as a spell-like ability. At 3rd level, the shaper of form can cast *polymorph* twice per day.

Resist Shaping (Ex): At 4th level, the shaper of form gains a +2 inherent bonus on saves against transmutation magic.

As Above, So Below (Su): Once per day at 6th level the shaper of form can temporarily alter any non-living object of her size or smaller, changing it into another object of her size or smaller that the shaper can touch once per day. For example, if the shaper sees an orc charging at her with a greatsword, she can transform a rock at her feet into a greatsword. The finished item can have a value no greater than 1,000 gp per level of the shaper of form. Magic qualities can be duplicated as well, as long as the shaper of form can identify them with a successful Spellcraft check. Thus, if the shaper of form can see someone else with *boots of striding and springing*, she can transform her boots (or anything else she can touch) into *boots of striding and springing*. The change lasts for 1 round per class level of the shaper of form. This effect cannot be removed before its duration expires by any means short of a *wish* or *miracle*.

This effect requires a full-round action to use, and the shaper of form must touch the item to be changed in order to affect it.

***Polymorph Any Object* (Sp):** At 9th level, the shaper of form can cast *polymorph any object* once per day as a spell-like ability.

***Disable* (Sp):** At 10th level, the shaper of form gains the ability to ruin an item once every other day. This ability allows the shaper of form to create a *Mordenkainen's disjunction* effect to completely remove all magical abilities from a single item or to *disintegrate* (as the spell) any nonmagical, nonliving object. Neither use of this ability allows a saving throw, although artifacts can only be affected as described under *Mordenkainen's disjunction*.

THE SHAPER OF FORM

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells
1st	+0	+2	+0	+2	Like begets like, modify self	+1 level of existing class
2nd	+1	+3	+0	+3	Fortify item, *polymorph* (1/day),	—
3rd	+1	+3	+1	+3	*Polymorph* (2/day)	+1 level of existing class
4th	+2	+4	+1	+4	Modify self, resist shaping	—
5th	+2	+4	+1	+4	Like begets like (magic)	+1 level of existing class
6th	+3	+5	+2	+5	As above, so below	—
7th	+3	+5	+2	+5	Modify self	+1 level of existing class
8th	+4	+6	+2	+6	Like begets like (larger)	—
9th	+4	+6	+3	+6	*Polymorph any object*	+1 level of existing class
10th	+5	+7	+3	+7	Disable, modify self	+1 level of existing class

by Jishuo Yang
Illustrated by Eva Widermann

THE FORCE MISSILE MAGE

The spell *magic missile* is one of DUNGEON & DRAGONS's most iconic elements, a favored staple of many arcane spellcasters and an example of raw magical force. Thus, it is no wonder that a cabal of arcane spellcasters focuses their studies on this spell, determined to perfect its casting technique above all others. As these spellcasters obsessively explore *magic missile's* secrets and press its boundaries, every rune and magical symbol of the spell becomes inexorably etched upon their minds. The outcome of such focused study results in the ability to warp the magical energies involved in casting *magic missile*, which leads to the creation of new abilities that augment the spell's effects. Eventually the most devoted researchers come to a new understanding of how magic works, revealing unplumbed depths of power out of the reach of ordinary spellcasters. These inspired spellcasters are known as force missile mages.

Other spellcasters don't understand the force missile mages' dedication to only one spell and frown upon what they see as misguided research. In their reasoning, force missile mages are a discredit to all spellcasters as they limit their understanding of magic to delve into the secrets of what many see as ultimately an insignificant spell. Due to this disdain, force missile mages avoid their more widely studied peers, either pursuing their studies subtly or in seclusion. This has led many to take up the life of a wanderer, traveling from one school or library to the next, learning more about their spell of choice and exploring the world. To some, this is merely a necessity of their studies, but others travel out of a more philosophical interest in embodying the motion and unbounded nature of their magic. Many force missile mages favor wide-open spaces, where they might see their magic soar to its farthest reaches. Thus, many purposefully make their travels through areas rich with plains, savannahs, and deserts, although any wide area of geographical openness appeals to most force missile mages.

Rarely does a spellcaster simply decide to become a force missile mage. Only those with the most peculiar attachment to the *magic missile* spell ever begin researching additional uses for it of their own accord. Rather, many spellcasters hear of such dedicated magical scholars in passing and seek them out to learn their ways. Wizards stand to gain the most from becoming a force missile mage, but some sorcerers and multiclassed clerics also benefit from the class's unique focus. Clerics with access to the Force domain (see *Complete Divine*) often take levels in force missile mage and view their research into one of their faith's most fundamental spells as a religious undertaking.

While many who embark upon the path of the force missile mage claim to do so in order to gain a deeper understanding of magic in general, the majority take on the arduous task in order to become better killers. These arcane snipers hone their skill with *magic missiles* not out of curiosity, but for less scholarly reasons: wealth, revenge, or the power to kill with impunity.

Many of the more scholarly members of the force missile mage community work with argent savants (Complete Arcane, p. 24) to maximize their understanding of force spells in general. While argent savants take a wider view of force magic, the force missile mages keep their studies focused exclusively on unlocking the potentials of *magic missile*. More than once a force missile mage and argent savant have come to magical blows over their differing philosophies.

Most NPC force missile mages intently focus their experiments and resources on their chosen spell, always eager to discover new force spells like *magic missile* or improve on existing ones. They often engross themselves in their research to such a degree that they refuse to tear themselves away from their labs, frequently hiring adventurers to find some obscure spell or magic item. On the other hand, some wandering force missile mages might join characters in their adventures, seeking new opportunities to use their magic to its fullest extent.

FORCE MISSILE MAGE REQUIREMENTS

To qualify to become a force missile mage, a character must fulfill the following criteria.

Skills: Concentration 9 ranks, Spellcraft 9 ranks.

Feat: Combat Casting.

Spells: Ability to cast *magic missile* once per day.

FORCE MISSILE MAGE CLASS SKILLS

HIT DIE D4

The force missile mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the force missile mage prestige class.

Weapons and Armor Proficiency: Force missile mages gain no new weapon or armor proficiencies.

Spells per Day/Spells Known: A force missile mage continues training in magic as she gains levels. At each level after 1st, the force missile mage gains new spells per day (and spells known, if applicable) as if she had also gained a level in an 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. If the character has levels in more than one spellcasting class before becoming a force missile mage, she must decide to which class she adds each level of force missile mage level for the purposes of determining spells per day.

Bonus Missile: At 1st level, a force missile mage gains increased mastery over her spell of choice. Every time she casts *magic missile* an additional missile is created, even if this extra

FORCE MISSILE MAGE ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bonus missile, still missile	—
2nd	+1	+0	+0	+3	Energy missile, *swift shield*	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Overpowering missile	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	*Reflective shield*	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Bonus missile	+1 level of existing spellcasting class

missile exceeds the normal maximum of five missiles that the spell normally allows. Thus, a 1st-level force missile mage/6th-level wizard creates five *magic missiles*, while a 1st-level force missile mage/8th-level wizard produces six missiles.

At 5th level, the force missile mage benefits from an additional bonus missile. This means that a high-level force missile mage can create up to seven missiles with a single casting of *magic missile*.

Still Missile (Ex): All of your *magic missile* spells do not have a somatic component. You cast *magic missile* as if using the Still Spell feat but without an increase in spell level.

Energy Missile (Ex): A force missile mage becomes intimately attuned to the energies that compose the spell *magic missile* and may alter them in significant ways. Starting at 2nd level, a force missile mage may add either the acid, cold, electricity, or fire descriptor to any *magic missile* she casts.

The type of energy added to the spell is chosen at the time of casting, and you can choose a different type of energy each time you cast *magic missile*. This altered descriptor affects all missiles created by a single casting of *magic missile*. Although still a force spell, any *magic missile* altered in this way deals additional damage against vulnerable creatures and less damage against creatures with related resistances and immunities.

***Swift Shield* (Sp):** A force missile mage realizes the need to defend herself against the *magic missiles* of other spellcasters. A 2nd-level force missile mage can cast *shield* once per day as an immediate action. (An immediate action is like a free action, but only one can be made per round. See the Immediate Action sidebar on page 81 of this issue for a complete description of the immediate action.) This spell is cast in addition to the force missile mage's usual number of spells per day and at the force missile mage's highest caster level.

Overpowering Missile: At 3rd level, the force missile mage's *magic missile* spells become especially potent, breaking through spell resistance more readily than normal. She gains a +2 bonus on caster level checks to overcome a creature's spell resistance with the spell *magic missile*. This benefit only applies to *magic missile* spells she casts.

In addition, a force missile mage's *magic missiles* penetrate *shield* spells and *brooches of shielding* as if they didn't offer protection from the spell.

***Reflective Shield* (Sp):** At 4th level, a force missile mage becomes immune to the spell *magic missile*. For the purposes of being affected by *magic missile*, a force missile mage is constantly treated as being under the effect of the spell *spell turning*, thus reflecting offensive *magic missiles* back at their caster. If that caster is protected by the *shield* spell or a *brooch of shielding* these reflected magic missiles are negated. Missiles reflected back against a caster who also has *spell turning* in effect require the force missile mage to roll on the *spell turning* mishap chart (provided on page 283 of the *Player's Handbook*).

Favored Spells of the Force Missile Mages

Force missile mages have a long and prolific history of using and creating magic similar to their spell of choice. Provided here are several spells likely to appear in the spellbooks of many force missile mages. More information on force spells and the Force domain are provided in *Complete Arcane* and *Complete Divine*, respectively. Those interested in further expanding their repertoire of force spells should also check out "Force Spells" in *Dragon* #323.

Blast of Force

Evocation [Force]
Level: Force 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You direct an invisible blast of force at a chosen target. The blast is a ranged touch attack that deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, any target damaged by this spell must succeed at a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Orb of Force

Evocation [Force]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One orb of force
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

by Spencer Kornhaber · illustrated by Arnie Swekel

CHANNELING THE ELEMENTS

4 Elemental Prestige Classes

An icy glance, a windy promise, a fiery temper, a heart of stone—the four elements symbolize, personify, and evoke innumerable emotions and ideas. The idea that earth, air, fire, and water somehow combine to form the world as we know it has intrigued humankind throughout history. The very simplicity and mystery of this concept makes the four elements potent ingredients for the mythos of a fantasy world. The elements can provide a source of power for spellcasters or be worshiped by the devout. Elemental power can run through the veins of the world's heroes and villains and shape the face of its landscape. From the lost warrior seeking to light the fire within to the goddess of ice attempting to drive all warmth from the multiverse, there are many ways in which the four elements can lend a new sense of depth and mysticism to your game.

The elements can provide a springboard for both DMs and players to develop unique and memorable characters. The first decision in creating such a character is exactly how he is tied to the element in question. Is the character actually descended from a creature native to one of the elemental planes—a genasi perhaps? Or does he simply have a strong interest in one of the elements? The answer to this question determines the extent of any special racial powers the character might have that are related to the element.

Tying a character to an element can also add considerable roleplaying interest. Certain traits and emotions are associated with each of the four elements, and incorporating some of those traits into the character's personality helps emphasize the relationship. A character linked to fire might demonstrate anger, cunning, swiftness, or capriciousness. Water is often associated with compassion, persistence, a cold heart, or a changeable personality. Characters connected to earth might be steadfast, resilient, stubborn, or callous. The traits associated with air include serenity, vocal talent, purity, and a wild temper.

Prestige classes can also provide effective ways to quantify a character's tie to a specific element. A small twist in the flavor or mechanics of a published prestige class can create a new option for players of element-based characters to explore. The arcane archer, for example, could gain her abilities from a pact with the wind rather than raw arcane power. A simple alteration to the description of the dwarven defender can give the class an earthy flavor, allowing its members to gain their resilience and fortitude from their dedication to earth and stone.

Prestige classes specifically designed for characters with elemental affinities can also provide a path for the development of that relationship. Presented here are four new prestige classes, each of which ties together the physical form and emotional significance of one element.

EARTHSHAKER

Earthshakers are spellcasters who have chosen to tap the power of the earth itself. Earthshakers command the great geological forces that shape the world: earthquakes, volcanoes, geysers, and more.

Nothing is more intrinsic to nature than the forces that bind it, so it is not surprising that most earthshakers are druids. A few clerics of nature deities also become earthshakers because they believe that tectonic forces are direct manifestations of their gods. NPC earthshakers often use their powers to fight foes of the earth.

Class Features

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

Weapon and Armor Proficiency: Earthshakers gain no proficiency with any weapons or armor.

Spells per Day/Spells Known: At 1st level and every earthshaker level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever 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 (bonus metamagic or item creation feats, improved turning ability, and so on). This essentially means that he adds the level of earthshaker to the level of whatever spellcasting class he has, then determines spells per day, spells known, and caster level accordingly.

If the character had more than one spellcasting class before becoming an earthshaker, he must decide to which class he adds each level of earthshaker for the purpose of determining spells per day and spells known.

Earth Domain: At 1st level, the earthshaker is granted access to the Earth domain. In the likely event that he has druid levels rather than cleric levels, the earthshaker can cast an extra spell per day of each spell level he has access to, which must be the spell from the Earth domain for that level. He gains the Earth domain's granted power, substituting his earthshaker levels for cleric levels.

HIT DIE: D8

EARTHSHAKER REQUIREMENTS

To qualify as an earthshaker, a character must fulfill all the following criteria.

Knowledge (dungeoneering): 6 ranks.

Knowledge (nature): 12 ranks.

Spells: Ability to cast *soften earth and stone.*

Language: Terran.

EARTHSHAKER CLASS SKILLS

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

Str: Climb.

Dex: Balance.

Con: Concentration.

Int: Craft (any), Knowledge (dungeoneering), Knowledge (nature), Spellcraft.

Wis: Survival.

Skill Points at Each Level: 2 + Int modifier.

Tremorsense (Ex): At 1st level, the earthshaker becomes sensitive to vibrations in the earth's surface. He automatically senses the location of anything that is in contact with the ground and within 5 feet of him. This ability functions exactly as described in the Tremorsense entry on page 299 of the *Dungeon Master's Guide.* The range increases by 5 feet at every other earthshaker level (to 10 feet at 3rd level, 15 feet at 5th level, 20 feet at 7th level, and 25 feet at 9th level).

Tremor (Su): As a standard action, a 2nd-level earthshaker can create a small, localized tremor in the earth that lasts for 1d4 rounds. Every creature touching the ground in a 10-foot radius around the earthshaker must make a successful Balance check (DC 10 + earthshaker level) or fall prone. A new save at the same DC is required for each subsequent round until the creature moves out of the affected area or the effect ends. All creatures in the affected area are considered to be engaged in vigorous motion for the purpose of Concentration checks (see the Concentration skill description in Chapter 4 of the *Player's Handbook*). The area of the tremor does not move with the earthshaker, and he is immune to all its effects.

This ability is usable only in places where the surface upon which the earthshaker stands is in direct contact with the earth. Thus, it could be used underground, on the bottom floor of a building, or outside, but not on a ship or the second story of a building. The earthshaker can use tremor a number of times per day equal to half his earthshaker level.

Geyser (Su): Once per day as a full-round action, a 4th-level earthshaker can cause the earth to rupture, spewing forth gouts of hot water. To use this ability, the earthshaker must designate a point on the ground up to 100 feet away to which he has line of effect. A geyser erupts from that point, showering a 10-foot-radius area with rock and scalding water. Every creature in this area takes 1d6 points of fire damage and 2d6 points of bludgeoning damage. A successful Reflex saving throw (DC 15 + earthshaker's Charisma bonus) halves both kinds of damage. In addition, each creature within 5 feet of the geyser must make a successful DC 20 Reflex save or be thrown 10 feet away from the point of origin and knocked prone, taking 1d6 points of damage.

This ability is usable only in places where the surface upon which the earthshaker stands is in direct contact with the earth. Thus, it could be used underground, on the bottom floor of a building, or outside, but not on a ship or the second story of a building. Geyser can be used twice per day at 7th level and three times per day at 10th level.

Greater Tremor (Su): At 6th level, the earthshaker can produce an unusually powerful tremor. This effect functions like the tremor ability, except as follows. The effect lasts for 2d4 rounds and affects all creatures within a 30-foot radius of the earthshaker. The DC for the Balance check to avoid falling down increases to 15 + earthshaker level, and all creatures in the area are considered to be engaged in violent motion for the purpose of Concentration checks. The earthshaker can use greater tremor once per day.

***Earthquake* (Sp):** At 8th level, the earthshaker gains the ability to cast

EARTHSHAKER ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Earth domain, tremorsense (5 ft.)	+1 level of existing class
2nd	+1	+3	+0	+3	Tremor	+1 level of existing class
3rd	+2	+3	+1	+3	Tremorsense (10 ft.)	+1 level of existing class
4th	+3	+4	+1	+4	Geyser 1/day, tremor 2/day	+1 level of existing class
5th	+3	+4	+1	+4	Tremorsense (15 ft.)	+1 level of existing class
6th	+4	+5	+2	+5	Greater tremor, tremor 3/day	+1 level of existing class
7th	+5	+5	+2	+5	Geyser 2/day, tremorsense (20 ft.)	+1 level of existing class
8th	+6	+6	+2	+6	*Earthquake*, tremor 4/day	+1 level of existing class
9th	+6	+6	+3	+6	Tremorsense (25 ft.)	+1 level of existing class
10th	+7	+7	+3	+7	*Earthquake* 2/day, geyser 3/day, tremor 5/day	+1 level of existing class

ICESINGER ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Frostbitten, haunting lament	+1 bard level
2nd	+1	+0	+3	+3	Cold spell	+1 bard level
3rd	+2	+1	+3	+3	Bardic music, indifference	+1 bard level
4th	+3	+1	+4	+4	Cold spell	+1 bard level
5th	+3	+1	+4	+4	Fingers of frost	+1 bard level
6th	+4	+2	+5	+5	Cold spell, song of sorrow	+1 bard level
7th	+5	+2	+5	+5	Frost weave	+1 bard level
8th	+6	+2	+6	+6	Cold spell	+1 bard level
9th	+6	+3	+6	+6	Subzero soul	+1 bard level
10th	+7	+3	+7	+7	Cold spell	+1 bard level

earthquake once per day (caster level equals character level). At 10th level, the earthshaker may cast *earthquake* two times per day.

ICESINGER

People respond in different ways to tragedy. Some become angry; others are strengthened by their ordeals. A few, however, are filled with a despair so great that their souls become as cold as ice, spurning all warmth and joy. These are the icesingers—men and women who have been emotionally scarred to the point of utter desolation and indifference. Icesingers channel their chilling despair into song and pass their pain to all who can hear them.

All icesingers must have at least some experience with music in order to craft their songs of pain. Some icesingers use their powers to prevent others from experiencing the anguish they themselves have endured. Some, fueled by an icy hatred of joy and warmth, simply seek to bring pain to all they encounter.

Class Features

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

Weapon and Armor Proficiency: Icesingers gain no proficiency with any weapons or armor.

Spells per Day/Spells Known: Icesingers cast spells as bards. At 1st level and every icesinger level thereafter, the character gains new spells per day and spells known as if she had also gained a level in the bard class. She does not, however, gain any other benefit a character of that class would have gained (such as bardic knowledge). This essentially means that she adds her icesinger level to her bard level (even if that is 0), then determines spells per day, spells known, and caster level accordingly.

Frostbitten (Ex): At 1st level, the icesinger's body begins to adapt to cold. She gains resistance to cold equal to her icesinger level.

Haunting Lament (Su): At 1st level, the icesinger can play a song so mournful and haunting that listeners can't help but become lost in their own memories of painful and grieving times. This ability works exactly like the *fascinate* function of the bardic music ability, except that it affects all listeners within 90 feet regardless of whether or not they can see the icesinger, and it lasts for as long as the icesinger sings and for a number of rounds equal to her Charisma modifier afterward. Haunting lament is considered bardic music, so using this ability takes up one use of the icesinger's bardic music ability for the day.

Bardic Music: At 3rd level, the icesinger continues to advance her bardic music ability. Her icesinger levels after her 2nd level count as bard levels for all bardic music calculations, including abilities she has and the number of uses of bardic music available per day.

Cold Spell: At 2nd level and at every other icesinger level thereafter, the character chooses one spell of 1st to 6th level with the cold descriptor that she does not already know and adds it to her list of spells known. This spell can come from any class's spell list. If it is on more than one class's list, she gains it at the lowest spell level. This bonus spell known can be of a higher level than the icesinger can currently cast, but she must wait until she can actually cast the spell to use it in that case. Spells gained in this way are cast using bard spell slots, but they do not count against the maximum number of spells known.

Indifference (Ex): At 3rd level, the icesinger becomes even more cold and indifferent to others. She gains a +4 morale bonus on saving throws against *charm* effects and a +2 morale bonus against all other enchantment effects.

Fingers of Frost (Su): At 5th level, the icesinger can drain the heat from creatures or create a layer of ice on objects with a mere touch. As a

ICESINGER REQUIREMENTS

HIT DIE: D6

To qualify as an icesinger, a character must fulfill all the following criteria.

Alignment: Any non-good.

Feats: Iron Will plus either Skill Focus (Concentration) or Skill Focus (Perform [any]).

Concentration: 9 ranks.

Perform (any one): 9 ranks.

Special: Bardic music ability.

ICESINGER CLASS SKILLS

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

Dex: Hide, Move Silently.

Con: Concentration.

Int: Craft (any), Spellcraft.

Wis: Profession (any).

Cha: Bluff, Disguise, Intimidate, Perform (any).

Skill Points at Each Level: 6 + Int modifier.

standard action, she can make a melee touch attack against a creature. This attack deals nonlethal cold damage equal to 1d4 + her Charisma bonus. In addition, she can use a full-round action once per hour to touch one object or surface and coat a contiguous area up to 10 feet by 10 feet with slippery ice. She can designate the exact area covered, but it must include the point touched. The affected area functions as though it were under the effect of a *grease* spell. The surface or object remains frozen for 1 hour or until it takes 10 points of fire damage, whichever comes first.

Song of Sorrow (Su): At 6th level, an icesinger can create a dour requiem that fills all who hear it with pessimism and despair. Every creature within 100 feet that hears the performance must succeed on a Will save (DC 10 + icesinger's level + icesinger's Charisma modifier) or take a -2 morale penalty on saving throws against charm and fear effects and a -1 morale penalty on attack and damage rolls (minimum damage 1). An ally of the icesinger who hears the song gains a +2 morale bonus on this saving throw.

The effects of a song of sorrow last for as long as the icesinger performs and for an additional 3 rounds afterward. While performing a song of sorrow, the icesinger can fight but cannot cast spells or activate magic items by either spell completion or command word. Haunting lament is considered bardic music, so using this ability takes up one use of the icesinger's bardic music ability for the day. Haunting lament is a mind-affecting ability.

Frost Weave (Su): When the icesinger reaches 8th level, the icy pain in her soul manifests itself through her spells. Whenever she casts a spell that would normally deal acid, electricity, fire, or sonic damage, she may choose to convert all such damage to cold damage. She must make this decision at the time of casting, and she must convert all the spell's energy damage to cold when using this ability. Thus, she could cast a *shout* spell that deals cold damage rather than sonic damage. All other effects of the spell remain unchanged.

Subzero Soul (Su): At 9th level, the icesinger becomes immune to cold and all charm effects.

FIRESTORM BERSERKER

A firestorm berserker personifies the inferno. When he rages, mind and soul are transformed into a blazing, uncontrolled fire that feeds on everything. His inner self is like a dry stack of kindling, ready to erupt into flames at any moment.

In the beginning, the fire of his rage burns only within, showing no outward sign of its presence. Later, however, the flames of his fury begin to manifest themselves in combat. Eventually, the firestorm berserker must battle with his own inner blaze lest it consume him.

Most firestorm berserkers are powerful barbarians. NPC firestorm berserkers often become loners and outcasts because of their dangerous and unpredictable natures, although some rise to become leaders because of those very traits.

Class Features

All the following are class features of the firestorm berserker prestige class.

Weapon and Armor Proficiency: Firestorm berserkers gain no proficiency with any weapons or armor.

Kindling (Ex): The firestorm berserker's inner flames can ignite with the slightest spark. He can initiate his rage at any time, even when it isn't his turn or when he is surprised. He can activate it in response to another's action, thus gaining the benefits of rage in time to prevent or ameliorate an undesirable effect.

Rage (Ex): The character's firestorm berserker levels stack with levels of the class from which he gained the rage ability for the purpose of determining his uses per day. He does not advance in any of the class's other abilities (damage reduction, fast speed, greater rage, uncanny dodge, or the like).

Inner Flame (Ex): When the firestorm berserker reaches 2nd level, his inner flame is so hot that other fires pale in comparison, and he has enough internal heat to withstand cold temperatures. While raging, he gains resistance to cold equal to his firestorm berserker level plus his Constitution bonus (if any).

Fire Immunity (Su): When the firestorm berserker rages, he is immune to fire damage.

Heat (Su): While raging, a 4th-level firestorm berserker generates so much heat that his mere touch deals an additional +1d6 points of fire damage. The firestorm berserker's metallic weapons also conduct this heat.

FIRESTORM BERSERKER REQUIREMENTS

HIT DIE: D12

To qualify as a firestorm berserker, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +8.

Intimidate: 6 ranks.

Feats: Iron Will, Great Fortitude, Toughness.

Special: Rage 3 times/day.

FIRESTORM BERSERKER CLASS SKILLS

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

Str: Climb, Jump.

Int: Craft (any).

Cha: Intimidate.

Skill Points at Each Level: 2 + Int modifier.

FIRESTORM BERSERKER ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Kindling, rage
2nd	+2	+3	+0	+0	Inner flame
3rd	+3	+3	+1	+1	Fire immunity
4th	+4	+4	+1	+1	Heat
5th	+5	+4	+1	+1	Breathe fire
6th	+6	+5	+2	+2	Inner inferno
7th	+7	+5	+2	+2	Sheath of flame 1/day
8th	+8	+6	+2	+2	Ventilating shout
9th	+9	+6	+3	+3	Sheath of flame 2/day
10th	+10	+7	+3	+3	Sheath of flame 3/day

Breathe Fire (Su): At 3rd level, the firestorm berserker can expel some of his soul's flames through his mouth as a breath weapon. While raging, he can breathe fire in a 10-foot cone as a standard action that does not provoke an attack of opportunity. Every creature within this area takes fire damage equal to 3d6 + the firestorm berserker's Constitution bonus (if any). A successful Reflex save (DC 10 + the firestorm berserker's level + the firestorm berserker's Constitution modifier) halves the damage. Using this ability causes the firestorm berserker's rage to end 1 round sooner than it otherwise would. He cannot breathe fire during the last round of his rage.

Inner Inferno (Ex): This ability allows the firestorm berserker to increase the duration of his rages by using his own body to fuel his inner inferno. On his turn in the round that his rage would normally end, he may opt to take 1d4+1 points of Constitution damage as a free action to gain an equal number of additional rounds of rage. Thus, if he "burned" 2 points of Constitution with this ability, his rage would last for 2 extra rounds. Once these bonus rounds are over, however, he must make a DC 15 Fortitude save (using the modified save bonus for rage) to prevent his inner inferno from continuing to consume him. If he succeeds, the rage ends normally; otherwise, he takes another 1d4+1 points of Constitution damage and continues to rage for an equal number of rounds. Immediately after those bonus rounds end, he must attempt another Fortitude save at the same DC, with the same results for success or failure. This process continues until the firestorm berserker succeeds on a saving throw or dies. In the latter case, his body is incinerated into ash on the spot.

Sheath of Flame (Su): At 7th level, the firestorm berserker can cause his flesh to erupt into flames while he is raging. Activating this ability is a standard action that does not provoke an attack of opportunity, and the effect ends when his rage ends. This fiery aura does not harm the firestorm berserker or his equipment. Any creature striking the firestorm berserker with its body or a melee weapon deals normal damage, but at the same time the attacker takes a number of point of fire damage equal to 1d8 plus the firestorm berserker's Constitution bonus (if any). Creatures wielding weapons with exceptional reach are not subject to this damage. This ability can be used once per day at 7th level, twice per day at 9th level, and three times per day at 10th level.

Ventilating Shout (Su): At 8th level, a raging firestorm berserker can release all of his inner flames of fury in one great shout. Activating this ability is a standard action, and it immediately ends his rage, even if it has gone out of control through use of his inner inferno ability. Every creature within a 15-foot radius takes 1d6 points of fire damage per firestorm berserker level. Any affected creature may halve the damage with a successful Reflex save (DC 10 + the firestorm berserker's level + the firestorm berserker's Constitution modifier). The firestorm berserker is immune to this damage. The firestorm berserker can use this ability once per day.

PUREBREATH DEVOTEE

Air surrounds us always, invisible yet vital. It is heavier than the tallest mountain, yet lighter than a feather. To the purebreath devotee, there is no purer substance than the air we breathe.

A purebreath devotee believes that the only way to become as pure as air is to consume nothing else. Members of this prestige class fast for long periods of time, living only off the air they breathe, until eventually, they no longer need to eat or drink. Eventually, the purity they gain by consuming only air grants them wondrous abilities.

Characters of any class can follow this path, although monks are the most common adherents. Constantly in search of self-perfection, many monks see the lifestyle of the purebreath devotee as the path to enlightenment. Some druids take up the class to grow closer to nature, and certain clerics view it as a path to spiritual purity. NPC purebreath devotees can be found in many places, from isolated caves where they live in hermitlike seclusion to large cities where they assume powerful spiritual leadership roles.

Class Features

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

Weapon and Armor Proficiency: Purebreath devotees gain no proficiency with any weapons or armor.

Spells: Beginning at 1st level, a purebreath devotee gains the ability to cast a number of divine spells. To cast a spell, she must have a Wisdom score of at least 10 + the spell's level, so a purebreath devotee with a Wisdom score of 10 or lower cannot cast these spells. Purebreath devotee bonus spells are based on Wisdom, and a saving throw against one of these spells has a DC of 10 + spell level + the purebreath devotee's Wisdom bonus (if any). When the purebreath devotee gets 0 spells per day of a given spell level (for instance, 1st-level spells for a 1st-level purebreath devotee), she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level. The purebreath devotee's spell list appears below. She casts her divine spells just as a sorcerer does; she knows all the spells on the purebreath devotee spell list and cannot add to this list.

Breatharian (Ex): At 1st level, the purebreath devotee does not need to eat or drink so long as she spends at least 8 hours a day in an environment with breathable oxygen.

Rebuke Air Creatures (Su): At 2nd level, the purebreath devotee can rebuke, command, or bolster air creatures as an evil cleric rebukes undead. For the purpose of this ability, she functions like a cleric of her total character level. This ability is usable a number of times per day equal to 3 + her Charisma modifier.

Mighty Lungs (Ex): At 3rd level, the purebreath devotee can hold her breath in an airless environment twice as long as she normally could before having to make a Constitution check. She can hold her breath three times as long as normal at 6th level and four times as long as normal at 9th level. This ability is usable at will.

***Zone of Pure Air* (Sp):** Upon reaching 4th level, the purebreath devotee can fill a 15-foot-radius area centered on herself with pure, fresh air and purge it of all airborne pollutants. Activating this ability requires a standard action, and the effect lasts for 1 minute (10 rounds) per purebreath devotee level unless dismissed earlier (a free action). The duration of this effect need not be consecutive rounds.

This ability creates a bubble of breathable air that moves with the

PUREBREATH DEVOTEE ADVANCEMENT

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day 1	2	3	4
1st	+0	+2	+2	+2	Breatharian	0	—	—	—
2nd	+1	+3	+3	+3	Rebuke air creatures	1	—	—	—
3rd	+2	+3	+3	+3	Mighty lungs x2	2	0	—	—
4th	+3	+4	+4	+4	*Zone of pure air*	3	1	—	—
5th	+3	+4	+4	+4	Pure body	3	2	0	—
6th	+4	+5	+5	+5	Mighty lungs x3	3	3	1	—
7th	+5	+5	+5	+5	Light as a feather	3	3	2	0
8th	+6	+6	+6	+6	Master respiration	3	3	3	1
9th	+6	+6	+6	+6	Mighty lungs x4	3	3	3	2
10th	+7	+7	+7	+7	*Mass heal*	3	3	3	3

purebreath devotee, even in an airless environment (such as underwater). Any portion of a gaseous magical effect (such as *obscuring mist, fog cloud, solid fog, stinking cloud, cloudkill, mind fog, acid fog,* or *incendiary cloud*) within the area is suppressed until the zone expires or is removed. Likewise, airborne diseases and poisons are rendered harmless as long as they are within the zone's area. Noxious stench (such as that of a ghast or troglodyte) and breath weapons that take the form of a gas do not affect the area within the air bubble. Any gaseous creature in the zone is pushed out to the nearest open space unless it makes a successful Will save (DC 10 + the purebreath devotee's level + the purebreath devotee's Charisma modifier). A new save is required each round that the creature remains within the zone, or when such a creature attempts to enter it. For this effect, the purebreath devotee counts as a caster equal to her purebreath devotee level.

Pure Body (Ex): When the purebreath devotee reaches 5th level, her constant intake of pure air renders her immune to all diseases and poisons, even magical diseases and poisons.

Light as a Feather (Su): At 7th level, the purebreath devotee gains the ability to fall slower than she normally would. She constantly functions as though affected by a *feather fall* spell unless she suppresses the effect. Suppressing the effect or renewing its use is a standard action.

Master Respiration (Ex): At 8th level, the purebreath devotee gains further mastery over her respiration and can regulate it to maximum efficiency. She gains a +2 bonus on any Constitution checks involving holding her breath or breathing. Furthermore, when in a sealed chamber, she takes damage every 30 minutes rather than every 15 minutes (see Suffocation on page 304 in the *Dungeon Master's Guide* for details).

***Mass Heal* (Sp):** When the purebreath devotee reaches 10th level, her body, mind, and spirit are so untainted that she can extend the healing and cleansing powers of the air to those near her. Once per day, she can cast *mass heal* as a 10th-level caster.

Purebreath Devotee Spell List

Purebreath devotees choose their spells from the following list:

1st Level: *Cure light wounds, detect poison, expeditious retreat, feather fall, jump, purify food and drink, obscuring mist.*

2nd Level: *Calm emotions, cure moderate wounds, delay poison, fog cloud, lesser restoration, levitate, see invisibility, wind wall, whispering wind.*

3rd Level: *Cure serious wounds, dispel magic, fly, gaseous form, gentle repose, gust of wind, haste, remove blindness/deafness, remove curse, remove disease, water breathing.*

4th Level: *Air walk, atonement, break enchantment, control winds, cure critical wounds, death ward, freedom of movement, neutralize poison, quench, solid fog.*

PUREBREATH DEVOTEE REQUIREMENTS

HIT DIE: D8

To qualify as a purebreath devotee, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Knowledge (nature): 4 ranks.

Feats: Endurance, Iron Will.

Special: The candidate must go three days without eating, drinking, or using magic items that prevent hunger or thirst. A character can go without fluids for 1 day plus a number of hours equal to her Constitution score. After this time, she must make a successful Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. A character can go without food for 3 days with no consequences other than growing discomfort. Thereafter, she must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters who have taken nonlethal damage from lack of food or water are fatigued (see *Dungeon Master's Guide*, page 301). Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water as needed—not even magic that restores hit points (such as *cure light wounds*) heals this damage.

PUREBREATH DEVOTEE CLASS SKILLS

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

Str: Climb, Jump, Swim.

Dex: Balance, Move Silently, Tumble.

Con: Concentration.

Int: Craft (any), Knowledge (nature).

Wis: Heal, Listen, Profession (any), Spot, Survival.

Skill Points at Each Level: 4 + Int modifier.

CLASS ACTS
FLAME STEWARD

by Monte Cook · illustrated by Val Mayerik

The Sacred Flame brings life as well as destruction. Through its searing heat, we are purified, healed, and made greater. The glorious sheets of flame wash our enemies away.

—The Mantra of the Brotherhood of the Sacred Flame

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.

Class Features

• **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

FLAME STEWARD — HIT DIE D8

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4	5
1	+1	+2	+0	+2	Might of the Sacred Flame	1	—	—	—	—
2	+2	+3	+0	+3	*Sacred firefan*	2	—	—	—	—
3	+3	+3	+1	+3	Might of the Sacred Flame	2	1	—	—	—
4	+4	+4	+1	+4	Flames of healing	2	2	—	—	—
5	+5	+4	+1	+4	Might of the Sacred Flame	2	2	1	—	—
6	+6	+5	+2	+5	*Sacred flame strike*	3	2	2	—	—
7	+7	+5	+2	+5	Might of the Sacred Flame	3	2	2	1	—
8	+8	+6	+2	+6	Purging flames	3	3	2	2	—
9	+9	+6	+3	+6	Might of the Sacred Flame	3	3	2	2	1
10	+10	+7	+3	+7	*Sacred firestorm*	3	3	3	2	2

Answer to Mind Blast: SEPIA SNAKE SIGIL.

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. 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. 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

1ST

bless
cure light wounds
endure elements
light
summon monster (fire only)

2ND

consecrate
continual flame
cure moderate wounds
resist elements
summon monster II (fire only)

3RD

cure serious wounds
protection from elements
remove blindness/deafness
remove disease
summon monster III (fire only)

4TH

cure critical wounds
quench
searing light
summon monster IV (fire only)

5TH

fire shield
healing circle
summon monster V (fire only)
wall of fire

CLASS SKILLS

Skill Points at Each Level: 2 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
		Concentration	Craft Knowledge (any) Spellcraft	Profession	Diplomacy Heal

CLASS 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

GUARDIANS of the DEEPEST SEAS

WATER SPELLS AND FEATS FROM THE Underdark

by James Jacobs ◆ illustrated by Jeff Laubenstein

Not all oceans stretch out under the open sky. Deep below the ground, in the furthest reaches of the Underdark, exist other oceans—vast, lightless tracts of inky water filling caverns of nearly unimaginable size. These regions are known as the darkwaters.

Numerous denizens haunt the shores and islands of the darkwaters; just as on the surface world, civilizations are drawn to these regions. Great drow cities tower on wave-blasted bluffs, svirfneblin towns crowd black beaches, and duergar fortresses crouch on defensible peninsulas. Illithids often build their lairs on isolated isles in the darkwaters, and cloakers often nest in the caverns that pockmark the ceilings above the seas like stars. Even the depths of the waters are rife with life: Aboleth, kuo-toa, and worse are known to dwell in the lightless depths of these subterranean oceans.

Yet not all of the denizens of the darkwaters are sinister and cruel. Recently, a sacred organization of disciples of the gods of nature formed a loosely organized group known as the Darkwater Guardians. The Darkwater Guardians are an elite group of individuals who banded together on the shores of a subterranean sea to devote their lives to defending the integrity of the oceans and waterways beneath the earth.

Founded by Oran Kasmathin, a legendary deep halfling druid, the Darkwater Guardians have grown slowly over the past several decades. Oran's only daughter Jeril took over the leadership duties of the Guardians after her father's untimely death at the hands of an aboleth sorcerer of great power, and under her guidance the organization has become a true force to be reckoned with. The majority of their members dwell in Umberwall. This large fortress stands on the edge of an immense subterranean sea known as the Sea of Sins due to the legend of a dark elven island empire that was swallowed by the sea. Those Darkwater Guardians members that dwell within this fortress observe the sea and patrol its shores and reaches, ever vigilant for attacks by the mindless undead drow cursed to endlessly swim the Sea and the other enemies of the Darkwater Guardians. The greatest of these enemies are the aboleth and kuo-toa, two races that have long used the Sea of Sins as an unassailable front from which to enslave and prey upon other denizens of the Underdark. The Darkwater Guardians envision a day when the aboleth and kuo-toa have been driven from the depths, and the darkwaters are finally clean of their unwholesome taint.

Recently, the success of the Darkwater Guardian enclave has seen their expansion upward, and they have even begun to teach their unique magic and abilities to worthy subjects from the surface world. Surface colonies of

DARKWATER GUARDIANS

The following statistics block represents the members of the order that dwell at Umberwall.

The Darkwater Guardians (Medium): AL N; 7,500 gp resource limit; Membership 52; Mixed (human 18, deep halfling 9, svirfneblin 9, dwarf 7, gnome 4, half-elf 3, drow 2).

Authority Figures: Jeril Kasmathin, female deep halfling Drd5/Sor4/Darkwater Knight 6.

Important Characters: Gadiman Kriak, male svirfneblin Clr9; Irial Nesatha, female drow Sor4/Rgr2; Pike Lorell, male human Drd4/Bbn2; Nora Kilaresk, female half-elf Brd5; Olakanis Meeru, male drow Wiz7; Ulfa Ildabarus, female svirfneblin Rgr5; Ira Kell, male deep halfling Ftr8; Orania Ilmaskus, female deep halfling Mnk4; Tyson Ilmaskus, male deep halfling Rog5/Clr1.

Others: Integrated; Drd6, Drd3 (4), Drd1 (12), Clr4 (2), Clr2 (4), Clr1 (3), Sor3 (2), Sor1 (6), Brd2 (2), Brd1 (3), Wiz3, Wiz1 (2), Rgr2.

Darkwater Guardians can be found on the fringes of society, where they act as guides and protectors of colonists and explorers alike.

DARKWATER KNIGHT

The darkwater knight serves as the greatest and holiest of the protectors of the Darkwater Guardians organization. Few Darkwater Guardians are accepted into this prestigious order. The darkwater knight visits the Darkwater Guardians enclave only rarely, spending most of her time patrolling the outlying regions. She constantly seeks out those who would despoil, pollute, or otherwise take advantage of the darkwaters. There are currently nearly as many darkwater knights serving the guardians as there are members dwelling in the enclave itself, but the knights are spread throughout the Underdark and even, in some cases, onto the surface world. Most darkwater knights prefer to operate alone, using their unique skills to assist others who wish to explore the darkwaters, or even acting as assassins against those who would profane these sacred places.

All darkwater knights are worshipers of the gods of nature. While the Guardians accept non-spellcasters into their enclaves or as bodyguards, only those with the ability to cast spells can qualify for the darkwater knight prestige class. Most darkwater knights are druids, rangers, or clerics with access to the water domain, simply because these classes are the most closely tied to nature. Yet many wizards and sorcerers have been joining the society recently—often initially seeking to add the Guardians' unique magic to their repertoires but staying with the group out of a sense of loyalty and kinship. Bards are perhaps the rarest darkwater knights, but their skills and strong leadership abilities are quite valued.

Class Features

All of the following are class features of the darkwater knight prestige class.

Weapon and Armor Proficiency: Darkwater knights are proficient with no additional weapons or armor.

Spells per Day: A darkwater knight continues training in magic as she gains levels. When a new darkwater knight level is gained, the character gains new spells per day (and spells known, if applicable) 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. If the character possessed levels in multiple spellcasting classes before becoming a darkwater knight, she must choose which class gains the benefit of each darkwater knight level.

Favored Enemy (Ex): At 1st level, a darkwater knight's extensive knowledge of aquatic creatures grants her bonuses in combat and other interactions with such creatures. She gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures with the Aquatic subtype. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures. At 5th level, the bonus increases to +4, and at 9th level it increases to +6. If the darkwater knight has a favored enemy bonus from another class (such as ranger), her bonuses against Aquatic creatures stack with those from her other class, provided both bonuses apply to the target creature type. Darkwater knights generally bear no ill will toward aquatic creatures, and often ally with like-minded aquatic beings, but they feel no compunction against using their knowledge against their aquatic enemies.

Hit Die D6

DARKWATER KNIGHT REQUIREMENTS

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

Patron Deity: Any nature deity.
Knowledge (nature): 6 ranks.
Survival: 6 ranks.
Swim: 6 ranks.
Feats: Skill Focus (Swim), Water Focus*.
Language: Aquan.
Spells: Ability to cast at least three spells (one of which must be at least 2nd level) with the Water descriptor.

*See the Darkwater Feats section.

DARKWATER KNIGHT CLASS SKILLS

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

Str: Swim.
Dex: Move Silently.
Con: Concentration.
Int: Craft, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Spellcraft.
Wis: Profession, Survival.

Skill Points at Each Level: 2 + Int modifier.

Darkvision (Ex): At 2nd level, a darkwater knight gains darkvision to a range of 60 feet. If she already possesses darkvision, its range increases by +60 feet.

Bonus Feat: At 3rd level and 8th level, the darkwater knight gains a bonus feat. This bonus feat must be a metamagic feat or a feat selected from the new feats presented in the Darkwater Feats section of this article.

Adept Swimmer (Su): At 4th level, the darkwater knight gains a swim speed equal to her land speed. If she already possesses a natural swim speed that is higher than this, it increases by +10 feet. She gains a +8 racial bonus to all Swim checks, and may take 10 on Swim checks even when distracted or threatened. Finally, she can hold her breath for twice as long as normal.

Darkwater Prodigy (Ex): At 6th level, the darkwater knight's devotion and faith enhances her capacity to prepare spells with the water descriptor. As long as she prepares her daily allotment of spells while the majority of her body is immersed in a large body of water, she may prepare a bonus spell of each level that she can cast, providing that the bonus spell has the water descriptor.

Underwater Blindsense (Ex): At 6th level, a darkwater knight can locate creatures in a 30-foot radius underwater. This ability works like blindsense as described in the *Monster Manual* except it only works when the darkwater knight is underwater, and it only detects creatures in the same body of water.

Darkwater Scion (Su): At 10th level, the darkwater knight becomes amphibious and gains the aquatic subtype. She can now breathe water as well as air, and her swim speed increases by an additional +10 feet. While swimming, the darkwater knight gains a +2 morale bonus to initiative checks and all Dexterity-based skill checks. Finally, a darkwater knight casts all spells with the water descriptor at +1 caster level.

DARKWATER FEATS

These feats are often chosen by characters who do not possess natural swim speeds yet spend much of their

time in the water. They are particular favorites of the Darkwater Guardians.

Flotation [General]

You can float on water with ease.

Prerequisite: Skill Focus (Swim), Swim 4 ranks.

Benefit: You can float on the surface of calm water as a free action. You are considered prone and cannot move for the duration of that round, but may otherwise attack, cast spells, or take other actions as if you were lying on solid ground. You can actually sleep while floating on water by using this feat.

Flow With the Current [General]

You use the current around you to enhance your reactions.

Prerequisite: Flotation, Skill Focus (Swim), Swim 4 ranks.

Benefit: By coordinating your actions and movements with the waves, currents, and eddies in the water around you, your ability to react quickly is enhanced. As long as you are swimming, you gain a +2 bonus to Initiative checks and a +2 bonus to Reflex saving throws.

Pressure Resistance [General]

Your body adjusts quickly to changes in water pressure.

Prerequisite: Deep Diver, Endurance, Skill Focus (Swim), Swim 4 ranks.

Benefit: Once you successfully make a Fortitude saving throw to resist damage caused by water pressure, you no longer need to make Fortitude saving throws to avoid damage caused by pressure at that depth. If your depth changes by 100 feet, you must begin making new Fortitude saving throws as normal until you succeed again.

Normal: You must make a Fortitude saving throw (DC 15 + 1 for each additional saving throw) once every minute to avoid suffering damage from water pressure. (See page 304 of the *Dungeon Master's Guide*.)

Sea Legs [General]

You are at home on the rolling decks of a ship at sea.

Benefit: As long as you are on a ship floating in the water, you gain a +2 bonus to Balance, Climb, Jump, and Tumble checks.

Water Focus [General]

You are especially gifted at casting spells with the water descriptor.

Benefit: Any spells you cast that have the water descriptor gain a +1 bonus to their save DC. This bonus stacks with the bonus granted by Spell Focus. You also gain a +1 bonus to all saving throws made against spells with the water descriptor.

DARKWATER SPELLS

The Darkwater Guardians developed numerous spells to aid in their defense of the underground seas. Most of these spells remain well-guarded secrets, but a fair number of them have been taught to allies or captured by enemies. The most widespread of these spells are detailed here.

Airbubble

Conjuration (Creation) [Air]
Level: Clr 1, Sor/Wiz 1
Components: S
Casting Time: 1 standard action
Range: Personal
Effect: You
Duration: 1 minute/level

This spell creates a small globe of breathable air around your head. This sphere of air forms around your head while you are completely immersed in liquid, providing breathable air for the spell's duration. It does not provide any protection against airborne toxins or poisons, or the effects of magical clouds such as *stinking cloud* or *cloudkill*. If another creature attempts to breathe the air of your *airbubble*, it may do so for 1 round, but on the following round the spell prematurely ends.

Blood to Water

Necromancy [Water]
Level: Clr 7
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Up to three living creatures, no two of which may be more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

You transmute the target's blood into pure water, inflicting 1d6 points of Constitution damage per two caster levels to the target. If you wish, you can split this damage up among up to three legal targets within range of the spell; you must allocate full dice amounts to each target. For example, a 16th level caster could target three creatures with this spell, inflicting 3d6 points of Constitution damage to two targets and 2d6 points of Constitution damage to the third target. A successful Fortitude save staves off the Constitution damage but leaves the target nauseated for 1d6 rounds.

This spell has no effect on living creatures with the fire or water subtype.

Body Harmonic

Transmutation [Water]
Level: Brd 5
Components: V, S, F
Casting Time: 1 standard action
Range: Long (100 ft. + 10 ft./level)
Target: One living creature
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You rub the rim of a water-filled glass, causing it to emit a piercing tone. As you do so, the water in the targeted creature's body begins to vibrate loudly and painfully in harmony with the tone. Each round you continue to concentrate on this spell, the victim suffers 1d10 points of damage to one

DARKWATER KNIGHT ADVANCEMENT

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Favored enemy (aquatic) +2	+1 level of existing class
2	+1	+0	+0	+3	Darkvision 60 ft.	+1 level of existing class
3	+2	+1	+1	+3	Bonus feat	+1 level of existing class
4	+3	+1	+1	+4	Adept swimmer	+1 level of existing class
5	+3	+1	+1	+4	Favored enemy (aquatic) +4	+1 level of existing class
6	+4	+2	+2	+5	Darkwater prodigy	+1 level of existing class
7	+5	+2	+2	+5	Underwater blindsense	+1 level of existing class
8	+6	+2	+2	+6	Bonus feat	+1 level of existing class
9	+6	+3	+3	+6	Favored enemy (aquatic) +6	+1 level of existing class
10	+7	+3	+3	+7	Darkwater scion	+1 level of existing class

ability score. You must select a different ability score each round, and cannot damage any one ability score more than once every 5 rounds. While the target is suffering from *body harmonic,* his body whines and hums discordantly. The victim suffers a -20 penalty to Move Silently checks.

Creatures with the Fire subtype are immune to the effects of this spell.

Focus: A crystal water-filled goblet worth at least 500 gp.

Deep Breath

Conjuration (Creation) [Air]
Level: Drd 1, Sor/Wiz 1
Components: V
Casting Time: 1 free action
Range: Personal
Target: You
Duration: 1 round/level

Your lungs instantly fill with air, and continue to refill with air for the duration of the spell. When the spell's duration expires, you may continue to hold your breath as if you just gulped down a lungful of air.

You can cast this spell with an instant utterance, quickly enough to save yourself from drowning after being suddenly plunged into water. Casting the spell is a free action, like casting a quickened spell, and it counts toward the normal limit of one quickened spell per round. You may even cast this spell when it isn't your turn.

Extract Water Elemental

Transmutation [Water]
Level: Drd 6, Sor/Wiz 6
Components: V, S
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

This brutal spell causes the targeted creature to dehydrate horribly as the moisture in its body is forcibly extracted through its eyes, nostrils, mouth, and pores. This causes 1d6 points of damage per caster level (maximum 20d6), or half damage on a successful Fortitude save. If the targeted creature is slain by this spell, the extracted moisture is transformed into a water elemental of a size equal to the slain creature. If the slain creature is Gargantuan, the spell creates two Huge water elementals. If the slain creature is Colossal, the spell creates three Huge water elementals. The water elementals created by this spell are free-willed and under no compulsion to obey the caster.

This spell has no effect on living creatures with the fire or water subtype.

Nixie's Grace

Transmutation [Water]
Level: Brd 6
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Effect: You
Duration: 10 minutes/level
Saving Throw: None
Spell Resistance: No

This potent spell infuses you with powerful fey magic, granting you many of the traits and abilities of a nixie. Upon completing the casting of this spell, you gain a swim speed of 30 feet. You can breathe underwater, and you gain low-light vision and damage reduction 5/cold iron. You also gain a +2 enhancement bonus to Dexterity and Wisdom and a +4 enhancement bonus to Charisma.

Focus: A lock of nixie's hair, freely given to you by the nixie.

Raise From the Deep

Transmutation [Water]
Level: Clr 9, Sor/Wiz 9
Components: V
Casting Time: 1 minute
Range: Long (400 ft. +40 ft./level); see text
Target: One creature or object; see text
Duration: 1 hour/level
Saving Throw: Fortitude negates (object)
Spell Resistance: Yes (object)

The target of this spell gains magical buoyancy and floats on the surface of the water for the duration of the spell, despite its weight or normal buoyancy. It cannot swim below the surface of the water. Creatures that must breathe water can still do so. If the target is underwater at the time this spell is cast, it rises toward the surface at a speed of 150 feet. The magic of the spell prevents the target from suffering pressure damage from the speed of the ascent.

This spell is particularly effective at raising sunken ships from the deep. If you know the exact details of the shipwreck (it's appearance, it's name, the date of its creation, its history, and the circumstances of its sinking), the vertical distance between you and the target is not a factor. When cast to raise a shipwreck, the spell brings up all surviving fragments of the ship, along with any loose objects that are in contact with the ship or enclosed inside of it. The ship and its fragments remain on the surface of the ocean until the spell's duration ends, at which point the ship sinks again if it has not been repaired.

Rogue Wave

Conjuration (Creation) [Water]
Level: Clr 4, Drd 3, Sor/Wiz 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft.-long, 20-ft.-wide, 10-ft.-high wave of water
Duration: Instantaneous
Saving Throw: Fortitude partial (object)
Spell Resistance: No

This spell creates a large wave of water and sends it surging forth to smash all in its path. The wave starts at any point you select within range of the spell and then moves 60 feet in any direction chosen by you. The wave deals 1d6 points of bludgeoning damage for every two caster levels (maximum 10d6) to all in its path. Anything struck may make a Fortitude saving throw to suffer half damage. A creature of Large or smaller size that fails this Fortitude save is knocked prone by the rogue wave.

The wave's progress can be halted by anything that would normally block line of effect along the path of the wave, assuming the wave does not destroy the intervening object or creature. If only a portion of the wave is blocked, the rest of the wave continues on.

Although this spell can be cast on dry land, it is more effective in water. When cast on a body of water large enough to contain the wave for the duration of its travel, creatures struck by the wave suffer a -4 penalty to their saves to resist its effects, the width of the wave increases to 40 feet, and the distance it travels increases to 120 feet as long as it is in contact with the surface of a body of water. A *rogue wave* that begins on water but travels onto land immediately shrinks to its land size and speed. If it

has already traveled more than 60 feet when it hits dry land, the wave vanishes upon reaching shore. The wave also vanishes if it moves beyond the spell's range.

Submerge Ship

Evocation [Water]
Level: Sor/Wiz 7
Components: V, S, F
Casting Time: 10 minutes
Range: Touch
Target: Ship touched
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No

You grant the ship touched a swim speed of 60 feet. The ship's speed and direction can be controlled by you as a free action. The ship itself is protected from water or pressure damage, and all interior spaces of the ship remain dry even if a doorway or porthole is open while the ship is underwater. Any creature onboard the ship when the spell is cast can move about the ship with ease as if it were afloat on a calm sea; this includes climbing and jumping. These creatures can breathe water for the duration of the spell and do not suffer damage from water pressure as long as they remain within 10 feet of the ship. External forces, such as a storm or an angry dragon, can still jostle the ship and cause it to shake and possibly knock passengers and objects from it, but nothing falls from the ship as a result of your direction of its movement.

You can transfer control of the ship to another individual by giving that individual the miniature rudder you used as a focus to cast the spell. If the focus is ever lost or becomes unattended, the spell's duration ends.

Once the spell ends (either because the duration ran out, the focus was lost or became unattended, or the magic was successfully dispelled), the magic lingers for 1 additional round per caster level. During this time, the ship ascends towards the water's surface at a rate of 60 feet per round. If the ship is still underwater when these rounds end, it immediately sinks and its passengers and crew risk drowning.

Focus: A miniature wooden rudder inlaid with silver, worth 2,500 gp.

Tsunami

Conjuration (Creation) [Water]
Level: Drd 9
Components: V, S, M
Casting Time: 1 round
Range: Long (400 ft. + 40 ft./level)
Effect: 20-ft./level-wide, 10-ft.-long, 40-ft.-high wave of water
Duration: Concentration, up to 1 round/level (D)
Saving Throw: Fortitude partial (object)
Spell Resistance: No

This spell creates a towering *tsunami* and sends it forth in a powerful wave to smash all in its path. The *tsunami* starts at any point you select within range of the spell and then moves at a speed of 60 feet in any direction chosen by you. Once the direction is set, the *tsunami* cannot change course. The *tsunami* deals 1d6 points of bludgeoning damage per caster level (maximum 20d6) to all in its path. Anything struck may make a Fortitude saving throw to halve the damage. Gargantuan or larger creatures that fail to save are knocked prone. Huge or smaller creatures that fail the save are picked up and carried by the *tsunami*. Each round a victim is carried by the *tsunami*, it suffers the bludgeoning damage again and can make an additional Fortitude save to halve the damage. Creatures carried by the *tsunami* cannot move other than to be carried by the *tsunami*. They can otherwise act normally, but must make a Concentration check (DC 20 + spell level) to cast a spell. Creatures caught in the tsunami take a -4 penalty to Dexterity and a -2 penalty on attack rolls. A creature caught in a *tsunami* can escape the wave by making a successful DC 20 Swim check, as long as they end their movement outside of the tsunami's area of effect.

Any creature that comes in contact with the *tsunami* as a result of movement during its turn is considered to have been struck by the *tsunami's* movement. A creature can attempt to extract another creature caught by the *tsunami*, providing the rescuer resists being swept up or knocked down by the *tsunami* and can reach the victim. Extracting a victim in this manner requires a successful DC 20 Strength check.

The *tsunami's* progress can be halted by anything that would normally block line of effect along the path of the *tsunami*, assuming the tsunami does not destroy the intervening object or creature. If only a portion of the tsunami is blocked, the rest of the *tsunami* continues on.

Although this spell can be cast on dry land, it is most effective when cast on the open sea. In this case, saving throws to avoid full damage are made at a -4 penalty, and the width of the *tsunami* increases to 40 feet per caster level. A *tsunami* that begins on water but then travels onto land immediately shrinks to its land size and speed. The *tsunami* does not vanish if it moves beyond the spell's initial range.

Focus: A crown of coral set with pearls (total value of at least 5,000 gp).

Wall of Water

Conjuration (Creation) [Water]
Level: Drd 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Transparent wall of water, up to one 10-ft. cube/level (S)
Duration: 10 min./level
Saving Throw: Reflex negates; see text
Spell Resistance: No

This spell creates a thick wall of fresh water or seawater (as selected by the caster). The water forms around objects and creatures in its area, plunging these creatures and objects underwater. A creature in the area where the water is created can make a Reflex save to move to a random side of the wall before it forms completely. This movement must occur on the creature's next turn or it immediately suffers the full effects of being in the wall. Creatures can move through the wall of water by making Swim checks; the water itself is considered to be calm water. Any open flames in the area when the water forms are immediately extinguished. Creatures with the fire subtype take 2d6 points of damage +1 point per caster level each round they remain partially or wholly in the wall.

Although the wall is transparent, it provides cover to any targets inside against attacks launched from outside the wall. It cannot be destroyed by physical damage, nor can it be drained to a different location. Water brought out of the wall in a container instantly evaporates as the wall itself forms more water to replace what was removed.

Material Component: A sponge. D

by E.W. Morton • illustrated by Tyler Wadpole

THE MASTER ASTROLOGER

"What's your sign?"

—Gendi, master astrologer

Sages have long known the patterns of stars and planets are more than mere coincidence. As the features of the heavens evolve over time, they reflect cyclical shifts in the workings of magic and the arrangement of the planes, as measured by an ancient system of astrology. Master astrologers are spellcasters devoted to studying astrology and its influence upon the cosmos.

Becoming a Master Astrologer

Those who seek knowledge, whether from ancient dusty tomes or the collective wisdom of elders or deities, pursue the master astrologer class. Most spellcasters can easily qualify for the prestige class by 5th level.

Entry Requirements

Skills: Knowledge (the planes) 4 ranks, Sense Motive 4 ranks, Profession (astrologer) 8 ranks.

Feats: Skill Focus (Profession [astrologer]).

Spells: Able to prepare spells.

Class Features

A master astrologer is a spellcaster with the ability to manipulate—and be manipulated by—the stars.

Spells per Day: At each level after 1st, you gain new spells per day (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a master astrologer, you must decide which class to add each level for the purpose of determining spells per day and spells known.

Stargazer (Ex): Whenever you have access to a spyglass and an unobstructed view of the stars you may prepare spells in half the usual amount of time. Typically, this means it takes you only 30 minutes to prepare spells.

Zodiac Sense (Ex): You understand the ways in which the stars influence behavior. You gain a competence bonus equal to your master astrologer level on all Sense Motive checks. Also, as a full-round action, you can make a DC 20 Sense Motive check to determine the astrological sign of any one creature to which you have line of effect. You may instead make this check as a move action or as a free action, but doing so increases the DC of the Sense Motive check (to DC 35 and DC 50, respectively).

Numerology (Ex): Starting at 2nd level, your spells are more potent against creatures whose astrological signs you know. Against all such creatures, you gain a +1 insight bonus on caster level checks to overcome spell resistance and your spells' save DCs increase by +1. At 5th level, these bonuses increase to +2. At 8th level they become +3.

Bonus Feats: At 3rd level, and again at 6th and 9th level, you tap into the mystical power of your astrological sign to enhance your own natural aptitudes. As a result, you gain a bonus feat at each of those levels. You must meet a feat's prerequisites before selecting it as a bonus feat. As your bonus feat you may select Greater Spell Focus (divination), Spell Focus (divination), or a feat from the following list that corresponds to your astrological sign.

Beholder: Alertness, Investigator, Iron Will, Negotiator, Obscure Lore (from *Complete Adventurer*), Quick Reconnoiter (from *Complete Adventurer*), Self-Sufficient, or Skill Focus (any Knowledge or Spot).

Harpy: Cooperative Spell (from *Complete Arcane*), Deceitful, Greater Spell Focus (illusion), Negotiator, Persuasive, Skill Focus (Bluff or Diplomacy), Spell Focus (illusion), or Sudden Quicken (from *Complete Arcane*).

Ettin: Chant of Fortitude (from *Complete Adventurer*), Deceitful, Great Fortitude, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Persuasive, Twin Spell (from *Complete Arcane*), or Two Weapon Fighting.

Dryad: Diehard, Endurance, Great Fortitude, Greater Spell Focus (abjuration), Iron Will, Sanctum Spell (from *Complete Arcane*), Self-Sufficient, or Spell Focus (abjuration).

Stirge: Arcane Mastery, Combat Casting, Diligent, Greater Spell Penetration, Investigator, Skill Focus (Concentration or any Craft), Spell Penetration, or Track.

Wyvern: Agile, Greater Spell Focus (conjuration), Reckless Wand Wielder (from *Complete Arcane*), Run, Self-Sufficient, Spell Mastery, Spell Focus (conjuration), or Sudden Quicken (from *Complete Arcane*).

Dragon: Alertness, Appraise Magic Value (from *Complete Adventurer*), Diligent, Draconic Heritage (from *Complete Arcane*), Iron Will, Leadership, Skill Focus (any Craft or Profession), or Toughness.

Unicorn: Acrobatic, Athletic, Battle Caster (from *Complete Arcane*), Combat Reflexes, Dodge, Mobility, Spring Attack, or Toughness.

Hydra: Deceitful, Deft Hands, Diehard, Endurance, Fortify Spell (from *Complete Arcane*), Guardian Spirit (from *Complete Arcane*), Iron Will, or Persuasive.

Chimera: Communicator (from *Complete Arcane*), Cooperative Spell (from *Complete Arcane*), Iron Will, Leadership, Lightning Reflexes, Negotiator, Skill Focus (Diplomacy), or Stealthy.

Kraken: Athletic, Delay Spell (from *Complete Arcane*), Greater Spell Focus (enchantment), Improved Initiative, Investigator, Jack of All Trades (from *Complete Adventurer*), Persuasive, or Spell Focus (enchantment).

Basilisk: Combat Casting, Extend Spell, Insightful (from *Complete Arcane*), Investigator, Iron Will, Persistent Spell (from *Complete Arcane*), Self-Sufficient, or Skill Focus (Concentration or Intimidate).

HIT DICE: D4

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Stargazer, zodiac sense	—
2nd	+1	+0	+0	+3	Numerology +1	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Astrological communication	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Numerology +2	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Bonus feat	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Planetary alignment	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Numerology +3	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Bonus feat	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	The stars are right	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (nature), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, and Spot.

Astrological Communication (Su): Beginning at 4th level, you can temporarily shift the apparent alignment of celestial bodies. All other master astrologers capable of seeing the stars can automatically read what these rearranged astrological bodies mean. This ability, in effect, functions as the spell *message*, sent to all other master astrologers viewing the sky. Others who are not master astrologers might also notice these changes if they've been warned to look for a specific sign or astrological change, although they cannot discern a specific meaning. You can use this ability once per night per master astrologer class level. This message remains visible for 1 hour.

Planetary Alignment (Ex): At 7th level, you can sense when your world moves into alignment with other cosmic bodies. Some sort of alignment, whether relatively minor or breathtakingly grand, occurs every day. You can tap into these alignments. Every day, you can spontaneously apply 1d6 levels worth of metamagic feats you know without increasing the spell level. You can expend all of your metamagic levels on one spell or you can spread them out among different spells throughout the day.

For example, if you roll a 1, you may apply a metamagic feat to a spell that would normally increase the spell's level by one level, such as Silent Spell. If you roll a 6, you may apply a number of metamagic feats to increase a spell's level by six levels, such as applying both Maximize Spell and Widen Spell. You might also choose to apply metamagic feats that would normally increase the spell's level by one level to six different spells, to apply metamagic feats that would normally increase the spell's level by three levels to two different spells, or any combination of metamagic feats and spells that equal six spell levels.

The Stars are Right: Upon gaining 10th level, you can, once per day as a standard action, force the stars to appear to realign themselves temporarily for your benefit. You then have until the end of the following round to cast a spell at a greatly enhanced effect. A spell affected by this ability is cast at +4 caster level and the DC to resist it increases by +4. In addition,

ASTROLOGICAL ORGANIZATIONS

A variety of organizations exist that support master astrologers. Those listed here are but a sampling.

Fraternal Order of Astrologists: The oldest and best-organized group of master astrologers, the Order exists to dispassionately observe and report the movements of the stars and the possible implications of such movements. Members of the Order, frequently called "brothers" (regardless of gender), report their findings to higher-ranking officers, called deans, who disseminate information to interested parties. The Fraternal Order of Astrologers maintains a strictly neutral stance as an organization, although its members can be of any alignment.

Readers: A secret cult splintered from the Fraternal Order of Astrologers, the Readers watch the heavens looking for signs of the end times. Short of the destruction of the entire multiverse, the Readers look to the stars for upcoming events that further the cause of destruction and entropy. Many who know of the Readers claim they destroy at random and later blame their acts on the "will of the stars."

Stargazers: Stargazers have added incentive to embark upon adventures, particularly those involving travel to distant lands: They watch the stars for hints of invasion of extraplanar powers—as prophesized by earlier master astrologers—and ready themselves to act as the front line of defense when the invasion comes. Members of the Stargazers expend great amounts of energy to share information with one another. Those who belong to the Stargazers can acquire star charts, astrolabes, abaci, and other instruments of measurement at reduced rates. Most stargazers are druids or clerics of deities interested in defense, knowledge, or the stars.

all numeric effects of the spell are increased by one-half. The spell's range, duration, and area increase by half against as much as normal, it deals half again as much damage, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate.

For example, a 5th-level wizard/10th-level master astrologer could cast a *delayed blast fireball* as a 19th-level caster for 150% × 19d6 points of damage with a DC +4 higher than it would otherwise have, a range of 1,740 feet (instead of the normal 1,160 feet), and affect a 30-foot-radius area (instead of the normal 20-foot radius).

Playing A Master Astrologer

You devote yourself to astrology as an academic pursuit, using knowledge of the zodiac to further understand the mysteries of the heavens and the multiverse. While the division of interest in the zodiac colors your outlook slightly, it does not alter your abilities. You relentlessly pursue knowledge, sometimes merely for the sake of uncovering it and sometimes for more personal reasons.

If you belong to an organization of master astrologers, the group's tenets provide further guidance.

Combat

A master astrologer plans ahead. You attempt to enter every combat fully prepared to face whatever creatures oppose you. When possible, you attempt to learn your foes' astrological signs ahead of time so you can use that knowledge to your advantage once combat begins.

Advancement

While many master astrologers come from the ranks of wizards, druids—already attuned to the natural order—comprise the second-largest group of members. Clerics of deities interested in knowledge or revealing secrets also sometimes join the ranks.

Master astrologers tend to maximize their ranks in as many different Knowledge skills as possible. They tend to learn or prepare a wide variety of divination spells, frequently making use of Spell Focus (divination). Those who wish to use their knowledge against their enemies also focus on evocation spells and the more offensive spells of the conjuration and transmutation schools.

Resources

Depending on the organization to which you belong (see the Astrological Organizations sidebar) you either have a great deal of support or none at all. Those master astrologers who strike out on their own most likely have little or no support structure.

Master Astrologers in the World

The master astrologer prestige class fills many of the same roles as a diviner. He can uncover secrets that

others either can't or don't care to, and he can utilize the knowledge gleaned from those secrets in ways mysterious to everyone else. Master astrologers in an organization work together to uncover forgotten knowledge and apply it toward the shared goals of the group.

Organization

Despite their shared motivations and training, master astrologers are not required to belong to any organization, although many do. Master astrologers with an academic interest in the zodiac tend to form organizations and groups that resemble—in structure and intent—universities, wizard schools, and other institutes of learning. Many such organizations teach their craft through both apprenticeships and formal academies. Those more interested in using their knowledge for personal gain form guilds. Groups filled with master astrologers who seek guidance from the stars or deities associated with the stars tend to set up their organizations like strictly regimented religious orders.

NPC Reactions

Most NPCs who meet a master astrologer assume it is a professional title and consider the individual bearing it a wizard who happens to engage in a noteworthy profession. Those who know the difference still tend to think of master astrologers as variant spellcasters (although they might closely guard their dates of birth if a master astrologer is around).

Master Astrologer Lore

Characters with Knowledge (arcana), Knowledge (the planes), or Profession (astrologer) can research the zodiac and the master astrologers who draw upon its power. When a character makes a skill check, the following information is gained, including that listed for lower DCs.

DC 10: "Astrology assigns specific signs to every one. Master astrologers are spellcasters who study astrology and the meanings of its signs."

DC 15: "Most master astrologers who know a creature's astrological sign can use that knowledge to gain power over that creature."

DC 20: "Master astrologers can guess a creature's astrological sign just by studying its behavior. Once a master astrologer knows a creature's sign, that creature likely has difficulty resisting the master astrologer's spells."

DC 30: "The zodiac also measures the alignment of the planes at any given point in time. An experienced master astrologer can force the stars to realign for a brief period." Also, the character knows all information contained in the article, "The Stars are Right."

Master Astrologers in the Game

The master astrologer makes an excellent choice for a mysteriously knowledgeable NPC who knows things about the PCs that he shouldn't. A master astrologer (or an astrologer organization) can make an excellent patron for PCs.

The master astrologer prestige class should appeal to players who enjoy playing knowledgeable characters. At higher levels the prestige class can certainly hold its own in battle, but overall its major strengths lie in spellcasting and hindering enemies.

Adaptation

The master astrologer, as written, assumes use of the D&D zodiac presented on page 24. In order to incorporate the master astrologer into a campaign world that uses a different zodiac, alter the lists of bonus feats to reflect the zodiac reality of your campaign setting. If your world does not have a zodiac, or you do not wish to keep track of one, create one unified list for all master astrologers.

Sample Master Astrologer

GENDI **CR 9**

Male human diviner 5/master astrologer 4
CN Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common, Celestial, Draconic

AC 14, touch 12, flat-footed 13
hp 36 (9 HD)
Fort +5, **Ref** +4 **Will** +10

Spd 30 ft.
Melee masterwork quarterstaff +5 (1d6)
Base Atk +4; **Grp** +4
Combat Gear *potion of cure serious wounds*, *wand of Melf's acid arrow* (20 charges)
Spells Prepared (CL 8th; +5 ranged touch):
4th—*dimension door*, *phantasmal killer* (DC 17), *scrying* (DC 17)
3rd—*clairaudience/clairvoyance*, *hold person* (DC 16), *nondetection* (DC 16), *suggestion* (DC 16), *tongues*
2nd—*blindness/deafness* (DC 15), *detect thoughts* (DC 15), *invisibility*, *Melf's acid arrow*, *touch of idiocy*
1st—*charm person* (DC 14), *disguise self*, *protection from law* (DC 14), *ray of enfeeblement*, *sleep* (DC 14), *true strike*
0—*detect magic*, *ghost sound* (DC 13), *resistance*, *touch of fatigue*

Abilities Str 10, Dex 12, Con 14, Int 17, Wis 13, Cha 8
SQ astrological intuition, numerology, stargazer, summon familiar (Lyra), zodiac sense
Feats Alertness, Combat Casting, Craft Wand[B], Self-Sufficient[B], Scribe Scroll[B], Skill Focus (Profession [astrologer]), Skill Focus (Sense Motive), Toughness
Skills Concentration +14, Heal +6, Knowledge (arcana) +7, Listen +5, Profession (astrologer) +21, Spellcraft +11, Sense Motive +16, Spot +5, Survival +7
Possessions Combat gear, masterwork quarterstaff, spellbook, spyglass, *bracers of armor +2*, *cloak of resistance +1*, *ring of protection +1*, 450 gp.
Spellbook as above plus 0—all others except *dancing lights*, *flare*, *light*, *ray of frost*; 1st—*identify*; 2nd—*locate object*; 3rd—*dispel magic*; 4th—*charm monster*
Lyra, raven familiar: hp 18; *Monster Manual* 278.

RAGE MAGE

by Monte Cook • illustrated by Juan Ramirez

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 results.

RAGE MAGE

The rage mage can tap into the primal essence of magic, using her own natural anger and frenzy to channel the 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.

RAGE MAGE — Hit Die: d6

Lvl	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day 1	2	3	4
1	+1	+2	+0	+2	Spell rage 1×/day	0	—	—	—
2	+2	+3	+0	+3	Spell bonus	1	—	—	—
3	+3	+3	+1	+3		1	0	—	—
4	+3	+4	+1	+4	Spell rage 2×/day	1	1	—	—
5	+4	+4	+1	+4	Overcome spell failure	1	1	0	—
6	+5	+5	+2	+5		1	1	1	—
7	+6	+5	+2	+5		2	1	1	0
8	+6	+6	+2	+6	Spell rage 3×/day	2	1	1	1
9	+7	+6	+3	+6		2	2	1	1
10	+8	+7	+3	+7	Spell retention, no longer winded after rage	2	2	2	1

Lvl The level of the rage mage.

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

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

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

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

Special Level-dependent class features.

Spells per Day These are arcane spells (see the *PH*, Chapter 12) that are prepared and cast just as a sorcerer casts her spells. If the entry is "—" for a given level of spells, the character cannot cast any spells of that level regardless of bonus spells. If a character has "0" spells of a given level, the character can cast bonus spells of that level. If the entry is a number, the character can cast that many spells plus any bonus spells. Bonus spells for rage mages are based on Charisma, and a rage mage must have a Charisma of at least 10 + a spell's level to cast that spell.

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

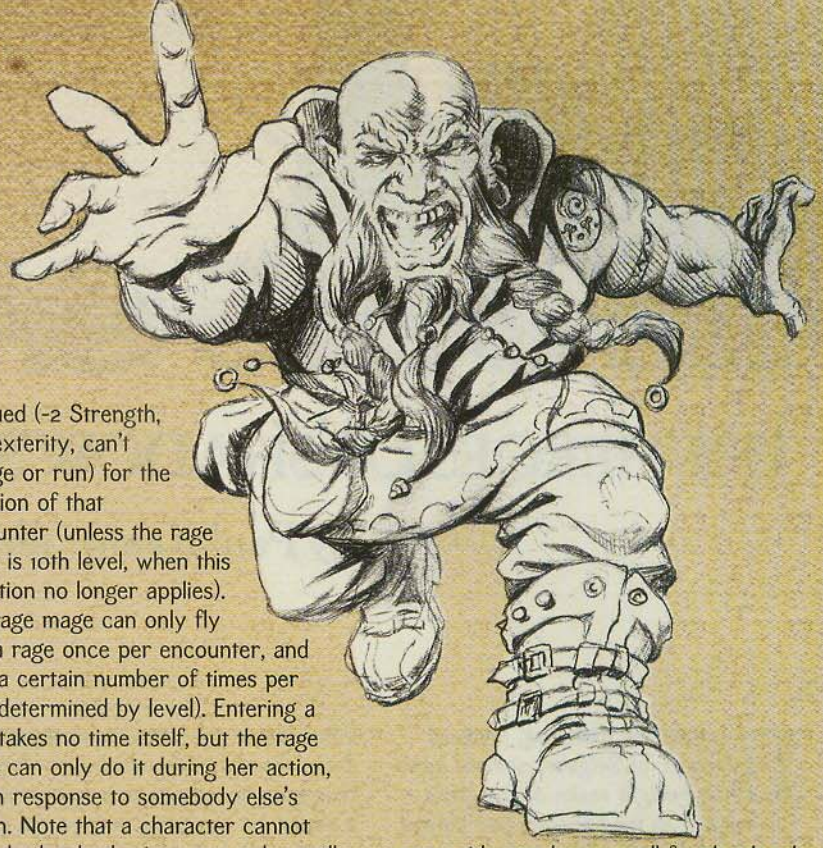
Alignment Any non-lawful
Base Attack +5
Feat Combat Casting
Special Ability Rage
Note Must be able to cast at least 1st-level arcane spells

CLASS SKILLS Skill Points at Each Level: 2 + Int modifier.

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

Concentration (Con)
Knowledge (arcana) (Int)
Spellcraft (Int)
Profession (Wis)

See the *Player's Handbook*, Chapter 4 for skill descriptions.



CLASS FEATURES

• **Weapon and Armor Proficiency:** Rage mages are proficient with simple and martial weapons, but no types of armor or shield.

• **Spell Bonus:** At second level and beyond, when casting spells of the Abjuration, Conjuration, 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. She temporarily suffers a -2 penalty to Armor Class. The benefits, however, are this: She increases the DC of any spell of the Abjuration, Conjuration, Evocation, Necromancy, and Transmutation school cast during the rage by her class level. All effects of spells of those schools are treated as if cast by a caster two levels higher than the rage mage.

Unlike a barbarian's rage, a 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 Strength, -2 Dexterity, can't charge or run) 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 the rage mage gets "0" spells of a given level, such as 0 1st-level spells at 1st level, the rage mage gets only bonus spells. A rage mage without a bonus spell for that level cannot yet cast a spell of that level. The rage mage's spell list appears above. The number of spells of a given level that a rage mage might know from this list is given in the sidebar below. A rage mage casts spells just as a sorcerer does.

• **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. D

RAGE MAGE SPELL LIST

1st-Level	2nd-Level	3rd-level	4th-level
Animate Rope	*Alter Self*	*Blink*	*Bestow Curse*
Burning Hands	*Blindness/Deafness*	*Dispel Magic*	*Contagion*
Cause Fear	*Bull's Strength*	*Fireball*	*Dimension Door*
Chill Touch	*Cat's Grace*	*Flame Arrow*	*Dimensional Anchor*
Enlarge	*Darkness*	*Fly*	*Enervation*
Erase	*Darkvision*	*Gaseous Form*	*Evard's Black Tentacles*
Feather Fall	*Daylight*	*Greater Magic Weapon*	*Fear*
Grease	*Endurance*	*Gust of Wind*	*Fire Shield*
Hold Portal	*Flaming Sphere*	*Halt Undead*	*Ice Storm*
Jump	*Fog Cloud*	*Haste*	*Minor Globe of Invulnerability*
Mage Armor	*Ghoul Touch*	*Keen Edge*	*Otiluke's Resilient Sphere*
Magic Missile	*Glitterdust*	*Lightning Bolt*	*Polymorph Other*
Magic Weapon	*Knock*	*Magic Circle against Chaos*	*Polymorph Self*
Mount	*Levitate*	*Magic Circle against Evil*	*Shout*
Obscuring Mist	*Melf's Acid Arrow*	*Magic Circle against Good*	*Solid Fog*
Protection from Evil	*Obscure Object*	*Magic Circle against Law*	*Stoneskin*
Protection from Good	*Protection from Arrows*	*Nondetection*	*Summon Monster IV*
Protection from Law	*Pyrotechnics*	*Phantom Steed*	*Wall of Fire*
Ray of Enfeeblement	*Scare*	*Sleet Storm*	*Wall of Ice*
Reduce	*Shatter*	*Slow*	
Shield	*Spectral Hand*		
Shocking Grasp	*Summon Monster II*		
Spider Climb	*Summon Swarm*		
Summon Monster I	*Web*		
Unseen Servant			

RAGE MAGE SPELLS KNOWN

	—Spells Known—			
Level	1	2	3	4
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

*Provided the rage mage has sufficient Charisma to have a bonus spell of this level.

CLASS ACTS

PSI-HUNTER

by Monte Cook · illustrated by Tom Gianni

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.

Class Features

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

THE PSI-HUNTER — HIT DIE D8

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Known 1	2	3	4	5
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

REQUIREMENTS

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

Base Attack Bonus: +5
Knowledge (psionics) Ranks: 3
Feats: Track, Iron Will
Spellcasting: Must be able to cast arcane spells

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 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.

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

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)

Psi-Hunter Spell List

Psi-hunters may choose their spells from the following list:

1st level: *alarm, cause fear, command, doom, hypnotism, magic weapon, obscuring mist, true strike, shield*

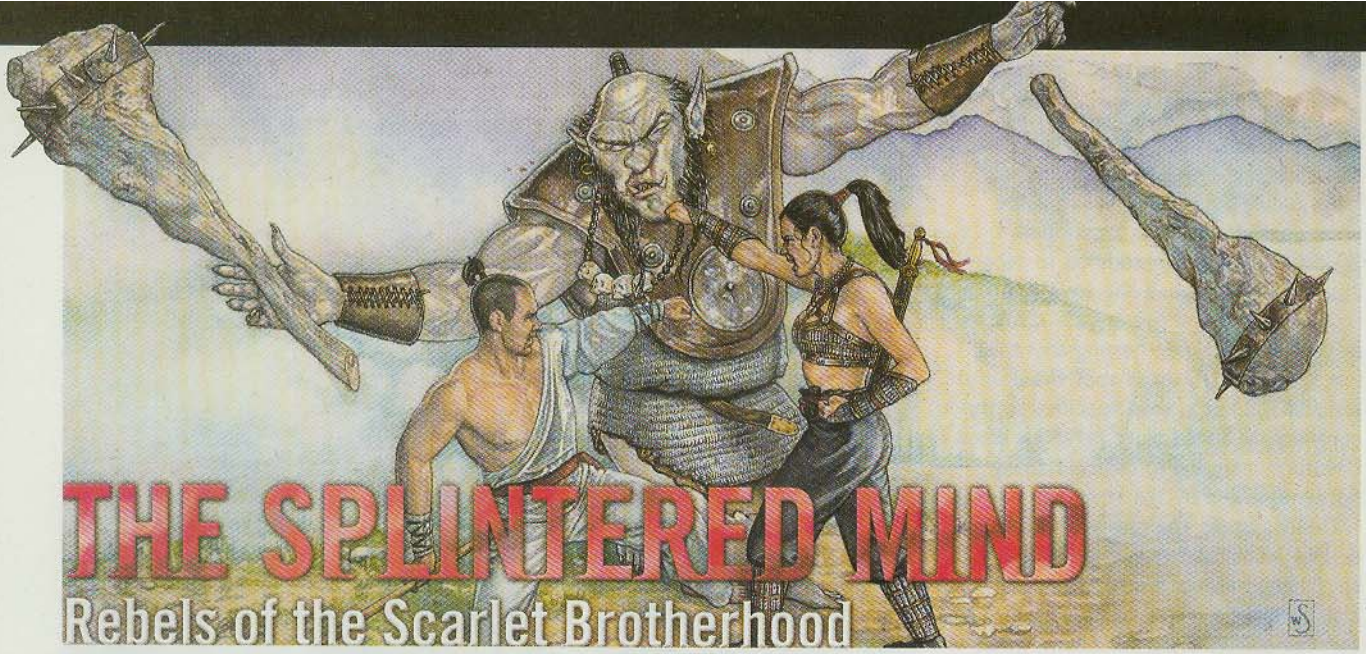
2nd level: *blur, bull's strength, cat's grace, detect thoughts, endurance, hypnotic pattern, locate object, see invisibility*

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.



THE SPLINTERED MIND

Rebels of the Scarlet Brotherhood

by Jesse Decker, Will McDermott & Stephen Schubert • illustrated by Stephen Walsh

"Reveal the truth; conceal the mind." –Splintered Mind mantra

The Splintered Mind is a small group of monks, psions, and rogues who work in secret to derail the plots and plans of the Scarlet Brotherhood. Founded by three former members of the Scarlet Brotherhood in 6096 SD, the group has grown to approximately 100 members in the past ten years.

The Splintered Mind is organized into fifteen cells across the Flanaess. Each cell works independently and has limited contact with (or knowledge of) the members of the other cells. Each cell consists of only six members, who work in pairs in their assigned region to root out and expose Brotherhood plots, while avoiding retaliation from their former fraternity.

The rest of the members of the Splintered Mind reside in a secret monastery near the city of Scant. Here new recruits are trained in the ways of the Mind. Elder members instruct the neophytes on topics ranging from the history of the Scarlet Brotherhood, to martial arts and weapon training, to burglary and espionage.

The work of each cell is also coordinated at the Scant monastery by the original three members–Jeddec Al-Beth, Bri-An Liw, and Shu Besch–who comprise the Splintered Mind Council. Only the Council knows the names and location of all of the members of the Splintered Mind. They monitor the social and political situation as reported by the fifteen cells, then determine how to deal with Brotherhood incursions in those areas.

History of the Splintered Mind

The Splintered Mind has been active for just a little more than a decade. However, the history of this group dates back to 6074, when Jeddec Al-Beth, then a young Brotherhood psion, was sent into the Raker mountain range to incite the humanoid tribes in the mountains to raid human settlements in the Bone March. If successful, the plan would both destabilize the region and give the Brotherhood strong, pliable allies.

Over the course of the next four years, Jeddec worked the Bone March, watching as intermittent raids turned into a full-scale invasion, all the while attempting to predict the long-term plans of the Brotherhood's humanoid allies from the thoughts of their leaders. Unfortunately, it is quite difficult to read the intentions of humanoids from their thoughts (there is very little difference between ally and prey in their minds), and Jeddec began to worry that he might never leave the Bone March alive.

Jeddec reported his fears that the humanoids could easily turn on the Brotherhood, but he had no firm evidence to support his concerns, so the plan continued. By 6078, the Bone March fell to the humanoid invasion, and the humanoid tribes severed all ties with the Brotherhood. Jeddec escaped with all of the Brotherhood members he could warn in time. Only a handful found their way back to the hidden city.

Although praised for saving the few members who survived, Jeddec still blamed himself for the tragic end of this Brotherhood plot. In the years following the debacle, Jeddec threw himself into psionic research, trying to find more reliable ways to uncover hidden truths and some way to discern where he had gone wrong during his time in the Bone March.

Jeddec's mental research led him to two new powers, both relating to the mind's perception of truth. However, his early experimentation with the powers kept him from ever revealing them to the Scarlet Brotherhood. Using the new power, *discover truth,* Jeddec learned that other members of the Brotherhood had known about the humanoids' plans to throw off their allegiance to the Brotherhood once the Bone March had fallen. Certain powerful figures in the Brotherhood decided that the loss was inevitable but that warning the agents working with the humanoids might lessen the damage done to the Bone March.

Feeling betrayed and beginning to understand that the order the Brotherhood wanted to impose on the world would serve only those in power, Jeddec began a dangerous ten-year investigation into the secrets of the Brotherhood–and he began planning his escape. In addition to reinforcing his fears about the corruption within the Brotherhood, Jeddec's research led him to allies. While teaching psionic disciplines to two of his students–a powerful member of the Crimson Blades named Bri-An Liw and an agile initiate

of the Scarlet Fist named Shu Besch–Jeddec found the opportunity to study their minds.

What Jeddec found was that these two students harbored similar doubts about the Brotherhood, and over the course of the next year, Jeddec helped Shu and Bri-An discover the horrible truth behind their doubts. Eventually, Jeddec trusted his students enough to share with them his own discoveries, and the three Brothers banded together to form the Splintered Mind. The three bided their time, learning what they could about the Brotherhood's plans and watching for their chance to escape.

During this time, Bri-An Liw, a fighter of some repute in the Brotherhood who favored the double scimitar, and Shu Besch, a fearsome force with the panther claw, began to develop a new form of tandem fighting. The new style required significant mental power in each member of the pair, but its effectiveness was amazing. Some of their discoveries were copied and developed by other talented monks, but Shu and Bri-An kept most of the knowledge to themselves, knowing that they must soon leave the Brotherhood.

The trio's chance at freedom finally came in 6096 SD, when a small band of mercenaries breached the defenses of the hidden city in a raid to seize a mysterious artifact that had recently been uncovered. During the chaos of the attack, Jeddec, Shu, and Bri-An escaped the hidden city.

Needing to find a secure place outside the reach of the Scarlet Brotherhood, the conspirators made their way to Irongate, a free state within the Iron League. There they founded the first Splintered Mind monastery and began planning a wide-ranging network of members. Unfortunately, the Greyhawk Wars broke out soon after, and Brotherhood forces began marching upon the Iron League. This was the first test of the truth seekers, who were able to warn Cobb Darg about Brotherhood agents within his state before the Brotherhood's armies reached the gate.

After the war, the founders decided that if they were to oppose their former organization, they must dwell within Brotherhood controlled lands, so they set out from Irongate to find a new home, leaving behind their six most promising students who formed the group's first cell. Thus, Jeddec, Bri-An, and Shu made their way to Scant and founded the permanent home of the Splintered Mind outside the city. Needing protection and knowing that the Scarlet Brotherhood controlled all of Onnwal, the trio turned to the city's thieves for help.

Jeddec approached Rakehell Chert, guildmaster thief of Scant, with valuable information that the Mind had uncovered about Brotherhood activities. Chert moved the guild outside the city, narrowly avoiding a Brotherhood attack. There, the guildmaster mounted an effective resistance and used his resources to keep the Splintered Mind hidden from the Scarlet Brotherhood.

Truth Seekers

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

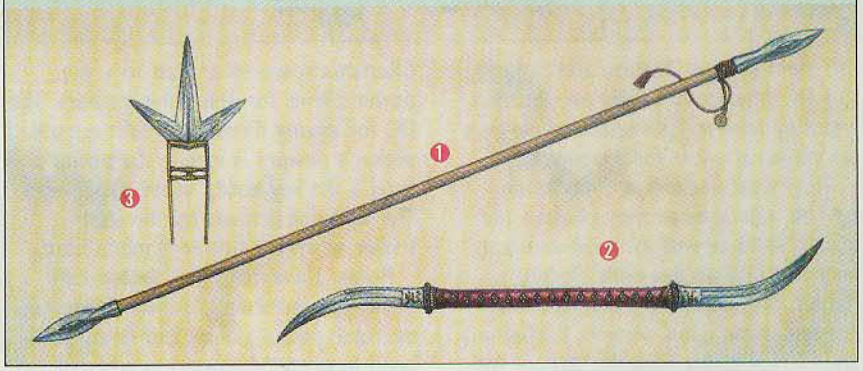
THE EXOTIC WEAPONS OF THE SCARLET BROTHERHOOD

Bladed Staff: The bladed staff is 6-foot-long weapon with blades at either end. The complex fighting styles employed with this weapon typically use the haft of the weapon for defense. The bladed staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons on page 124 of the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

Double Scimitar: The curved blades of the double scimitar are used most effectively when spinning and twirling with the weapon. Despite its size, the weapon benefits more from quick, precise movement than from brute force. The double scimitar is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you are using a one-handed weapon and a light weapon (see Attacking with Two Weapons on page 124 of the *Player's Handbook*). A creature using a double weapon in one hand can't use it as a double weapon.

Panther Claw: The panther claw looks much like a punch dagger with two extra blades. The weapon retains the punch dagger's deadly force and the extra blades are useful for disarming opponents. Wielders proficient with the panther claw gain a +4 competence bonus when making disarm attempts with the panther claw.

WEAPON	COST	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE
Staff, Bladed ❶	50 gp	1d8/1d8	×2	20 ft.	10 lb.	S	L
Scimitar, Double ❷	125 gp	1d6/1d6	18-20/×2	–	15 lb.	S	L
Panther Claw ❸	75 gp	1d4	×3	–	3 lb.	S or P	T



TRUTH SEEKER

HIT DIE d8

Lvl	Attack Bonus	Fort.	Ref.	Will	Special	Power Points	Powers Discovered 0	1	2	3	4
1	+0	+2	+0	+2	*Share mind,* monk strike, Two 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

REQUIREMENTS

Alignment: Any non-evil
Base Attack: +5
Feats: Improved Unarmed Strike, Combat Reflexes, Dual Strike*
Skills: Diplomacy 8 ranks, Sense Motive 4 ranks

* from *Sword and Fist*

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier.

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 the *Player's Handbook* and the *Psionics Handbook* for skill descriptions.

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.

Class Features

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*.

Arcane Truth Seekers

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.

Class Combos

The abbeys and monasteries of the Scarlet Brotherhood are home to many different traditions. In many of these locales, novitiates train as a monk for many years before being introduced to a different vocation, combining their monk training with that of a wizard, rogue, or psychic warrior. It is rumored that the Brotherhood has a secret proving ground where their monks learn the dark arts of the blackguard, and more than one diplomat has met his end at the hands of monk assassins.

The Scarlet Fist is one such order within the Scarlet Brotherhood. They combine the regimens of a monk with the martial and mental training of a psychic warrior. Unlike most monks, the

TRUTH SEEKER POWERS

0 level	1st level	2nd level	3rd level	4th level
daze	*attraction*	*augury*	**brittle psyche*	*anchored navigation*
detect psionics	*charm person*	*aversion*	*charm monster*	*aura sight*
distract	*combat precognition*	*brain lock*	*crisis of breath*	*detect remote viewing*
inkling	*conceal thoughts*	*clairaudience/ clairvoyance*	*danger sense*	*divination*
know direction	*demoralize*	*combat prescience*	*false sensory input*	*domination*
missive	*destiny dissonance*	*darkvision*	*fate link*	*fatal attraction*
telempathic projection	*disable*	*detect thoughts*	*invisibility purge*	*fate of one*
	**distraction*	**discover truth*	*lesser domination*	*forced mindlink*
	empathy	**fairy tale*	*mindlink*	*mindwipe*
	expanded vision	**find the heart*	*nondetection*	*tailor memory*
	identify	*inflict pain*	*poison sense*	
	know location	*intrusive sense link*	*remote viewing*	
	lesser mindlink	**narrow thoughts*	*schism*	
	object reading	*recall pain*	*ubiquitous vision*	
	sense link	*see invisibility*	*undead sense*	
	steadfast gaze	*sensitivity to psychic impressions*		
		suggestion		

* New powers presented in this article. All other powers are described in the *Psionics Handbook*.

SCARLET FIST

Character Level	Class Level	Attack	Fort.	Ref.	Will	Avg hp	Abilities Gained
1	Mnk1	+0	2	2	2	8	Unarmed strike, evasion
2	Mnk1/PsyWar1	+0	4	2	2	12	Bonus feat, 0-level powers
3	Mnk1/PsyWar2	+1	5	2	2	16	Feat, bonus feat
4	Mnk2/PsyWar2	+2	6	3	3	20	Ability increase, deflect arrows
5	Mnk3/PsyWar2	+3	6	3	3	24	Still mind, increased speed
6	Mnk3/PsyWar3	+4	6	4	4	28	Feat, psionic combat mode, 1st-level powers
7	Mnk4/PsyWar3	+5	7	5	5	32	1d8 unarmed damage
8	Mnk4/PsyWar4	+6/+1	8	5	5	36	Ability increase
9	Mnk5/PsyWar4	+6/+1	8	5	5	40	Feat, monk +1 AC
10	Mnk5/PsyWar5	+6/+1	8	5	5	44	Bonus feat, 2nd-level powers
11	Mnk5/PsyWar6	+7/+2	9	6	6	48	Weapon Specialization
12	Mnk6/PsyWar6	+8/+3	10	7	7	52	Feat, ability increase, Improved trip, increased speed
13	Mnk7/PsyWar6	+9/+4	10	7	7	56	Wholeness of body
14	Mnk7/PsyWar7	+10/+5	10	7	7	60	3rd-level powers
15	Mnk8/PsyWar7	+11/+6/+1	11	8	8	64	Feat, 1d10 unarmed damage
16	Mnk8/PsyWar8	+12/+7/+2	12	8	8	68	Bonus feat
17	Mnk9/PsyWar8	+12/+7/+2	12	8	8	72	Improved evasion, increased speed
18	Mnk9/PsyWar9	+12/+7/+2	12	9	9	76	Feat
19	Mnk9/PsyWar10	+13/+8/+3	13	9	9	80	4th-level powers
20	Mnk10/PsyWar10	+14/+9/+4	14	10	10	84	*Ki* strike, monk +2 AC

training of the psychic warrior is combined with the way of the monk to such a degree that the Scarlet Fist are able to advance in both monk and psychic warrior classes without penalty, provided the two classes are within one level of each other.

Another sect, the Crimson Blades, eschews unarmed combat, preferring instead to master a variety of weapons and styles of fighting. They use the psychic training provided by the Scarlet Brotherhood's psionic fraternities, but they focus less on mental powers and more on pure combat.

The suggested level progression for a Scarlet Fist monk, a Crimson Blade warrior, and a Splintered Mind truth seeker are listed below.

Scarlet Fist

The scarlet fist (monk/psychic warrior) is an unarmed warrior who uses the powers of his mind to enhance the power of his unarmed combat. The monks of the Scarlet Fist are agents of the Scarlet Brotherhood and act on the instructions of that organization.

A scarlet fist advances evenly in monk levels and psychic warrior levels. This gives good unarmed combat abilities, speed, and monk abilities, while providing bonus feats and powers from the psychic warrior levels.

Advantages:

- Feat-enhanced unarmed strike
- Bonus feats
- Access to psionic powers/feats
- Weapon Specialization

Disadvantages:

- No high-level monk abilities
- Slower movement
- Fewer skill points
- No high-level psionic powers

Character Choices

Movement skills are important for a Scarlet Fist monk. Skills such as Balance, Jump, and Tumble are good to keep at a high level. Concentration is also important for manifesting powers in combat situations. A scarlet fist should try to keep those skills at the maximum for the first few levels. Once Tumble is good enough to guarantee avoiding attacks of opportunity (overall +14) and Concentration is high enough to manifest most powers defensively, the scarlet fist might choose to branch out. Spot and Listen are also useful skills to improve to help avoid being caught flat-footed.

As the scarlet fist attacks primarily unarmed, Weapon Focus (unarmed strike) is valuable. Likewise, since the scarlet fist is normally unarmored, feats that enhance AC are appropriate, such as Dodge, Mobility, and Expertise. There are also a number of feats in the *Psionics Handbook* that can enhance AC and unarmed combat.

Crimson Blade

The crimson blade (psychic warrior/fighter) is a fighting machine. They are the shock troops of the Scarlet Brotherhood psions, though they are more direct in their means than most of the Brotherhood. They also serve as bodyguards to the monastery masters.

The primary benefit of a crimson blade is the sheer number of feats they have available. The psychic warrior class gives access to psionic feats, and both classes grant bonus feats at frequent levels. If the character does not have fighter or psychic warrior as a preferred class, then the progression should remain even, but three levels of fighter for every two levels of psychic warrior provides the largest number of feats, while still providing an effective

CRIMSON BLADE

Character Level	Class Level	Attack	Fort.	Ref.	Will	Avg hp	Abilities Gained
1	PsyWar1	+0	+2	+0	+0	8	Feat, bonus feat, 0-level powers, two psionic combat modes
2	PsyWar2	+1	+3	+0	+0	12	Bonus feat
3	PsyWar3	+2	+3	+1	+1	16	Feat, 1st-level powers, psionic combat mode
4	Ftr1/PsyWar3	+3	+5	+1	+1	21	Bonus feat, ability bonus
5	Ftr2/PsyWar3	+4	+6	+1	+1	26	Bonus feat
6	Ftr2/PsyWar4	+5	+7	+1	+1	30	Feat
7	Ftr3/PsyWar4	+6/+1	+7	+2	+2	35	
8	Ftr4/PsyWar4	+7/+2	+8	+2	+2	40	Bonus feat, ability bonus
9	Ftr5/PsyWar4	+8/+3	+8	+2	+2	45	Feat
10	Ftr5/PsyWar5	+8/+3	+8	+2	+2	49	Bonus feat, 2nd-level powers
11	Ftr6/PsyWar5	+9/+4	+9	+3	+3	54	Bonus feat
12	Ftr7/PsyWar5	+10/+5	+9	+3	+3	59	Feat, ability bonus
13	Ftr8/PsyWar5	+11/+6/+1	+10	+3	+3	64	Bonus feat
14	Ftr8/PsyWar6	+12/+7/+2	+11	+4	+4	68	Weapon Specialization feat
15	Ftr9/PsyWar6	+13/+8/+3	+11	+5	+5	73	Feat
16	Ftr10/PsyWar6	+14/+9/+4	+12	+5	+5	78	Bonus feat, ability bonus
17	Ftr10/PsyWar7	+15/+10/+5	+12	+5	+5	82	3rd-level powers, psionic combat mode
18	Ftr11/PsyWar7	+16/+11/+6/+1	+12	+5	+5	87	Feat
19	Ftr11/PsyWar8	+17/+12/+7/+2	+13	+5	+5	91	Bonus feat
20	Ftr12/PsyWar8	+18/+13/+8/+3	+14	+6	+6	96	Bonus feat, ability bonus

assortment of psionic powers.

Advantages:

- Nineteen feats (not including bonus feats for race)
- Psionic powers and feats
- Weapon Specialization

Disadvantages:

- Fewer hit points than single-class fighter
- Fewer psionic powers than single-class psychic warrior
- Fewer power points than single-class psychic warrior
- Slightly lower base attack than single-class fighter

Character Choices

Crimson blades have very few skill points to use. If the character plans to manifest powers in the midst of combat, fully half of the crimson blade's skill points per level should be used to buy ranks in Concentration. The other skill points could be used on Climb, Jump, Swim, or Tumble, depending on individual taste.

Many crimson blades learn a variety of exotic weapons, becoming focused and specialized in them. The only guideline is that the character take a Weapon Focus feat before the sixth level of psychic warrior to take advantage of the free Weapon Specialization feat. A human crimson blade can garner a total of twenty feats by 20th level—the options are almost limitless.

Truth Seeker

The typical truth seeker (prestige class) begins his training as a monk, then applies his abilities to the psychic warrior class before qualifying for, and gaining levels in, the truth seeker prestige class. After three levels of monk (the still mind ability is important for Will saves) followed by three levels of psychic warrior, they begin truth seeker training.

Truth seekers of this sort will intersperse levels of psychic warrior with the prestige class levels as they rise in power. This broadens their knowledge of lower level powers and provides bonus feats on occasion.

Advantages:

- Larger range of low cost powers
- Weapon Specialization
- Bonus feats
- Good fortitude save
- Good unarmed combat

Disadvantages:

- No high level psionic powers
- Slow progression if not human/half-elf due to multiclass XP penalty
- Low power points

Character Choices

The key skills initially for truth seekers are Diplomacy and Sense Motive. As Sense Motive is not a class skill, a would-be truth seeker will need to spend nearly one-third of his skill points on Sense Motive for the first six levels to get to the required 4 ranks for the truth seeker prestige class. Other skill points could be used for Tumble and Concentration. Once the prestige class is attained, truth seekers diversify into Disguise and Forgery, or Diplomacy and Knowledge (any), as appropriate to their role.

As truth seekers are typically unarmored, many choose feats such as Dodge, Mobility, and Expertise to improve their AC, but two feats selected early on should be Combat Reflexes and Dual Strike, which are required for the prestige class. Weapon Focus (unarmed strike) is essential prior to reaching the 6th level of psychic warrior, when Weapon Specialization is granted. If psionic combat is expected,

TRUTH SEEKER

Character Level	Class Level	Attack	Fort.	Ref.	Will	Avg hp	Abilities Gained
1	Mnk1	+0	2	2	2	8	Feat, unarmed strike, evasion
2	Mnk2	+1	3	3	3	12	Deflect arrows
3	Mnk3	+2	3	3	3	16	Feat, still mind
4	Mnk3/PsyWar1	+2	5	3	3	20	Ability increase, bonus feat, 0-level powers, two psionic combat modes
5	Mnk3/PsyWar2	+3	6	3	3	24	Bonus feat
6	Mnk3/PsyWar3	+4	6	4	4	28	Feat, 1st-level powers, psionic combat mode
7	Mnk3/PsyWar3/TrSk 1	+4	8	4	6	32	Share mind, 1d8 unarmed damage
8	Mnk3/PsyWar3/TrSk 2	+5/+1	9	4	6	36	Ability increase, share mind (AC bonus)
9	Mnk3/PsyWar3/TrSk 3	+6/+1	9	5	6	40	Feat, psychoanalyst
10	Mnk3/PsyWar3/TrSk 4	+7/+1	10	5	7	44	Share mind (flanking prevention)
11	Mnk3/PsyWar4/TrSk 4	+8/+2	11	5	7	48	
12	Mnk3/PsyWar4/TrSk 5	+8/+3	11	5	7	52	Ability increase, feat, 1d10 unarmed damage, 2nd-level powers, psionic combat mode
13	Mnk3/PsyWar5/TrSk 5	+8/+4	11	5	7	56	Bonus feat
14	Mnk3/PsyWar5/TrSk 6	+9/+5	12	6	8	60	Share mind (threatening bonus)
15	Mnk3/PsyWar6/TrSk 6	+10/+6/+1	13	7	9	64	Feat, weapon specialization
16	Mnk3/PsyWar6/TrSk 7	+11/+7/+2	13	7	9	68	Ability increase, psychic inquisitor, 3rd-level powers
17	Mnk3/PsyWar7/TrSk 7	+12/+7/+2	13	7	9	72	Psionic combat mode
18	Mnk3/PsyWar7/TrSk 8	+13/+7/+2	14	7	10	76	Feat, share mind (swap initiative)
19	Mnk3/PsyWar7/TrSk 9	+13/+8/+3	14	8	10	80	1d12 unarmed damage, psionic combat mode
20	Mnk3/PsyWar7/TrSk 10	+14/+9/+4	15	8	11	84	Share mind (grant ability), 4th-level powers

then Iron Will gives these characters an extra edge by increasing Will saves.

NEW POWERS

Jeddec developed *fairy tale* years ago when preparing to flee from the Brotherhood. The power's careful use allowed Jeddec to convince the few Brotherhood members who have discovered the Splintered Mind that the group doesn't really exist. Without the protection of *fairy tale,* the renegades would long ago have been discovered.

In his youth, Jeddec developed *discover truth* to aid his own enlightenment. By studying his own experiences, he believed he could learn the lessons life had to teach more quickly. Instead, his use of this power let him piece together some of the guarded secrets surrounding the Scarlet Brotherhood. Knowledge of his superiors' true motives and beliefs led Jeddec to eventually rebel against the Brotherhood's teachings and flee its borders.

Distraction has been in the Scarlet Brotherhood for centuries. The group's psions use the power when working with rogues, allowing the rogues more chances to make sneak attacks without exposing the psion to the dangers of melee combat.

Narrow thoughts is relatively new to the Scarlet Brotherhood. This power is most often used by Brotherhood psychic warriors when dealing with a single, very dangerous foe. This power can give a lightly armored Brotherhood monk better odds against a heavily armored foe.

The power *find the heart* was developed by Brotherhood psychic warriors long ago, and it appeals to the cruel nature of many Scarlet Brotherhood agents. Few outside the Brotherhood choose to master this power.

Years ago, members of the Scarlet Brotherhood realized that their enemies often fought less effectively against them than other foes because of the Brotherhood's fearsome reputation. After years of study, psions in the Brotherhood learned to induce a state of hesitation in their enemies, with the *brittle psyche* power.

Fairy Tale

Telepathy (Mind-affecting)
Level: Psion 3, Truth Seeker 2
Display: Me
Manifestation Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: Permanent
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

Where illusions create images or sounds that do not exist, *fairy tale* causes its target to believe that something that does or did exist is merely imaginary. The caster chooses one object or thing that becomes imaginary in the mind of the target. If a living being is chosen as the "imaginary" object, that creature can then be considered invisible to the target.

Rogue/psion multiclass characters often make use of this power, causing the owner of something they've stolen to think the stolen object is imaginary.

Because the mind is very hard to influence in this way, the use of *fairy tale* is difficult. The target can avoid the power's effects with a successful Will

save. Furthermore, even if the target fails her saving throw, each time she is exposed to the "imaginary" object, she gets another saving throw. The DM has the final word on what circumstances allow the target an additional saving throw. Any time the target of *fairy tale* is attacked by the object or creature she believes to be imaginary, the effect automatically ends. Also, if the target comes in physical contact with the "imaginary" object or creature, the effects of *fairy tale* end.

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.

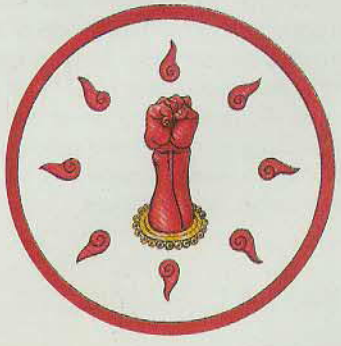
The extra damage from *find the heart* applies only against creatures susceptible to a rogue's sneak attack damage; it does not work against undead, oozes, plants, and incorporeal creatures. Any creature that is immune to critical hits is also immune to the extra damage from *find the heart.* Multiclass 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. D



CALM AMID THE STORM

Hidden Teachings of the Githzerai

by Bruce R. Cordell • illustrated by Carlo Arellano

In planes beyond the material world reside creatures wondrous and grotesque, divine and infernal. In a realm where chaos is transcendent live a race of humanoids called the githzerai. Their history is fraught with violence, mighty deeds, and terrible tragedy. Events that would have extinguished a lesser species birthed the githzerai. For it is the githzerai forerunners who put down the plane-spanning illithid empire of prehistoric legend.

This article uses rules from the new *Psionics Handbook*.

Githzerai are a hard-hearted, humanlike people. They are thinner and taller than humans, with sharp features, long faces, and eyes of gray or yellow. Severe and serious, the githzerai tend toward somberness both in dress and personality. As a rule, githzerai are close-mouthed, keep their own counsel, and trust few outside their own kind. They speak their own language, but many also speak Common.

Githzerai dwell in the plane of Limbo. Limbo is a plane of pure chaos. Untended sections appear as a roiling soup of unrestrained elements. Balls of fire, pockets of air, chunks of earth, and waves of water battle for ascendancy until they are in turn overcome by yet another chaotic surge. Within this wasteland of chaos, the githzerai refine their spirits, measuring their worth against the ceaseless changes. Although many githzerai congregate in Limbo-tossed cities, many more are secure in the protection of their hidden monasteries.

Githzerai Monasteries

A githzerai who joins a monastery separates himself from the ordinary ways of githzerai city life to devote himself to the teachings of a respected sensei. Githzerai monks devote themselves to work, study, martial arts training, and meditation.

To become a monk, a githzerai must first choose from among the dozens, perhaps hundreds, of monasteries that drift amidst the chaos storms of Limbo. In fact, most monasteries are secret, hidden enclaves, and even discovering the existence of a given monastery can be an adventure in itself. Many githzerai monks are born in a monastery—far fewer join from outside. Different monasteries boast different styles of operation, up to and including subtly different styles of martial arts training and meditations.

If the truth of the existence of a particular monastery is prized from dusty libraries or far-ranging travelers, a githzerai must locate the chosen monastery and petition to join the monastic order. Non-githzerai can also petition to join a monastery—both applicants are set the same trail. Depending on the monastery in question, the trial can be as simple as living within the monastery for a period of up to one month, all the while abstaining from talk, or something more difficult, like taking up a quest to slay a terrible beast of limbo to show worthiness—possibly a chaos beast or a pack of ravening slaadi.

If the trial is successful, the supplicant is allowed to join the order. After a period of training, the supplicant is initiated into the order in a formal cer-

emony called The Awakening. As part of the initiation, a githzerai monk takes vows of poverty and obedience.

Each monastic order follows its own set of guidelines, called a Rule. Members must live at least the first few months of the membership within their monastery, though afterward they can range far and wide, and need only check back in from time to time.

Though Rules might differ, most orders share many basics ideals. For instance, it is a given that githzerai monks do not fear being caught defenseless, because their bodies are weapons. Githzerai monks are deadly combatants, even weaponless and armorless, and yearn to bring the "good fight" to their enemies, the githyanki and mind flayers. Of course, mind flayers hold a special place in the heart of all githzerai: a place of unadulterated hate.

As a special devotion, githzerai sometimes organize mind flayer hunting parties called *rrakkma*. A rrakkma consists of 4-5 githzerai of 8th level and 1-2 of 11th level, mainly monks, but also at least one spellcaster, one psion, and possibly a rogue. A rrakkma does not return to its home monastery until it has slain a number of illithids at least equal to the number of members of the rrakma.

The average githzerai found in a monastery is a monk, and though they range in level from low to high, 3rd-level githzerai monks seem to be the most common.

Monastery of Zerth'Ad'Lun

Sensei Belthomais is the revered sensei of Zerth'Ad'Lun, a relatively well-known monastery that enjoys great respect among githzerai. The Rule of Zerth'Ad'Lun, called zerthin, is taught in the cloister's halls. Practitioners of zerthin claim to peer a moment into the future, enhancing their martial expertise to unmatched heights.

The monastery is built with the subjective gravity of Limbo in mind (any direction that you decide is down, becomes down). A forest of towers protrudes from the generally spherical monastery. Within, winding stairs connect "floors" with "walls" and with "ceilings" (although all the surfaces are floors for those who don't mind adjusting their own subjective orientation). There are three Great Halls that are used for various aspects of zerthin training. At any given time, at least one of the halls contains a mentor and a class of several githzerai students going through the forms of their martial discipline.

Another important aspect of zerthin is meditation. Thus, hundreds of tiny cells can be found almost everywhere in the halls of the monastery, each lit by dim candles and draped in sound-foiling fabrics. Here, the cenobites take advantage of quiet and solitude, perfecting their mastery of the Rule. Those who truly follow the Rule of zerthin develop abilities that monks from other monasteries are unfamiliar with. These special students are called zerth cenobites.

Zerth Cenobite

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 zerthin. 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 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),

GITHZERAI, MNK3 (STUDENT)

CR 4; Medium-size outsider (humanoid); HD 3d8+3; hp 19; Init +2; Spd 40 ft.; AC 19*, touch 15, flat-footed 17; Atk +5 melee (1d6+2, unarmed strike) or +4 melee (1d4+3, +1 dagger) or +4 ranged (1d8, crossbow); SA Monk abilities (Wisdom modifies AC (figured), free feats (included below), Evasion, Flurry of blows, Still Mind), githzerai abilities (psionics, SR 8, Inertial Armor (figured), +4 to Concentration skill (figured), Weapon Focus (figured)); AL LN; SV Fort +4, Ref +5, Will +6 (Enchantment +8); Str 15, Dex 14, Con 13, Int 12, Wis 16, Cha 8.

Skills: Balance +6, Climb +6, Concentration +5, Escape Artist +6, Search +5, Spot +7, Tumble +6. *Feats:* Improved Unarmed Strike, Deflect Arrows, Stunning Fist, *Dodge, Mobility, Weapon Focus (unarmed strike).

Possessions: *+1 dagger.*

Psionics (Sp): At will—*daze, feather fall,* and *shatter.* Upon advancing to 11th character level, a githzerai can use *plane shift* once per day. These abilities are cast as if by a 16th-level caster.

Spell Resistance (Ex): A githzerai has power resistance equal to 5 + 1 per character level.

Inertial Armor (Sp): The githzerai can use psychic force to block an enemy's blows. This gives them a +4 armor bonus as long as they remain conscious.

Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features:

All of the following are class features of the zerth cenobite prestige class.

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

THE ZERTH CENOBITE

HIT DIE d8

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

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 ×3). 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.

The chaotic trials of limbo serve only to make a githzerai monk's focus that much more keen.

Monastery of Finithamon

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.

Arcanopath Monk

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.

Requirements:

To qualify to become an arcanopath, a character must fulfill 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'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 for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features:

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

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

The Arcanopath Monk

HIT DIE d8

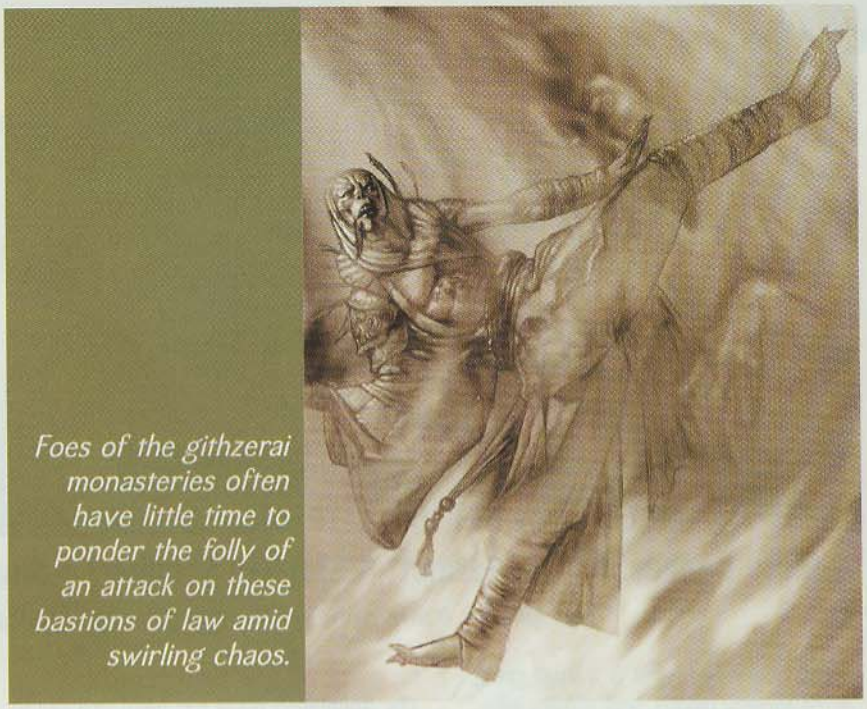
Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1	+0	+2	+2	+2	Student of perfection, Clap of deafness
2	+1	+3	+3	+3	Chop of muteness
3	+2	+3	+3	+3	Strike of confusion
4	+3	+4	+4	+4	Deflect spell
5	+3	+4	+4	+4	Ki strike
6	+4	+5	+5	+5	Allseeing eye
7	+5	+5	+5	+5	Slap of forgetfulness
8	+6	+6	+6	+6	Empty hand
9	+6	+6	+6	+6	Reflect spell
10	+7	+7	+7	+7	Sundering strike of oblivion

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.



Foes of the githzerai monasteries often have little time to ponder the folly of an attack on these bastions of law amid swirling chaos.

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 loose 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.

A ray is a spell that produces a ray effect (see Aiming a Spell in Chapter 10 of the *Player's Handbook*).

An energy missile is a weaponlike spell that produces something physical that the spell projects or the caster can hurl, such as *Melf's acid arrow,* or produce flame. *Fireballs, magic missiles,* and the like are not energy missiles.

by Monte Lin
illustrated by David Wahlstrom

THE SPIRIT SPEAKER

A realm exists outside the normal cosmology of the planes that few know of and fewer still can reach. In this hidden place exist myriad creatures known as spirits, guides and allies to those who can comprehend their inscrutable ways, and those few who can speak to them are called spirit speakers. Spirit speakers unlocked the secrets of breaking down the barriers between the spirit world and the natural world. They travel there without fear, entering trances that let their minds journey in both worlds simultaneously.

The spirit world echoes, in many ways, the natural world. Spirit speakers explain that a spirit exists not only for every individual creature, plant, river, or stone, but there also exist grandfather spirits that represent an entire race, species, or element. When a spirit speaker enters her first trance, she meets a spirit who bonds with her, as a familiar bonds with a sorcerer or wizard. The spirit speaker has no control over which spirit bonds with her, although the spirit typically has some connection to the spirit speaker's past, such as an ancestor's spirit or perhaps the spirit of the small stream that runs by her home village.

A spirit speaker has spellcasting abilities, but her true power lies in the special abilities granted to her by her spirit guide, both in and out of trance. From her connection to the spirit world, she can gain a tremendous amount of knowledge. Unlike the loremaster, who diligently pores through countless tomes, the spirit speaker gleans information from her forays into the spirit world as well as from her own experiences in the natural world. In a party, a spirit speaker works well as a fifth character, one who augments her base class with the spirit speaker's unique abilities. Typically, a spirit speaker shifts her focus to a support role in the party, providing her group with some of the abilities of bards and clerics, as well as her unique spellcasting abilities and peerless spiritual knowledge.

Because a spirit speaker casts so few spells, this class appeals mostly to the non-spellcasting classes. Barbarians and monks make up the majority of spirit speakers, each exploring the spirit world for different reasons. Barbarian spirit speakers seek to serve their tribes as advisors and wise men, whereas monk spirit speakers see their communes with the spirit world as an indication of the power of their meditations. Fighters and rogues also take up this class in great numbers, to gain flexibility (skills, spells, and special abilities) and overall survivability (saving throws). Of the spellcasting classes, rangers and bards most often take up the spirit speaker way.

NPC spirit speakers rarely live alone and often work within a village or in league with a group of druids or rangers. A party might seek a spirit speaker for her unique knowledge or run across one while in the depths of the wilderness.

CLASS FEATURES

All of the following are class features of the spirit speaker prestige class.

Weapon and Armor Proficiency: Speakers gain no proficiency with any weapons or shields. They are proficient with light armor.

Spells: A spirit speaker has the ability to cast divine spells. To cast spells, a spirit speaker must have a Charisma score of at least 10 + the spell's level, so a spirit speaker with a Charisma of 10 or lower cannot cast spells. Spirit speaker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the spirit speaker's Charisma modifier. The spirit speaker uses the ranger spell list. A spirit speaker has access to any spell on the ranger spell list and can freely choose which to prepare, just as a ranger. A spirit speaker prepares and casts spells just as a ranger does.

Enter Trance (Su): By making a DC 15 Concentration check, the spirit speaker can enter a trance that allows

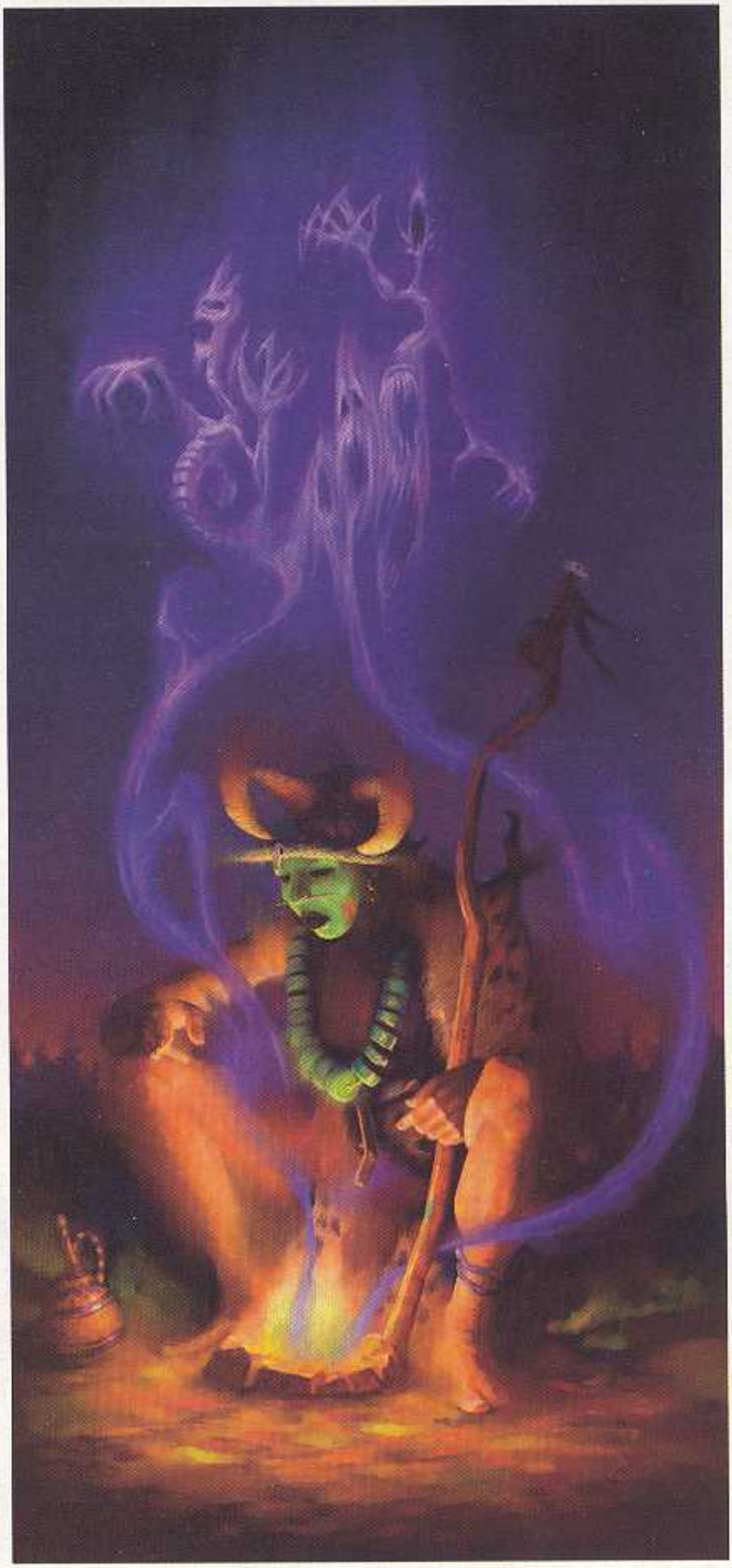
her to communicate with the spirit world. She may enter a trance once per day per spirit speaker level, which lasts a number of rounds equal to the spirit speaker's Charisma score. The spirit speaker can end the trance at any time before this by succeeding at a DC 10 Concentration check. She may not take 10 or take 20 for either of these checks, but she can retry a failed check after 1 round. Entering a trance is a full-round action that provokes attacks of opportunity. Once in a trance, the spirit speaker does not need to make Concentration checks to maintain it.

While in trance, the spirit speaker opens to the vast possibilities of the spirit world and makes herself somewhat removed from her surroundings. This duality splits her attention but heightens her magical senses. A spirit speaker in trance casts her spirit speaker spells at +1 caster level, and she gains access to her spirit guide. However, while in trance, the spirit speaker cannot run or charge, and she suffers a -2 penalty on all Wisdom- and Charisma-based skill checks.

A spirit speaker may remain in trance when her current trance's duration ends by making a DC 15 Concentration check and expending another of her daily trances. This prolonged trance counts as one trance for the purposes of abilities that work once per trance.

Spirit Guide (Su): When the spirit speaker enters a trance, her spirit guide appears. While the spirit speaker remains in this dual existence, the spirit guide manifests an *unseen servant* effect, as the spell cast by a spellcaster of the spirit speaker's class level, except that the servant has hit points equal to the spirit speaker.

While in trance, the spirit guide grants its spirit speaker special abilities depending on its master's levels in the spirit speaker class, as shown on the table below. The granted special abilities are cumulative, so a 10th-level spirit speaker gains all of the abilities on the table. However, the spirit speaker only gains access to these abilities while in trance.



Speaker Level	Special Ability
1st	Spirit sight
3rd	Deliver touch spells
5th	Remove curse
7th	Ability enhancement
9th	*Scrying*

Spirit Sight (Su): While in trance, the spirit speaker gains darkvision to 60 feet (if she did not already have it) and can see magical auras as if continually under the effect of a *detect magic* spell.

Deliver Touch Spells (Su): A 3rd-level spirit speaker's spirit guide allows a spirit speaker to deliver touch spells from afar. If the spirit speaker has line of effect to a creature within range of the *unseen servant* effect, the spirit speaker may deliver a touch spell to that creature as though it were within reach.

REQUIREMENTS

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

Base Attack Bonus: +4.

Base Will Save: +2.

Skills: Diplomacy 3 ranks, Knowledge (arcana) 1 rank, Knowledge (nature) 1 rank.

CLASS SKILLS

The spirit speaker's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points per Level: 6 + Int modifier.

Remove Curse (Su): At 5th level, the spirit speaker gains the ability to use her connection with her spirit guide to petition the spirit world to remove a curse. Once per trance, the spirit speaker may attempt a DC 20 Diplomacy check to convince the spirits to help her, having the effect of casting *remove curse* on a subject the spirit speaker designates. If she fails her Diplomacy check, she may not use this power for 24 hours.

Ability Enhancement (Su): At 7th level, the spirit speaker gains the ability to enhance one of her physical ability scores while in trance. Once she enters a trance, the spirit speaker gains a +4 enhancement bonus that she may apply to her Strength, Dexterity, or Constitution score. She must choose one at the beginning of the trance, and she cannot later change the ability score to which the bonus applies (although leaving the trance and entering a new one allows her to select a different ability score). A spirit speaker who prolongs a trance with additional daily trance uses cannot choose a new ability score to apply the bonus to (she is still considered in the same trance as when she began).

Scrying (Sp): Once she becomes a 9th-level spirit speaker, the spirit speaker can cast *scrying* once per trance as a 10th-level caster. Because of her connection to the spirit world, the spirit speaker can cast the spell without material components or a focus by using a full-round action and succeeding at a DC 25 Diplomacy check. If the spirit speaker fails her Diplomacy check, she may not use this power again for 24 hours. A spirit speaker who prolongs a trance with additional daily trance uses cannot use this ability more than once in that trance (she is still considered in the same trance as when she began).

Skill Insight (Su): Beginning at 2nd level, the spirit speaker's spirit guide remains in contact with her at all times in a tangential way, even outside of trance. This grants the spirit speaker a +2 insight bonus on all skill checks for a skill, as listed in the Spirit Speaker Advancement table. At 2nd level, the spirit guide grants a bonus on Heal checks, and at 4th and later levels, the bonus applies to a different Knowledge check that the spirit speaker has at least 1 rank in.

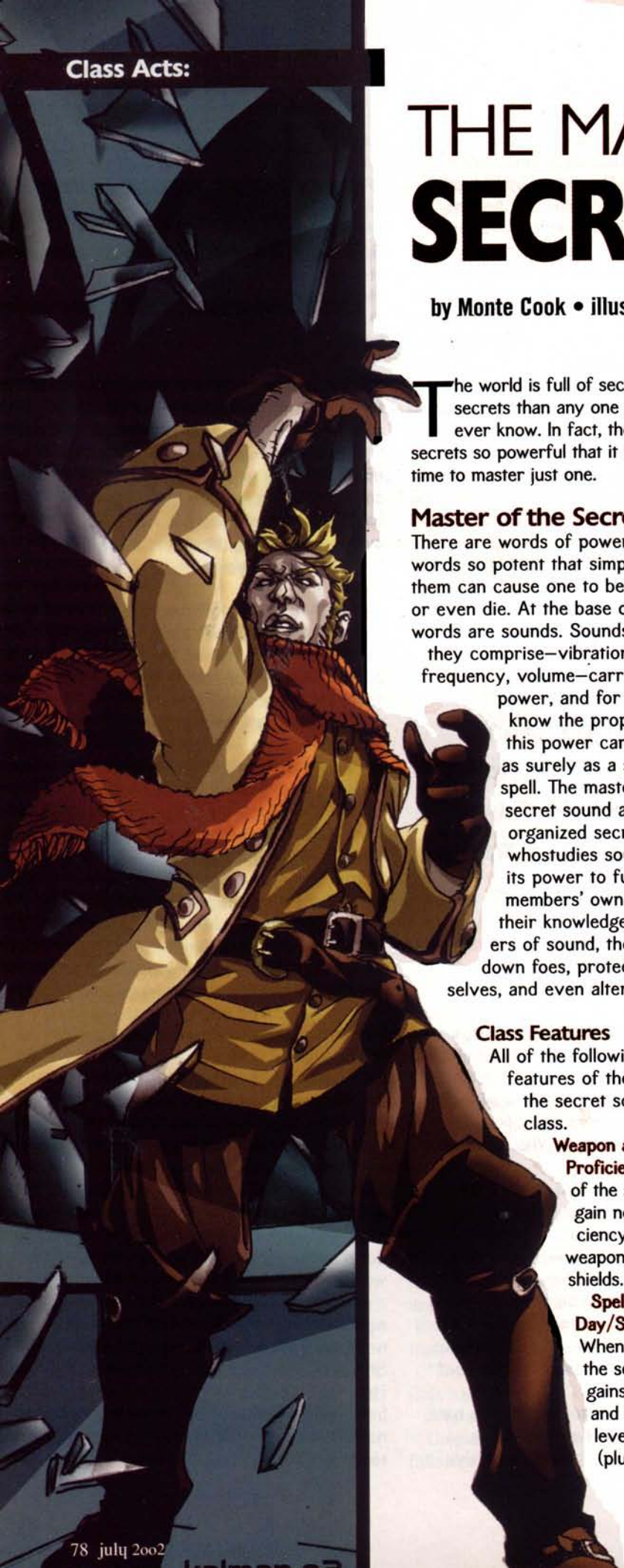
Sense Ailments (Su): At 3rd level, the spirit speaker's spirit guide can help her tell if a creature suffers from the effects of a disease or a poison, even if that creature is unaware of it, by the spirit speaker succeeding at a DC 15 Heal check. The spirit speaker can only use this ability when not in trance.

Sense Curse (Su): At 5th level, the spirit speaker can listen to the whisperings of the spirit world to tell if someone suffers from a curse, such as from *bestow curse*, the evil eye ability of sea hags, and similar effects, even if that person is unaware of it, with a DC 20 Knowledge (arcana) check. The spirit speaker can only use this ability when not in trance.

***Legend Lore* (Sp):** At 9th level, the spirit speaker's spirit guide grants her the ability to cast *legend lore* once per day at her caster level. The spirit speaker can only use this ability when not in trance. S

THE SPIRIT SPEAKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day 1st	2nd	3rd	4th
1st	+0	+2	+2	+2	Enter trance, spirit guide (spirit sight)	1	—	—	—
2nd	+1	+3	+3	+3	Skill insight (Heal)	2	—	—	—
3rd	+2	+3	+3	+3	Sense ailments, spirit guide (deliver touch spells)	2	1	—	—
4th	+3	+4	+4	+4	Skill insight (Knowledge [nature])	3	2	—	—
5th	+3	+4	+4	+4	Sense curse, spirit guide (remove curse)	3	2	1	—
6th	+4	+5	+5	+5	Skill insight (Knowledge [history])	3	3	2	—
7th	+5	+5	+5	+5	Spirit guide (ability enhancement)	4	3	2	1
8th	+6	+6	+6	+6	Skill insight (Knowledge [arcana])	4	3	3	2
9th	+6	+6	+6	+6	*Legend lore*, spirit guide (*scrying*)	4	4	3	2
10th	+7	+7	+7	+7	Skill insight (Knowledge [the planes])	4	4	3	3



THE MASTER OF THE SECRET SOUND

by Monte Cook • illustrated by Kalman Andrasofszky

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

Master of the Secret Sound

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

Class Features

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

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

Spells Per Day/Spells Known: When a master of the secret sound gains her 1st level, and every other level thereafter (plus 10th level), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the new level of master of the secret sound to the level of whatever other spellcasting class she has, then determines spells per day, spells known, and caster level accordingly.

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

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

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

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

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

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

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

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

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

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

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

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

Requirements

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

Knowledge (arcana): 5 ranks.
Listen: 5 ranks.
Perform: 8 ranks.
Spellcraft: 5 ranks.
Feats: Alertness.
Spellcasting: Must be able to cast 5th-level spells, five of the spells available to the character must be either sonic or language-dependent.
Special: The master of the secret sound must undergo a secret ritual every time she gains a new level, in which she is taught another portion of the secret sound. Only at 10th level does she know and fully understand the entire sound.

Master of the Secret Sound Class Skills

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

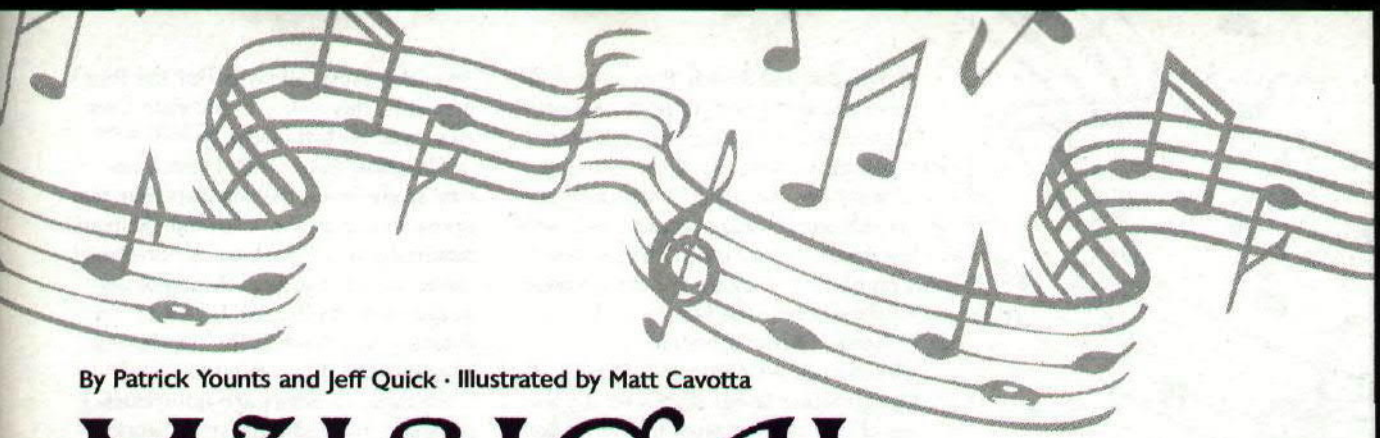
Str:–
Dex:–
Con: Concentration.
Int: Alchemy, Knowledge (arcana), Scry, Spellcraft.
Wis: Innuendo, Listen, Profession.
Cha: Perform.

Skill Points at Each Level: 2 + Int modifier.

HIT DIE
D6

Master of the Secret Sound Advancement

Lvl	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per day/Spells known
1	+0	+0	+0	+2	*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



By Patrick Younts and Jeff Quick · Illustrated by Matt Cavotta

MUSICAL MASTERS

prestige classes for bards

The truth about the average bard is that there's no such thing as the average bard. More than any other class, a bard's destiny is her own to choose. With a selection of diverse abilities, a bard can be a soldier, a sage, a diplomat, a spy, a performer, and the teller and subject of legends—a hero.

Here are five new prestige classes for the one class that always takes the road less traveled.

WORLDSPEAKER

In the mind of the worldspeaker, "the walls have ears" goes from cliché to credo. An experienced worldspeaker can talk to nearly anything and wring forgotten information from inanimate objects that others would not have thought capable of remembering.

Worldspeakers know that everything has a story. As they learn more about the world around them, they learn to speak successively subtler and more magical languages in an attempt to retrieve the stories hidden in every creature or object. When they reach the pinnacle of their class, they can talk to nearly any living thing, from dragon to slug, to the elements that make up the world, and even the bodies of the dead.

Worldspeakers don't often call attention to themselves as separate or distinct from whatever their base classes might be. Most find it easier to carry on their conversations without meddling from outsiders who have poorer communication skills. Keeping their abilities a secret also allows them to maintain an aura of mystery and superior knowledge. A few worldspeakers, however, flaunt their abilities. These few usually travel with powerful friends, since someone with secrets to hide is usually someone willing to do unpleasant things to keep them hidden.

Bards are the undeniable masters of the worldspeaker class, and few learn the class's secrets without doing at least a little time on the lute. This is not due to any elitism on a bard's part. Rather, the worldspeaker's dedication to obscure, even supernatural linguistics is so great that only those who make an intense study of language can begin to learn the ways.

Worldspeaker Class Features

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

WORLDSPEAKER Requirements

HIT DIE D6

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

Concentration: 8 ranks.

Decipher Script: 8 ranks.

Knowledge (history): 4 ranks.

Knowledge (nature): 4 ranks.

Special: Must be able to speak, read, and write three languages that are not on the character's racial list of bonus languages.

WORLDSPEAKER Class Skills

The worldspeaker's class skills (and the key abilities for each) are:

Str: –

Dex: –

Con: Concentration.

Int: Craft, Decipher Script, Knowledge (any), Search, Spellcraft.

Wis: Listen, Sense Motive.

Cha: Bluff, Diplomacy, Handle Animal, Gather Information, Perform.

N/A: Speak Language.

Skill points at each level: 6 + Int modifier.

Weapon and Armor Proficiency: A worldspeaker gains no additional proficiency with any weapons or armor.

Bardic Knowledge: If the character already has the bardic knowledge ability, his worldspeaker levels stack with the levels of any other classes that grant him that ability for the purpose of determining the bonus.

Bardic Music: If the character already has the bardic music ability, her worldspeaker levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each worldspeaker level, the character gains new bard spells per day and spells known as if she had also gained a level in the bard class.

***Tongues* (Sp):** Once per day, a worldspeaker may speak as though under the effect of a *tongues* spell as cast by a 6th-level sorcerer.

***Animal Speech* (Sp):** At 2nd level, the worldspeaker has learned the speech of animals. At will he may speak as though under the effect of a *speak with animals* spell cast by a 5th-level druid.

***Plant Speech* (Sp):** At 3rd level, the worldspeaker has learned the speech of the plant kingdom. Three times per day, he may speak to plants as though under the effect of a *speak with plants* spell cast by a 5th-level druid.

Bardic Knowledge Bonus (Ex): Since a worldspeaker has so many opportunities to talk to unusual creatures, at 3rd level he gains a +2 bonus to bardic knowledge checks if he already has or gains the ability to make them.

***Mineral Speech* (Sp):** At 4th level, if the worldspeaker speaks Terran, he may speak with stones once per day as if under the effect of a *stone tell* spell cast by an 11th-level druid. As the sturdiest, most consistent of the four elements, this ability is separate from elemental speech below.

***Elemental Speech* (Sp):** Once per day at 4th-level, the worldspeaker may speak to one of the following elemental materials: air, fire, or water. She must speak the appropriate elemental language to do so (Auran, Ignan, or Aquan respectively). The duration of element speech is 1 minute.

All three elements are notoriously difficult conversationalists. A worldspeaker must succeed at a DC 20 Concentration check to focus and pull meaningful information out of the jumble of language an element conveys. As with *stone tell*, an element's perspective, perception, and knowledge might prevent the element from providing the details a worldspeaker is looking for (as determined by the DM).

Air is the most difficult element to talk to, as its ephemeral nature does not lend itself to collecting or retaining information. A worldspeaker can not speak intelligibly with air moving faster than a light wind. Within a half-mile radius, air can communicate the presence, approximate number, and size of breathing creatures of Small or greater size as well as the presence of objects of Gargantuan size or larger that air can reach. It cannot communicate information about anything underwater or underground where air cannot penetrate. Air can reliably forecast natural weather one day in advance.

Fire is often short-lived, and like air, has relatively little to tell. Fire can communicate how long it has been burning, and simple facts about anyone who lit the fire, passed within its light radius, or was burned by it. The fire can also reveal its fuel source.

Still bodies of water can relate facts about who or what has been in or

WORLDSPEAKER Class Features

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known
1st	+0	+2	+2	+2	Bardic knowledge, bardic music, *tongues*	+1 level of bard class
2nd	+1	+3	+3	+3	*Animal speech*	+1 level of bard class
3rd	+2	+3	+3	+3	Bardic knowledge bonus, *plant speech*	+1 level of bard class
4th	+3	+4	+4	+4	*Elemental speech, mineral speech*	+1 level of bard class
5th	+3	+4	+4	+4	*Grave speech*	+1 level of bard class

MOURNER Class Features

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known
1st	+0	+2	+2	+2	Bardic knowledge, bardic music	+1 level of bard class
2nd	+1	+3	+3	+3	Bright soul	+1 level of bard class
3rd	+2	+3	+3	+3	Peaceful slumber	+1 level of bard class
4th	+3	+4	+4	+4	Lament	+1 level of bard class
5th	+3	+4	+4	+4	Go gently	+1 level of bard class

drunk from them, as well as revealing the contents of their depths. Running water is too mobile to tell much useful information, although a worldspeaker can learn who stepped through or drank from the water upstream within the last 3d10 minutes, and can learn about a stream of water's source (its distance and any unusual facts about it). Precipitation and bodies of water with tides are overwhelming communicators. Information is so large and dispersed that it barely resembles speech. Water this dispersed can only relate the presence of creatures or objects that are Gargantuan size or larger within a two mile radius that the water touches.

Grave Speech **(Sp):** At 5th level, worldspeakers learn the mystic arts of drawing information out of corpses. Once per day, a worldspeaker may talk to a corpse as if under the effect of a *speak with dead* spell cast by a 15th-level cleric.

The Mourner

Mourners use their musical gifts to honor the dead and ease the suffering of the living. Traveling from city to city and trained in all manner of funeral customs, mourners assist, and, when necessary, replace priests in the performance of last rites.

Mourners believe in the sanctity of burial and are sworn enemies of grave robbers and, especially, necromancers. They view non-intelligent undead as victims and use special bardic music abilities to restore their eternal slumber, but they mercilessly hunt and destroy intelligent undead.

All mourners have bardic backgrounds, with multiclass bard/clerics almost as common as single class bards.

Mourner Class Abilities

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

Weapon and Armor Proficiency: A character becoming a mourner gains no additional proficiency in any weapon or armor for taking levels of the class.

Bardic Knowledge: If the character already has the bardic knowledge ability, her mourner levels stack with the levels of any other classes that grant her that ability for the purpose of determining the bonus, but only when making a bardic knowledge check that deals with funeral rites, undead, necromancy, or items associated with those topics.

Bardic Music: If the character already has the bardic music ability, her mourner levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each mourner level, the character gains new bard spells per day and spells known as if she had also gained a level in the bard class.

Bright Soul (Su): The mourner adds her Charisma bonus to all saves against necromancy spells and effects and all supernatural and spell-like abilities of undead.

Peaceful Slumber (Su): A 3rd-level mourner can use peaceful slumber to grant a corpse protection against reanimation. Peaceful slumber requires 1 use of the mourner's daily uses of bardic music and a Perform check. The mourner cannot take 20 on this check. The corpse then gains permanent spell resistance equal to the mourner's Perform skill check, but only against spells and spell-like abilities that speak with the dead, create undead, or raise or resurrect the

MOURNER Requirements

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

Diplomacy: 8 ranks.

Knowledge (religion): 5 ranks.

Perform: 8 ranks.

Special: The character must have the bardic music ability.

MOURNER Class Skills

The mourner's class skills (and the key abilities for each) are:

Str: –

Dex: Hide, Move Silently.

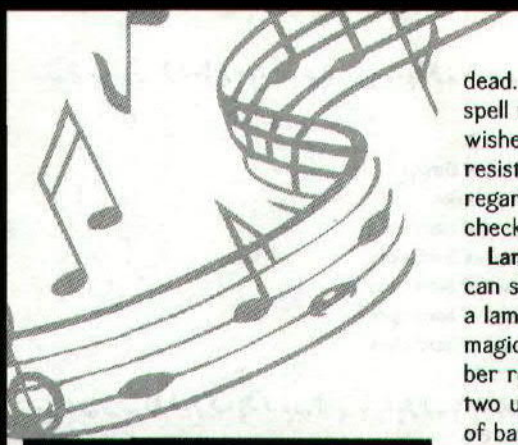
Con: Concentration.

Int: Craft, Decipher Script, Knowledge (any), Search, Spellcraft.

Wis: Listen, Profession, Sense Motive.

Cha: Bluff, Diplomacy, Gather Information, Perform.

Skill points at each level: 6 + Int modifier.



MEMORY SMITH Requirements

HIT DIE D8

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

Alignment: Any good.

Craft (weaponsmithing or armorsmithing): 5 ranks.

Knowledge (religion): 3 ranks.

Perform: 8 ranks.

Use Magic Device: 5 ranks.

Patron Deity: The character must worship Moradin before all other gods.

MEMORY SMITH Class Skills

The memory smith's class skills (and the key abilities for each) are:

Str: Climb.

Dex: Disable Device, Open Lock.

Con: Concentration.

Int: Appraise, Craft, Decipher Script, Knowledge (any), Search, Spellcraft.

Wis: Listen, Profession, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Gather Information, Perform, Use Magic Device.

N/A: Speak Language.

Skill points at each level: 4 + Int modifier.

dead. A mourner may grant a corpse spell resistance as many times as he wishes, but each use resets the spell resistance granted to the corpse, regardless of whether the Perform check has a higher or lower result.

Lament (Su): A 4th-level mourner can stir an undead creature's soul with a lament to lost life laced with the magic of necromancy. Peaceful slumber requires a standard action and two uses of the mourner's daily uses of bardic music. All undead within a 30-foot radius centered on the mourner who fail a Will save (DC 10 + mourner level + bard level + Cha bonus) fall prone and are held immobile as by the spell *halt undead* cast by a cleric of the mourner's class level. This is a sonic effect.

Go Gently (Su): A 5th-level mourner can, in the round immediately following the use of the lament ability, sever the cords of negative energy that bind undead to the material plane. Go gently requires a Perform check and 1 use of the mourner's daily uses of bardic music. Any undead within 30 feet that failed to save against the lament are required to make a second Will save against the same DC. Non-intelligent undead that fail are destroyed, and intelligent undead take damage equal to the Perform skill check. Use of go gently constitutes an attack against the undead and frees them from the effects of lament.

MEMORY SMITH

In ancient times, when the dwarven kingdoms were young and strong, their smiths crafted armor and weapons of legendary power. Unlike the lesser craftsmen among humans and elves, who could only enhance steel by binding spells within it, the dwarves understood the true smith's art and, using chants said to have been first sung by Moradin Soul Forger himself, could awaken the latent magic that lives within all metal. For centuries, dwarves were the undisputed masters of hammer and anvil, but endless wars with the goblin hordes sent their empires into slow decline and much of the ancient skill was lost—much, but not all.

Memory smiths are dwarves dedicated to recovering and reestablishing the lost arts of the ancients. To date, they have had much success; scouring old tomes and exploring the ruins of once great dwarven holds, they have unearthed secrets thought gone forever. Still, much work remains. Although many of Moradin's chants have been recovered, some of the most potent have yet to be found.

Most memory smiths are single class bards, their mastery of voice and wide breadth of knowledge is essential to mastering the old ways. Others are multi-class fighter/bards, using their abilities to punish the traditional enemies of the dwarven race, or cleric/bards, who see the abilities of the memory smith as a natural extension of their dedication to the Soul Forger.

Memory Smith Class Abilities

All the following are class features of the memory smith prestige class.

Weapon and Armor Proficiency: A character becoming a memory smith gains proficiency in all simple weapons and all martial axes, hammers, and picks. A memory smith is also proficient with all armors (heavy, medium, and light) and with shields, including the tower shield.

Bardic Knowledge: If the character already has the bardic knowledge abil-

MEMORY SMITH Class Features

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known
1st	+1	+2	+0	+2	Bardic knowledge, bardic music, spell smith (*endure elements, magic weapon*)	+1 level of bard class
2nd	+2	+3	+0	+3	Spell smith (*align weapon, make whole*)	+1 level of bard class
3rd	+3	+3	+1	+3	Spell smith (*keen edge, magic vestment*)	+1 level of bard class
4th	+4	+4	+1	+4	Spell smith (*divine power, greater magic weapon*)	+1 level of bard class
5th	+5	+4	+1	+4	Spell smith (*disrupting weapon, fabricate*)	+1 level of bard class

ity, his memory smith levels stack with the levels of any other classes that grant her that ability for the purpose of determining the bonus, but only when making checks about weapons, armor, or other items crafted of metal.

Bardic Music: If the character already has the bardic music ability, his memory smith levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each memory smith level, the character gains new bard spells per day and spells known as if he had also gained a level in the bard class.

Spell Smith (Ex): Each level of memory smith adds new spells to his bard spells known list. The memory smith casts these spells exactly as a bard casts arcane spells. A spell's level is equal to the class level at which the memory smith added the spell to his bard spell list. For example, when the memory smith gains *keen edge* at third level, he adds *keen edge* to his bard spells known list as a 3rd-level bard spell. See the Memory Smith Class Features sidebar for a list of what spells are gained.

Battle Howler of Gruumsh

Gruumsh One Eye bestowed on his chosen people many great gifts: strength, fortitude, courage, and boundless hunger for conquest. What he didn't rant were good singing ability or sparkling wit. Despite this, the bardic tradition is alive and well in orc culture, albeit in crude form.

Battle howlers of Gruumsh give mortal voice to their god's fury. At the forefront of every conflict, a battle howler's hoarse war cries incite his allies to incredible heights of fury and fortifies their courage. The most accomplished battle howlers can even channel Gruumsh's throbbing heartbeat, a sound that terrifies even the bravest opponents.

Most battle howlers of Gruumsh are half-orcs. Even so, the path of the bard is a difficult one, and few orcs or half-orcs remain bards for their entire career. Most battle howlers are bard/barbarians, as their abilities complement each other nicely. A rare few also spend time as clerics, their warrior's zeal giving them a true link to the divine.

Battle Howler Class Abilities

All the following are class features of the battle howler prestige class.

Weapon and Armor Proficiency: A character becoming a battle howler gains proficiency in all simple and martial weapons and also with all armors (heavy, medium, and light) and with shields (except the tower shield).

Bardic Music: If the character already has the bardic music ability, her battle howler levels stack with the levels of any other classes that grant her that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each battle howler level, the character gains new bard spells per day (and spells known, if applicable) as if she had also gained a level in the bard class. She does not, however, gain any other benefit of the bard class.

Rage (Ex): This ability functions exactly as the barbarian ability of the same name. If the battle howler already has the rage ability from some other class, the times per day that the rage ability can be used stack.

War Cry (Su): When a battle howler uses the inspire courage ability of bardic music, it affects all allies within 60 feet and the morale bonuses it provides are increased by +1.

Howling Rage (Ex): At 4th level, a battle howler can use the bardic music abilities inspire courage, inspire greatness, and inspire heroics while raging, provided she has access to them.

Green Whisperer

Nature speaks and the green whisperer listens. The green whisperer is attuned to nature and the wisdom of animals. They spend time in the wildest corners of the world, humming soft lullabies for an adoring audience of birds, beasts, and flowers. A green

HIT DIE D8

BATTLE HOWLER Requirements

To quality to become a battle howler, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Knowledge (religion): 2 ranks.

Perform: 8 ranks.

Feats: Cleave, Power Attack.

Patron Deity: The character must worship Gruumsh before all other gods.

BATTLE HOWLER Class Skills

The battle howler's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.

Dex: Balance, Ride.

Con: Concentration.

Int: Appraise, Craft, Knowledge (any), Search, Spellcraft.

Wis: Listen, Sense Motive, Spot, Survival.

Cha: Handle Animal, Intimidate, Perform.

Skill points at each level: 4 + Int modifier.

BATTLE HOWLER Class Features

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known
1st	+1	+2	+0	+0	Bardic music	+1 level of bard class
2nd	+2	+3	+0	+0	Rage 1/day	+1 level of bard class
3rd	+3	+3	+1	+1	War cry	+1 level of bard class
4th	+4	+4	+1	+1	Howling rage	+1 level of bard class
5th	+5	+4	+1	+1	Rage 2/day	+1 level of bard class

GREEN WHISPERER Requirements

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

Alignment: Any neutral.

Knowledge (nature): 8 ranks.

Perform: 8 ranks.

Survival: 5 ranks.

GREEN WHISPERER Class Skills

The green whisperer's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.

Dex: Balance, Ride.

Con: Concentration.

Int: Craft, Knowledge (nature), Search, Spellcraft.

Wis: Listen, Sense Motive, Spot, Survival.

Cha: Handle Animal, Perform.

Skill points at each level: 4 + Int modifier.

whisperer tends to be introspective and is more comfortable in the presence of unspoiled nature than in the depths of a dungeon. Still, they are not immune to the lure of adventure, and most share the bard's much storied wanderlust.

Most green whisperers are multiclass bard/druids. The majority of green whisperers are human, elven, or half-elven, but members of other races are by no means excluded.

Green Whisperer Class Abilities

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

Weapon and Armor Proficiency: A character becoming a green whisperer gains no additional proficiency in any weapon or armor for taking levels of the class.

Bardic Knowledge: If the character already has the bardic knowledge ability, his green whisperer levels stack with the levels of any other classes that grant him that ability for the purpose of determining the bonus, but only when making a bardic knowledge check about something involving plants, animals, the elements, or items associated with those topics.

Bardic Music: If the character already has the bardic music ability, his green whisperer levels stack with the levels of any other classes that grant him that ability for the purpose of determining abilities, duration, and so on.

Spells per Day/Spells Known: At each green whisperer level, the character gains new bard and new druid spells per day (and spells known, if applicable) as if she had also gained a level in the bard and the druid classes. He does not, however, gain any other benefit of the druid class.

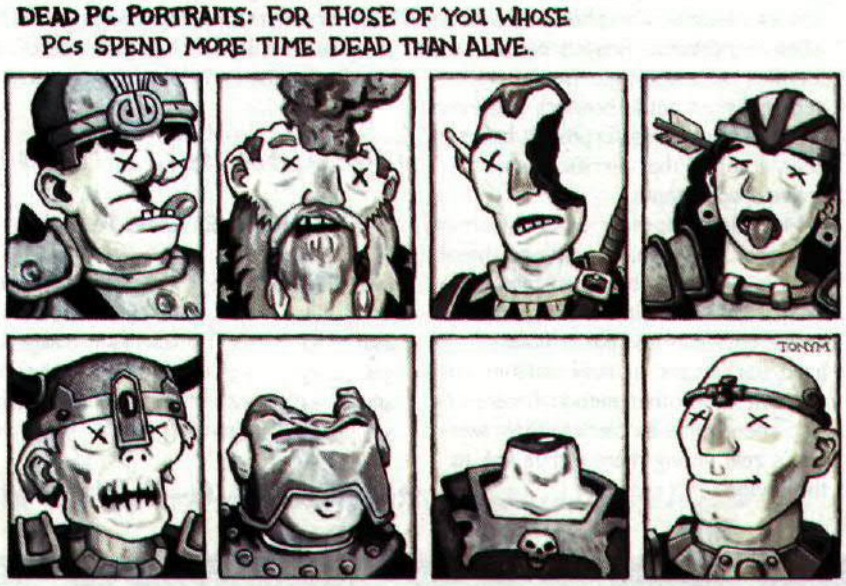
Soothe the Savage Beast (Ex): Creatures of the animal and magical beast types suffer a -2 penalty on all saves against the green whisperer's *fascinate, suggestion,* and *mass suggestion* uses of bardic music.

Green Ear (Su): A 5th-level green whisperer's mind-affecting bardic music abilities affect creatures of the plant type.

GREEN WHISPERER Class Features

HIT DIE D6

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/ Spells Known
1st	+0	+2	+0	+2	Bardic knowledge, bardic music	+1 level of bard and druid class
2nd	+1	+3	+0	+3		+1 level of bard and druid class
3rd	+2	+3	+1	+3	Sooth the savage beast	+1 level of bard and druid class
4th	+3	+4	+1	+4		+1 level of bard and druid class
5th	+3	+4	+1	+4	Green ear	+1 level of bard and druid class



by Nicolas Logue • illustrated by Chuck Lukacs

The Charlatan

There are those who pretend at power, and there are those who excel at this pretense. Anyone can dress up in an embroidered robe with hocus-pocus symbols on it or toss on a phony holy symbol and play cleric. Anyone might fool a dull-witted guard or a couple of simple peasant folk, but to convince an entire kingdom of your unquestionable arcane might or walk among anointed clerics as one of their own takes a true charlatan.

Wizards and sorcerers spend their lives in pursuit of the arcane secrets that grant them ultimate power. Clerics devote themselves to celestial powers in hopes of someday eternally serving their divine masters. The charlatan mocks both with her uncanny ability at deception, pretending at the power others seek without wasting her time with prayer or dusty tomes of magic. She lives by the age-old adage, "power perceived is power achieved." The charlatan can convince nearly anyone that she is an archmage or a pious cleric of a religious order. Whether the charlatan plays the part for power, profit, general mayhem, or her own inscrutable ends, her talents help her pass for the real thing. By the time anyone realizes otherwise she has long

since moved on, with a faked death or a mysterious disappearance creating yet another legend.

Becoming a Charlatan

Bards and rogues most often become charlatans, snubbing their noses at stuffy uptight spellcasters. Occasionally, sorcerers or wizards who tire of the arduous path to arcane power give up the pursuit of magic and take up the mantle of the charlatan instead. These former practitioners of arcane magic make some of the most successful charlatans, as a little true power can go a long way in convincing others of assumed archmage status. Clerics who have fallen from grace sometimes become charlatans out of scorn for their former brethren. These charlatans use their deceptive tricks to sully the name of the church that turned its back on them. Deities who provide the Trickery domain sometimes even encourage their clerics to become charlatans as a means of causing greater discord. Charisma is the key ability for any charlatan, although a high Intelligence also frequently proves useful.

Class Features

As she gains experience, a charlatan accrues a number of abilities that allow her to convince others of her magical prowess. At later levels she even gains the ability to shut down real spellcasters with nothing but guile. None of the charlatan's abilities are supernatural in any way. They are extraordinary effects and therefore do not need to bypass spell resistance (although saving throws are still allowed) and are not affected by an *antimagic field*, *dispel magic*, or similar effect. The charlatan relies on her skills and natural Charisma to turn the mundane into the seemingly mysterious and magical.

Unless otherwise noted, the save DC for any of the following effects equals 10 + the charlatan's class level + her Charisma modifier.

Weapon and Armor Proficiency: The charlatan gains no proficiency with any weapons or armor.

ORIGINS/*DRAGON* PRESTIGE CLASS DESIGN COMPETITION

The charlatan is the winner of the Origins/*Dragon* prestige class design contest announced in *Dragon* #330. Origins received many entries and narrowed them down to five finalists. From those five the *Dragon* staff picked the winner. Nicolas Logue's expert mix of fun-to-read flavor, solid rules mechanics, and proper formatting won out. Congratulations to Nicolas and thanks to everyone who entered the contest!

THE CHARLATAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	False reputation, pretender, tricks of the trade
2nd	+1	+0	+0	+3	Feigned casting, fortune teller's eye, steal the credit
3rd	+2	+1	+1	+3	Fearsome reputation, lesser mind trick
4th	+3	+1	+1	+4	Distracting dispel, fake healing, master of lies
5th	+3	+1	+1	+4	Greater mind trick, puppet master

False Reputation (Ex): Every good charlatan knows that her reputation must precede her. Spreading tales of her greatness far and wide, she creates the façade of her legendary stature as a spellcaster. Anyone inquiring after the charlatan with a bardic knowledge, Gather Information, or Knowledge check turns up false tales, gossip, and specific "facts" which corraborate her claim to greatness, unless the check result exceeds the DC (as described in the *Player's Handbook*) by 10 or more.

Pretender (Ex): A charlatan focuses her talents in impersonating arcane and divine spellcasters. She gains a circumstance bonus on Disguise checks equal to her charlatan level when attempting to pass as a spellcaster.

Tricks of the Trade (Ex): A charlatan learns of the creation and implementation of flash paper, smoke powder, and other alchemical mixtures that she can use to emulate the effects of certain spells. These are alchemical in nature, and therefore do not need to bypass spell resistance (although saving throws are still allowed) and are not affected by *antimagic field*, *dispel magic*, or similar effects. The charlatan can use these tricks a number of times per day equal to 1 + her charlatan level + her Charisma modifier, and her effective caster level equals her charlatan level.

At 1st level the charlatan can duplicate the effects of *burning hands* and *flare*.

Charlatan Entry Requirements
Skills: Bluff 8 ranks, Knowledge (arcana) 2 ranks or Knowledge (religion) 2 ranks, Perform (act) 4 ranks, Spellcraft 2 ranks.
Feat: Skill Focus (Bluff)

Hit Die d6

Class Skills (6 + Int modifier per level): Appraise, Bluff, Concentration, Craft (any), Diplomacy, Disguise, Forgery, Gather Information, Hide, Intimidate, Knowledge (arcana), Knowledge (local), Knowledge (religion), Listen, Move Silently, Perform, Profession, Search, Sense Motive, Sleight of Hand, Speak Language, Spellcraft, Spot, Use Magic Device.

At 3rd level the charlatan can duplicate the effects of *glitterdust*, *obscuring mist*, and *pyrotechnics*.

Feigned Casting (Ex): At 2nd level, the time a charlatan practices imitating gestures and arcane words pays off, allowing her to pretend to cast any arcane or divine spell (as appropriate to her disguise). Onlookers must defeat the charlatan's Bluff check with an opposed Spellcraft or Sense Motive check to detect the ruse. Those who fail this check believe the charlatan cast a spell, per her desire. The charlatan cannot fake a spell with an obvious visual effect, such as *fireball* or *wall of stone*, but spells such as *detect magic* and *mind blank* are perfect examples. Those who cannot

both see and hear the charlatan gain a +4 bonus on their opposed checks. The charlatan's false spell does not affect its targets and any creature targeted knows the "spell" had no effect.

Fortune Teller's Eye (Ex): At 2nd level the charlatan learns to scrutinize a subject with the trained eye of a con artist. By picking up on a person's attire, bearing, and habits, the charlatan may discern general facts about a subject creature. This requires 1 minute of observation and a successful DC 20 Sense Motive check. If the target attempts to conceal the truths of its nature the charlatan's Sense Motive check is opposed by the target's Disguise check (minimum DC 20). Success allows the charlatan to discern one aspect of the target's alignment, basic class abilities, and relative power (based on level). This ability reveals only general information about the target, such as, "This disciplined fellow nearly always follows the letter and spirit of the law. He is obviously a warrior of some sort, but his skills are not yet developed." The charlatan can feign powers of divination with this ability by stating her mundane deductions as if ascertained through arcane power or divine revelation.

Steal the Credit (Ex): The charlatan learns to convince others that great deeds and earthshaking events are actually her doing. She gains a +4 competence bonus on any Bluff check made to take credit for naturally occurring phenomena (gathering thunderclouds, an earthquake, or even the natural end of a drought or plague) or a deed performed by another.

Fearsome Reputation (Ex): Beginning at 3rd level, a charlatan's false reputation increases in potency as the tales of her power become even more outrageous and terrifying. The charlatan can draw upon the reputation she has created for herself, declaring her power to all around her. As a full-round action, she may make a Bluff check to render anyone who can hear her shaken for 1d4 rounds. A creature can make an opposed Sense Motive check to resist this mind-affecting language-dependant effect. Any creature succeeding at the Sense Motive check is immune to the charlatan's fearsome reputation ability for one week. The shaken effect does not stack with itself, so a charlatan cannot use it to make a target frightened.

Lesser Mind Trick (Ex): Also at 3rd level, the charlatan gains the ability to convince others that she has cast a spell that affects their minds. Through sheer force of will the charlatan can make a Bluff check as a full-round action to affect her target's mind in a way that duplicates the effect of *charm person, command, scare* (one creature only), or *Tasha's hideous laugther*. A creature can make an opposed Sense Motive check to resist this mind-affecting language-dependant effect. Any creature succeeding at the Sense Motive check is immune to the charlatan's lesser mind trick ability for one week. The charlatan can use these tricks a number of times per day equal to 1 + her charlatan level + her Charisma modifier, and her effective caster level equals her charlatan level. Spells with durations longer than an hour fade after 1 hour has passed unless the charlatan is present to maintain it.

Master of Lies (Ex): At 4th level the charlatan becomes so submerged in her false reputation that any divination spells cast on her reveal only information appropriate to her assumed identity and nothing about her true self.

Fake Healing (Ex): A charlatan's powers of persuasion are so great by 4th level that she can convince the afflicted that she has cured them. The charlatan can duplicate the effects of *atonement, remove curse,* or *remove disease* a number of times per day equal to 1 + her charlatan level + her Charisma modifier, and her effective caster level equals her charlatan level. None of these abilities actually heal their targets, but unless the targets beat the charlatan at an opposed Bluff check (opposed by Sense Motive) they believe the "spell" healed them for 1d4 hours (although they still incur all penalties caused by any "healed" ailments).

Distracting Dispel (Ex): In order to prove herself against true wielders of magic, the 4th-level charlatan learns to use every dirty trick in the book. By preparing a standard action ahead of time, a charlatan may feign a counterspell attempt against another caster. To do this, the charlatan must prepare to counterspell as normal (see *Player's Handbook*, page 170) and make a Bluff check (opposed by her target's Concentration check). The spellcaster gains a +2 bonus on this check if he cannot both see and hear the charlatan and is immune to the distracting dispel if he cannot see or hear her. If she succeeds her target loses the spell being cast as if the charlatan had counterspelled it normally.

As an additional use of this ability, the charlatan can attempt to disrupt the concentration of a spellcaster concentrating on an already cast spell. The ability check is made and resisted in the manner previously described, and a successful Bluff check ends the spell being concentrated on.

Because this ability requires the charlatan to reveal all her tricks, she may only use it (in either form) once per day against any particular spellcaster.

Greater Mind Trick (Ex): At the height of her "power," the charlatan learns to convince others that she has cast more powerful spells. She may cast *bestow curse* (only curses that do not change the target's physical features, such as those presented in the *Player's Handbook*), *crushing despair* (one creature only), *fear* (one creature only), and *suggestion*. The charlatan can use these tricks a number of times per day equal to 1 + her charlatan level + her Charisma modifier, and her effective caster level equals her charlatan level. Spells with durations longer than an hour fade after 1 hour has passed unless the charlatan is present to maintain them.

Puppet Master (Ex): The charlatan's ultimate power allows her to influence the attitudes of whole population centers, bending the wills of the people to love or hate whomever the charlatan wishes. This ability requires one full day of rumor mongering, giving speeches, and assembling mobs of supporters.

At the beginning of the following day the charlatan makes a Bluff check to shift the population center's attitude one step (such as from friendly to helpful or indifferent to unfriendly), so it takes five consecutive days of successes to shift a community's attitude from helpful to hostile or vise versa. The DC for this check equals 15 + 5 per community size (see page 137 of the *Dungeon Master's Guide*). A thorp, therefore, requires only a DC 20 Bluff check to influence, while a large town's DC is 40 and a metropolis needs a DC 55 check.

The DM should set the population center's attitude toward a public figure. In general, unless the target is a known criminal or a hated leader the community's attitude should be no worse than indifferent. If the target of the charlatan's puppet master effect actively attempts to counter the charlatan in appropriate ways the DM can adjust the DC as follows:

Counter	DC
Giving speches, spreading rumors, assembling mobs	+2
Distributing personal wealth or providing food	+5
Devoting all available time to maintain image	+10

Playing a Charlatan

As a master of deceit, the charlatan walks a dangerous line. Pretending at powers you do not possess provides both a challenge and a thrill. Bluff is intrinsic to a charlatan's survival, but juggling lies is like juggling knives—not entirely safe. If caught in a lie, a charlatan must have the skill to talk in circles and to carry herself with confidence and an air of mystery—even in the face of great danger. Most people never think to question her power, but if they do she always manages to convince them of it.

As with any con artist, confidence is tantamount for a charlatan. She relies upon her skills to see her through and never wavers in the face of a nonbeliever. Her gift of gab allows her to explain away inconsistencies in her portrayal of a cleric or wizard. A charlatan's potent imagination is her best weapon. When faced with a situation that threatens to expose her as a fraud the charlatan concocts perfectly plausible excuses for why she can't cast or pray herself a solution to every problem. She talks her way out of using her "powers" whenever able. A true charlatan claims to reserve her potent spells and prayers for only the direst situations. If called to the test she stages elaborate stunts involving hired help, optical illusions, and alchemical equipment to demonstrate her magical might.

A charlatan might gain rewards as great as the magical prowess she pretends to possess. The satisfaction of deceiving an entire town or even kingdom gives her as much reward as gold. A charlatan rarely passes up the chance to pull the wool over someone's eyes.

Combat: Charlatans avoid combat if at all possible. They attempt to stop fights before they start with a display of power or the promise of deific destruction if an opponent dares attack. If a foe is implacable, the charlatan seeks to delay confrontation until such time as she can prepare tricks and stunts to harm enemies or frighten them. When a confrontation looms a charlatan uses her false reputation to curry favor with powerful associates and sway allies to her defense. If all else fails, the charlatan might even fake her death rather than face it at the hands of a foe.

If forced to defend herself, a charlatan falls back on her tricks of the trade and mind trick abilities. If facing imminent defeat in public, she loudly proclaims that her powers are temporarily unavailable to her or have no effect on the attacker for some reason, in hopes of preserving some shred of her false reputation. She uses her Bluff skill to turn foes against one another whenever able.

When facing other spellcasters, the charlatan attempts to convince them they are no match for her superior powers. If forced to duel them she attempts to stage displays of her might and embarrass the enemy caster with her distracting dispel class feature.

Charlatans in the World

The charlatan might appear nearly anywhere: from standing on a street corner posing as a missionary cleric to sitting by an emperor's side as his personal archmage. Some wander from town to town while others cultivate their reputations in a single place. A charlatan's roots never grow too deep, though. If revealed as a fraud a charlatan prefers to beat a hasty retreat than to face the music.

Organization: Charlatans often live solitary lives and rarely act in concert. As lying is central to their lifestyle, not surprisingly charlatans have a difficult time trusting one another. On rare occasions two or more charlatans might go into business with one another for short periods of time. Such a partnership, while it lasts, creates a terrible force to be reckoned with. Two charlatans working together can hatch all manner of complex and insidious cons, scams, and schemes. A common trick among charlatan partnerships can fleece an entire town by pitting one against the other in a scheme of "good wizard/bad wizard." One charlatan arrives, putting on a show and intimidating the folk, while the other strolls into town a few days later offering to rid the township of the "villainous mage" for a not-so-modest fee. A grand wizards' duel ensues in which the "good wizard" vanquishes the "evil wizard." The victorious charlatan departs town the following day, meeting up with her companion on the road and splitting the reward money.

Although charlatans do not trust one another, an unspoken pact exists among all true charlatans. No charlatan ever publicly exposes another. A charlatan who violates this covenant finds herself hunted by her brethren with frightening vehemence.

NPC Reactions

People never react well to a charlatan revealed as a fraud. Charlatans captured after abusing the trust of a community often do not fare well, facing imprisonment at the least—and in some cases execution.

On occasion, a ruler might spare an unmasked charlatan. Most leaders can always use a good liar and a

powerful patron might intervene to save an exposed charlatan in order to use her to some end. A powerful wizard might even hire the charlatan to act as an evil wizard so he can defeat the charlatan publicly in order to gain notoriety. A cleric of a faith seeking converts might force the charlatan to impersonate a cleric from a rival order and then defeat her to gain more faithful for the flock.

Charlatan Lore

Uncovering truthful information about a specific charlatan almost always proves impossible and such attempts yield only tales of a charlatan's greatness per her false reputation ability. Characters may research charlatans in general and make a Knowledge (arcana) or Knowledge (religion) check to do so. A check reveals all the information for the appropriate DC plus all the information for lower DCs as well.

DC 10: "Charlatans don't really exist. They are only urban legends spread by paranoid wizards."

DC 15: "Charlatans are con artists who pretend to be wizards or clerics. They prey upon small farming communities, fleecing simple folk out of their coin."

DC 20: "Charlatans are skilled tricksters who often succeed in convincing those they meet that they are actually powerful spellcasters. They can even mimic some of the powers of real sorcerers and clerics."

DC 30: "A true charlatan is so skilled that she can even fool those she pretends to be. Some even take part in ceremonies with real clerics, wizards, and sorcerers without being noticed."

Charlatans in the Game

Charlatans allow a DM to throw a curve ball at experienced players by presenting them with an apparent archmage beyond the party's power level to intimidate and embarrass them. Imagine the players' chagrin when they finally discover they've been had, and their subsequent joy at the revenge they take on the offending charlatan.

The charlatan is a natural choice for players who enjoy guile over power, and who appreciate roleplaying encounters more than straight-up combat. Besides presenting a single player with a challenging and fun option, a charlatan brings unique assets to a group of PCs. With a skilled charlatan in the group adventurers can convince enemies to give them a wide berth and possibly even gain the attention of monarchs, nobles, and other powerful patrons attracted by the charlatan's false reputation. In addition, a charlatan can enhance her powers by including the rest of the party in her schemes. With others helping to stage simple stunts or even pretending to be under the sway of enchantments, the charlatan finds it even easier to convince the public of her power. Charlatans often prove their usefulness in an adventuring party even if their antics get the group into trouble every now and again.

Encounter

Charlatans can be a real thorn in a party's side by stealing the credit for their accomplishments and publicly humiliating them. Few lower-level PCs who haven't pierced the charlatan's disguise dare stand up to her, believing her far too powerful to confront.

EL 9: Rolinda Shroompicker, the only child of a pair of gnome truffle farmers, left home at an early age to seek her own fortune and turned to petty theft and con artistry to get by in the world. While traveling in a human kingdom, her innate gnome illusory abilities caused her to be mistaken for a wizard. She ran with it and ended up making the biggest haul of swindled loot in her life. A charlatan was born.

Now Rolinda travels under the moniker The Grand Le'Shumb. Small in stature and great in arcane power, The Grand Le'Shumb's accomplishments have become hearth tales in more than a dozen kingdoms.

The PCs have just finished driving goblinoids—or some other foe—out of the woods surrounding a small town. When they return to claim their reward they find The Grand Le'Shumb has already taken the credit, and the money. The PCs could try to get it back... if they dare invite the wrath of the All Powerful Grand Le'Shumb!

Rolinda Shroompicker, "The Grand Le'Shumb" **CR 9**
Female gnome rogue 5/charlatan 4
CN Small humanoid
Init +1; **Hook** "I am The Grand Le'Shumb! Tremble before me!"
Senses low-light vision; Spot +1, Listen +3
Languages Common, Draconic, Gnome, Goblin

AC 11, touch 11, flat-footed 10; uncanny dodge
hp 40 (9 HD)
Fort +3, **Ref** +6, **Will** +6; evasion

Spd 20 ft. (4 squares)
Melee *+1 rapier* +8/+3 (1d4–1/18-20/×2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6/+1; **Grp** +0
Atk Options sneak attack +3d6
Special Atk distracting dispel, fearsome reputation, feigned casting, lesser mind trick, tricks of the trade
Combat Gear *ring of counterspells (scrying), wand of fly* (20 charges), *wand of magic missile* (CL 3rd; 25 charges)
Spell-Like Abilities (CL 1st):
1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals* (burrowing mammals only)

Abilities Str 6, Dex 12, Con 12, Int 14, Wis 13, Cha 17
SQ fake healing, false reputation, fortune teller's eye, master of lies, pretender +4, steal the credit, trapfinding, trap sense +1
Feats Combat Expertise, Magical Aptitude, Skill Focus (Bluff), Weapon Finesse
Skills Bluff +22, Craft (alchemy) +14, Craft (trapmaking) +4, Disguise +15 (+17 acting in character, +21 as arcane or divine spellcaster), Gather Information +11, Knowledge (arcana) +4, Listen +3, Perform (act) +15, Profession (farmer) +3, Sense Motive +13, Sleight of Hand +13, Spellcraft +12, Spot +1, Use Magic Device +17
Possessions combat gear;*+1 rapier;* fine purple and gold embroidered robes; a dashing red cape; several mundane but mysterious-looking charms, necklaces, bracelets, and rings; and several vials of brightly colored foul-tasting "potions."

by Richard Pett
illustrated by Jeff Carlisle

The Jester

Let them think you're a fool, rather than know you're a rogue.
—J.V. Jones, "A Man Betrayed"

Irreverent, motley, self-indulgent, witty, and roguish, the jester has the ear of all. One skilled at his trade also gains the admiration, trust, and friendship of his audience. No one thinks ill of the fool, but the jester is no fool. The trusted clown with the ear of the noble court, the comic actor whom everyone flocks to see, or the juggler on the street corner bringing laughter to the poor—when you perform all eyes watch you and the crowd is at your mercy. You play the fool, but laughter is a powerful tool and you use it better than anyone.

Becoming a Jester

The bard class provides the easiest path to becoming a jester, as Bluff and Perform skills are class skills and many of the bard's abilities enhance the jester's abilities. Monks and rogues also make good entry paths, as rogues need not take any cross-class skills and monks need only pick up Bluff. Charisma (for Perform checks and spellcasting) and Dexterity (for sneaking and tumbling) are key ability scores for you.

Class Features

As they advance in level, jesters gain abilities in Perform that make their spells more potent. They also gain a number of spell-like abilities to compliment their improved spells. For all spell-like abilities, your caster level equals your jester levels plus your bard levels (if any), and the DCs equal 10 + spell level + Charisma modifier.

Weapons and Armor Proficiency: The jester gains no proficiency with any weapons or armor.

Enhanced Perform (Ex): Select one Perform skill in which you have at least 13 ranks. You gain a bonus on all checks of the appropriate Perform skill equal to your jester level. Your exceptional talent allows you to make unequaled performances, as shown in the Enhanced Perform Check sidebar.

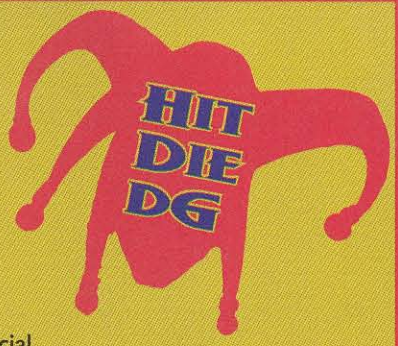
Enthrall (Sp): You can cast *enthrall* once per day per two jester levels (minimum once per day).

Tasha's Hideous Laughter (Sp): You can cast *Tasha's hideous laughter* once per day per jester level.

Vice Versa (Ex): At 2nd level your special training enables you to use your act as a tool to befriend, befuddle, or belittle. Once per day per two jester levels you can choose to use the result of a Perform skill in place of a Bluff, Diplomacy, or Intimidate check.

Little Spell (Sp): At 2nd level and again at 3rd level, choose a spell from the following list to cast as a spell-like ability once per day: *dominate person, modify memory, phantasmal killer,* or *shout*. Once you have chosen a spell for this ability you may not change it later.

The Jester



Jester Entry Requirements
Perform (comedy) 13 ranks,
Perform (any other) 13 ranks,
Bluff 6 ranks.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Enhanced Perform, *enthrall*, *Tasha's hideous laughter*
2nd	+1	+0	+3	+0	Little spell, vice versa
3rd	+2	+1	+3	+1	Little spell, *ridicule of persuasion*
4th	+3	+1	+4	+1	Silently enthralling laugh
5th	+3	+1	+4	+1	Middling spell
6th	+4	+2	+5	+2	Middling spell, *ridicule of insanity*
7th	+5	+2	+5	+2	Quick enthralling laugh
8th	+6	+2	+6	+2	Mighty spell
9th	+6	+3	+6	+3	Quick and silently enthralling laugh
10th	+7	+3	+7	+3	Mighty spell, *ridicule of death*

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Gather Information, Knowledge (local), Knowledge (nobility and royalty), Perform, Sense Motive, Sleight of Hand, Tumble.

Ridicule of Persuasion (Sp): Beginning at 3rd level you gain the ability to infuse your jests and wordplay with magical energy. These ridicules, as they are called, take several different forms. A ridicule simulates a specific spell, but it has only a verbal component and it is a language-dependent, mind-affecting effect.

The least powerful ridicule, the *ridicule of persuasion*, mimics the effects of the *charm monster* spell, but with the modifications common to all ridicules.

At 3rd level, you may use only one ridicule per day.

Silently Enthralling Laugh (Su): At 4th level you gain the ability to cast silent versions of your *enthrall* and *Tasha's hideous laughter* spell-like abilities, as if you were using the Silent Spell metamagic feat. This does not increase the number of spell-like abilities you may use in one day.

Middling Spell (Sp): At 5th level and again at 6th level, choose a spell from the following list to cast as a spell-like ability once per day: *mind fog*, *mislead*, *song of discord*, or *mass suggestion*. Once you have chosen a spell for this ability you may not change it later.

Ridicule of Insanity (Sp): Beginning at 6th level you gain access to the *ridicule of insanity*, which mimics the effects of the *insanity* spell, but with the modifications common to all ridicules.

At 6th level, you may use a total of two ridicules per day.

Quick Enthralling Laugh (Su): At 7th level, once per day you may choose to cast a quickened version of your *enthrall* and *Tasha's hideous laughter* spell-like abilities in place of a silent version, as if you were using the Quickened Spell metamagic feat. This does not increase the number of spell-like abilities you may use in one day.

Mighty Spell (Sp): At 8th level and again at 10th level, choose a spell from the following list to cast as a spell-like ability once per day: *demand*, *Otto's irresistible dance*, *scintillating pattern*, or *greater shout*. Once you have chosen a spell for this ability you may not change it later.

Quick and Silently Enthralling Laugh (Su): At 9th level you may cast quickened, silent versions of your *enthrall* and *Tasha's hideous laughter* spell-like abilities three times per day in place of normal, silent, or quickened versions. This does not increase the number of spell-like abilities you may use in one day.

Ridicule of Death (Sp): At 10th level you gain access to the *ridicule of death*, which mimics the effects of the *power word kill* spell, but with the modifications common to all ridicules.

At 10th level, you may use a total of three ridicules per day.

Playing a Jester

Jesters come in various guises, from the scheming confidant plotting behind the throne to the humble street entertainer combining his foolery with cutpurse skills to make a living. Jesters can use their high Perform bonuses to build themselves considerable reputation and fame (or infamy). Various personages of power throughout the world might well come to notice their skills and give jesters opportunities that lead to various adventures.

Players can use the jester's mixture of performance magic to good effect in many situations and, combined with the skills of other mischievous classes, open interesting options of play. The character's Perform skill, when used to bluff, intimidate, or coerce through diplomacy, becomes a powerful tool.

Jesters tend to work alone, using their skills to achieve their own ends. Many nobles and powerful individuals recognize the usefulness of having a friendly face in an opposing court and utilize the jester as a capable spy or diplomat.

Combat: Jesters are generally weak combatants and rarely enter a fair fight. Use your *Tasha's hideous laughter* and other powers of persuasion to overcome those who start out as enemies and convert them into allies to do your dirty work.

Once you reach 2nd level you gain access to aggressive enchantment spells and even more powerful attack spells from the enchantment and illusion schools.

Beginning at 3rd level you gain access to the potent ridicules. While 3rd level's

Enhanced Perform Check

The jester's enhanced Perform ability allows him to succeed with performances beyond the levels of even the most accomplished bard. The following table adds to that found on page 79 of the *Player's Handbook*. These additions might apply to performers of other classes with few alterations.

Perform DC	Performance
40	Incredible performance. In a prosperous city, you can earn 1d6 platinum/day. Your fame begins to spread, people try to repeat your acts on street-corners, your jokes are told in all the local taverns and inns, and in a short time you might begin to draw attention from distant potential patrons or even extraplanar beings.
50	Legendary performance. In a prosperous city you can earn 3d6 platinum/day. Your fame spreads. People might stop you in the street and want to be your friend, children sing songs about your act, and other lesser performers attempt inadequate copies. Your performances are bound to bring attention from potential patrons or extraplanar beings.
75	Divine performance. You attract the attention of extraplanar creatures. Deities (not necessarily good or neutral ones) request you to play for them.

ridicule of persuasion is good, 6th level's *ridicule of insanity* can lay low even the most powerful living creature. Finally, the *ridicule of death* has the potential to end a fight—maybe even before it starts.

Advancement: Jesters tend to work alone, but many feel it their duty to take on an apprentice to ensure that jesters always exist. On rare occasions, whole performing troupes of jesters congregate upon towns and cities to form guilds, where they send apprentices on missions to gather information and hone their Bluff and Diplomacy skills.

At first, you might be sent to gather intelligence or use your Perform as a distraction while allied rogues and jesters use your audience's laughter as both a cover and a signal. If apprenticed to a single jester, you might find him using your skill in Disguise to pretend to be him while he carries out other missions.

As you gain more levels ensure that your Perform skills rise appropriately. Use the freedom offered by the vice versa ability to train in a wide range of other skills, such as Climb, Disguise, and Tumble. Knowledge (nobility and royalty) can heighten your standing and give you an impeccable public persona. Spend your earnings on magic to bolster abilities and skills where you are weakest.

Resources: Successful jesters have the ear of the noble court, the trust of the public, and the friendship and admiration of all. They know secrets for which people are willing to pay. You can also purchase this knowledge from other jesters and get to know your new audience before you even take your first tumble or call out your first jape.

The more experienced jesters have rich earnings and fame. This gives them access to all kinds of unusual and magic items. It also allows the master jester to call in the sort of favors that cannot normally be bought, such as access to royal balls, special passes to restricted areas, and keys to royal libraries and houses.

Jesters in the World

It is meat and drink to me to see a clown.
—William Shakespeare, *As You Like It*

If the PCs mingle in the courts of royalty or wander the alleys between the great theater of some metropolis they will eventually come across jesters. Most cultures have customs that allow every jester a chance to perform for a meal and bed. The jester might need to bear the heckles as well as the laughter, but those who impress might be asked to stay. Those who offend sometimes find themselves chased out of town. Connection with a friendly jester can give the PCs a chance to interact at a high social level.

Organization: Jesters occasionally work as a pair—master and apprentice—and rarely a whole company or ensemble forms within a theater or circus. On such occasions the ensemble usually takes some fanciful name to inspire the public, such as Hugo Horatio's Tumbling Twits, Mungo Mogwids Mordantly Meritorious Mirthmakers, or Cadwallader's Cackling Clowns. These ensembles might eventually earn considerable reputations and sometimes seek to employ other jesters.

Besides serving as entertainers, jester troupes often secretly work as spies, saboteurs, or simple rumor mongers. Ensembles generally have several secret missions going on simultaneously and many performances might pass before the true mission unfolds. Sometimes the mission is simply to remain friendly with useful allies.

Laughter pays handsomely and the most powerful jesters can influence kingdoms as if part of the nobility. The words of these masters live on after their deaths, when their deeds and performances become legend. Such virtuosos command immense fees.

Jesters might use their wits in a barbed way, belittling or humiliating opponents or those who have dared to cross them. In fact, some members of royalty require their master jesters to mock hated rivals in public places. Such actions, of course, earn the undying enmity of those humiliated.

Failed performances live long in the audience's memory and horrific gaffes might haunt the jester for the rest of his life. One way around this possibility is for the jester to take on a stage name, which he then discards if he suffers a socially debilitating failure. The more dramatic and notable the name the easier it is for the jester's admiring public to remember it. Few remember Jobe Bog, famous wit with a grey smock and brown cap, but everyone who saw him remembers

Babbling Jobe the Warbling Fool, with his distinctive copper megaphone carved with the likeness of laughing horses and his bright red jester's outfit covered in bells. Such a figure might be known across the city. Jobe can then peacefully go about his daily business anonymously while the Warbling Fool plies his trade by night, a figure known and welcomed by all.

NPC Reactions

Nobles and the public generally have a starting reaction to jesters of indifferent. However, regardless of an NPC's attitude, convention states that a jester is guaranteed an opportunity to perform for his meal and bed. Whether at a street corner tavern or a noble's court, how well the audience receives the jester depends entirely upon his performance.

Rival jesters always have an initial attitude of unfriendly. Competition is hot, rivalries intense, and no one gives up an audience without a fight.

Jester Lore

Characters may attempt Knowledge (local) or Knowledge (nobility and royalty) to research jesters. When a character makes a skill check, read or paraphrase the information below, remembering that higher checks reveal information from lower DCs as well.

DC 10: "Jesters provide entertainment for all from the simple street juggler to the most admired comic actors in the land."

DC 15: "Tradition allows jesters a chance to make a performance in exchange for room and board."

DC 20: "Imagine having the ear of a local lord or lady! Jesters must know a lot of secrets and information."

DC 30: Characters who achieve this level of success can learn important information about specific jesters or ensembles in your campaign as well as the necessary protocols or intermediaries to contact them.

PCs trying to make contact with jesters must make a DC 20 Gather Information check. Remember that very few street entertainers, clowns, or mummers actually possess levels in the jester prestige class. If PCs have something useful to the jester, such as information or a magic item to offer, they should receive a +2 circumstance bonus on the attempt.

Jesters in the Game

Because comics, street actors, tumblers, and jugglers show up everywhere, you can easily add a jester to your ongoing campaign.

The prestige class appeals to players who enjoy roleplaying and interaction with NPCs, infiltrating courts or theaters, and using legendary performances to enhance their already considerable reputation. Players can utilize these close relationships to their own ends. Everyone likes to laugh, and even the most depraved and evil creatures might find some cruel comedy amusing. The jester can open doors that normally must be forced and with a captive audience the effect of some of his spells can be devastating. If you have a jester in your campaign, give him an unusual audience occasionally and an opportunity to open those doors, perhaps even giving the players a chance to circulate in noble courts or legendary theatres where doubtless adventure abounds.

Adaptation

The jester is a fairly generic class, and should fit into any campaign with little or no customization.

Encounters

As the DM, jesters give you a double-edged sword to use. You can use the prestige class as a straight character, a villain of the worst sort who uses his reputation and skills to some fiendish end, or you can use the jester as lighthearted relief in your campaign, accommodating adventures to suit such comedic characters.

EL 12: Ruster Quiggley has seemingly fallen on hard times, and performs nightly at the inn the PCs are currently resting in. Every night Ruster appears and tells particularly tall tales about his times as an adventurer, of the battles he's endured, and of the infernal alliances he's boldly faced. Terrible stories such as the vile collusion between the vampire spawn soul-eater ropers of Muggley Moor and their hellish ghost owlbear vermin-lord accomplices fill his repertoire. Of course, one night Ruster approaches the heroes asking for their help.

Ruster Quiggley, male human bard 10/jester 2: CR 12; Medium humanoid (human); HD 12d6; hp 42; Init +1 (Dex); Spd 30 ft.; AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +8/+3; Grp +8; Atk +8 melee (1d6, sap); Full Atk +8/+3 melee (1d6, sap); SA bardic music, spells, spell-like abilities; SQ bardic knowledge, enhanced Perform (comedy), vice versa; AL CN; SV Fort +5, Ref +11, Will +8; Str 10, Dex 13, Con 11, Int 14, Wis 12, Cha 15.

Skills: Bluff +2 (+22*), Craft (painting) +7, Diplomacy +2 (+22*), Escape Artist +16, Hide +1, Intimidate +2 (+22*), Knowledge (arcana) +15, Knowledge (history) +17, Knowledge (the planes) +17, Listen +3, Move Silently +1, Perform (act) +17, Perform (comedy) +22, Perform (percussion instruments) +17, Perform (sing) +17, Perform (string instruments) +17, Spot +3.

* Using the vice versa ability.

Feats: Alertness, Blind-Fight, Craft Wand, Great Fortitude, Skill Focus (Craft [painting]), Skill Focus (Perform [comedy]).

Languages: Aquan, Common, Gnome.

Bard Spells Known (3/4/4/2; caster level 10): 0—*dancing lights, mage hand, mending, message, open/close, prestidigitation;* 1st—*feather fall, obscure object, remove fear, unseen servant;* 2nd—*glitterdust, invisibility, rage, sound burst;* 3rd—*blink, dispel magic, fear, lesser geas.*

Possessions: +1 padded armor, +1 ghost touch sap, bag of tricks (rust), ring of protection +1, deck of illusions, potion of eagle's splendor, potion of cure light wounds (×3), *wand of charm person* (50 charges), 1,250 gp worth of jewelry and mundane gear.

Aerial Avenger

Wrath on Wings

by Monte Cook · illustrated by Cara Mitten

Some say there is a brotherhood—unspoken, perhaps—among those who can leave the ground behind and take to the sky. The unbridled freedom enjoyed by such creatures breeds jealousy in their earthbound lessers.

A role common among creatures as diverse as dragons, cloud giants, and harpies, the aerial avenger is a combatant trained to utilize the ability to fly to its utmost. They come streaking out of the sky to attack those below with skill and ferocity, inspiring dread in all who experience their assaults.

Aerial avengers are quite rare among humanoid races, although sometimes a sorcerer with the ability to magically fly takes up the necessary training. Usually however, aerial avengers are creatures like mephits, celestials, certain fiends, giant eagles, sphinxes, dragons (and half-dragons), sprites, and couatls—to name just a few. Even beholders and other creatures that fly by non-traditional means sometimes become aerial avengers.

Usually, an aerial avenger serves as a steward over his fellow creatures, defending them against attack and retaliating against their enemies. They sometimes form into efficient cadres of flying warriors.

Class Features

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

Weapon and Armor Proficiency: Aerial avengers are proficient with all simple and martial weapons but with no armor or shields.

Flyby Attack: At 1st level, the aerial avenger gets Flyby Attack as a bonus feat.

Momentum (Ex): A 2nd-level aerial avenger learns to use his momentum and weight to his advantage while fighting. If in the air, the aerial avenger gains a +1 competence bonus to damage. At 5th level, this bonus becomes +2, and at 8th level it rises to +3.

Power Dive (Ex): When a 2nd-level aerial avenger makes a dive (charge) attack, he deals an additional +1d6 points of damage if he hits.

Maneuverability Increase (Ex): At 3rd level, the aerial avenger's maneuverability increases by one rank, so that an aerial avenger with an average maneuverability gains good maneuverability. If the aerial avenger's maneuverability is already perfect, this ability cannot affect it. The aerial avenger's maneuverability increases again at 7th level.

Speed (Ex): At 3rd level, the aerial avenger learns to increase his speed by +10 feet. This bonus increases by +10 feet at 8th level.

Death From Above (Ex): Through training and practice, the 4th-level aerial avenger improves his attack bonus while airborne. If in the air above a foe, the aerial avenger gains a +1 competence bonus to attacks. At 9th level, this bonus increases to +2.

Range Increase (Ex): The 4th-level aerial avenger, when making a ranged attack while in the air, increases the distance of any range increment (or in the case of spells that require a ranged attack roll, an increase in the overall range) by 50%.

Swoop (Ex): At 6th level, the aerial avenger learns to make a devastating attack. While flying in a straight line (using a full-round action), the aerial avenger can move his speed, making a melee attack at any foe within reach on his path. For each foe attacked beyond the first, each attack suffers a -1 attack penalty, so the aerial avenger must declare how many foes he attacks before he starts (minimum two). The aerial avenger gives up his regular attacks to take this action. This is an extraordinary ability that draws no attacks of opportunity, even if the aerial avenger passes through threatened areas on his way through the swoop.

Terrifying Shriek (Ex): The 10th-level aerial avenger can add a shrill shriek to any swoop attack, causing all creatures within 50 feet of the point of the first attack to make a Will saving throw (DC 20 plus the aerial avenger's Charisma modifier) or become panicked for 1d6+4 rounds.

Aerial Avenger Requirements

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

Base Reflex Save: +3.

Skills: Tumble 5 ranks.

Feats: Dodge, Mobility.

Special: Must have a fly speed or the ability to cast *fly* at least twice per day.

Aerial Avenger Class Skills

Hit Die: d8

The aerial avenger's class skills (and the key ability for each) are: Balance (Dex), Concentration (Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Aerial Avenger Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Flyby Attack
2	+1	+0	+3	+0	Momentum +1, power dive
3	+2	+1	+3	+1	Maneuverability increase, speed +10 feet
4	+3	+1	+4	+1	Death from above +1, range increase
5	+3	+1	+4	+1	Momentum +2
6	+4	+2	+5	+2	Swoop
7	+5	+2	+5	+2	Maneuverability increase, speed +10 feet
8	+6	+2	+6	+2	Momentum +3
9	+6	+3	+6	+3	Death from above +2
10	+7	+3	+7	+3	Terrifying shriek

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THE Initiate

A HEAVENLY PRESTIGE CLASS

by Chris Tanner · illustrated by Wayne Reynolds, Arnie Swekel, and Jeremy Jarvis

In the never-ending battle of good against evil, the odds often seem unfairly stacked in favor of the forces of darkness. The black-hearted denizens of the Lower Planes have always used mortals to enact their plans of violence, debauchery, and mayhem. In answer to the fiendish corruptions, the celestials have empowered their most devout servants, creating a new breed of holy warriors learned sages call "the infused."

The infused are mortals the creatures of the Upper Planes deem worthy of being agents for good in a time of peril. Each infused's soul is bonded with a celestial who then lives inside her. As the chosen mortal performs good deeds, the bonded celestial grants the infused more of its powers. All those who are given this highest of honors receive a holy mark, an icon of glory that is a graphic representation of the blessings of the celestial and the divine powers it serves.

There exists a wide variety of infused, each with their own unique powers.

Those bonded with angels have a predisposition to protect good extraplanar creatures. Astral deva-infused often find themselves guarding planar portals or protecting those who live near them. Planetar-infused doggedly seek out fiends to slay. Solar-infused enthusiastically perform great works of good whenever opportunity allows.

Archons make infused more willing to follow laws, so long as they do not oppress people. Lantern-archon-infused are direct in their dealings with others, but they tend to be somewhat flighty. Hound-archon-infused become better team players and develop a protective mentality similar to the alpha male in a pack of dogs. Trumpet-archon-infused often sing merrily, whether while traveling, in combat, or when they are at rest.

Eladrins make the infused more rebellious and resistant to authority, but not to the extent of repulsing goodness. Bralani-infused are driven to wanderlust, becoming traveling do-gooders. Ghaele-infused usually become leaders of freedom-fighter bands, inspiring the common folk to rise up against tyrannical evil.

Guardinals make their infused more protective of others and give them a new respect for life. Avoral-infused are more at home in the air than on the ground and often gaze longingly at the sky. Leonal-infused are regal and proud, and are capable defenders of good.

More often than not, the infused are chosen from the ranks of mortals who already revere good deities. Clerics and paladins of deities of justice, light, and love are therefore the most likely to become infused. These individuals already have positions of power in the hierarchies of good-aligned churches, and the powers granted by their bonded celestial are strong tools to motivate good in the world.

Besides rewarding their most faithful followers, the forces of good also have a desire to redeem. In rare cases, a celestial fills the corrupt soul of an evil-doer for the purpose of moving her life away from the darkness and into the light.

The infused prestige class presents two paths of advancement, one for the spellcaster and one for the combat-oriented character. A character who wishes to become an infused can choose from either prestige class path, but once a path is chosen, the character cannot then progress in the other. Both paths have the same class requirements, class skills, skill points per level, and abilities, but they differ in fighting prowess and spellcasting ability.

As the infused grows in power, the celestial bonded with his soul pushes him toward performing more and greater acts of good. To reward the infused for his good deeds, the celestial grants him more and greater powers based on the celestial's own powers.

FOR YOUR CHARACTER

If playing one of the forces of light's chosen few seems appealing, here are some suggestions on how to ally with the denizens of the Upper Planes. All of this depends on what your DM allows, of course.

Contact with an Artifact or Holy Relic: The handiwork of the gods is everywhere, but every once in a while, a deity of good might decide to take the time to craft an item devoted to the defense of the forces of justice. The deity might send a servant to inhabit the relic, to judge whoever finds it and attempts to wield it. Those who are found worthy might become the new host of the celestial creature inhabiting the relic.

Inheritance: So much has been written about ancient family curses, few know about the blessed families. Those especially blessed often have a divine guardian, devoted to the protection of the patriarch or matriarch of the clan, giving them divine vision. When the next generation is born, the guardian is passed on, sometimes directly bound to the soul of one of the family's heirs, waiting to be awakened.

Attracting the Attention of a God: It takes a lot to do this, but if you can perform a work of good that catches the watching eye of deity or one of its servants, you may find yourself the host of a celestial.

Channeling: Page 23 of the *Book of Exalted Deeds* describes channeling, which is when a willing mortal merges its essence with that of a celestial. The long-term bond between the two can allow for the mortal to take levels in the infused prestige class.

FOR YOUR CAMPAIGN

Taking a level of the infused prestige class should be a choice a player makes for her character, not a decision made by the DM. The DM should never force character development in one direction or another, especially if that path could be dangerous or disadvantageous. Forcing the life of righteous do-gooder might not sit well with some players, but the creative DM can always find the right spin for any situation.

Divine Task: Nothing motivates players like a god's will. If a god decrees that a character must go on a quest, putting a celestial in her soul to test her resolve could be a good motivator.

Past Transgressions: The character or her ancestors might have committed an act a deity or celestial considers reprehensible. To purify their soul, the character's dead ancestors send out an angelic agent to make sure the character discovers, or in some cases, rediscovers, the path of light.

CLASS FEATURES

All of the following are class features of the infused prestige class. When the celestial grants spell-like abilities, they have a caster level equal to the infused's character level.

Weapon and Armor Proficiency: The infused gains no new weapon or armor proficiencies.

Spellcasters: No matter what their alignment, infused spellcasters cannot cast spells of the Evil descriptor.

Clerics: Clerics who used negative energy to rebuke undead and spontaneously cast inflict spells now use positive energy to turn undead and spontaneously cast cure spells. They do not increase their turning ability when they take levels of the infused prestige class.

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

Icon of Glory (Ex): Beyond a simple identifying mark, the icon of glory is a powerful glyph encoded into the flesh of the infused. Typical icons of glory are runes in the Celestial tongue, the holy symbol of a good deity, or another powerful word or emblem of righteousness. It grants the infused a +2 bonus on all Charisma-based skill checks when dealing with individuals of good alignment.

Celestial Power I: At 2nd level, the celestial begins to gift the infused with its divine powers. The power granted depends on the type of celestial bonded to her soul.

- **Astral Deva—Spell-Like Abilities (Sp):** 3/day—*detect evil*; 1/day—*remove fear*.
- **Planetar—Resilient (Ex):** The infused is immune to petrification and gains a bonus on all

INFUSED CLASS REQUIREMENTS

To qualify to become an infused (spellcaster or warrior), a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Base Will Save: +2.

Alignment: A creature of any alignment may become infused, but an infused cannot advance in the class when possessing an evil alignment.

Special: The character must share her soul with the personality of a particular celestial. See the For Your Campaign and For Your Character sidebars in this article for suggestions about how to handle celestial infusion and infused characters. The player should work with the DM to decide which celestial works best in the campaign. The choice should make sense for the character's background and the situation that the character finds herself in.

A character may only progress as an infused warrior or an infused spellcaster, she can not take levels in both classes. Once the character chooses a celestial to become infused with she is bonded to that creature for the rest of her life and may not later become infused with another celestial.

INFUSED CLASS SKILLS

The infused's class skills (and the key ability modifier for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Ride (Dex), Search (Int), Spellcraft (Int), and Spot (Wis).

Skill Points At Each Level: 2 + Int modifier.

INFUSED WARRIOR ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Icon of glory
2	+2	+3	+0	+0	Celestial power I
3	+3	+3	+1	+1	Minor physical change
4	+4	+4	+1	+1	Celestial power II
5	+5	+4	+1	+1	Beneficence
6	+6	+5	+2	+2	Moderate physical change
7	+7	+5	+2	+2	Celestial power III
8	+8	+6	+2	+2	Tongues
9	+9	+6	+3	+3	Major physical change
10	+10	+7	+3	+3	Celestial power IV

INFUSED SPELLCASTER ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day/Spells Known
1	+0	+0	+0	+2	Icon of glory	+1 caster level
2	+1	+0	+0	+3	Celestial power I	—
3	+2	+1	+1	+3	Minor physical change	+1 caster level
4	+3	+1	+1	+4	Celestial power II	—
5	+3	+1	+1	+4	Beneficence	+1 caster level
6	+4	+2	+2	+5	Moderate physical change	—
7	+5	+2	+2	+5	Celestial power III	+1 caster level
8	+6	+2	+2	+6	Tongues	—
9	+6	+3	+3	+6	Major physical change	+1 caster level
10	+7	+3	+3	+7	Celestial power IV	—

saves against poison equal to half her infused level.

- **Solar**—Archery Mastery (Ex): The infused gains proficiency with longbows and composite longbows. In addition, any bow the infused uses (and the arrows it fires) is treated as good-aligned for the purpose of overcoming damage reduction.
- **Lantern Archon**—Improved Initiative: The infused gains Improved Initiative as a bonus feat.
- **Hound Archon**—Expert Tracker (Ex): The infused gains the Track feat as a bonus feat and always considers Survival a class skill.
- **Trumpet Archon**—Minor Trumpet (Su): The day after the infused gains this ability, she awakens to find a gleaming trumpet lying at her feet. The trumpet functions as a masterwork musical instrument. If the trumpet is ever stolen, it becomes a useless chunk of metal until the infused can recover it. If the trumpet is destroyed, the infused must receive an *atonement* spell. The day after she atones, a new trumpet appears.

  In addition, the infused can, as a free action, transform the trumpet into a masterwork greatsword once per day per infused level. The trumpet can remain in its greatsword form for one round per infused level per transformation. The greatsword cannot be enchanted as a normal weapon, but it can be the target of weapon-enhancing spells. The infused gains Martial Weapon Proficiency (greatsword) as a bonus feat.
- **Bralani**—Spell-Like Abilities (Sp): 1/day—*detect evil* and *gust of wind*.
- **Ghaele**—Holy Energy (Ex): Whenever the infused attacks with a natural weapon, unarmed attack, or melee weapon, she deals an additional point of damage to evil creatures and +1d4 points of damage to evil

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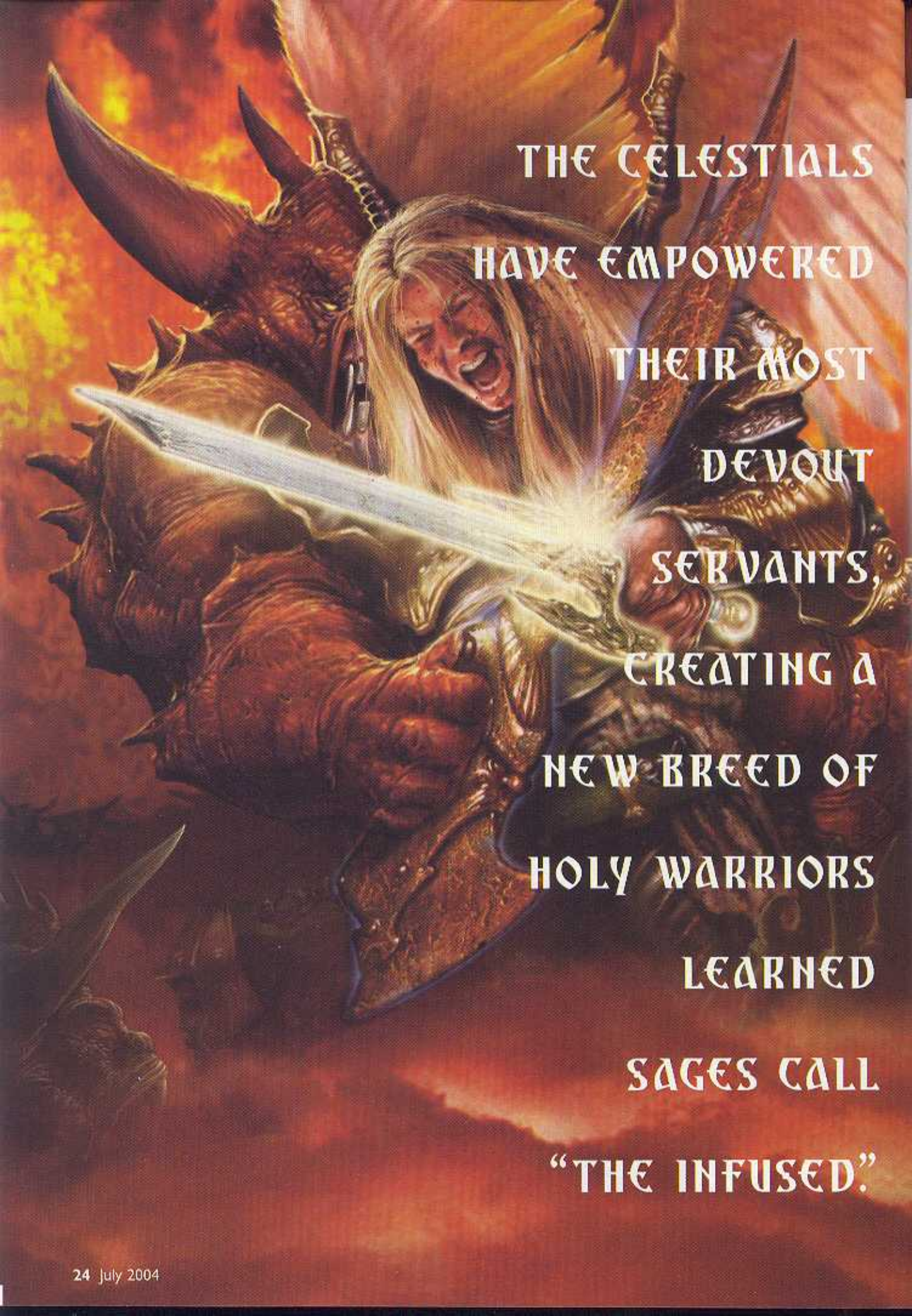
outsiders and undead. This bonus damage does not stack with the holy weapon special ability.

- **Avoral—Lay on Hands (Su):** This ability functions as the paladin ability of the same name (see the *Player's Handbook*, page 44). If the infused already has levels of paladin, her infused levels and paladin levels stack for the purpose of determining how much healing she can do.
- **Leonal—Lay on Hands (Su):** This ability functions as the paladin ability of the same name (see the *Player's Handbook*, page 44). If the infused already has levels of paladin, her infused levels and paladin levels stack for the purpose of determining how much healing she can do.

Minor Physical Change: At 3rd level, the infused's body begins to show signs of the positive influence inside her. The change does not grant any special bonuses or penalties, but it often brings attention to those who see it. The exact change depends on the type of celestial:

- **Astral Deva:** The infused's skin takes on a bronze sheen.
- **Planetar:** The infused becomes completely bald.
- **Solar:** The infused's eyes become a shining topaz shade.
- **Lantern Archon:** The infused's skin takes on a silvery shine.
- **Hound Archon:** The infused grows a doglike muzzle.
- **Trumpet Archon:** The infused's skin takes on a green shade.
- **Bralani:** The infused's hair and clothes always appear windswept.
- **Ghaele:** The infused's eyes become pupilless and pearly white.
- **Avoral:** The infused's arms grow feathers, and her hair takes on a feathered style.
- **Leonal:** A thick mane surrounds the infused's head.

Celestial Power II: At 4th level, the infused is deemed worthy to receive more powerful gifts.


THE CELESTIALS
HAVE EMPOWERED
THEIR MOST
DEVOUT
SERVANTS,
CREATING A
NEW BREED OF
HOLY WARRIORS
LEARNED
SAGES CALL
"THE INFUSED."

- **Astral Deva**—Spell-Like Abilities (Sp): 1/day—*discern lies* and *remove disease.*
- **Planetar**—Spell-Like Abilities (Sp): 1/day—*dispel magic* and *remove disease.*
- **Solar**—Spell-Like Abilities (Sp): 1/day—*dimensional anchor* and *invisibility.*
- **Lantern Archon**—Spell-Like Abilities (Sp): 1/day—*teleport.*
- **Hound Archon**—Change Shape (Su): Once per day, the infused gains the ability to turn into any canine form of Small to Large size and back again as a standard action. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per infused level, or until she changes back. Changing form doesn't provoke an attack of opportunity. The form chosen must be that of a doglike creature. For the purpose of this ability, canines include any doglike or wolflike creature with the animal type.

  The infused loses her ability to speak while in animal form and is limited to the sounds that a normal, untrained canine can make, but she can communicate normally with other doglike beings of the same kind as her chosen form.
- **Trumpet Archon**—Greater Trumpet Sword (Su): When in greatsword form, the infused's trumpet acts as a *+2 greatsword.*
- **Bralani**—Wind Column (Su): Two times per day, as a move action, the infused can surround herself with a column of wind. While within this wind column she gains a fly speed equal to her base land speed with average maneuverability. The infused can maintain this column of wind for 1 minute per infused class level.
- **Ghaele**—Gaze (Su): While not as powerful as the gaze of a true ghaele, the infused's gaze attack is still quite potent. Evil creatures of 5 HD or less within 30 feet that meet her gaze become shaken for 1d10 rounds. Nonevil creatures and evil creatures with more than 5 Hit Dice can make a Will save (DC 10 + infused level + Charisma modifier) to resist the effect.
- **Avoral**—Spell-Like Abilities (Sp): 3/day—*magic missile.*
- **Leonal**—Spell-Like Abilities (Sp): At will—*speak with animals.*

Beneficence: At 5th level, the infused begins to show signs of her bonded celestial's positive influence. If the character fails to help a person in need or perform another act of goodness when the opportunity presents itself, the celestial becomes slightly disgusted with the character, causing her to suffer a -1 penalty on all attacks, saves, and checks for 1 day.

Moderate Physical Change: At 6th level, the infused's body undergoes another change, more dramatic than the previous one.

- **Astral Deva:** The infused's muscles grow, increasing her Strength by +2.
- **Planetar:** The infused grows beautiful wings from her back, giving her a fly speed equal to her base land speed with average maneuverability.
- **Solar:** The infused grows majestic wings from her back, giving her a fly speed equal to her base land speed with average maneuverability.
- **Lantern Archon:** The infused's skin gleams and her nose, ears, and lips become less pronounced. She gains resistance to electricity 10 and immunity to petrification.
- **Hound Archon:** The infused's teeth sharpen into a powerful set of fangs, granting her a bite attack that is a natural weapon that deals 1d6 points of damage (1d4 for a Small infused). This can be a primary or secondary attack. Note that the infused does not gain multiple natural attacks for having a high base attack bonus.
- **Trumpet Archon:** The infused grows beautiful wings, giving her a fly speed equal to her base land speed with average maneuverability.
- **Bralani:** The infused gains the grace of the wind, increasing her Dexterity by +2.
- **Ghaele:** The infused's muscles bulge with the might of the eladrin, increasing her Strength by +2.
- **Avoral:** The infused's arms meld into wings, giving her a fly speed equal to her base land speed with average maneuverability. Her hands

Blueprints Finished!

Quasit prisoners complete mapping of World's Largest Dungeon.

Making their way to the surface, these intrepid demons revealed more than anyone knew about the *World's Largest Dungeon.* Initial reports show over 1,500 rooms and include every monster from the SRD. We had the chance to interview some of the freed Quasit prisoners about the poor working conditions.

"There were monsters at every turn, how was I supposed to map a room and keep to my schedule... honestly?" complained one quasit. Another quasit, who asked that his name be withheld, confided, "I told them to quarantine that underground lake weeks ago, and it took poor Jzernak gettin' his flippin' wing bit off by a giant squid for anyone to do anything about it."

Quasit Foreman #391, Azzlirik, was candid when asked about his day-to-day experience, "There are so many climates and diverse environments, I simply decided to just stop dressing for work! One day I'm in the snow, the next I'm cutting through elf-infested jungles. It's ridiculous."

It would seem that poor working conditions, unforseen weather, and lost limbs are the price one pays for being a part of working in the *World's Largest Dungeon.*

(Cont. Dungeon® #110)

the WORLD'S LARGEST DUNGEON

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are unaffected, but she can't use an item held in her hands while flying.

- **Leonal:** The infused's jaw extends, and her teeth sharpen into fangs, granting her a bite attack that is a natural weapon dealing 1d6 points of damage (1d4 for a Small infused). This can be a primary or secondary attack. Note that the infused does not gain multiple natural attacks for having a high base attack bonus.

Celestial Power III: At 7th level, the infused is gifted with even more powerful benefits, due to her increasingly noble efforts.

- **Astral Deva**—Spell-Like Abilities (Sp): 1/day—*cure serious wounds* and *greater invisibility*.
- **Planetar**—Spell-Like Abilities (Sp): 1/day—*blade barrier* and *remove fear*.
- **Solar**—Spell-Like Abilities (Sp): 1/day—*cure serious wounds* and *holy sword*.
- **Lantern Archon**—Light Ray (Ex): The infused can, at will, shoot light rays that deal 1d6 points of damage and ignore damage reduction of any type. These light rays have a range of 30 feet and require a ranged touch attack to hit.
- **Hound Archon**—Immunities (Ex): The infused gains immunity to petrification and poison.
- **Trumpet Archon**—Complete Trumpet (Su): The infused's trumpet reaches its full potential. It now functions as a *+4 greatsword* while in sword form. In trumpet form, the infused can now create a blast of paralyzing energy three times per day. All nonarchons and noninfused within 100 feet that can hear it must succeed at a Fortitude save (DC 10 + the infused's Charisma modifier + class level) or be paralyzed for 1 round.
- **Bralani**—Spell-Like Ability (Sp): 1/day—*cure serious wounds* and *wind wall*.
- **Ghaele**—Alternate Form (Su): Once per day, for a number of rounds equal to her infused level, the infused can switch between her natural form and that of a glowing globe of eldritch colors. While in her globe form, the infused is incorporeal, and thus has no Strength score. While incorporeal, the infused can only be harmed by other incorporeal creatures, +1 or better magical weapons, and spells, spell-like abilities, or supernatural abilites. She is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, she has a 50% chance to ignore any damage from a corporeal source (except force effects or attacks made with ghost touch weapons).
- **Avoral**—Spell-Like Ability (Sp): 1/day—*lightning bolt* and *magic circle against evil*.
- **Leonal**—Improved Grab (Ex): To use this ability, the infused must hit with its bite attack. It may attempt to start a grapple as a free action that does not provoke an attack of opportunity. The infused can only use this against creatures at least one size category smaller than she is.

Tongues (Su): At 8th level, the infused gains the ability to speak with any creature that has a language, as though using the *tongues* spell.

Major Physical Change: At 9th level, the infused undergoes an extremely obvious physical

change; so much so that she now resembles the celestial she shares her soul with.

- **Astral Deva:** The infused is filled with an otherworldly grace, which increases her Charisma by +2.
- **Planetar:** The infused's skin turns emerald green, and she gains immunity to cold and petrification.
- **Solar:** The infused's skin appears silver, and she gains damage reduction 5/epic or evil.
- **Lantern Archon:** The infused glows with the brightness of a torch in the dark (20-foot radius of light). She can suppress or resume this aura at will as a free action. While the infused glows, she gains immunity to electricity and petrification, but she suffers a -8 penalty on all Hide checks.
- **Hound Archon:** The infused's skin becomes tougher, granting her a +2 natural armor bonus, and her increasingly muscular legs improve her base land speed by 10 feet.
- **Trumpet Archon:** The incredible power of the trumpet archon flows through the infused, increasing her Constitution by +2.
- **Bralani:** The infused is filled with the endurance of the eternal gale, increasing her Constitution by +2.
- **Ghaele:** The infused gains the resiliency of the eladrin, granting her damage reduction 5/cold iron or evil.
- **Avoral:** The infused's eyes become hawklike, granting the infused a +8 bonus on Spot checks. In addition, the infused's skin hardens, giving her a +2 natural armor bonus.
- **Leonal:** The majestic power of the leonal grants the infused spell resistance equal to 11 + infused level.

Celestial Power IV: At 10th level, the celestial deems the infused worthy of its most powerful gifts.

- **Astral Deva**—Spell-Like Abilities (Sp): 1/day—*blade barrier* and *dispel evil*.
- **Planetar**—Spell-Like Abilities (Sp): 1/day—*greater restoration* and *polymorph* (self only).
- **Solar**—Slaying Arrows (Su): Once per day, the infused can make an arrow she fires from a bow into a *slaying arrow* (see page 228 of the *Dungeon Master's Guide*). She must declare the creature type the arrow is to affect before she draws it from her quiver.
- **Lantern Archon**—Aura of Menace (Su): A righteous aura surrounds the infused when angry or fighting. Any hostile creature within a 20-foot radius of the infused must succeed on a Will save (DC 10 + 1/2 infused level + Charisma modifier) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the infused that generated the aura. A creature that has resisted this effect cannot be affected again by the same infused's aura for 24 hours.
- **Hound Archon**—Teleport (Su): The infused gains the ability to *greater teleport* twice per day, as the spell cast by a 14th-level sorcerer, except that the infused can only *teleport* herself and up to 50 pounds of objects.
- **Trumpet Archon**—*Call to the Heavens* (Sp): The infused's trumpet can be used to call for aid. Twice per day, the infused can blow the trumpet and invoke a *summon monster IX* spell that can only summon creatures of lawful good alignment.
- **Bralani**—Spell-Like Abilities (Sp): 3/day—*blur* and *lightning bolt*.
- **Ghaele**—Spell-Like Abilities (Sp): 2/day—*lesser globe invulnerability* and *magic circle against evil*.
- **Avoral**—Spell-Like Abilities (Sp): 3/day—*true seeing*; 1/day—*lightning bolt*.
- **Leonal**—Rake (Ex): A leonal-infused that successfully grapples using its bite attack can make two rake attacks with its hind legs, each dealing 1d4 points of damage plus her Strength bonus (1d3 for Small characters).

Landmark Project

World's Largest Dungeon construction site breaks ground today.

With a record-breakingly large workforce the *World's Largest Dungeon* construction site broke ground today amid reports of possible delays and setbacks. After months of negotiation with Dwarven Teamsters Union #76, an agreement was made at the eleventh hour that will keep the project on track.

Under the original plan, cheap Undead labor would be used for the initial excavation. With rising medical costs and a strict deadline, Undead appeared to be a viable solution. However, when Dwarven Teamsters Union #76 threatened a Walk-Out, the Celestials in charge of finance gave in.

"The important thing is keeping the timetable on track. With over 1,500 spacious rooms and scenic views, this is a project where everyone wins!"

"I'm just looking out for number one," said an angry Dwarf, "I mean, if we give the undead the dungeon-making industry, where will it stop? Soon we won't be able to make our own dungeons, and where will that leave us in the global market?"

Adventurers around the globe were relieved to hear that the settlement was reached prior to summer convention season, when profits from the *World's Largest Dungeon* would be needed to pay for the entire affair. Every monster in the SRD is expected to make an appearance, offering a virtual cornucopia of slaying-fun for heroes of all ages.

(Cont. Dungeon® #110)

the WORLD's LARGEST DUNGEON

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PRESTIGE CLASSES FOR CULTISTS OF GOOD MONSTERS

by Chris Tanner · illustrated by James Nelson

FOR YOUR CAMPAIGN

In an evil campaign, such as those described in the *Book of Vile Darkness*, the good monster prestige classes presented here could take the place of their evil counterparts (see *Dragon* #300). Such cultists could constitute a constant annoyance for villainous PCs, or they could become real threats.

Even in a nonevil campaign, good monster cults could pose a threat to the PCs. Characters who, through some accident or twist of fate, burn down a museum or a bardic college might soon come under attack by a local Artist's Vengeance band. Or perhaps the PCs try to harvest some from the local forest, only to be attacked by tree-friends.

On the other hand, members of these cults could serve as needed allies for PCs. For example, a multitude of small Artist's Vengeance groups might spring up in a despotic society. Such disparate groups could constitute a small army if brought together under strong leadership. With a little nudging from the PCs, any of these cults could be organized into a dangerous band of freedom fighters.

The minions of powerful evil creatures seem to have endless means at their disposal to harness the forces of darkness and destruction. Depraved cults dedicated to beings of unspeakable evil seem to abound in both civilized and undeveloped lands. The terrible might that such cultists wield in the names of their horrid masters allows them to crush the unprepared, enslave those weaker than themselves, and leave devastation in their wake.

Until recently, there has been precious little evidence of good counterparts to such servants of evil. But research has revealed the existence of several mysterious cults dedicated to the service of good creatures. Members of such cults revere and serve particular sorts of creatures that are dedicated to good—the kind and protective dryad, the creative lillend, the noble unicorn, and other powerful creatures of light. As they delve ever deeper into the mysteries of their patron creatures, these cultists are transformed in mind, body, and spirit, acquiring new powers with which to serve the cause of good. Such "mystery-walkers" are a positive force in the world, even though their actions go unseen by most.

Each of the prestige classes detailed below is associated with a cult dedicated to one kind of good creature. From the moment a character is initiated into the mysteries of such a cult, she acquires new abilities in accordance with the goals of the revered creature. At each level, the cultist is drawn deeper and deeper into the rituals and beliefs of the cult, until at last she undergoes a permanent physical transformation to become more like the creature.

THE WHITEHORN

No creature is more universally revered by good mortals than the unicorn. To slay one is a sin of the highest order, and only the purest of heart can use one as a mount. Now and then, a humanoid who is granted this privilege forms a strange and lasting bond with the unicorn that leads her to become a member of the mystery cult known as the Whitehorns.

Whitehorn packs appear from time to time in serene glades throughout the land. Rumors of midnight revelries and sacred rituals conducted under the full moon have spread to civilized areas, attracting the attention of the curious. But by the time such interlopers arrive, all they find are open glades, strangely serene and empty.

The organizational structure of a whitehorn pack is similar to that of a herd of horses. Whitehorns, however, tend not to spend much time in one another's company, for most prefer a solitary life. On the rare occasions when they gather for ritual or defense, whitehorn packs can be lethally effective against incursions into their glades by beings bent on destruction or evil.

All whitehorns have been riders of unicorns at one time or another. Most were once clerics of good-aligned deities who sought knowledge about the legendary healing powers of the unicorn's horn. Some fighters specializing in mounted warfare also choose to follow the whitehorn's path.

Characters who wander into an enchanted glade on a moonlit night might end up running for cover from the NPC whitehorns who guard it. Or PCs might come to the aid of the whitehorns, helping them defend their territory from invasion.

Class features

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

Weapon and Armor Proficiency: The whitehorn is proficient with javelin, shortspear, halfspear, longspear, ranseur, guisarme, glaive, light lance, and heavy lance. She gains no new armor or shield proficiencies.

White Horn (Ex): At 1st level, the whitehorn grows a small, white horn in the center of her forehead. With it, she can gore an opponent as a primary natural attack. Her gore attack 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 whitehorn's foe. If she uses a full attack action, she can make normal weapon attacks and use her gore as a secondary natural attack at the standard -5 penalty. Any applicable Strength bonus on damage rolls is determined normally, depending on whether the gore was used as a primary or secondary attack.

Touch of the Horn (Sp): Beginning at 2nd level, the character's horn grants her special healing powers. At 2nd level, she can cast *cure light wounds* three times per day. At 3rd level, she can cast *cure moderate wounds* once per day. At 4th level, she can cast *neutralize poison* once per day. Each of these abilities is in addition to the ones gained before. These spells are cast as a sorcerer of a level equal to the whitehorn's character level.

Magic Circle Against Evil (Sp): At 5th level, the whitehorn can cast *magic circle*

FOR YOUR CHARACTER

The good monster cults presented in this article are by no means the only possibilities. Similar cultist prestige classes could be built around other good creatures from the *Monster Manual, Monster Manual II,* or *Fiend Folio.* To create such a class, simply give the character access to some of the monster's signature powers, scaling them down as needed if they seem too powerful. For example, the lammasu's continuous *magic circle against evil* ability might be overpowering in the hands of a player character, but it could be balanced by making it a spell-like ability with limited uses per day, gained at a certain level of a prestige class.

A cult centered around a good monster can also provide an interesting element for a player character's background. Perhaps the character's parents or relatives are members of the cult, and the PC hopes to follow in their footsteps. Meanwhile, the character must help the cult maintain its secrecy.

When a PC joins a cult, what happens to his relationships with former adventuring companions? Does the character devote time to both cult and companions, or does the organization begin to take control of the new member's habits? As with real-world cults, the organizations described here could be a source of interpersonal conflict for both the character and the rest of the group. The other PCs might even feel compelled to "rescue" their friend from the cult's clutches.

The cult might also serve as a way for a PC to infiltrate a certain area. Perhaps an artifact or other powerful item is needed for the party's success, and it lies within a dryad's grove. The PCs could rush to the defense of the grove, hoping to be initiated into the cult and thus gain access to the item they seek. Such tactics, of course, might provoke the other cultists to vengeance if the characters are not careful to use their privileged access for good causes.

against evil spell once per day as a sorcerer of a level equal to the whitehorn's character level.

Unicorn Apotheosis (Ex): At 5th level, the whitehorn gains low-light vision and darkvision (60-foot range) if she did not already have them. Her type changes to magical beast, making her even more like the noble steed she so admires.

HIT DIE D10

WHITEHORN Requirements

To become a whitehorn, a character must fulfill the following criteria.

Alignment: Chaotic good.

Gender: Female.

Ride: 8 ranks.

Feats: Mounted Combat.

Special: The candidate must have ridden a unicorn at some time in her life.

WHITEHORN Class Skills

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

Str: Jump, Swim.

Dex: Move Silently, Ride.

Con: –

Int: Knowledge (nature).

Wis: Listen, Spot, Wilderness Lore.

Cha: Animal Empathy, Handle Animal.

Skill Points per Level: 2 + Int modifier.

THE FOLLOWER OF THE SKYSERPENT

A flash of bright color across the sky, a sweep of feathered wings, and a cry of reptilian fury herald the coming of justice. Evildoers glance over their shoulders at the sound, and their palms begin to sweat, for they know that the couatl has come at last to smite them. The few humanoids who venerate the couatl, or skyserpent, as it is sometimes called, share its drive to purge evil from the land.

Almost as fearsome and beautiful as the creatures they venerate, the followers of the skyserpent usually wear garments made from or decorated with brightly colored feathers. They regard all beings with good souls as allies and brethren. Perhaps more so than the members of any other mystery cult, they believe in proactive tactics designed to stop evil before it happens.

Driven by their hatred of evil and their desire to eradicate it, followers of the skyserpent frequently join forces to purge the world of spite and malice. Such groups, often called featherbands, are not unlike paladin orders in structure. Featherband members usually keep tallies of the villains they have defeated, scratching marks into their weapons, armor, or shields. The individual with the highest tally usually assumes leadership of the group.

Wizards and sorcerers often become followers of the skyserpent because they can retain some spellcasting advancement while gaining good saves and natural weapons. Clerics and paladins of the more militant good-aligned deities might also be drawn to the service of the couatl because the creature's goals and methods are so like their own.

Followers of the skyserpent can become powerful allies for PCs, although they tend to be overzealous. Should even one PC in an adventuring party fall short of the follower's high expectations, cooperation might terminate abruptly.

Class features

All of the following are class features of the follower of the skyserpent prestige class.

Weapon and Armor Proficiency: A follower of the skyserpent gains no new weapon, armor, or shield proficiencies.

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

Poison Bite (Ex): At 1st level, the follower of the skyserpent grows poisonous fangs that enable him to bite as an attack action. His bite is a primary

WHITEHORN Advancement

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+2	+0	White horn
2nd	+2	+3	+3	+0	*Touch of the horn* (*cure light wounds* 3/day)
3rd	+3	+3	+3	+1	*Touch of the horn* (*cure moderate wounds* 1/day)
4th	+4	+4	+4	+1	*Touch of the horn* (*neutralize poison* 1/day)
5th	+5	+4	+4	+2	*Magic circle against evil*, unicorn apotheosis

FOLLOWER OF THE SKYSERPENT Advancement

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+2	+2	Poison bite	
2nd	+1	+3	+3	+3	*Skybound*	+1 level of existing class
3rd	+1	+3	+3	+3	Eschew Materials	
4th	+2	+4	+4	+4	Serpent's tail	+1 level of existing class
5th	+2	+4	+4	+4	Couatl apotheosis	

HIT DIE D8

FOLLOWER OF THE SKYSERPENT Requirements

To qualify as a follower of the skyserpent, a character must fulfill the following requirements.

Alignment: Lawful good.

Concentration: 8 ranks.

Sense Motive: 8 ranks.

Spellcraft: 8 ranks.

Spellcasting: Ability to cast 2nd-level arcane or divine spells.

Special: The candidate must have caught a villain red-handed and defeated (though not necessarily killed) him unaided. The character must then receive the blessing of a couatl for performing the deed.

FOLLOWER OF THE SKYSERPENT Class Skills

The follower of the skyserpent's class skills (and the key ability modifier for each) are:

Str: –

Dex: Move Silently, Tumble.

Con: Concentration.

Int: Knowledge (all skills, taken individually), Scry, Search, Spellcraft.

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

Cha: Gather Information.

Skill Points per Level: 4 + Int modifier.

natural attack that deals 1d4 points of damage if he is Medium-size, or 1d2 points of damage if he is Small. This attack does not provoke an attack of opportunity from the follower of the skyserpent's foe. If the follower uses a full attack action, he can make normal weapon attacks and use his bite as a secondary natural attack at the standard -5 penalty. Any applicable Strength bonus on damage rolls is determined normally, depending on whether the bite was used as a primary or secondary attack.

The follower of the skyserpent delivers his poison (Fortitude save DC 10 + follower of the skyserpent level + Constitution modifier) with each successful bite attack. The initial damage is 1d4 points of Strength damage, and the secondary damage is 2d4 points of Strength damage.

Skybound (Sp): Beginning at 2nd level, the follower of the skyserpent can cast *fly* as a sorcerer of a level equal to the character's follower of the skyserpent level.

Eschew Materials: At 3rd level, the follower of the skyserpent gains Eschew Materials (from *Tome and Blood*–see the Eschew Materials sidebar on page 76 for a complete description) as a bonus feat, whether or not he meets the prerequisite.

Serpent's Tail (Ex): At 4th level, the follower of the skyserpent grows a long, snaking tail. He can use this appendage to constrict an opponent up to one size category larger than himself with a successful grapple check. This attack deals 2d6 points of bludgeoning damage plus one and one-half times his Strength bonus (if he has one), or his full Strength penalty (if his Strength score is below 10).

Couatl Apotheosis (Ex): At 5th level, the follower of the skyserpent sprouts feathery wings that grant him a fly speed of 60 feet (good maneuverability). His type changes to outsider, making him even more like the creature he venerates. He gains darkvison (60-foot range). Unlike most outsiders, a follower can be raised and resurrected as normal for the follower's former type.

THE TREE-FRIEND

Although she cares for the forest as a whole, a dryad is bound to a single tree with which she shares her soul. Anyone who helps protect the woodlands is a friend to the elusive fey creature, but one who protects the dryad's own tree is also a personal benefactor and savior.

A tree-friend is a member of a cult that has assumed responsibility for the protection of one or more dryad trees as well as the surrounding woodlands. A tree-friend's devotion to the woodlands in general and to dryads in particular is unsurpassed. When the eternal glades are in peril, he moves as quietly as a leaf falling in autumn and strikes with the strength of the mighty oak. Woe to those who feel the wrath of a tree-friend, for it is like the fury of nature itself.

Tree-friends are often organized into loose bands that monitor specific areas. Each member of the group operates independently but assists the others as needed. Larger groups of tree-friends are called branches; smaller ones are known as twigs.The eldest tree-friends usually assume positions of leadership, directing watches and overseeing the laying of defensive traps and snares.

Most tree-friends were once rangers or druids, but some were clerics of nature deities. Forest-dwelling barbarians also tend to be protective of the wild lands, so they too might find this prestige class an intriguing option for advancement.

If an NPC tree-friend believes that intruders intend harm to his charges, he might follow them for miles, keeping just out of sight, then turn the task of monitoring them over to the next member of his branch or twig. In combat, he uses the cover of the forest to best advantage, striking from concealment to minimize losses.

HIT DIE D10

TREE-FRIEND Requirements

To become a tree-friend, a character must fulfill the following criteria.

Alignment: Chaotic good, chaotic neutral, or neutral good.

Wilderness Lore: 8 ranks.

Knowledge (Nature): 8 ranks.

Special: The candidate must have saved at least one tree to which a dryad was bound from destruction or corruption.

TREE-FRIEND Class Skills

The tree-friend's class skills (and the key ability for each) are:

Str: Climb, Swim.

Dex: Escape Artist, Hide, Move Silently.

Con: –

Int: Craft (any), Knowledge (nature), Search.

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

Cha: –

Skill Points at Each Level: 4 + Intelligence modifier.

Class features

All the following are class features of the tree-friend prestige class.

Weapon and Armor Proficiency: A tree-friend gains no new weapon,

armor, or shield proficiencies.

Seasonal Change (Ex): Like the dryad, a tree-friend undergoes changes in physical appearance with the seasons. During the spring and summer, a tree-friend's hair resembles green, leafy vines. In the fall, it turns red or gold and becomes thinner and finer, like autumn leaves. In winter, it is white as snow. The tree-friend's personality also changes with the seasons-he tends to be mirthful and joyous in spring and summer, quiet and even slightly depressed in autumn, and cold and removed in winter. When in a wilderness environment that matches the seasonal change the tree-friend is experiencing, the tree-friend gains a +4 circumstance bonus to Hide checks.

Nature's Healing (Su): A tree-friend is so in tune with the woodlands that he can tap their energy to heal himself. He can cure a number of hit points each day equal to his Charisma bonus times his tree-friend level, and he can spread this healing out among several uses. The tree-friend must be in physical contact with a living tree to use this ability.

Speak with Plants (Sp): At 2nd level, the tree-friend gains the ability to use *speak with plants* once per day per tree-friend level as a sorcerer of a level equal to the tree-friend's character level.

Charm Person (Sp): Beginning at 3rd level, a tree-friend can use *charm person* once per day per tree-friend level as a sorcerer of a level equal to the tree-friend's character level.

Tree Stride (Sp): Upon reaching 4th level, the tree-friend gains the ability to use *tree stride* once per day per tree-friend level as a sorcerer of a level equal to the tree-friend's character level.

Dryad Apotheosis (Ex): At 5th level, the tree-friend's type changes to fey, making him even more like the dryads he so admires. His features become more delicate, beautiful, and ethereal, and his ears acquire slight points. He gains low-light vision if he did not have it already, and his Charisma score increases by +2.

THE ARTIST'S VENGEANCE

The strange and beautiful creatures known as lillends are utterly dedicated to the defense of the arts and all forms of artistic expression. Anyone who dares to defile a masterpiece or smash a priceless musical instrument might become the target of a lillend's wrath. Those mortals who espouse the

TREE-FRIEND Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+2	+2	Seasonal change, nature's healing
2nd	+2	+0	+3	+3	*Speak with plants*
3rd	+3	+1	+3	+3	*Charm person*
4th	+4	+1	+4	+4	*Tree stride*
5th	+5	+2	+4	+4	Dryad apotheosis

same causes merit special respect from these extraplanar patrons and protectors of the arts.

The Artist's Vengeance began as an underground association of bards from all lands who shared one common trait: Their work had been heckled, censored, or destroyed. After lillends came to the defense of some members, slaying those who had discredited the artists and destroyed their work, the group developed into a lillend-worshiping cult. Now, members of the cult (artist's vengeances) work from the shadows to defend both artwork and artists, and they actively seek revenge on anyone who would destroy art, inhibit artistic expression, or harm an artist.

Most Artists' Vengeance bands meet in secret bardic colleges or thieves' guilds, far from the prying eyes of the authorities. Some even take to the wilderness, meeting outside a city before beginning a night's work. Artists' Vengeance groups usually operate democratically, often with no specific leader. Because the organization acts in secret and is often outside the law, authority figures and wealthy nobles tend to view it as a threat. To the common folk, however, the Artists' Vengeance represents light in a realm of darkness—a flame of inspiration that cannot be extinguished.

The typical artist's vengeance was once a bard, and many were bards of great renown before adopting the class. Nonbards are rare, although characters of other prestige classes that emphasize musical talent might also qualify.

Characters could encounter an NPC artist's vengeance who has come to the aid of a bard or other artist and work cooperatively with her. Alternatively, if the PCs have inadvertently desecrated or destroyed a classic piece of art while sacking a dungeon or keep, they could find themselves facing the legendary wrath of the lillend cult.

Class features

All the following are class features of the artist's vengeance prestige class.

Weapon and Armor Proficiency: An artist's vengeance gains no new weapon, armor, or shield proficiencies.

Spells per Day/Spells Known: At every odd-numbered artist's vengeance level, the character gains new bard spells per day (and spells known, if applicable) as if she had also gained a level in the bard class. She does not, however, gain any other benefit of the bard class.

Bardic Knowledge: If the character already has the bardic knowledge ability, her artist's vengeance levels stack with the levels of any other classes that grant her that ability for the purpose of determining the bonus. For example, a Bard 7/artist's vengeance 3 with an Intelligence score of 14 gains a +12 bonus on bardic knowledge checks.

Lillend's Song (Su): Beginning at 1st level, the artist's vengeance can call upon inspiration from a lillend to infuse her creations with quality and style. When she does so, she gains a bonus equal to her artist's vengeance level on a single Perform check. The artist's vengeance can use this ability once per day at 1st level and twice per day at 4th level.

Lillend's Tail (Ex): At 2nd level, the artist's vengeance grows a long, multicolored, snakelike tail. With it, she can make a primary natural attack, dealing 2d4 points of damage if she is Medium-size or 1d6 points of damage if she is Small. This attack does not provoke an attack of opportunity from the whitehorn's foe. If she uses a full attack action, she can make normal weapon attacks and use her tail as a secondary natural attack at the standard -5 penalty. Any applicable Strength bonus on damage rolls is determined normally, depending on whether the tail was used as a primary or secondary attack.

Fire Resistance (Ex): At 3rd level, the character's skin toughens and becomes more like a lillend's. The character gains fire resistance equal to 5 + her artist's vengeance level.

Lillend Apotheosis (Ex): At 5th level, the artist's vengeance completes her

HIT DIE D8

ARTIST'S VENGEANCE Requirements

To qualify as an artist's vengeance, a character must fulfill the following criteria.

Alignment: Chaotic good.

Perform: 8 ranks.

Intimidate: 8 ranks.

Class Feature: Bardic music ability.

Special: The candidate's art (be it dance, prose, painting, or any other form) must have been attacked, unfairly critiqued, or destroyed by another force.

ARTIST'S VENGEANCE Class Skills

The artist's vengeance's class skills (and the key ability for each) are:

Str: –

Dex: Escape Artist, Hide, Move Silently, Pick Pocket.

Con: Concentration.

Int: Appraise, Craft (any), Decipher Script (exclusive skill), Knowledge (all skills, taken individually), Speak Language, Spellcraft.

Wis: Listen, Profession (any), Spot, Sense Motive.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Intimidate, Perform, Use Magic Device (exclusive skill).

Skill Points at Each Level: 8 + Int Modifier.

ARTIST'S VENGEANCE Advancement

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+2	Bardic knowledge, lillend's song 1/day	+1 level of existing class
2nd	+1	+0	+3	+3	Lillend's tail	
3rd	+2	+1	+3	+3	Fire resistance	+1 level of existing class
4th	+3	+1	+4	+4	Lillend's song 2/day	
5th	+3	+2	+4	+4	Lillend apotheosis	+1 level of existing class

transformation into a defender of creativity. Her type becomes outsider, and she gains darkvision with a range of 60 feet. Unlike most outsiders, an artist's vengeance can be raised and resurrected as per her former type. Feathered wings of incredible beauty sprout from her back, granting her a fly speed of 70 feet (average).

ESCHEW MATERIALS [Metamagic]

You can cast spells without material components.

Prerequisite: Any other metamagic feat.

Benefit: An eschewed spell can be cast with no material components. Spells without material components or whose material components cost more than 1 gp are not affected by this feat. An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

MONSTER CULTS AND GODS

In the process of spreading their word to the faithful, many gods use certain creatures as holy beasts, symbols, or totems. By fostering cults dedicated to these creatures, the deity might gain some new worshipers. Cults that revere a particular deity's holy beast might operate somewhat differently than they would otherwise, adopting the deity's focus, attitude, and goals. Often in such cases, the cult directly worships the deity as well as the monster.

Any deity can favor a particular sort of creature and sponsor the monster cult dedicated to it. The Holy Beast salient divine ability, described below, provides an additional benefit to a deity with a designated holy beast.

Holy Beast

The deity can use its holy beast as an additional location for remote sensing.

Benefit: The deity chooses one kind of creature as its holy beast. The deity may now use any creature of that kind that shares its alignment with the deity as the focus for its remote sensing ability, as if the creature were a holy site. (For example, a deity of divine rank 8 with the Holy Beast (unicorns) salient divine ability can sense everything within 8 miles of any unicorn.) A deity with this ability usually enforces strict penalties for slaying, defiling, or otherwise harming its holy beast.

Notes: The deity can gain this ability multiple times, choosing a new type of creature each time.

Suggested Portfolio Elements: Nature.

Monster Cults in the Forgotten Realms

In the FORGOTTEN REALMS campaign setting, several deities seem to be perfect matches for the cults described here.

The Tree-Friend

Patron Deities: Sylvanus, Shiallia.

A tree-friend of Sylvanus typically adopts the role of woodland sentinel because he views the destruction of trees and plants as a sin beyond redemption. Sylvanus's holy beast, the dryad, is revered as a living embodiment of the god's will and the perfect role model for all tree-friends.

Shiallia's tree-friends are more playful and motherly than those of Sylvanus, but no less dedicated to their tasks. She uses the cult to protect the wild and to help those who are lost within it find their way.

The Artist's Vengeance

Patron Deities: Liira, Milil.

Liira opposes oppression because it is a deterrent to joy. A subjugated society is an unhappy one, so her Artist's Vengeance cult works against the forces of tyranny whenever possible. Bane's return means that cult members must redouble their efforts.

Milil, the ultimate performer, views tyranny as a hateful, controlling force that inhibits those who make a living from their art. His cult views oppression as a destruction of self-the very antithesis of its members' beliefs.

The Whitehorn

Patron Deity: Lurue.

Lurue, who counts many unicorns among her worshipers, believes that any being pure enough to ride a unicorn is a soul worth watching. Her whitehorn cults work primarily to keep unicorn glades safe and secret, but they also help recently *awakened* animals adjust to their new world.

The Follower of the Skyserpent

Patron Deity: Ubtao.

One legend (which the members of Ubtao's cult believe) states that the god created the first dinosaurs after witnessing a couatl in action. Because of this, his followers of the skyserpent (or *ruk'cho*, as they call themselves) revere the couatl as a symbol of perfection and justice.

Monster Cults with the Player's Handbook

Several deities from the *Player's Handbook* could also make use of the cults described here.

The Tree Friend

Patron Deity: Obad-Hai.

The Shalm uses his cult to protect the woodlands from needless destruction and to maintain the harmony of the natural world. His tree-friends wear masks of leaves to better emulate his visage.

The Artist's Vengeance

Patron Deity: Olidammara.

The tightly regimented lifestyle enforced by a typical totalitarian regime is the polar opposite of Olidammara's ideology. In his eyes, to destroy a piece of music is a sin, and to stop people from having a good time is a blasphemy. His cult works to disrupt overly regimented societies wherever they appear.

The Whitehorn

Patron Deity: Ehlonna.

Ehlonna believes in the protection and preservation of life, and the holy symbol of her clerics is a unicorn. Her Whitehorn cult fights against the destruction of the beautiful aspects of nature.

The Follower of the Skyserpent

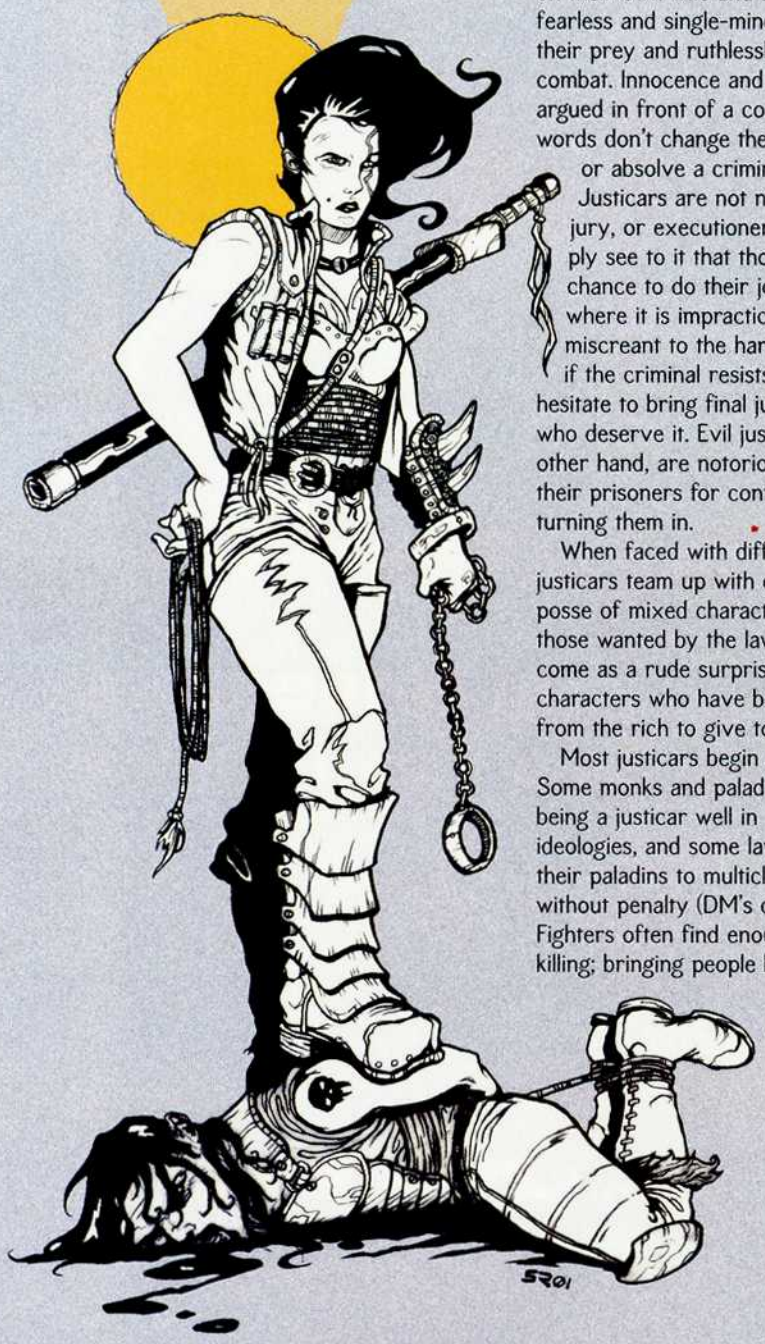
Patron Deity: Heironeous.

Heironeous is the deity of valor, and few creatures are more courageous in the face of evil than the couatl. Indeed, the creature is a symbol of invincibility in many cultures. Heironeous's followers of the skyserpent charge into battle against evil with a fury not unlike that of the beast they seek to emulate.

The JUSTICAR

by Edward Bolme

illustrated by Scott Roller



"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

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.

Class Features

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

Class Requirements

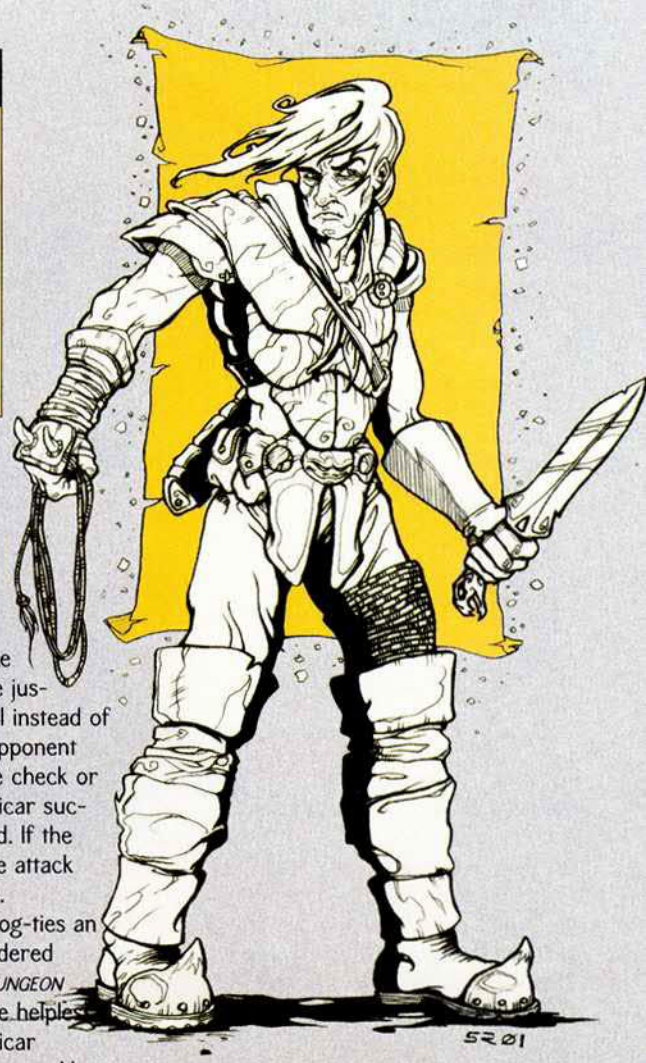
To be a justicar, a character must meet all of the following criteria:
Alignment: Any lawful.
Base Attack Bonus: +6.
Feats: Track, Skill Focus (Gather Information).
Wilderness Lore: 5 ranks.
Gather Information: 5 ranks.
Search: 5 ranks.

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

Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Hit Die: d10
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	



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. D

Improved Grapple [General]

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.

CHAMPIONS of Vengeance

The Knights of the Chase

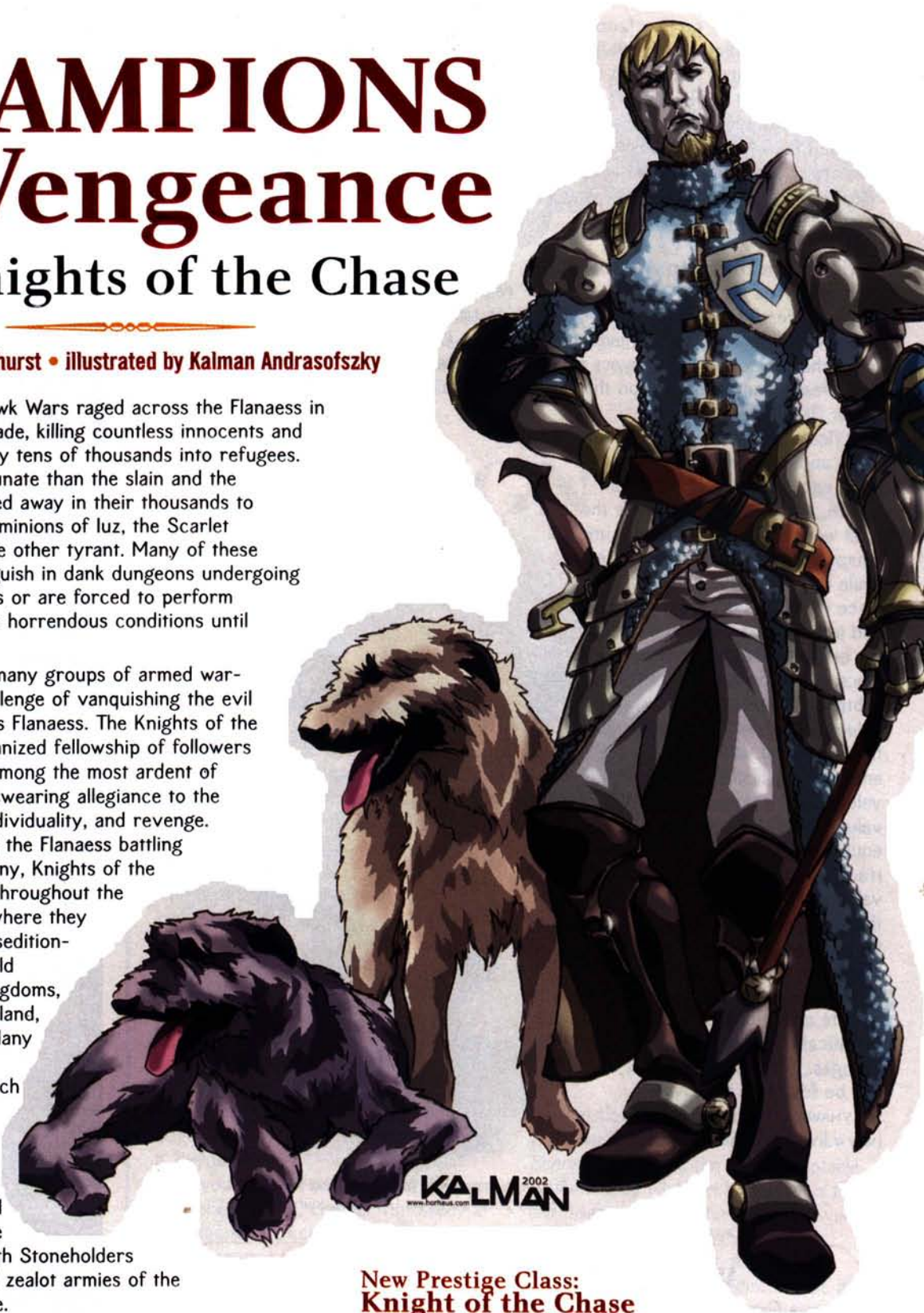
by Creighton Broadhurst • illustrated by Kalman Andrasofszky

The Greyhawk Wars raged across the Flanaess in the last decade, killing countless innocents and turning many tens of thousands into refugees. Those even less fortunate than the slain and the displaced were carried away in their thousands to unknowable fates by minions of Iuz, the Scarlet Brotherhood, or some other tyrant. Many of these unfortunates yet languish in dank dungeons undergoing indescribable tortures or are forced to perform backbreaking labor in horrendous conditions until they perish.

During this time, many groups of armed warriors rose to the challenge of vanquishing the evil stalking the post-wars Flanaess. The Knights of the Chase—a loosely organized fellowship of followers of Trithereon—rank among the most ardent of these organizations, swearing allegiance to the ideals of freedom, individuality, and revenge.

Active throughout the Flanaess battling oppression and tyranny, Knights of the Chase can be found throughout the old Great Kingdom (where they are often hanged as seditionists), Sunndi, Ratik, Old Almor, the Bandit Kingdoms, the Shield Lands, Keoland, and the Yeomanry. Many Knights of the Chase flock to free lands such as Furyondy, which offers a fairly stable base from which to attack the lands of Iuz. In ruined Tenh, members of the order war against both Stoneholders and the law-obsessed zealot armies of the Theocracy of the Pale.

Iuz and the Scarlet Brotherhood currently serve as the main foci of the order's wrath, though Knights of the Chase remain vigilant against the rise of smaller threats and petty despots. They also distrust many good- and neutral-aligned religions that espouse the tenets of law, order, and conformity over the expression of individual thought or vigilante justice.



New Prestige Class: Knight of the Chase

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-orcs 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 350s 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 destabalizing influence upon the downtrodden and desperate, few in positions of authority appreciate the meddling of a Chaser in pursuit of his prey.

Hit Dice: d8

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.

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 the *Player's Handbook* for full descriptions of these skills.

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.

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 2nd 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).

Knight of the Chase Advancement

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Cleric Spells per Day 1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Special hindrances, Track	—	—	—	—
2nd	+2	+3	+0	+0	Insight of vengeance	0*	—	—	—
3rd	+3	+3	+1	+1	Nemoud's brethren	1	—	—	—
4th	+4	+4	+1	+1		2	0*	—	—
5th	+5	+4	+1	+1	Flight of Krelestro	2	1	—	—
6th	+6	+5	+2	+2		3	2	0*	—
7th	+7	+5	+2	+2	Harrukin	3	2	1	—
8th	+8	+6	+2	+2		3	3	2	0*
9th	+9	+6	+3	+3		4	3	2	1
10th	+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.

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.

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.

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.

War Dog Special Abilities

Knight Level	Natural AC	Int	Special
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	—

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.

Harrukin Special Abilities

Knight Level	Natural AC	Int	Special
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 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.

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 justuce*.

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.

Notable Knights of the Chase

Dallrend Grasinen (Clr8/Ftr3/Knight of the Chase 5)
(AL CG; Str 16, Dex 12, Con 14, Int 10, Wis 15, Cha 14)
Deeply tanned, with close-cropped black-hued hair and eyes the color of steel, Dallrend is of obvious Oeridian descent. Stocky and still fit despite his advancing years, he has, if anything, become more merciless and reckless in his pursuit of transgressors.

A native of Chathold in Almor, Dallrend has fought for almost two decades against the incursions of the Great Kingdom; the Aerdi remain for him the culprits for all misfortunes and calamities that befell his land. Now that Almor has passed into history and his family's fate remains a mystery, he spends his time searching for his family and punishing any who seek to persecute his shattered homeland. Many within Nyrond's occupying forces consider Dallrend a hothead, but they respect him because he rescued several of their countrymen from slavers raiding the coastal areas of Old Almor.

Corquisavel Rusanthas (Rog1/Ftr5/Rgr1/Knight of the Chase 4)
(AL CG; Str 13, Dex 17, Con 13, Int 13, Wis 13, Cha 5)
Surprisingly (for a follower of Trithereon), this soft-spoken half-elf warrior is not given to acting on impulse. The offspring of an unhappy union between an olven warrior and an Oeridian wizardess, Corquisavel was born during 531 CY in northern Veluna. Corquisavel's mother died, a victim of marauding orcs in the southern Yatils, while he was a young child. His mother's killers discovered and tortured the infant, and would have killed him if not for the timely arrival of his father's brethren. (To this day he bares horrific facial scars gained from that encounter and still harbors a deep fear of fire). Corquisavel dwelt amongst his father's people for the next three decades, learning the ways of the forest and of war.

He has spent much of the intervening years scouring the Vesve and the Yatils, hunting down and brutally slaying all evil savage humanoids he comes across. He also has a particular distaste for followers of Pholtus, and is known to have slain obstreperous clerics of the Blinding Light.

Short for one of mixed human/olven heritage Corquisavel stands only 4 ft. 7 in. tall, but moves with a fluidity few can match. He wears his dark brown hair long while his eyes, a legacy of his father, are deep green in hue and seem to be able to weigh a man's innocence or guilt in a second.

Kelmur Trantis (Ftr7/Knight of the Chase 6)
(AL CG; Str 16, Dex 10, Con 15, Int 13, Wis 11, Cha 14)
Perhaps the best known of the knights currently battling the followers of the Scarlet Sign in the Headlands, Kelmur is thought to have personally slain two kesh and presided over the execution of a third. As a consequence he has been nicknamed by the rebels "The Scourge of the Scarlet Sign," and he is widely reviled by the occupying forces. Rumors suggest that Sister Kuranyie and Maranafel Toktot (the so-called "Butcher of Scant") have placed a substantial sum of gold on the head of this charismatic loner. Typical for a Chaser, Kelmur prefers to act alone and sometimes disappears into the Headlands for weeks at a time. Though the general populace loves him, some Onnwallish nobles (notably Baron Halshas Geldrenn) see the man as a dangerous rabble-rouser who gives the peasants ideas above their station.

A native of Nyrond, Kelmur sailed to Onnwal at the onset of the rebellion. A tall man, thought by many to be dashingly handsome, Kelmur has become a living symbol of resistance for many of the rebels who struggle against the Brotherhood.

by Scott Fitzgerald Gray
illustrated by Andrew Hou

THE SWORN SLAYER

In a world where combat prowess and oaths of loyalty are the measure of many heroes, the sworn slayer stands out as an unstoppable engine of vengeance and destruction—a dedicated hunter of the world's most feared and fearsome creatures. Choosing to foreswear all other mortal motivations, a sworn slayer pledges a lifelong oath of enmity against a specific kind of creature. He follows a path that can lead as easily to an outcast's life on the fringes of society as it can to a hero's legacy, standing tall in society's defense.

From the jaded undead hunter bearing his many hunts' scars—of both body and soul—to the easygoing giant hunter full of youth and hubris, the sworn slayer class accepts any who wish to protect the helpless masses. No organization or brotherhood links sworn slayers, and many prefer working alone or with companions who aren't sworn slayers themselves. Competitions between sworn slayers oathbound to destroy the same kind of creature rarely result in friendly rivalries; the unquenchable need of sworn slayers to bring ruin upon the creatures they hate sometimes make them oppose each other as much as those they truly seek to destroy. Sworn slayers whisper stories of sabotaged ambushes and capture at the hands of those who fight the same creatures they do. A sworn slayer never takes apprentices and never teaches others his secrets; he learns his techniques the hard way. Times are changing among the sworn slayers, though, and newer members of the class band together in order to bring down bigger, tougher foes.

Sworn slayers come from those who have suffered a great loss at the hands of the creatures they seek to destroy. This vengeful aspect of the sworn slayer comes from the death of a loved one or the utter destruction of the sworn slayer's home. Clerics, monks, and paladins might come to the class after witnessing the destruction of their monastery or temple. A druid or ranger might swear an oath to annihilate a race of monsters that ravaged his beloved forest, grove, or oasis. The loss need not result in death or poverty, but it must be severe and its effects long felt.

Although their origins are as varied as the creatures they pledge their lives to destroy, all sworn slayers share one trait: a willingness to abandon all other precepts, callings, and pursuits in the name of retribution. With a lifestyle devoted to the destruction of perilous foes, the warrior classes tend to fill the ranks of the sworn slayers, as they most easily achieve its requirements.

Rangers and paladins find the sworn slayer's single-minded purpose a natural extension of their own dedication and moral duty. Fighters also excel as sworn slayers, finding a focus for the full destructive capability of their combat ability. Since a ranger's favored enemy bonuses provide a solid foundation on which to strengthen the sworn slayer's own abilities, characters driven to seek the path of the sworn slayer often take levels of ranger (with an appropriate favored enemy). Paladin sworn slayers typically choose those monster kinds devoted to evil or that oppose the tenets of their faith: intelligent undead, demons, and devils. To make use of their inherent ability to detect the presence of evil, such sworn slayers almost never choose creatures that typically have a neutral alignment.

Members of other classes sometimes become sworn slayers, as the trials and risks of an adventurer's life make it all too easy for any character to find himself consumed by the hatred that fuels the sworn slayer's oath. The special abilities of rogues, monks, and clerics make them formidable sworn slayers against certain creature types, although clerics and monks sometimes find it difficult to balance the dedication of their original calling with the focus required to follow the path of the sworn slayer. Wizards and sorcerers can make devastating

REQUIREMENTS

HIT DICE D10

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

Base Attack Bonus: +6.

Skills: Knowledge (appropriate to creature type) 4 ranks, Sense Motive 4 ranks.

Special: Must swear a vow to destroy all creatures of a chosen kind. This vow must be in response to the character suffering a great loss at the claws of the chosen creature kind. A great loss might include the death of a loved one, the loss of all material wealth, the destruction of a prized family heirloom, or something similar.

The Knowledge skill requirement of a character who wishes to become a sworn slayer depends upon the creature type that he wishes to slay (see the *Player's Handbook*, page 78). For example, a character who wishes to slay beholders must have at least 4 ranks in Knowledge (dungeoneering), which covers knowledge pertaining to aberrations.

CLASS SKILLS

The sworn slayer's class skills (and the key ability for each skill) are Bluff (Cha), Gather Information (Cha), Knowledge (appropriate to creature type) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

THE SWORN SLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Sworn foe +1
2nd	+2	+3	+0	+0	Animosity +3, determination +2
3rd	+3	+3	+1	+1	Nemesis, sworn foe +2
4th	+4	+4	+1	+1	Animosity +5, determination +4
5th	+5	+4	+1	+1	Sworn foe +3, slayer attack

representatives of the class, their arcane strength acting as a potent weapon in a sworn slayer's dedicated hands.

NPC sworn slayers might appear in virtually any setting and situation and are as often found in isolation (such as the solitary renegade slaying aberrations in desolate ruins) as in the thick of civilization (such as troops of wererat-hunting sworn slayers heroically defending the sewers of massive cities).

CLASS FEATURES

All of the following are features of the sworn slayer prestige class.

Weapon and Armor Proficiency: Sworn slayers are proficient with all simple and martial weapons, with all armor, and with shields (except tower shields).

Sworn Foe (Ex): At 1st level, the sworn slayer dedicates his life to the destruction of creatures of a specific type, gaining a specialized bonus against those creatures. The sworn slayer chooses a monster type (such as aberration, humanoid, or undead). Against creatures of his chosen type, he gains a +1 bonus on Bluff, Listen, Move Silently, Sense Motive, Spot, and Survival checks, as well as weapon damage rolls. This bonus stacks with those from a ranger's favored enemy ability.

This bonus increases to +2 at 3rd level and to +3 at 5th level.

Animosity (Su): At 2nd level, the sworn slayer can choose to focus his anger and hatred on a particular kind of creature. The sworn slayer chooses a specific monster kind from among those of his sworn foe type. For example, if a sworn slayer chose undead as his sworn foe type, he might choose lich, mummy, or vampire (or any other creature with the undead type) as the target of his animosity. Against this specific kind of creature, the sworn slayer gains an additional +3 bonus on Bluff, Listen, Move Silently, Sense Motive, Spot, and Survival checks. He also gains an additional +3 bonus on weapon damage rolls. This bonus stacks with the bonus from his sworn foe ability as well as any favored enemy bonuses from ranger levels.

At 4th level, this bonus increases to +5.

Determination (Ex): Also at 2nd level, the sworn slayer gains a +2 bonus on all saving throws against the special attacks, spells, and spell-like abilities of creatures of his sworn foe type.

At 4th level, this bonus increases to +4.

Nemesis (Su): At 3rd level, the sworn slayer gains the Nemesis feat (see sidebar) even if he does not meet all of its prerequisites. The sworn slayer senses his sworn foe rather than a favored enemy.

Slayer Attack (Su): At 5th level, the sworn slayer gains the ability to study a particular creature of his sworn foe's kind in order to kill or destroy it with a single attack. If the sworn slayer studies his foe for 3 rounds and then makes a single attack with a melee weapon or a ranged weapon within 30 feet that successfully deals damage, the attack has the additional effect of possibly killing (if alive) or destroying (if a construct or undead) the target. While studying his foe, the sworn slayer can undertake other actions so long as his attention stays focused on the target and the target does not detect the sworn slayer or recognize him as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the sworn slayer's class level + the sworn slayer's Int modifier) against the slayer attack, it dies (if alive) or is destroyed (if a construct or undead). If the victim's saving throw succeeds, the attack is just a normal attack. Once the sworn slayer has completed the 3 rounds of study, he must make the slayer attack within next 3 rounds. If the sworn slayer attempts a slayer attack and it fails (the victim makes its save) or if the sworn slayer does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another slayer attack.

EXALTED FEATS

Exalted feats as presented in the *Book of Exalted Deeds* have the prerequisite that "only intelligent creatures of good alignment and the highest moral standards can acquire exalted feats, and only as a gift from powerful agents of good." All exalted feats are supernatural. A character with at least one exalted feat radiates an aura of good with a power equal to his character level.

Nemesis [Exalted]

You are the holy bane of creatures of a particular type.

Prerequisite: Favored enemy class ability.

Benefit: Choose one of your favored enemies. You can sense the presence of creatures of this type within 60 feet, as well as pinpoint their exact location (distance and direction) relative to you. Normal barriers and obstructions do not block this supernatural ability, allowing you to sense the presence and location of creatures behind doors or walls, for example. This ability does not allow you to see an invisible or hidden creature (although you can still discern its location).

In addition to sensing the presence of your favored enemy, you deal +1d6 points of damage on weapon attack rolls made against evil representatives of the favored enemy creature type.

Special: You can choose this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a different favored enemy.

For neutral or evil sworn slayers, the granted bonus feat loses its exalted feat status and becomes a regular feat. Nongood sworn slayers do not radiate an aura of good.

Class Acts: The Darkwood Stalker

by Andy Collins • illustrated by Bleu Turrell

Darkwood Stalker

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

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

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

Class Features

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

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

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

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

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

In Your Campaign

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

- There are several kinds of hunters that prowl the darkwood, each with a different favored enemy. For example, darkwood avengers might target the humans who are encroaching on elf forests, while darkwood hunters stalk huge and powerful dire animals.
- Dwarves, long the enemies of goblins, train their own specialized hunters called tunnel wardens. Tunnel warden levels are identical to darkwood stalker levels except that tunnel wardens gain their ancient foe bonuses against goblins.
- Sahuagin, burning with hatred for land dwellers, train for land combat on islands unknown to the civilized humanoid races. These specialized warriors, called fangs of the sea, lead devastating raids against coastal towns and vulnerable ships.

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

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

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

Sneak Attack (Ex): If a darkwood stalker can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the darkwood stalker's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the darkwood stalker flanks the target, the darkwood stalker's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter (6th and 9th). Should the darkwood stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

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

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

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

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

Darkvision (Su): Although stealthy and keen-eyed, the darkwood stalker is often at a disadvantage against orcs when fighting in the darkness. Long ago, elven sages developed a ritual to allow the most dedicated stalkers to overcome this disadvantage. Now, as they grow in experience, their night vision continually improves, eventually matching the darkvision of their hated foes. At 4th level darkwood stalkers gain darkvision to a range of 30 feet, and at 7th level, the range increases to 60 feet.

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

The Darkwood Stalker

HIT DIE: D8

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

REQUIREMENTS

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

Base Attack Bonus: +5.
Feats: Dodge, Track.
Race: Elf, half-elf.
Hide: 5 ranks.
Listen: 5 ranks.
Move Silently: 5 ranks.
Spot: 5 ranks.
Wilderness Lore: 5 ranks.
Speak Language: Orc.

CLASS SKILLS

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

Str: Climb, Jump, Swim.
Dex: Hide, Move Silently, Ride, Use Rope.
Con:—
Int: Craft, Knowledge (nature), Search.
Wis: Heal, Intuit Direction, Listen, Profession, Spot, Wilderness Lore.
Cha:—

Skill Points at Each Additional Level: 4 + Int modifier

BLACKMOOR

GUARDIANS OF THE DOCRAE

by Ari Marmell · Illustrated by Bob Steinman

Known throughout the world as a hazardous, rough-and-tumble place, the Kingdom of Blackmoor—also called the Northern Marches, or simply the North—is home to a great many tough, determined people. Life there is hard, so those who would make their homes in that realm must be harder still.

The people of Blackmoor demonstrated their resilience and determination time and again through the years. It was there that a motley collection of duchies and provinces bucked off the yoke of a great and degenerate empire. It was there that a wave of explorers tamed a tumultuous, monster-occupied frontier. It was there that a cabal of wizards mastered a strange and awesome form of magic from within the very rocks. And it was also there that brave and determined resistance fighters halted the advance of the vile and violent Afridhi tribesmen, although it cost many thousands of lives—and indeed an entire nation—to do so.

In this realm lives a race of small, dour humanoids who, like the humans of Blackmoor, have been toughened by adversity and strengthened by hardship. These grim people, known as the Docrae halflings, were once as innocent and friendly as other halflings, but centuries of hard times have left indelible marks on their culture and outlook.

THE HALFLINGS OF THE NORTHERN MARCHES

Halflings have dwelt within the Northern Marches since well before the area's first histories were recorded. Once they were like other halflings—short and stout, always ready with a jest or a jack of ale, and as happy to see a stranger as a friend. They had occasional problems with orc raiders and hobgoblin slavers, but they fought hard when the need was upon them, and they never faced a foe that they could not eventually turn back.

Then humanity came to the North in the form of the militant Thonian Empire. Where the hobgoblins had been few, the Thonian legions were many, and where the orcs had been chaotic and disorganized, the soldiers of Thonia were rigid, disciplined strategists. The halflings had seen no incursion like this one before, and they were ill-prepared to stand up to it. They fell swiftly, and their land soon became

just another subject province of the empire.

OMATU

It was then, according to the legends, that the little folk first began developing the weaponless combat style known as omatu. Barred by the law of the empire from carrying substantial weaponry, and heavily overmatched in strength by their oppressors, the halflings focused on their key advantages: swiftness and mobility. Cloaked as an intricate dance, omatu was a surprisingly deadly system of combat techniques that combined unarmed attacks with weaponry improvised from available tools.

As it happened, the halflings had only limited use for omatu for many years. Then came the Afridhi hordes, and once again the halflings' way of life was seriously threatened. Some halflings chose to remain behind in their ancestral home of Booh, but one enormous clan moved north to the nearby peaks. These halflings named themselves the Docrae, a halfling term that translates roughly as "warrior-born," to reflect their willingness to fight for the land they had claimed. The militant Docrae made their new homes in sheltered villages and in the easily defensible caves nearby. They live there to this day, always on guard against Afridhi incursions, humanoid raiders, and even human soldiers—anything that might threaten their security.

Now almost unknown in other lands, the art of omatu has developed and thrived here. The omatu masters of the Docrae stand as the last unbreachable bastion of their community's defenses. Any who would harm the halflings must overcome these short yet determined sentinels, and the peaks of Booh are littered with the bones of those who thought that task would be easy.

OMATU MASTER

The Docrae are smaller and weaker than the humanoids who would oppress them. These warrior halflings have nonetheless found ways to ensure the safety of their community. By combining their natural speed with unexpected movements and the principles of leverage, the Docrae have developed and perfected the art of omatu, a remarkably effective style of martial arts unlike any practiced by humans.

Most Docrae learn the basics of omatu from childhood. The art is taught in schools, and its most basic movements are ingrained in the children through traditional dances that involve acrobatics as well as rhythmic footwork. Only later do the young halflings learn that each and every movement, stance, and shift of the traditional dance has a greater and more dangerous application.

The majority of Docrae never advance beyond this basic knowledge. Those who show promise and a willingness to fight for their clans, however, might be invited to join a revered elite: the omatu masters, whose expertise with the art is unrivaled. More than just martial artists, these highly skilled warriors are the heart and soul of the Docrae community. Because everyone knows that they consider their people's safety first, omatu masters are consulted on all matters of import. Furthermore, they constitute the community's final line of defense should a foe win past the lookouts and enter the clan's holdings. All omatu masters have sworn to lay down their lives to protect their brethren, and they take this oath very seriously.

Most omatu masters were once fighters or monks, since the necessary martial skills come easily to characters of those classes. Rangers are less common, but they make up a significant minority of omatu masters. Few other characters find it worthwhile to pursue the path of omatu mastery because it draws so much focus away from their other abilities.

Class Features

All of the following are class features of the omatu master prestige class.

Weapons and Armor Proficiency: Omatu masters are proficient with club, dagger, dart, handaxe, javelin, kama, light flail, light hammer, nunchaku, quarterstaff, sai, shuriken, siangham, and sling. Omatu masters are not proficient with any armor or shields.

Assisted Trip (Ex): A 1st-level omatu master learns how to use leverage to

OMATU MASTER Requirements

HIT DIE D8

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

Race: Halfling.

Base Attack Bonus: +4.

Skill: Perform (dance) 2 ranks.

Feats: Improved Trip, Improved Unarmed Strike, Skill Focus (Tumble), Stunning Fist.

Special: The candidate must have fought at least one battle against a Medium or larger opponent using only unarmed strikes. Furthermore, she must take a solemn oath to protect the Docrae community, even unto death.

OMATU MASTER Class Skills

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

Str: Climb, Jump, Swim.

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

Con: Concentration.

Int: Craft, Knowledge (history), Knowledge (local).

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

Cha: Perform.

Skill Points at Each Level: 4 + Int modi

OMATU MASTER Advancement

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+2	+2	Assisted trip, Mobility, monk abilities, *ki* strike (magic)
2nd	+1	+3	+3	+3	Master of chains
3rd	+2	+3	+3	+3	Shoulder throw, *ki* strike (silver)
4th	+3	+4	+4	+4	Leverage expert
5th	+3	+4	+4	+4	Evasion
6th	+4	+5	+5	+5	Acrobatic strike
7th	+5	+5	+5	+5	*Ki* strike (cold iron)
8th	+6	+6	+6	+6	Determined defense
9th	+6	+6	+6	+6	Acrobatic dodge
10th	+7	+7	+7	+7	Nerve strike

take down her foes. When making a trip attack against an opponent of her size or up to two size categories larger, she may use either her Dexterity modifier or her Strength modifier, whichever is better, for the required check. She also gains a +4 competence bonus on the check.

Mobility (Ex): At 1st level, an omatu master gains Mobility as a bonus feat if she did not already have it. She need not meet the prerequisites for this feat. If she already has Mobility or gains it later, the dodge bonus to AC that it grants her against attacks of opportunity increases to +6.

Monk Abilities: An omatu master has the flurry of blows ability, unarmed damage, AC bonus, and unarmored speed bonus of a monk whose level is equal to her omatu master level (see Table 3-10: The Monk on page 40 of the *Player's Handbook*). If she also has monk levels, her levels in the two classes stack for the purpose of determining these abilities.

Ki Strike (Su): At 1st level, an omatu master's unarmed attacks are empowered with *ki* similar to that wielded by monks. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction. K*i* strike improves with the character's omatu master levels. At 3rd level, her unarmed attacks are also treated as silver, and at 7th level, they are also treated as cold iron.

Master of Chains (Ex): At 2nd level, an omatu master gains Exotic Weapon Proficiency (spiked chain) as a bonus feat if she did not already have it. If she already has proficiency with the spiked chain, she gains a +1 bonus on attack and damage rolls with all chains.

Shoulder Throw (Ex): If a 3rd-level or higher omatu master has readied an unarmed strike against an opponent's charge or makes an attack of opportunity against a foe attempting to bull rush her, she may attempt a shoulder throw as her attack. To use this ability, she must make a successful melee touch attack, then make a successful Tumble check opposed by her foe's Tumble or Dexterity check. Because of the omatu master's momentum, great size is not an advantage in this situation. The omatu master and her opponent gain a bonus or take a penalty on this check based on size category, as follows: Colossal -16, Gargantuan -12, Huge -8, Large -4, Medium +0, Small +4, Tiny +8, Diminutive +12, Fine +16. A quadruped defender gains an additional +4 bonus on this check. An omatu master may not throw a creature more than two size categories larger than herself.

If the omatu master succeeds on the Tumble check, she pivots and tosses the foe over her shoulder. The opponent takes damage as though struck by the omatu master's unarmed strike and lands prone in the square behind (based on the direction of the charge or bull rush) and adjacent to her. If that space is not open or cannot otherwise accommodate the opponent, the opponent lands prone in the adjacent square in front of the omatu master. If either the touch attack or the Tumble check fails, the shoulder throw attack also fails, and the foe may complete the intended attack against the omatu master as normal.

Leverage Expert (Ex): At 4th level, an omatu master gains a +4 bonus on disarm checks, grapple checks, and Escape Artist checks to escape a grapple.

Evasion (Ex): At 5th level, an omatu master gains the evasion special quality if she does not already have it. If she does have evasion, she gains improved evasion instead. If the omatu master already has improved evasion, she gains no further benefit. Both abilities function exactly like the monk abilities of the same names.

Acrobatic Strike (Ex): At 6th level, the omatu master learns to tumble around her foes and even leap off walls to strike from an unexpected direction. As a standard action, she may feint in combat (as described in the Bluff skill description) but substitute a Tumble check for the normal Bluff check. If the Omatu master's Tumble check succeeds, and she chooses to use a stunning attack as her next attack, the opponent takes a -4 penalty on the Fortitude save.

Determined Defense (Ex): Twice per day, an 8th-level or higher omatu master can invoke this ability to gain a +2 bonus to Strength, Dexterity, and Constitution. She also gains the benefit of the Diehard feat, even if she does not meet the prerequisites for it. If she already has the Diehard feat, she gains no further benefit.

These effects last for a number of rounds equal to the omatu master's Wisdom bonus (minimum 1). The additional hit points she gains for her increased Constitution disappear when the effect ends. Thus, many omatu masters succeed in saving their countrymen only to fall unconscious or die immediately afterward.

Acrobatic Dodge (Ex): Beginning at 9th level, the omatu master may avoid attacks that would otherwise strike her. Once per round, if an opponent at least one size category larger than the omatu master successfully strikes her, she may attempt a Tumble check with a DC equal to her opponent's attack roll. If the check succeeds, she has successfully avoided that attack. Declare the use of this ability after a successful hit but before damage is rolled or the result of any touch effect is determined. Using this ability puts the omatu master in a poor position for continuing the fight. If she attacks during that round or the round after using her acrobatic dodge ability, she takes a -6 penalty on her attack rolls. The omatu master cannot use acrobatic dodge when denied her Dexterity bonus to Armor Class, nor can she use it to dodge an attack that hit with a natural 20.

Nerve Strike (Ex): At 10th level, the omatu master may attempt to kill an opponent with a single, well-placed unarmed strike. Like a rogue making a sneak attack, the omatu master must be able to see well enough to pick out and reach a vital spot. Creatures that are not subject to critical hits are immune to this attack. She must declare that she is using this ability for a particular attack before making the attack roll. If the attack misses, the use of nerve strike is wasted for the day. If her attack deals damage to the foe, the subject must immediately make a successful Fortitude save (DC 10 + omatu master level + omatu master's Wisdom modifier) or die. Even on a successful save, the target still takes normal damage from the attack. This ability is usable once per day.

Blackmoor is back! Goodman Games is releasing an updated edition of the very first fantasy campaign. For more information, see www.goodman-games.com. D

HUNTER of the DEAD

by Monte Cook • illustration by Wayne Reynolds

The hunter of the dead is the hated enemy of all undead. She spends each restless night tracking them to their lairs and cleansing the land of their foul presence forever.

The hunter of the dead possesses many tools with which to fight against such creatures. Her skills with arms are the match of any fighter, but, to aid her in the hunt, she also possesses spells and special abilities that draw upon her connection with positive energy. Most hunters of the dead are clerics or paladins. Fighters, rangers, monks, druids, and barbarians also make excellent hunters of the dead, while rogues and bards add their subterfuge skills to create a foe that the undead never see coming. Sorcerers and wizards—especially those with a few levels as cleric or paladin—have many advantages when fighting the undead, so they should never be discounted as potential hunters of the dead.

As NPCs, hunters of the dead are quiet loners, driven to think of little but their cause. They usually have some traumatic tale of what brought them to hate the undead, but few are willing to share it with those that they meet as they wander from town to town. In places where spirits are particularly restless and the dead walk in numbers, hunters of the dead gather in secretive orders to pool their strength and attack their foes together.

HUNTER OF THE DEAD

HIT DIE D8

Lvl	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day 1	2	3	4
1	+1	+2	+0	+0	*Detect undead*	0	—	—	—
2	+2	+3	+0	+0	Smite undead	1	—	—	—
3	+3	+3	+1	+1	Spurn death's touch	1	0	—	—
4	+4	+4	+1	+1		1	1	—	—
5	+5	+4	+1	+1	True death	1	1	0	—
6	+6	+5	+2	+2		1	1	1	—
7	+7	+5	+2	+2		2	1	1	0
8	+8	+6	+2	+2	Positive energy burst	2	1	1	1
9	+9	+6	+3	+3		2	2	1	1
10	+10	+7	+3	+3	Sealed life	2	2	2	1

Lvl The level of the hunter of the dead.

Attack Bonus The hunter of the dead's attack bonus, added to the character's normal attack bonus.

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

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

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

Special Level-dependent class features.

Spells Per Day These are divine spells (see the *PH*, Chapter 12) that are prepared and cast just as a cleric casts his spells. For all spell effects dependent on the caster's level, treat the hunter of the dead as equal to her hunter of the dead level.

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

Alignment Any non-evil
Base Attack +5
Knowledge (undead) 5 ranks
Special Ability Must be able to turn undead.
Special The hunter of the dead must have lost one level or ability score point to the draining power of the undead. This is the scar of unlife that all hunters of the dead carry.

CLASS SKILLS Skill Points at Each Level: 2 + Int modifier.

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

Concentration (Con)
Heal (Wis)
Knowledge (religion) (Int)
Knowledge (undead) (Int)
Profession (Wis)
Ride (Dex)
Search (Int)

See the *Player's Handbook*, Chapter 4 for skill descriptions.

SPELLS

1st Level
magic weapon
cure light wounds
invisibility to undead
remove fear

2nd Level
cure moderate wounds
continual flame
darkvision
bull's strength

3rd Level
cure serious wounds
protection from elements
searing light
halt undead

4th Level
cure critical wounds
death ward
freedom of movement

CLASS FEATURES

• **Weapon and Armor Proficiency** Hunters of the dead are proficient with all simple and martial weapons, with all types of armor, and with shields.

• ***Detect Undead*** At will, the hunter of the dead can *detect undead* as a spell-like ability. This ability duplicates the effects of the spell *detect undead*.

• **Spells** Beginning at 1st level, a hunter of the dead gains the ability to cast a small number of divine spells. To cast a spell, the hunter of the dead must have a Wisdom score of at least 10 + the spell's level, so a hunter of the dead with a Wisdom of 10 or lower cannot cast spells. Hunter of the dead bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the hunter of the dead gets "–" spells for a given level, the character cannot cast any spells of that level. When the hunter of the dead gets "0" spells of a given level, such as 0 1st-level spells at 1st level, the hunter of the dead gets only bonus spells. A hunter of the dead without a bonus spell for that level cannot yet cast a spell of that level. The hunter of the dead's spell list appears above; she has access to any spell on the list and can freely choose which to prepare. A hunter of the dead prepares and casts spells just as a cleric does (though the hunter of the dead cannot lose a spell to cast a cure spell in its place).

• **Smite Undead** Once a day, a hunter of the dead of 2nd level or higher can attempt to smite undead with one normal melee attack. She adds her Wisdom modifier (if positive) to her attack roll and inflicts 1 extra point of damage per level; for example, an 8th-level hunter of the dead armed with a longsword would inflict 1d8+8 points of damage, plus any additional bonuses for high Strength and magical effects that normally apply. If the hunter of the dead accidentally smites a creature that is not undead, the smite has no effect but it is still used up for that day. Smite undead is a supernatural ability. Note: A paladin/hunter of the dead can both smite evil and smite undead in the same day, potentially against the same target (if it's an evil undead).

• **Spurn Death's Touch** A 3rd-level hunter of the dead applies her Wisdom modifier (if positive) as an additional bonus to all saving throws versus effects and spells used by undead. Will saves thus add double the normal Wisdom modifier.

• **Positive Energy Burst** In lieu of two normal turning attempts, a hunter of the dead can create a positive energy burst that inflicts 1d6 damage for every class level of hunter of the dead the character has attained 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 hunter) to avoid half of the damage.

• **True Death** Undead slain by the hunter of the dead, either by melee attacks or spells, can never rise again as undead. They are forever destroyed.

• **Sealed Life** Upon reaching 10th level, a hunter of the dead cannot lose levels due to energy draining effects (although death still results in level loss, as do other level or experience draining penalties). D

MASQUE OF THE RED DEATH

The Light in the Darkness

by James Wyatt · illustrated by Jason Engle

The world of Gothic Earth is very similar to our own world in the Victorian Era of the 1890s, but a mysterious force of evil known as the Red Death plagues humanity. Where it can corrupt, people become greedy, arrogant, and wicked. Where it cannot, death follows in its wake. Its minions are the creatures of the night: hideous monsters, warped animals, and lost human souls who serve its evil ends. This is the premise of the MASQUE OF THE RED DEATH campaign.

The Red Death does not reign over Gothic Earth unopposed. Small groups of enlightened, dedicated individuals struggle against its attempt to rule or destroy the world. Called qabals, these groups are like a tiny candle flame flickering against a vast darkness, but they are not without power to fight the evil of the Red Death. Their greatest weapon is knowledge, and with knowledge of the foe they face they are sometimes able to bring their power to bear to win at least some small victories in what might well be a neverending war against the Red Death and its minions.

LA LUMIÈRE

Organized in France in the mid-1700s, La Lumière is a qabal dedicated to the belief that learning and culture are humanity's best hopes for a bright future. Its members see the human mind as the greatest resource in the unending search for freedom and peace. They are frequently in conflict with the minions of the Red Death, who strive to spread fear and ignorance where La Lumière stands for understanding and knowledge. La Lumière is called The Enlightened or The Enlightenment in English-speaking regions.

Motivation and Goals

The members of La Lumière seek to support those who wish to expand the frontiers of the arts, sciences, and other areas of learning. To the leaders of this qabal, there can be no future in which human compassion and artistic expression do not share equally with scientific advances and progress. Some might call La Lumière anarchistic, since its members place individual freedom of expression and the pursuit of science above national borders and governmental ideologies. They see all the world's people as belonging to a single, great community. World unity, they insist, will bring about the dawn of a new age in which the sufferings of humanity will end.

The members of La Lumière are generally opposed to the use of violence in the attainment of the qabal's goals. Of course, some situations demand that they abandon this ethical code, but they never resort to force without due consideration of alternatives.

Recruiting

While La Lumière counts among its number a great many of the world's best-known artists and scientists, the requirements for membership are quite strict. Those who would be considered for membership must be of the highest intelligence and have a deep belief in the rights of the individual over the laws of society. Further, the order accepts only persons of culture and refinement as members. The qabal

actively recruits such individuals, while maintaining its shroud of secrecy as much as possible.

The Luminaire

A champion of knowledge and understanding, the luminaire is an elite member of La Lumière. She uses her keen intellect to exploit the weaknesses of her foe and inspire her allies to greater courage in the face of evil. While La Lumière is committed to a pacifist philosophy, the luminaire is on the front lines of a war against ignorance and fear, and she wages that war with all the considerable power at her disposal. Her enemies are not flesh and blood, however, but supernatural forces of evil that feed on fear and thrive on ignorance and superstition.

Class Features

All of the following are class features of the luminaire.

Weapon and Armor Proficiency: Luminaires gain no proficiency with any weapons, armor, or shields.

Resist Influence (Ex): A 1st-level luminaire gains a +2 bonus on saving throws against charm, compulsion, and fear effects.

Light of Reason (Ex): Beginning at 2nd level, a luminaire can use her intellectual power to help overcome her foes. Once per day for a number of rounds equal to her Charisma bonus (minimum 1), she can add her Intelligence bonus to her attack roll against an evil, supernatural creature (including any evil creature with a spell-like or supernatural ability or the ability to cast spells). If she hits with this attack, she deals an additional +1d6 points of damage with the attack.

At 5th level, she can use this ability twice per day and deals +2d6 points of damage. At 8th level, she can use it three times per day and deals +3d6 points of damage.

Inspire Bravery (Su): A 3rd-level luminaire gains the ability to inspire bravery in her allies (including herself) once per day, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the luminaire speak. The effect lasts for as long as the ally hears the luminaire speak and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects, and a +1 morale bonus on attack and weapon damage rolls. At 6th level, the luminaire can use this ability twice per day, and the bonus increases to +2. At 9th level, the luminaire can use it three times per day, and the bonus increases to +3.

Starting this effect is a standard action, but after the first round the luminaire can continue to speak as a free action each round. However, as long as the luminaire continues to speak, she cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf luminaire has a 20% chance to fail when attempting to use this ability. If she fails, the attempt still counts against her daily limit. Inspire bravery is a language-dependent, mind-affecting ability.

Favored Enemy (Ex): At 4th level, the luminaire may select a type of creature from the following as a favored enemy: Aberration, Construct, Magical Beast, Monstrous Humanoid, Outsider (evil), Undead. The luminaire gains another favored enemy from those available to her at 7th and 10th level. This ability otherwise functions exactly like the ranger ability of the same name, and if the luminaire has favored enemies from another source (such as from having ranger levels), the favored enemies stack. For example, a 10th-level luminaire that gained the 1st level of the ranger class would pick her 4th favored enemy from the ranger list. The favored enemy chosen cannot be one already chosen from the luminaire list, and the character could increase the bonuses she gains against any one of her other favored enemies by +2.

Air of Enlightenment (Su): At 10th level, the luminaire gains the ability to weaken the hold of fear and ignorance on the minds of those around her. If she makes a successful saving throw against a fear, charm, or compulsion effect, in the following round, as a standard action, she can grant a new saving throw with a +2 bonus to any allies who failed the saving throw against the same effect. The allies must be within 30 feet of the luminaire and must be able to hear and understand the luminaire's words. A luminaire can use this ability only once for each effect—she cannot grant the same ally more than one new saving throw against the same effect. D

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LUMINAIRE Requirements

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

Alignment: Chaotic good.

Base Attack Bonus: +3.

Diplomacy: 4 ranks.

Knowledge (any one): 7 ranks.

Feats: Combat Expertise.

Special: The character must be a member of La Lumière.

LUMINAIRE Class Skills

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

Dex: Hide, Move Silently.

Con: Concentration.

Int: Craft, Decipher Script, Knowledge (all skills, taken individually), Spellcraft.

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

Cha: Bluff, Diplomacy, Disguise, Gather Information, Use Magic Device.

N/A: Speak Language.

Skill Points per Level: 6 + Int modifier.

LUMINAIRE Advancement

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+2	+2	Resist influence
2nd	+1	+3	+3	+3	Light of reason 1/day (+1d6)
3rd	+2	+3	+3	+3	Inspire bravery 1/day (+1)
4th	+3	+4	+4	+4	1st favored enemy
5th	+3	+4	+4	+4	Light of reason 2/day (+2d6)
6th	+4	+5	+5	+5	Inspire bravery 2/day (+2)
7th	+5	+5	+5	+5	2nd favored enemy
8th	+6	+6	+6	+6	Light of reason 3/day (+3d6)
9th	+6	+6	+6	+6	Inspire bravery 3/day (+3)
10th	+7	+7	+7	+7	Air of enlightenment, 3rd favored enemy

by Keith Strohm with Dragon Staff • illustrated by Chris Appel

DRAGON Hunters

Four Foolhardy Prestige Classes

The secrets of dragons are deeper than any ocean; their cunning, as dark as night.
—Kharthon Es,
Dragonscribe of Cthar

Dragon. The very name conjures images of white-hot flaming breath, shimmering scales, and wicked claws capable of rending flesh from bone. Some believe that dragons are intricately connected with creation and that the oldest forms of the draconic language contain echoes of that primal event, powering the strongest spells and artifacts. Still others view dragons as embodiments of destruction and evil, for the power of a dragon can raze a kingdom, and its motives run far deeper than most folk—human or otherwise—can comprehend. Whether or not one subscribes to either of these elemental views of dragons, it is clear that the wisest mages whisper of their deep affiliation with magic, and even experienced warriors of stout heart and thew fear to face these creatures in battle.

Yet in every age there are individuals who raise sword and spell against dragons wherever they appear. Whether for good or ill, for noble or selfish reasons, these folk pit mortal courage against draconic strength and cunning. Many of these daring individuals die, yet some triumph, ultimately scarred but able to enjoy the fruits of their victory. Appearing below are four such dragon-killing types—although many more certainly exist.

The Dragonscribe

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.

Class Features

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

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 dragonscribe 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, dragonscribes 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.

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

Dragonscribe 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, Conjuration, and Divination schools.

Dragonscribe Class Skills

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

Str: –

Dex: –

Con: Concentration.

Int: Alchemy, Decipher Script (exclusive skill), Knowledge (all skills, taken individually), Scry, Spellcraft.

Wis: Sense Motive.

Cha: Gather Information, Use Magic Device (exclusive skill).

Skill Points at Each Level: 2 + Int modifier.

Dragonscribe Advancement

Hit Die: d4

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Dragonlore	+1 level of existing class
2nd	+1	+0	+0	+3	Overcome resistance	+1 level of existing class
3rd	+1	+1	+1	+3	Dragon tongue	+1 level of existing class
4th	+2	+1	+1	+4	*Summon dragon*	+1 level of existing class
5th	+2	+1	+1	+4	*Draconic binding*	+1 level of existing class

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

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 dragonscribe's Charisma modifier. The dragonscribe can use this ability once per day.

Knight of the Scale

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.

Class Features

All of the following are class features of the knight of the scale prestige class.

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).

Undaunted by formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.

Knight of the Scale 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.

Knight of the Scale Class Skills

The knight of the scale's class skills and the key ability for each skill are:

Str: Climb, Jump, Swim.

Dex: Ride.

Con: Concentration.

Int: Knowledge (all skills, taken individually).

Wis: Heal.

Cha: Diplomacy, Handle Animal.

Skill Points at Each Level: 2 + Int modifier.

Knight of the Scale Advancement

Hit Die: d10

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Blood of heroes, *detect dragon*
2nd	+2	+2	+0	+0	Sacred shield +2
3rd	+3	+3	+1	+1	Dragonslaying +1/1d6
4th	+4	+3	+1	+1	Shatter scale
5th	+5	+4	+1	+1	Mount
6th	+6	+4	+2	+2	Ride-By Attack
7th	+7	+5	+2	+2	Sacred shield +4
8th	+8	+5	+2	+2	Dragonslaying +2/2d6
9th	+9	+6	+3	+3	*Heal mount*
10th	+10	+6	+3	+3	Righteous charge

Heartseekers

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 heartseekers 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 heartseekers, 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.

Class Features

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

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.

Lodestone Arrow (Su): Once per day, 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.

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 heartseeker 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.

The vengeance sworn are relentless, implacable foes, hurling themselves against their draconic enemies armed only with steel weapons and bitter fury.

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 heartseeker 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.

Heartseeker 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.

Heartseeker Class Skills

The heartseeker's class skills and the key ability for each skill are:

Str: Climb, Jump, Swim.

Dex: Ride.

Con: Concentration.

Int: Knowledge (all skills, taken individually), Spellcraft.

Wis: Listen, Spot, Wilderness Lore.

Cha: —

Skill Points at Each Level: 2 + Int modifier.

Heartseeker Advancement

Hit Die: d6

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Piercing spell +2	
2nd	+1	+3	+0	+3	Lodestone arrow	+1 level of class
3rd	+2	+3	+1	+3	Greater enchantment	
4th	+3	+4	+1	+4	Bane missile	+1 level of class
5th	+3	+4	+1	+4	Piercing spell +4	
6th	+4	+5	+2	+5		+1 level of class
7th	+5	+5	+2	+5	Spellgift arrow	
8th	+6	+6	+2	+6	Brilliant energy arrow	+1 level of class
9th	+6	+6	+3	+6	Piercing spell +6	
10th	+7	+7	+3	+7	Heartseeker	+1 level of class

Vengeance Sworn

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.

Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence.

Class Features

All of the following are class features of the vengeance sworn prestige class.

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 vengeanance sworn with the Improved Critical (longsword) feat and the dragonslayer ability would have a threat range of 13-20. D

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.

Vengeance Sworn Class Skills

The vengeance sworn's class skills and the key ability for each skill are:

Str: Climb, Jump, Swim.

Dex: Hide, Ride.

Con: —

Int: Craft, Knowledge.

Wis: Intuit Direction, Listen, Wilderness Lore.

Cha: Handle Animal, Intimidate.

Skill Points at Each Level: 4 + Int modifier.

Vengeance Sworn Advancement

Hit Die: d10

Class Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Blood of heroes	
2nd	+2	+3	+0	+0		+1 level of existing class
3rd	+3	+3	+1	+1	Might of heroes	
4th	+4	+4	+1	+1	Rage	
5th	+5	+4	+1	+1	Shield of fury +2	
6th	+6	+5	+2	+2		+1 level of existing class
7th	+7	+5	+2	+2	Will of heroes	
8th	+8	+6	+2	+2	Rage	
9th	+9	+6	+3	+3	Shield of fury +4	
10th	+10	+7	+3	+3	Dragonslayer	+1 level of existing class

AGE OF WORMS

by James Jacobs • illustrated by Eva Widermann

Wormfood

Surviving the Age of Worms Adventure Path

The Wormhunter

While the pages of *Dungeon* present everything a DM needs to run the Age of Worms Adventure Path, every month *Dragon* gives the players of that—or any other campaign—tools to enhance their gaming experience.

This month we look at a highly specialized prestige class—the wormhunter. The design philosophy behind this prestige class is somewhat different from other prestige classes you might have seen in these pages. Usually, a prestige class serves two major functions. First, it gives a player options to specialize his character and set him apart from other characters who might have the same standard class. Second, a prestige class is an excellent way to bring the flavor of a specific campaign world to the forefront of a game. It's one thing to play a bard in the Forgotten Realms, but it's quite another to join an organization like the Harpers.

The wormhunter is a different kind of creature—it isn't spawned from a specific campaign world as much as it is from a specific campaign: The Age of Worms. As a result, its prerequisites and abilities can be far more specialized and focused than those of most prestige classes. For a player of the Age of Worms Adventure Path, taking levels of wormhunter can reflect how the events in this campaign have directly influenced and affected your character while at the same time giving him an edge against the most common enemies he'll be fighting in the future. Just remember that if you choose to fight fire with fire, you could get burned.

The Wormhunter

The spawn of Kyuss derive their power from the worm. The worm is their link to divinity, the source of their supernatural powers, and the means of their propagation. It is, in the absence of anything similar within their rotted frames, their soul. Without the worm, they are nothing.

Many before have turned to these strange and dangerous green worms, seeking knowledge or power. How is it that such a small thing can cause such great devastation, such unholy ruin in even the holiest of men? Those who find themselves confronting the spawn of Kyuss are frequently forced to adapt, to develop specialized techniques against these dangerous foes. The spawn of Kyuss are not without their weaknesses. Their link to the worm can be ruined by magic that cleanses curses and disease. Their stumbling gait and unarmored bodies make them relatively easy to hit. And beyond a range of 10 feet, they're relatively harmless (provided you can resist the aura of palpable fear that surrounds them). Yet the spawn of Kyuss are merely the foot soldiers in a vast undead army. There exist far more powerful minions in the dark corners of the world, creatures closer to Kyuss and thus far more dangerous. (See the "Ecology of the Spawn of Kyuss" in *Dragon* #336.)

Fortunately, the lore of Kyuss can be tapped by those willing to risk a portion of their sanity in exchange for insight into the workings of the worm. A character who survives the worm's caress is never wholly the same thereafter. The scars might heal, but as the worm gnaws upon the brain of a host, it leaves behind part if itself. Memories, emotions, and fragments of knowledge that have sloughed off of Kyuss' vast intellect find their way into the minds of these beings. Certain rare texts like *Libris Mortis* and the *Necronomicon* call these souls the wormtouched. Often, their dreams are haunted by these memories. In the worst cases, a victim eventually spirals into insanity.

Yet there is a way to focus these memories. By studying not only the lore surrounding Kyuss and his spawn, but also the words he and his priests have recorded in a blasphemous set of texts called the *Apostolic Scrolls*, some of the wormtouched can draw upon these memories and turn them back on the source. They can even draw directly upon new worms of Kyuss, absorbing them into their bodies and minds, refining their alien memories to unlock potent abilities of their own. Unfortunately, this path is not without peril—those who take the lore of Kyuss into their minds cannot expect to escape unscathed. Such is the price the wormhunter pays for his edge against those who would usher in the Age of Worms.

The wormhunter prestige class is a very customizable one, and since its prerequisites depend as much on exposure to the teachings of Kyuss as anything else, it's a fairly easy class to qualify for. Of course, not everyone wants to risk his sanity just to get an advantage over one specialized type of undead menace. And while clerics and paladins of lawful or good churches might balk at the concept of accepting the wisdom and memories of an evil deity, taking levels in the wormhunter prestige class is not an evil or chaotic act. Likewise, many of the wormhunter's strengths play to characters that focus on melee combat, so those who specialize in ranged combat don't gain as many benefits from taking levels in this class.

Finally, while the wormhunter itself is designed to build off of the Kyuss Mythos, you can use it as a model for designing other prestige classes specialized at fighting against a related group of monsters. Creatures that have parasitic reproductive cycles make the best nominees, such as mind flayers, slaadi, or vampires, although with enough work one can adapt the wormhunter to any type of creature.

REQUIREMENTS

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

Special: Must have at some point suffered a minimum of 4 points of

WORMHUNTER

Hit Die d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Gift of the worm 1, kyussbane
2nd	+1	+3	+0	+3	*Detect minion*, wormscarred
3rd	+2	+3	+1	+3	Gift of the worm 2
4th	+3	+4	+1	+4	Wormeaten
5th	+3	+4	+1	+4	Gift of the worm 3

Skills (2 + Int per level): Concentration, Decipher Script, Gather Information, Heal, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (religion), Search, Sense Motive, Spellcraft, and Survival

GIFTS OF THE WORM

The touch of Kyuss blesses each wormhunter with a unique variety of abilities.

Cannibalization: One of your ability scores increases by 1 point, but at a cost—you must reduce two other ability scores by 1 point (or one other ability score by 2 points).

Increased Spellcasting: Choose a spellcasting class to which you belonged before you gained this Gift of the Worm. You gain new spells per day as if you had also gained a number of levels in this spellcasting class equal to the number of Gifts of the Worm you currently possess (including this one). You do not gain any other benefit a character of that class would have gained. If you gain additional Gifts of the Worm at a later date, the number of spellcasting levels granted by increased spellcasting does not increase.

Regained Lore: You gain a number of bonus feats equal to the number of Gifts of the Worm you currently possess (including this one). If you gain additional Gifts of the Worm at a later date, the number of bonus feats granted by regained lore does not increase.

Sinister Smite: You must have already selected the Spiritual Conduit gift and be able to rebuke or control undead in order to select this gift. *Inflict wounds* spells now function as if empowered and maximized when cast on you. Your body's ability to conduct negative energy grows to an extent that you gain the ability to channel negative energy in sudden bursts of power when you strike a particularly solid blow against a living creature. Whenever you deal sneak attack damage or score a critical hit on a living creature, you also deal 2 points of Strength damage to that creature.

Smite Undead: You must have already selected the Spiritual Conduit gift and be able to turn undead in order to select this gift. *Cure wounds* spells now function as if empowered and maximized when cast on you. Your body's ability to conduct positive energy grows to an extent that you gain the ability to channel positive energy in sudden bursts of power when you strike a particularly solid blow against undead. This ability allows you to critically hit or sneak attack undead creatures as if they were living creatures.

Spiritual Conduit: The worms have made your body more conductive to the type of energy you have chosen. All *cure wounds* and all *inflict wounds* spells cast on you function as if empowered. If you have the ability to turn or rebuke undead, your effective cleric level when turning or rebuking undead increases by an amount equal to the number of Gifts of the Worm you currently possess (including this one). If you gain additional Gifts of the Worm at a later date, the number of effective cleric levels granted by spiritual conduct does not increase.

Intelligence damage from a worm of Kyuss. These 4 points of Intelligence damage need not have occurred as a result of a single worm.

Special: The character must meet two of the following five criteria.

- +7 Base attack bonus
- Able to cast 4th-level divine spells.
- Knowlege (religion) 10 ranks.
- Base Fortitude save +4
- Sneak attack +4d6

Special: Must have read through a copy of the *Apostolic Scrolls*.

CLASS FEATURES

Weapon and Armor Proficiency: A wormhunter does not gain any proficiency with weapons or armor.

Gift of the Worm (Ex): By consuming a Kyuss worm, a wormhunter gains insight into the nature of Kyuss and his minions. Alternatively, the wormhunter can allow a Kyuss worm to burrow into his body—this deals the standard 1 point of damage per round for 1d4+1 rounds until the worm reaches the brain. At this point (or immediately, if the wormhunter voluntarily consumes the worm), the wormhunter's body absorbs the worm. This immediately kills the worm (and prevents any Intelligence damage).

Immediately thereafter, the wormhunter absorbs the latent knowledge and power contained within the worm and magnifies it, using it to augment his own abilities. He immediately selects one of the Gifts of the Worm listed in the related sidebar. The benefit granted is permanent. Unfortunately, the influx of knowledge also damages the wormhunter's mind in some way. He must also select one form of madness from those listed in the Madness of the Worm sidebar. This madness cannot be cured by magic, as it becomes as fundamental a part of the wormhunter's being as the gift granted.

A wormhunter gains a second gift at 3rd level, and a third at 5th level. He must secure a new Kyuss worm for each gift. Normally, a Kyuss worm dies after it leaves a spawn and doesn't immediately attach to a host, but alchemists have discovered

that these worms can be stored in a state of dormancy inside a *potion of gentle repose*. Usually, these worms are stored for nefarious purposes, but a wormhunter can take advantage of them to activate one of his gifts. A preserved Kyuss worm costs 1,800 gp (this includes the cost of the *potion of gentle repose*), but is usually considered an illegal (at worst) or controlled (at best) commodity, and as such probably requires at least a DC 25 Gather Information check to track down a seller. Even then, Kyuss worms are generally not for sale in any settlement smaller than a large town.

Once a wormhunter selects a gift and its attendant form of madness, he cannot later change that gift or madness. Likewise, he cannot select a gift or madness more than once.

Kyussbane (Ex): A Wormhunter is particularly skilled at fighting against the minions of Kyuss. He gains a bonus on all weapon damage rolls and checks to overcome spell resistance made against these creatures equal to his wormhunter level.

***Detect Minion* (Sp)**: If the wormhunter concentrates, he can sense the proximity of minions of Kyuss via a subtle tingling in his scars. This functions as the spell *detect undead*, but it only detects minions of Kyuss (be they undead or living). A wormhunter may use this ability at will.

Wormscarred (Su): At 2nd level, the wormhunter's body begins to develop patches of scarring. These scars are as much physical scars left from being infested by Kyuss worms as they are manifestations of the wormhunter's growing taint and lurking madness. The wormscarred wormhunter is immune to disease and gains a +2 bonus on all saving throws against poison.

Wormeaten (Su): At 4th level, a wormhunter's body carries the taint of Kyuss. This taint is detectable as a faint magic aura. It grants the wormhunter a +4 bonus on Bluff, Diplomacy, and Disguise checks made against or opposed by undead creatures, as other undead are strangely comforted and lulled by the taint. The character also gains a +2 bonus on saving throws made against attacks or spells from any minion of Kyuss. A wormeaten wormhunter need never fear infestation by Kyuss worms again—these worms interpret the taint as indication that the character is already a spawn of Kyuss, and do not attempt to infest him. Wormeaten wormhunters are immune to fear effects generated by the minions of Kyuss.

A wormeaten wormhunter takes a –2 penalty on all Bluff and Diplomacy checks made against living creatures (save for those made against other wormhunters), since the taint is somewhat unsettling to the living.

MINION OF KYUSS

Many of the powers and resistances granted by this prestige class function particularly well against the minions of Kyuss. This is a category of monsters and NPCs that includes all cultists of Kyuss, any creatures that work directly for Kyuss (such as avolakias), and undead created by or associated with Kyuss (such as the spawn of Kyuss or the ulgurstasta). Many new monsters introduced in the Age of Worms Adventure Path fit into this category as well—if you're unsure if one of these monsters counts as one of Kyuss' minions, your DM can certainly tell you.

MADNESS OF THE WORM

Even as his might empowers the wormhunter, the touch of Kyuss leaves no mortal mind unscarred.

Hypersomnia: You have extreme difficulty staying awake. You suffer a constant –2 penalty on all Wisdom-based skill checks. Additionally, whenever you are engaged in a repetitive activity (such as using Craft or Profession checks), you must make a DC 10 Will save (up to once per hour) to avoid falling asleep for an hour.

Insomnia: You have extreme difficulty falling asleep. Each time you try to rest, you must make a DC 20 Will save. Failure indicates that your sleep wasn't restful and you awaken fatigued.

Paranoia: You are convinced that the world and all that dwells within are out to do you harm. You cannot take the aid another action, nor can you ever receive bonuses on your own checks from an aid another action. You also take a –2 penalty on Bluff and Diplomacy checks.

Schizophrenia: You periodically lose your grip on reality and have difficulty at times telling the difference between what is real and what is hallucination. These constant hallucinations can cause you to appear erratic, chaotic, and unpredictable. You take a –2 penalty on all Charisma-based skill checks. If you ever roll a natural 1 when making any Charisma-based check, you must make a DC 15 Will save to avoid becoming confused for 1d4 rounds.

Teratophobia: A monstrous phobia is an irrational fear of a type of monster. Select one monster type from the list of ranger favored enemies on page 47 of the *Player's Handbook*. You now take a –2 penalty on attack rolls, skill checks, and Will saving throws made against these monsters. If you possess immunity to fear from some other source, your immunity to fear effects do not apply to fear attacks generated by monsters from this category.

Tic Disorder: You have developed nervous, often violent spasms. These spasms cause a constant –1 penalty on all Reflex saving throws and Dexterity-based skill checks.

CLASS ACTS

DRAGONKITH

by Monte Cook · illustrated by Damon Brown

Dragons are primal forces in the world. Their might draws others to them almost as much as it drives creatures away in fear. Being the ally of a dragon is a sure way to guarantee power and prestige.

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.

Class Features

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

DRAGONKITH — HIT DIE D8

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)

Answer to Mind Blast: SUCCUBUS (another such creature, the illithid, is not listed in the table of contents, as it is another name for mind flayer).

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

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

STR	DEX	CON	INT	WIS	CHA
			Craft Knowledge (any) Search	Listen Profession Spot	Bluff Diplomacy Intimidate

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 resolved 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.

CLASS 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.

THE MINIONS OF DARKNESS

More Monster Cultist Prestige Classes

by Eric Cagle · illustrated by Jonathan Wayshak

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

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

THE FACELESS ONE

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

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

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

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

Race: Any humanoid or monstrous humanoid.

Alignment: Any evil.

Bluff: 8 ranks.

Disguise: 8 ranks.

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

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

FACELESS ONE CLASS SKILLS

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

Str: –

Dex: Hide, Move Silently.

Con: –

Int: Craft, Forgery, Knowledge (any).

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

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

Skill Points at Each Level: 4 + Int modifier.

FACELESS ONE ADVANCEMENT

HIT DIE D8

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

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

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

Faceless One Class Features

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

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

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

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

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

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

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

Ex-Faceless Ones

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

The Deep Thrall

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

DEEP THRALL CLASS REQUIREMENTS

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

Alignment: Neutral evil.

Race: Any humanoid or monstrous humanoid.

Sense Motive: 5 ranks.

Swim: 8 ranks.

Language: Aquan.

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

DEEP THRALL CLASS SKILLS

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

Str: Swim.

Dex: Hide, Move Silently.

Con:–

Int: Craft, Knowledge (nature), Search.

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

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

Skill Points at Each Level: 2 + Int modifier.

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

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

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

In addition, deep thralls are used as "ambassadors" by the kraken, undertaking missions to the surface to negotiate on behalf of their master. These deep thralls are viewed with utter revulsion by the surface dwellers they negotiate with. However, most would rather bargain and compromise than become the target of an enraged kraken. Deep thralls are also used as spies, saboteurs, and thieves for their masters. They stalk the cities and shorelines close to the kraken's territory, looking for potential food, items that the kraken might want to possess, and threats (like mustered fleets).

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

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

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

Deep Thrall Class Features

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

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

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

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

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

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

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

Constrict (Ex): At 5th level, if the deep thrall makes a successful grapple attack against Medium-size or smaller opponents, she can constrict. This attack does 1d6 points of damage in addition to her unarmed strike damage.

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

Ex-Deep Thralls

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

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

The Shoal Servant

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

THE DEEP THRALL ADVANCEMENT

HIT DIE d10

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

FOR YOUR CHARACTER

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

- If your DM removes the requirements for being evil or allows players to ignore the penalties for leaving the class, these prestige classes can then represent crusaders who hunt down the monsters that they once worshiped. There are many intriguing ideas that deal with the same set of prestige class abilities representing those who adopt the powers. In all cases, the player and DM should work out alternate sources of the character's powers.
- Your character could come from a family burdened with a cult member. The dangerous monster that corrupted your family once is both a target and temptation, shaping many of your decisions even as you seek to destroy it. As long as your DM is willing, you could take levels in the appropriate prestige class without forming the bond with the patron creature.
- A prestige class without the attack bonus and saving throw progressions boils down to a short list of special abilities. Granting the special abilities from a class to a creature without requiring levels is a quick way to create a template. If you use this quick-and-dirty means of creating a template, the classes in this article all adjust the monster's CR by +1. If you discuss the idea with your DM first, you might even be allowed to summon creatures with the "deep thrall" template rather than the fiendish or celestial template. Since only the tiger mask becomes an outsider, *summon nature's ally* might be a more appropriate spell for templates derived from the other prestige classes.

SHOAL SERVANT CLASS REQUIREMENTS

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

Alignment: Neutral evil.

Base Attack Bonus: +5.

Feats: Great Fortitude.

Patron: Blibdoolpoolp.

Race: Any humanoid.

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

Spellcasting: Must be able to cast divine spells.

SHOAL SERVANT CLASS SKILLS

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

Str: Swim.

Dex: Escape Artist, Move Silently.

Con: Concentration.

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

Wis: Profession, Spot, Wilderness Lore.

Cha: Bluff, Diplomacy.

Skill Points at Each Level: 2 + Int modifier.

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.

Shoal Servant Class Features

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

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

Spellcasting: A shoal servant continues training in magic. Thus, at 2nd and 4th level, the character gains new spells per day and spells known as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of shoal servant to the level of some other spellcasting class he has, then determines spells per day and caster level accordingly.

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

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

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

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

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

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

Lightning Bolt (Su): Two or more shoal servants operating together can generate a 10-foot-wide, 60-foot-long stroke of lightning every 1d4 rounds. The shoal servants must join hands to launch the bolt. In rounds between uses of this ability, the shoal servants must remain within 30 feet of another shoal servant; any round in which a shoal servant is more than 30 feet away from at least one other shoal servant does not count against the number of rounds that must elapse before they can use this ability again. The lightning bolt deals 1d6 points of damage per shoal servant, but a successful Reflex save halves this amount (save DC 13 + the number of shoal servants). This ability functions much like the kuo-toa's lightning bolt ability, and kuo-toan clerics and shoal servants with the lightning bolt ability can work together to generate lightning bolts (meaning that one kuo-toa and one 5th-level shoal servant can activate this ability).

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

Ex-Shoal Servants

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

SHOAL SERVANT ADVANCEMENT

HIT DIE D8

Class Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Skin of the kuo-toa, resistance to poison and paralysis	
2nd	+1	+3	+0	+3	Amphibious	+1 level of existing class
3rd	+2	+3	+1	+3	Eyes of the kuo-toa	
4th	+3	+4	+1	+4	Bite of the kuo-toa	+1 level of existing class
5th	+3	+4	+1	+4	Kuo-toa apotheosis, lightning bolt	

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

THE TIGER MASK

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

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

To become a tiger mask, a potential candidate must seek out a rakshasa and pledge her undying loyalty to the creature. If she is deemed worthy and sincere (liars and weaklings are killed and eaten), the rakshasa performs a terrifying ceremony, called the "ritual of the blackened tiger," concluding with the rakshasa raking the person across the chest.

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

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

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

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

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

Tiger Mask Class Features

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

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

Spellcasting: A tiger mask continues training in magic. Thus, at 2nd and 4th level, the character gains new spells per day and spells known as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of tiger mask to the level of some other

TIGER MASK ADVANCEMENT

HIT DIE D8

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

TIGER MASK CLASS REQUIREMENTS

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

Alignment: Lawful evil.

Race: Any non-monstrous humanoid.

Diplomacy: 5 ranks.

Gather Information: 8 ranks.

Language: Infernal.

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

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

TIGER MASK CLASS SKILLS

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

Str:–

Dex: Hide, Move Silently.

Con: Concentration.

Int: Appraise, Craft.

Wis: Listen, Profession, Sense Motive, Spot.

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

Skill Points at Each Level: 4 + Int modifier.

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

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

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

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

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

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

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

Ex-Tiger Masks

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

Worshipers OF THE Forbidden

Monster Cultist Prestige Classes

by Eric Cagle • illustrated by Jonathan Wayshak

A few monsters possess a certain magnetic quality. They are evil and sinister to such a degree that it is impossible to ignore their power. Despite this reputation (or perhaps because of it), some demented humanoids worship these monsters as superior beings, praying to the monsters' gods and doing whatever is asked of them. Through this worship, the cultist gains amazing powers, usually at the cost of their sanity and connection with their former lives. To venerate the gods of these monsters, with their completely alien mindset, is to tempt disaster and madness. These cultists begin taking on attributes of their masters, changing their bodies and gaining special powers. Over time, they become even closer to the monsters that they worship, turning into hideous monsters themselves.

SPHERE MINION

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.

Class Features

All of the following are class features of the sphere minion prestige class.

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 suc-

For Your Character

In most cases, the prestige classes presented here are to be used by the DM for enemies that the PCs might encounter during an adventure. They are usually the masterminds, or at least trusted lieutenants, of evil. However, a player character could take levels in one of these prestige classes, especially if the DM is running a game in which the players may play evil characters.

- Maybe your DM will allow you to play a monster cultist who does not know he worships a monster god. The god might be masquerading as a neutral or good god and allow creatures of those alignments to spread its worship.
- Evil gods often believe in "survival of the fittest" and occasionally pit two or more groups of their own religion against each other, weeding out the weak and granting power to the survivors. Perhaps one such group is neutral.
- Your DM might allow you to take monster cultist levels after your character is cursed or contracts a terrible disease.
- Perhaps after a vicious attack, your character becomes obsessed with the monster and "beating it at its own game."

For Your Campaign

Because the prestige classes presented here worship evil, dangerous monsters, they are often villains to be confronted. The cultists try to convert worshipers, enslave the unwary, and sabotage in the name of their masters. Uncovering a hidden cell of monster cultists can have a large impact on the game, with adventurers peeling away the conspiracies of the cultists like layers of an onion.

- Illithidkin are the first wave of an infestation of illithids. They spend a great deal of their time abducting innocent victims for their masters to consume.
- Wakers of the beast make the perfect apocalyptic cult that must be stopped before they unleash the unspeakable terror of the tarrasque.

Another variation is to remove the alignment and patron requirement of these prestige classes in order to make them destroyers of the monsters they emulate. These crusaders give up a great deal of their being to become more like their enemy.

- A group of wizards capture beholders in order to harness their intrinsic powers, turning unwitting pawns into "sphere slayers."
- Snake servants, being resistant to poison and immune to the petrifying gaze of medusas, could be steadfast destroyers of them, spearheading assaults on medusa strongholds.
- Wakers of the beast could suddenly realize the insanity of their mission, but still being driven by the impulse to find the tarrasque, might go there in order to stop others from awakening it.

Sphere Minion Advancement

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+0	+2	Eye stalk I 1/day
2nd	+1	+0	+0	+3	All-around vision
3rd	+2	+1	+1	+3	Eye stalk II 1/day, eye stalk I 2/day
4th	+3	+1	+1	+4	Levitate
5th	+3	+1	+1	+4	Beholder apotheosis, eye stalk III 1/day, eye stalk II 2/day, eye stalk I 3/day

HIT DIE
D6

Sphere Minion Class 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, Weapoz Focus (ray).

Sphere Minion Class Skills

The sphere minion's class skills (and the key abilities for each) are:

Str: –

Dex: –

Con: Concentration.

Int: Craft, Knowledge (arcana), Search.

Wis: Listen, Profession, Spot.

Cha: Bluff, Intimidate.

Skill Points at Each Level: 2 + Int modifier.

ceed 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: A sphere minion who ceases worshiping 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.

ILLITHIDKIN

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.

Class Features

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

Weapon and Armor Proficiency: The ilithidkin 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 sav-

Illithidkin Class 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: Illsensine.

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.

Illithidkin Class Skills

The illithidkin's class skills (and the key abilities for each) are:

Str: Swim.

Dex: Hide, Move Silently.

Con: Concentration.

Int: Craft, Knowledge (psionics), Search.

Wis: Listen, Profession, Spot.

Cha: Bluff, Intimidate.

Skill Points at Each Level: 4 + Int modifier.

HIT DIE
D6

Illithidkin Advancement

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Power Points	Powers Discovered
1st	+0	+0	+0	+2	Detached mind, psionic combat mode	+3	—
2nd	+1	+0	+0	+3	Telepathy 30 ft.	+5	—
3rd	+2	+1	+1	+3	Psionic combat mode	+5	1
4th	+3	+1	+1	+4	Increased Intelligence	+5	1
5th	+3	+1	+1	+4	Illithid apotheosis, psionic combat mode	+7	2

ing 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: An illithidkin who ceases worshiping the Illsensine 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.

SNAKE SERVANT

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, fol-

Snake Servant Class 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.

Snake Servant Class Skills

The snake servant's class skills (and the key abilities for each) are:

Str: Climb.
Dex: Hide, Move Silently.
Con: –
Int: Craft.
Wis: Listen, Profession, Spot.
Cha: Bluff, Disguise, Intimidate.

Skill Points at Each Level: 4 + Int modifier.

HIT DIE
D8

Snake Servant Advancement

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+0	+2	Medusa gaze immunity
2nd	+1	+0	+0	+3	Poison damage reduction 1
3rd	+2	+1	+1	+3	Stunning gaze (1/day)
4th	+3	+1	+1	+4	Poison damage reduction 2
5th	+3	+1	+1	+4	Petrification immunity, medusa apotheosis, stunning gaze (2/day)

If You Don't Have the Psionics Handbook

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:

Prerequisites
Knowledge (Psionics): Not required.
Feats: Combat Casting, Iron Will.

Class Features
Ignore the power points, powers discovered, and psionic combat mode class features. Replace them with the following:

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.

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

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.

lowed 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.

Class Features

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

Weapon and Armor Proficiency: Snake servants are proficient with longbows, composite longbows, shortbows, 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: A snake servant who ceases worshiping 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.

WAKER OF THE BEAST

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 tarrasque. 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.

Waker of the Beast Class 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.

Waker of the Beast Class Skills

The waker of the beast's class skills (and the key abilities for each) are:

Str: Climb.

Dex: –

Con: –

Int: Craft.

Wis: Listen, Spot, Wilderness Lore.

Cha: Intimidate.

Skill Points at Each Level: 2 + Int modifier.

HIT DIE D12

Class Features

All of the following are class features of the waker of the beast prestige class.

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

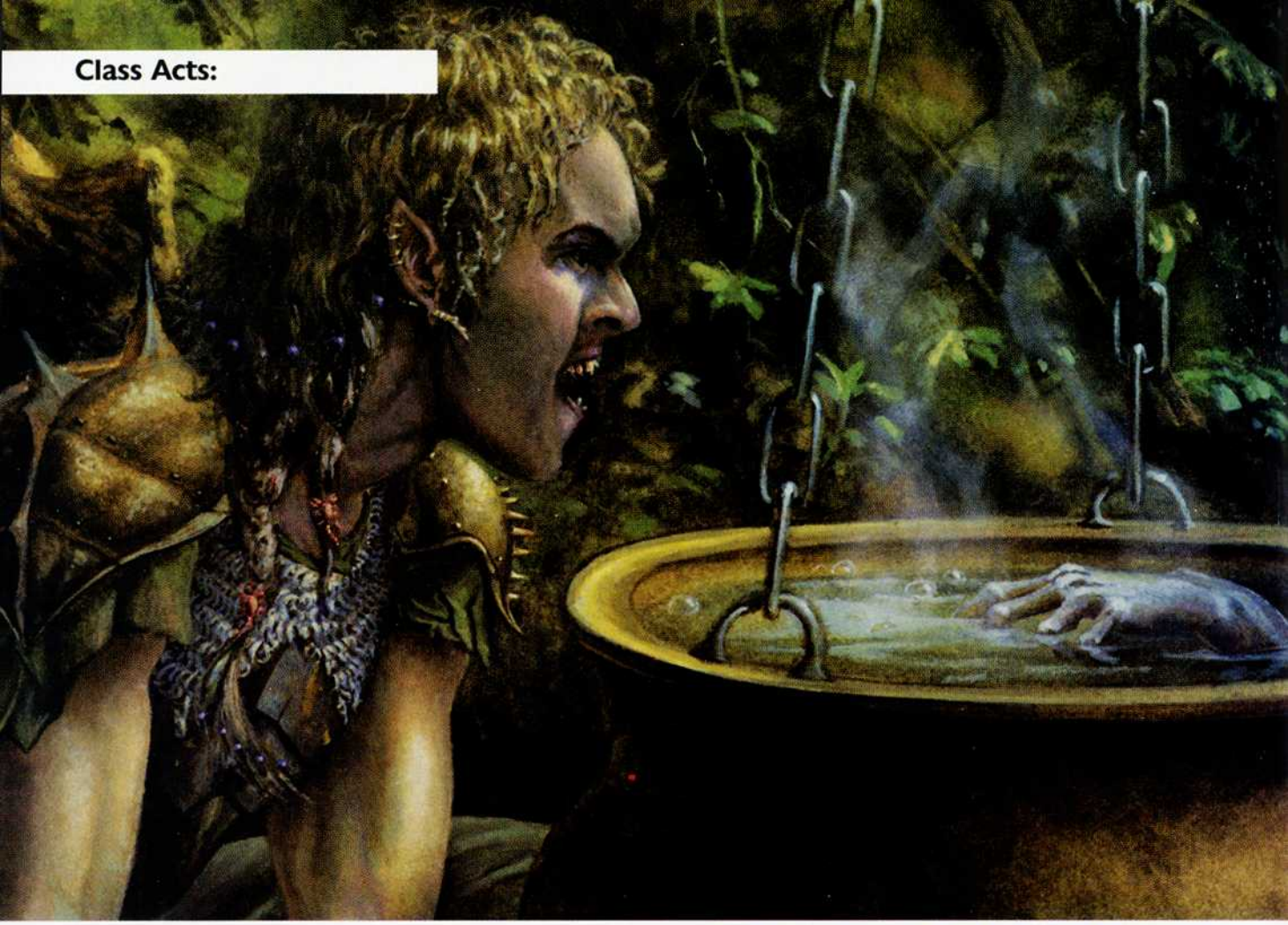
Tarrasque Apotheosis (Su): At 5th level, the waker of the beast's type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat him as a monstrous humanoid.

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: 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.

Waker of the Beast Advancement

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+2	+0	+0	Natural armor +1, locate the sleeper
2nd	+2	+3	+0	+0	Strength of the beast
3rd	+3	+3	+1	+1	Natural armor +2, claws and bite
4th	+4	+4	+1	+1	Strength of the beast
5th	+5	+4	+1	+1	Natural armor +3, tarrasque apotheosis



by Monte Cook · illustrated by Rob Alexander

THE FLESHEATER

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.)

Class Features

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

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

Sneak Attack (Ex): If a flesheater can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the flesheater's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the flesheater flanks the target, the flesheater's attack deals extra damage. This ability functions exactly like the rogue's sneak attack ability.

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

Flesh Grip (Ex): If a 2nd-level flesheater makes a successful unarmed attack against a living foe, he can immediately make a grapple attack as a free action without provoking an attack of opportunity. (See Grapple, page 137 in the *Player's Handbook*). No initial touch attack is required. In addition, the flesheater never suffers a size penalty when making grapple checks.

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

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

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

Pounce (Ex): 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.

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. D

HIT DIE D8

FLESHEATER REQUIREMENTS

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

Race: Halfling.

Alignment: Chaotic evil.

Move Silently: 8 ranks.

Hide: 8 ranks.

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

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

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

FLESHEATER CLASS SKILLS

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

Str: Climb, Jump, Swim.

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

Con: —

Int: Alchemy, Craft, Search.

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

Cha: Bluff.

Skill Points at Each Level: 4 + Int modifier.

FLESHEATER ADVANCEMENT

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

LIFE DRINKER

BY MONTE COOK • ILLUSTRATED BY CARLOS D' ANDA
FOR IDEA & DESIGN WORKS, LLC

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 Erthanian by the vampire Cadmeus

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 lifedrinkers.

Lifedrinkers 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 lifedrinkers, for the primary ability of the lifedrinker is to turn life energy and blood stolen from another being into magical power.

Like most vampires, lifedrinkers 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."

LIFEDRINKER — HIT DIE: D12

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

Answer to Mind Blast: BLACKGUARD (BARD).

CLASS FEATURES

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

Weapon and Armor Proficiency: A vampire that takes a level of lifedrinker gains no new proficiency in weapons, armor, or shields.

Lifewell (Ex): Lifedrinkers 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. Lifedrinkers 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 10 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.

CLASS 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 vampire template.

CLASS SKILLS

Skill Points at Each Level: 4 + Int modifier

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

CHA	DEX	INT	WIS
Bluff	Hide	Knowledge (arcana)	Listen
	Move Silently	Profession	Sense Motive
		Search	Spot
		Spellcraft	

THE TAINTED

by Chris Tanner · illustrated by Brom and Kyle Anderson

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

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

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

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

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

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

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

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

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

CLASS FEATURES

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

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

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

TAINTED CLASS REQUIREMENTS

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

Alignment: Any nonevil.

Base Attack Bonus: +2.

Base Will Save: +1.

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

TAINTED CLASS SKILLS

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

Str: Climb, Jump.

Dex: Hide, Move Silently, Ride.

Con: Concentration.

Int: Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Search, Spellcraft.

Wis: Listen, Spot.

Cha: Bluff, Disguise, Intimidate.

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

Tainted Warrior Hit Die: d10

Tainted Spellcaster Hit Die: d6

TAINTED WARRIOR ADVANCEMENT

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

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

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

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

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

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

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

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

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

- **Succubus**—*Change Self (Sp):* The tainted may cast *change self* as a spell-like ability once per day per tainted class level up to a maximum of 5 times per day, but the chosen form must have a beautiful appearance.
- **Bebilith**—*Protection from Chaos/Evil/Good/Law (Sp):* The tainted may cast *protection from chaos, protection from evil, protection from good,* or *protection from law* on himself as a spell-like ability. The tainted may use this ability once per day per tainted class level up to a maximum of 5 times per day and must choose which version of the spell to cast with each use.
- **Vrock**—*Spell-Like Abilities (Sp):* 1/day—*darkness* and *mirror image.*
- **Hezrou**—Stench (Su): The tainted may emit a foul odor once per combat. Anyone within 10 feet of the tainted must make a Fortitude save (DC 17) or suffer a -2 morale penalty to attack rolls for 1 minute. A *delay poison* or *neutralize poison* spell removes the effect for one creature.
- **Glabrezu**—*Spell-Like Abilities (Sp):* 1/day—*charm person* and *enlarge.*
- **Nalfeshnee**—*Detect Chaos/Evil/Good/Law (Sp):* The tainted may cast *detect chaos, detect evil, detect good,* or *detect law* as a spell-like ability. The tainted may use this ability once per day per tainted class level and must choose which version of the spell to cast with each use.
- **Marilith**—Bonus Feats (Ex): The tainted gains Ambidexterity and Two-Weapon Fighting as bonus feats.
- **Balor**—*Spell-Like Ability (Sp):* 2/day—*see invisibility.*
- **Osyluth**—Fear Aura (Su): The tainted can radiate a fear aura in a 5-foot-radius burst as a standard action twice per day. All those within the area must succeed at a Will save (DC 13 + the tainted's Charisma modifier) or be affected by a *fear* spell for 1d6 rounds. A creature that saves against an osyluth-tainted's fear aura cannot be affected by that osyluth-tainted's fear aura for the rest of the day. Baatezu are immune to the osyluth-tainted's fear aura.
- **Kyton**—Bonus Feat (Ex): The tainted gains the Exotic Weapon Proficiency (spiked chain) feat as a bonus feat.
- **Hellcat**—Keen Ears (Ex): The hellcat-tainted gains a +4 competence bonus to all Listen checks.
- **Barbazu**—Battle Frenzy (Ex): Once per day, the tainted can rage like a barbarian, gaining all the usual benefits and suffering all the normal penalties. The benefits of this rage do not stack with those provided by the rage ability of another class.
- **Erinyes**—*Charm Person (Sp):* The tainted may cast *charm person* as a spell-like ability once per day per tainted class level up to a maximum of 5 times per day.
- **Hamatula**—*Spell-Like Abilities (Sp):* 1/day—*hold person* and *produce flame.*

REMOVING THE TAINT AND LOSING FIEND POINTS

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

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

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

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

- **Cornugon**—*Spell-Like Ability (Sp):* 2/day—*detect thoughts.*
- **Gelugon**—Cold (Su): Once per day, a gelugon-tainted can fill a foe with numbing cold with a successful melee attack or melee touch attack. The tainted can decide to use this ability after the foe has been struck. The struck foe must succeed at a Will

TAINTED SPELLCASTER ADVANCEMENT

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

DESIGN CHALLENGE

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

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

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

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

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

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

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

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

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

Dream Haunting (Ex): Starting at 2nd level, whenever a tainted falls asleep (or enters trance), he must make a fiend points check. If he fails, his rest is filled with horrifying images of anguish and despair, and he is shaken (suffering a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws) until he defeats a foe in combat, gains a fiend point, or makes a fiend points check (regardless of success or failure). This fiend points check does not cause a gain of fiend points when the tainted fails the check, but a natural roll of 20 causes the tainted to lose a fiend point.

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

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

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

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

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

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

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

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

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

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

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

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

• **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.

• **Ultroloth:** 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.*

• **Galbrezu**—*Spell-Like Abilites (Sp):* 1/day—*confusion* and *deeper darkness.*

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

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

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

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

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

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

• **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.*

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

FOR YOUR CHARACTER

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

• **Canoloth**—*Spell-Like Abilities (Sp):* At will—*detect good* and *detect magic.*

• **Mezzoloth**—*Spell-Like Ability (Sp):* 2/day—*cloudkill.*

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

• **Ultroloth**—*Spell-Like Ability (Sp):* 3/day—*scrying.*

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

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

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

• **Succubus:** The tainted grows long, powerful claws on his hands that cause 1d4 points of slashing damage on a successful hit. Bat wings sprout from the tainted's spine, granting a fly speed of 50 feet with average maneuverability.

• **Bebilith:** The tainted's mouth grows deadly mandibles, allowing him to make a bite attack that deals 2d6 points of damage. In addition, the tainted's climb speed now equals half his land speed or 20 feet, whichever is better.

• **Vrock:** The tainted's face becomes like that of the vrock, causing him to grow a beak. This grants the tainted a bite attack that causes 1d6 points of damage. In addition, the tainted can make the stunning screech attack of the vrock once per hour. Every creature within 30 feet must succeed at a Fortitude save (DC 17) or be stunned for 1 round. The stunning screech is a sound-based supernatural ability.

• **Hezrou:** The tainted's mouth becomes large and frog-like, filling with many blunt teeth. This grants the tainted a bite attack that deals 4d4 points of damage.

• **Glabrezu:** The tainted's skin toughens, granting him a +7 increase to his natural armor.

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

• **Marilith:** The tainted's legs disappear, replaced by a snake's tail. The tainted gains a tail slam attack that causes 1d6 points of bludgeoning damage. Additionally, the tainted can constrict an opponent during a grapple, dealing 4d6 points of damage. The constrict attack only works against Medium-size or smaller foes.

• **Balor:** Huge wings spring from the tainted's spine, allowing him to fly at a rate of 90 feet with good maneuverability.

• **Osyluth:** The tainted's form becomes "skin and bones." His skeleton hardens, increasing his natural armor by +5. This also enhances his frightful appearance, increasing the DC of his fear aura ability by +2.

• **Kyton:** Chains fused to the tainted's body grow thicker and stronger, making the natural armor increase the chains provide +9.

• **Hellcat:** Like the hellcat, the tainted becomes invisible in any area lit well enough for a human to see. In other conditions, the tainted glows slightly and is visible from 30 feet away (60 feet away if the viewer has low-light vision).

• **Barbazu:** The tainted's skin grows as moist and scaly as a barbazu's, granting him cold and acid resistance 20.

• **Erinyes:** The tainted becomes a striking figure, and his Charisma increases by +4.

• **Hamatula:** The tainted's body is now covered in razor-sharp barbs. Any time the tainted succeeds at a grapple check to establish the initial hold on a foe or to damage a foe, he impales the foe on his body barbs dealing an additional 3d4 points of piercing damage.

• **Cornugon:** The tainted's muscles bulge beneath his scales, and his Strength increases by +4.

• **Gelugon:** The tainted's breath is now suffused with a hellish chill. Any

FOR YOUR CAMPAIGN

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

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

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

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

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

HOW DOES A CHARACTER BECOME TAINTED?

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

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

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

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

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

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

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

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

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

• **Ultroloth:** 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.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Some search outward for arcane power and knowledge; others look deeper within themselves. This article describes three potent new prestige classes, each drawing on—and maximizing—the abilities of a different aspect of the body.

Twenty years ago, the archmage Vella Joskovi had a crisis of faith. She had studied human physiology extensively, and she marveled at human potential but lamented at how that potential—in herself as much as in humanity at large—was being squandered.

Joskovi sought out and drew to her side three talented apprentices, each with their own strengths, and shared her vision with them. The first was stoic and stable, and possessed remarkable insight into architecture and engineering. He accepted the task of unlocking the secrets of the living skeleton. The second was talented but mercurial and given to physical impulses most wizards shy away from. He studied the briny passions of the body's organs and glands. The third student was inscrutable and distant, but with a titanic intellect. She crafted intricate, even beautiful, hypotheses with such vision that they struck Joskovi like thunderclaps. She focused upon not merely the brain but the entirety of the central nervous system.

BODY OF KNOWLEDGE

Feeling it in the Bones

by Andrew M. Scott · illustrated by Wayne Reynolds

OSTEOMANCER

Not all arcane spellcasters who specialize in bones traffic with the undead. Many osteomancers, in fact, see themselves as artists; sculptors who just happen to use their bones (or to use their terminology, their "core") as their chosen medium.

The pioneer of osteomancy was Wendell Chirain. He was a complex man, driven by passions no person truly understood. He was a pragmatist and sneered at even the suggestion of sentimentality. Yet he was given to acts of astonishing charity, often to people he met once and would never see again.

Osteomancers are no more inclined to good or evil than any other character, but their macabre accoutrements and their tendency toward the bizarre tends to alienate the average person. There appears to be a resonance within the practice of osteomancy that causes portions of Chirain's worldview to be adopted by his fledgling students. There are many tales of mischievous osteomancers scaring tavern-goers witless by ostentatiously sneezing and then using their ability to turn boneless and slumping to the floor, as if struck down by some curse or magical plague. Others have put on impromptu shows to amuse local children by extending and retracting bone spurs at random. However, such displays often have social consequences, and wise osteomancers—or ones who have grown tired of being chased out of cities at pitchfork-point—learn discretion. Those who are less wise do not live as long.

Interestingly, this class does not attract those who specialize in necromancy; at its heart (or rather, marrow), osteomancy is about transmutation. Druids tend to be polarized in their attitudes and are either appalled or enchanted. No other class has a prejudice one way or the other, although they—like anyone else—might be taken aback by an osteomantic display. Osteomancers tend not to come from the longer-lived races. Dwarves, gnomes, and elves tend to be deeply suspicious of magic that warps their mortal frames. After all, they are possessions they intend to keep intact for centuries.

OSTEOMANCER

Masters of the very support structures of the body, the bone mages known as osteomancers strike fear in the heart of those who oppose them. They are not only competent spellcasters, but can also hold their own in melee.

HIT DIE
D8

OSTEOMANCER REQUIREMENTS

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

Spellcasting: The ability to cast at least five transmutation spells, one of which must be 3rd-level or higher.

Skills: Heal 4 ranks, Knowledge (arcana) 4 ranks, Knowledge (nature) 4 ranks.

Feat: Toughness.

OSTEOMANCER CLASS SKILLS

The osteomancer's class skills (and the key ability for each) are: Concentration (Con), Craft (Int), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Scry (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill points at each level: 2 + Int modifier.

OSTEOMANCER ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+2	+0	+2	Boneless, immunity to disease	
2	+1	+3	+0	+3	Skeletal shift	+1 level of existing class
3	+2	+3	+1	+3	Bone spurs, unnerve	
4	+3	+4	+1	+4	*Enlarge/reduce*, iron bones	+1 level of existing class
5	+3	+4	+1	+4	Seize the core, silver bones	
6	+4	+5	+2	+5	Aligned bones	+1 level of existing class
7	+5	+5	+2	+5	Adamantine bones	
8	+6	+6	+2	+6	Sap life	+1 level of existing class
9	+6	+6	+3	+6	Wield the core	
10	+7	+7	+3	+7	Osteophage	+1 level of existing class

CLASS FEATURES:

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

Weapon and Armor Proficiency: Osteomancers gain no additional proficiency with any weapon or armor.

Spells Per Day: At every even level gained in the osteomancer class, a character gains new spells per day (and spells known, if applicable) 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 rebuking or controlling 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 an osteomancer, he must decide to which class he adds the new level for purposes of determining spells per day.

Boneless (Su): At will, as a full-round action, an osteomancer may dissolve or restore his own skeleton. He becomes able to travel at a speed of 10 feet through muscular control taught to all novice osteomancers (he may not run). The osteomancer may now fit in minute spaces and crawl under barriers, with one important caveat: the osteomancer must at all times take care to protect his organs, making sure they are not squashed or crushed. For simplicity's sake, assume the osteomancer cannot travel through any space smaller than 6 inches in diameter.

While in this form, the osteomancer is considered prone. He cannot use a shield, and loses his Dexterity bonus to Armor Class. He can't attack or cast spells with verbal, somatic, material, or focus components while boneless. (This does not rule out the use of certain spells that the osteomancer might have prepared using the feats Silent Spell, Still Spell, and Eschew Materials.)

Immunity to Disease (Ex): Due to their phenomenal understanding of bone and the role it plays in the immune system, osteomancers are immune to disease, including supernatural and magical diseases.

Skeletal Shift (Ex): As a standard action, 2nd-level osteomancers can shift the bone structure of their limbs and face (including teeth) to appear as a different person, at will. This ability grants a +3 bonus to Disguise checks.

Bone Spurs (Su): The 3rd-level osteomancer may, as a free action, cause portions of his skeleton to break his skin and protrude, causing him no damage or disability whatsoever. The protruding bones act as armor spikes and spiked gauntlets. The osteomancer is automatically proficient in the weapons forged directly from his own skeleton, but not the normal weapons of the same type. Note that while normal bone is far more fragile than any forged weapon, the osteomancer's supernatural skill causes his exposed bones to have the strength of steel. He may use this ability at will. As natural weapons, the osteomancer's bone spurs cannot be sundered.

Unnerve (Su): As an extension of the above ability, an osteomancer may sculpt his protruding bone into terrifying shapes, such as sinister leering faces. Creatures within 30 feet of the osteomancer attempting to strike or otherwise directly attack the osteomancer, even with a targeted spell, must attempt a Will save (DC 10 + osteomancer level + Charisma modifier). If the save succeeds, the opponent is unaffected and immune to that particular osteomancer's unnerve effect for 24 hours. If the save fails, the opponent suffers a -2 penalty on every attack roll against the osteomancer for the next 24 hours. A creature only has to make one save against a particular osteomancer per 24 hour period. This is a mind-affecting, fear effect.

***Enlarge/Reduce* (Sp):** Beginning at 4th level, once per day, the osteomancer may cast *enlarge person* and *reduce person* on himself, as cast by a sorcerer of the osteomancer's class level.

Iron Bones (Su): A 4th-level osteomancer's bone spurs act as cold iron weapons for the purpose of overcoming damage reduction.

Seize the Core (Su): Once per day, the 5th-level osteomancer can take temporary control of the skeletons of his opponents, paralyzing them. He can affect up to one creature per osteomancer level within 60 feet, no two of which can be more than 30 feet apart. Each subject is allowed a Fortitude save (DC 10 + osteomancer level + Charisma modifier). Creatures without skeletons (such as oozes) are not affected. Subjects affected by this ability are held immobile as though paralyzed. As this ability targets the bone structure of a being, rather than its mind, corporeal undead are subject to its effect. A winged creature affected by this ability cannot flap its wings and falls. A swimmer cannot swim and might drown. Creatures immune to paralysis are not immune to this effect.

Silver Bones (Su): A 5th-level osteomancer's bone spurs act as both silver and cold iron weapons for the purpose of overcoming damage reduction.

Aligned Bones (Su): At 6th level, an osteomancer's bone spurs take on any non-neutral alignment the character has (chaotic, evil, good, or lawful) for the purpose of overcoming damage reduction. For example, a lawful neutral osteomancer's bone spurs act as lawful weapons. A wholly neutral osteomancer must choose for his bone spurs to be chaotic, evil, good, or lawful for the purpose of overcoming damage reduction. Once chosen, this alignment component cannot be changed.

Adamantine Bones (Su): A 7th-level osteomancer's bone spurs act as adamantine, cold iron, and silver weapons for the purpose of overcoming damage reduction.

Sap Life (Su): As a touch attack, an 8th-level osteomancer can cause a malaise to settle into the core of an opponent's bones. This effect deals 2d4 points of Strength damage unless the opponent makes a Fortitude save (DC 10 + osteomancer level + Charisma modifier). The osteomancer can use this ability a number of times per day equal to 1 plus his Charisma modifier (minimum 1). This ability can only affect living creatures with a skeleton.

Wield the Core (Su): At 9th level, the osteomancer can telepathically control the physical actions of any creature with a skeleton. The target creature must be within 30 feet, and is allowed a Fortitude save (DC 10 + osteomancer level + Charisma modifier) to negate the effect. On a failed save, the osteomancer can control the movements of the subject by forcing its bones to move however the osteomancer wills.

The effect only allows the osteomancer to control the movement of the creature's bone structure, and not its mind. Thus, the osteomancer cannot make the controlled creature speak, but he can cause the creature's jaws to clench shut, which would prevent a character from casting a spell with a verbal component or using an item that has a command word. This effect lasts for 1 minute per osteomancer level.

Obviously self-destructive commands, such as forcing the creature to walk off a cliff or jump into lava, end the effect. Once control is established, the range at which it can be exercised is unlimited, as long as the osteomancer has line of effect to the subject. Because the osteomancer must remain in line of effect (and therefore potentially keeping himself in harm's way), commanding a creature to face an obviously superior foe does not end the effect.

As this power targets the bone structure of a being, rather than its mind, corporeal undead are subject to its effect. The osteomancer can use this power three times per day.

Osteophage (Su): This 10th-level ability is the most lethal power at the osteomancer's command. Once per day, an osteomancer can cause the skeleton of a target to liquefy in a matter of seconds, causing the target to collapse in on itself. This collapse causes instant death on a failed Fortitude save (DC 15 + Charisma modifier); a successful save prevents skeletal collapse but still deals 10d6 points of damage.

FLUX ADEPT

Make no mistake: The path of the flux adept is far more physical and bloody than most mages would ever want to experience. The creed of the adept is that the body is in constant turmoil, and that turmoil should be embraced and empowered, not overcome. Arcane magic opens the door to the true potential of what is usually thought as mere scaffolding for the brain: muscles, glands, organs. However, these systems, given their due, can turn any creature—mage or not—into an awesome force.

Gil Vakaroth was not the most intelligent of Joskovi's apprentices. He was certainly not the most introspective. Even the name of his vocation was not thought of by him; it was actually a title of derision supplied by Chirain. Vakaroth had vision, though, and he had confidence in the song of blood in his veins. Long before he had perfected his craft, dozens of his enemies paid the ultimate price for underestimating him.

CLASS FEATURES:

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

Weapon and Armor Proficiency: Flux adepts gain no additional proficiency with any weapon or armor.

Spells Per Day: At every odd-numbered level, a flux adept gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding this prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling 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 flux adept, she must decide to which class she adds the new level for purposes of determining spells per day.

Grace Through Will (Ex): The simplest lesson of the path of the flux adept is the means to precisely control all of the body's muscles. While this is by no means something that can be mastered immediately, the mind and body can be made, in time, to work as one. The character adds half her flux adept level to all Balance, Climb, Escape Artist, and Tumble skill checks.

Pheromonic Control (Ex): At 2nd level, the flux adept learns that beauty is more than skin deep—it lies at least as deep as the glands. Three times per day, the flux adept may create an affect that functions like *eagle's splendor*, as cast by a sorcerer of the flux adept's class level. In addition, the flux adept gains an additional +2 bonus on any Charisma-based skill check made against a creature with the scent ability.

Thermoregulation (Su): A 2nd-level flux adept can, at will, vary her skin and blood to cope with extremes of temperature, even when these extremes have magical origins. The flux adept gains a +2 bonus to all saves against fire or cold effects, as well as Fortitude saves made in cold or very hot conditions (see the *Dungeon Master's Guide*, pages 302 and 303). At 7th level, the bonus increases to +4, and the flux adept is immune to the effects of cold and hot conditions.

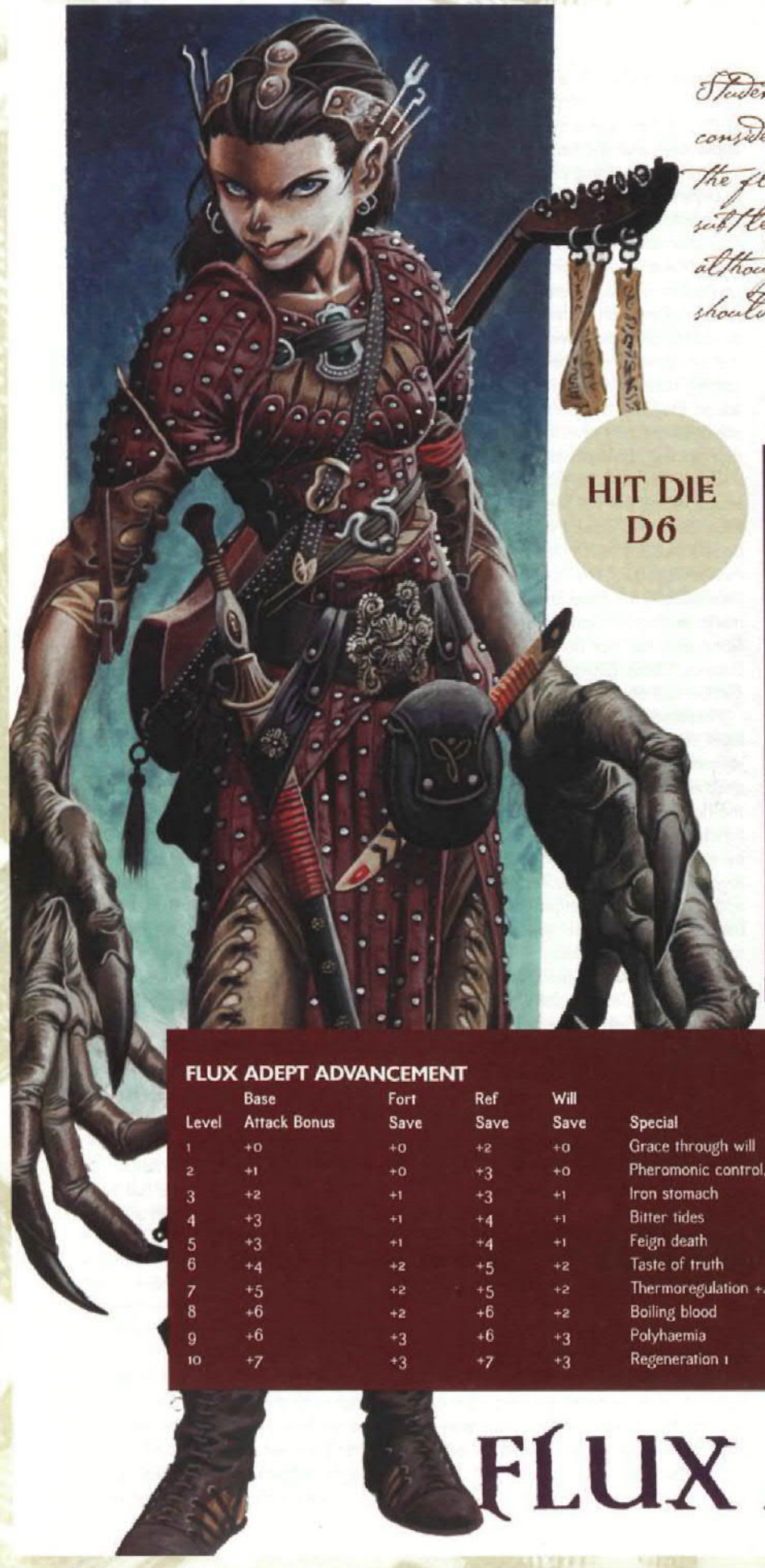
Iron Stomach (Su): Beginning at 3rd level, the flux adept may draw nutrients out of literally any substance: bark, grass, stone, gold, and even ash. The adept gains no benefit from substances that are actively poisonous, but becomes immune to all ingested poisons (see the Dungeon Master's Guide, page 297, for a list of poisons and their delivery types).

Bitter Tides (Ex): The 4th-level flux adept now commands the composition of all fluids produced by glands or ducts of the body, such as tears, sweat, and saliva. She gains the ability to make such fluids acidic, and can do so a number of times per day equal to 3 plus her Constitution modifier (minimum 1). With this ability, the flux adept may either spit a single concentrated bolus of acidic saliva or sweat acid for 10 minutes. The acidic spittle deals 3d6 points of acid damage on a successful ranged touch attack (range increment 10 feet). Her acidic sweat deals 1 point of acid damage per round to any object she touches and wishes to affect. For each minute that she touches an item (such as ropes or shackles binding her, or a wooden door that blocks her path), her acidic sweat ignores 1 point of the object's hardness.

Feign Death (Ex): The 5th-level flux adept is able to turn off her metabolism (requiring no food, water, or even air) by entering a deep trance that resembles death. She can remain in this dormant state for up to 24 hours, and shows all the physical signs of death, including the bloating of gas in the stomach and the settling of blood. She may enter this trance as a standard action. Awakening from the trance takes a full round. Upon entering a trance, the flux adept must designate up to three triggers that will awaken her prematurely. A trigger can only be an event that somehow affects the character (such as being touched, slapped, or damaged), and cannot be something tied to the time of day (such as the sun rising or setting). Triggers cannot depend on the character perceiving her surroundings, such as hearing a sound.

If none of her triggers are set off during her trance, the flux adept remains in this state for the full 24 hours. Upon awakening from a trance, the flux adept must make a Fortitude save (DC 15 + number of previous feign death trances in the past month) or take 1d6 points of Constitution damage, as this ability is extremely taxing on the body.

Taste of Truth (Ex): At 6th level, the hormones of the body are now so familiar to the flux adept that she can actually read a creature's emotions by tasting its infinitesimal hormonal secretions in the air. Against living creatures,



Student of a path that many consider grotesque and repulsive, the flux adept relies more on subtlety than brute force, although a powerful flux adept should not be underestimated.

HIT DIE
D6

FLUX ADEPT REQUIREMENTS

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

Spellcasting: The ability to cast 2nd-level spells.

Skills: Heal 5 ranks, Knowledge (arcana) 7 ranks.

Feats: At least one metamagic feat, Endurance, Great Fortitude.

FLUX ADEPT CLASS SKILLS

The flux adept's class skills (and the key ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (any) (Int), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str), Tumble (Dex), Use Magic Device (Cha)

Skill points at each level: 2 + Int modifier.

FLUX ADEPT ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+0	Grace through will	+1 level of existing class
2	+1	+0	+3	+0	Pheromonic control, thermoregulation +2	
3	+2	+1	+3	+1	Iron stomach	+1 level of existing class
4	+3	+1	+4	+1	Bitter tides	
5	+3	+1	+4	+1	Feign death	+1 level of existing class
6	+4	+2	+5	+2	Taste of truth	
7	+5	+2	+5	+2	Thermoregulation +4, haste	+1 level of existing class
8	+6	+2	+6	+2	Boiling blood	
9	+6	+3	+6	+3	Polyhaemia	+1 level of existing class
10	+7	+3	+7	+3	Regeneration 1	

FLUX ADEPT

the flux adept receives a bonus to all Bluff and Sense Motive checks equal to her flux adept class level. Conditions that would prevent a creature from using the scent ability prevent a flux adept from using this ability.

Haste (Ex): Twice per day as a free action, the 7th-level flux adept may control her adrenaline and muscles to the extent she can act as if she was under the effect of a *haste* spell, as cast by a sorcerer of her flux adept level.

Boiling Blood (Ex): At 8th level, the flux adept has such mastery over her body chemistry that she can cause her hands to bloat with her body's primal power. Her hands become over-sized claws that grant her a natural attack. This grants the flux adept two claw attacks that deal 1d4 points of damage plus her Strength modifier.

If the flux adept also chooses to use her bitter tides ability, she deals +1 point of acid damage per claw attack.

The flux adept can maintain this effect for up to 1 round per level as a free action and may use it a number of times per day equal to 1 plus her Constitution modifier (minimum 1 per day).

Polyhaemia (Su): This ability allows the 9th-level flux adept to resynthesize potions in her own blood from those that she has consumed in the last 24 hours. Once synthesized, the potion immediately affects the flux adept as if she had just drunk it. This ability requires a Craft (alchemy) check with a DC equal to 1/25th the market price. For example, a flux adept attempting to duplicate a potion of *blur* would need to succeed at DC 12 Craft (alchemy) check. The flux adept may use this ability a number of times per day equal to 1 plus her Constitution modifier (minimum 1 per day). A failed Craft (alchemy) check still results in a use of the ability. Each use requires a full-round action that provokes an attack of opportunity.

Regeneration 1 (Ex): At 10th level, a flux adept's mastery of the immune and repair systems of the body is such that she gains regeneration 1. Cold, electricity, fire, and sonic deal normal damage to a flux adept. A flux adept can regrow a lost limb or body part in 4d6 days, but cannot reattach the severed member by holding it to the stump.

CEREBREX

The third apprentice of Joskovi was Sumar D'Tan Pelal. At first glance, Pelal seemed a poor choice for an apprentice for any craft, much less magic. She certainly did not appear to be worthy of the sacred task of expanding the human mind to its full potential. She was a ragged waif, thin and angular, barely sixteen years of age, so innocuous and undistinguished that people trod on her feet as they passed—not out of malice, but because she had no presence at all. Unkempt and unwashed, her face always sported at least one bruise, a legacy of her innumerable clumsy mishaps.

Joskovi saw beneath Pelal's surface. She saw that Pelal bruised herself because her mind was elsewhere, always at work upon questions that most humans could not conceive, much less determine the answers. Pelal would walk off a cliff so long as she was promised she would learn the answers to six previously unsolvable enigmas on the way down. Her command of mind, magic, and strategy was so profound she could have ruled the world—if she saw the point. Ruling the world would only get in the way of her studies.

Pelal found the path to enhance the human central nervous system—not merely the brain, but the eyes, the spine, and the senses—using magic. It is a tribute to the difficulty of the problem that she spent almost a year on it.

Since then, those who have followed in her path become known as great thinkers and problem solvers. They are respected and feared for their ability to control not only their own minds, but also the minds of others. Cerebrexes are typically seen as aloof, absent-minded, and unaware of their surroundings. In fact, they are often so aware of their surroundings and have remembered so many facts that they simply forget, or do not care, to interact with the people around them.

CLASS FEATURES:

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

Weapon and Armor Proficiency: Cerebrexes gain no additional proficiency with any weapon or armor.

Spells Per Day: At each even-numbered level gained in the Cerebrex class, a character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of rebuking or controlling 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 Cerebrex, she must decide to which class she adds the new level for purposes of determining spells per day.

Enigma's Bane (Ex): A Cerebrex knows the way to the heart of any mystery. When confronted by a puzzle, enigma, code, or riddle, she gains a circumstance bonus equal to her cerebrex level to any Intelligence checks or Intelligence-based skill checks necessary to solve the problem.

Scent (Su): At 2nd level, the cerebrex gains the scent ability (see the *Monster Manual*, page 314).

Aggression Mastery (Su): At this point in her development, the 3rd-level Cerebrex has mastered the areas of the brain responsible for aggression. Once per day, as a standard action, the cerebrex may either cause herself or another creature to enter a rage (as a barbarian), or alternatively to force a barbarian out of a rage. Non-barbarians rage as a 1st-level barbarian, while barbarians rage as normal. The cerebrex must touch the creature, which provokes an attack of opportunity, to use this ability. An unwilling target can make a Will save (DC 10 + one-half cerebrex level + Charisma bonus) to negate the effect.

Symphony of Nerves (Su): A 4th-level cerebrex's neural networks are now highly sensitized. Once per day, as a free action, she gains an enhancement bonus to Dexterity equal to one-half her cerebrex level. This effect lasts one round per cerebrex level.

Blindsense (Ex): At 5th level, the cerebrex's heightening senses grant her blindsense to 30 feet (see the *Monster Manual*, page 306).

Telepathic Immunity (Su): A Cerebrex of 5th level is now also immune to all forms of telepathy or mind reading. She may suppress and reactivate this immunity at will, as a free action.

Eidetic Memory (Ex): At 6th level, the Cerebrex reaches the next level of her evolution: memory. She has perfect recall of events in all five senses. This grants her a competence bonus to all Intelligence checks and Intelligence-based skill checks equal to half her cerebrex levels.

Experts at finding solutions to puzzles that baffle even the greatest minds, cerebrexes also possess awesome intellectual powers that strike fear in the hearts of other spellcasters.

HIT DIE
D4

CEREBREX REQUIREMENTS

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

Spellcasting: The ability to cast 3rd-level arcane spells.

Skills: Concentration 8 ranks, Craft (alchemy) 4 ranks, Knowledge (arcane) 8 ranks, Spellcraft 8 ranks.

CEREBREX CLASS SKILLS

The cerebex's class skills (and the key ability for each) are: Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (all) (Int), Listen (Wis), Profession (Wis), Search (Int), Speak Language (NA), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha)

Skill points at each level: 8 + Int modifier.

CEREBREX ADVANCEMENT

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Enigma's bane	
2	+1	+0	+0	+3	Scent	+1 level of existing class
3	+1	+1	+1	+3	Aggression mastery	
4	+2	+1	+1	+4	Symphony of nerves	+1 level of existing class
5	+2	+1	+1	+4	Blindsense, telepathic immunity	
6	+3	+2	+2	+5	Eidetic memory	+1 level of existing class
7	+3	+2	+2	+5	*Clairaudience/clairvoyance*	
8	+4	+2	+2	+6	Blindsight	+1 level of existing class
9	+4	+3	+3	+6	Twist the neural skein	
10	+5	+3	+3	+7	Neural glimpse, inscrutable mind	+1 level of existing class

CEREBREX

Clairaudience/Clairvoyance (Sp): By concentrating for 1 minute, a 7th-level Cerebrex may expand her senses to such an extent that she can perceive an unseen area as per the *clairaudience/clairvoyance* spell. This ability is as the spell of the same name, as cast by a sorcerer of the cerebrex's class level.

Blindsight (Ex): An 8th-level cerebrex gains blindsight to 60 feet (see the *Monster Manual*, page 306).

Twist the Neural Skein (Su): The 9th-level Cerebrex knows the neural "shapes" of spells in her own mind so well that she can sense the traces of memorized spells in the minds of her opponents and tear them from their minds. Twice per day, as a standard action, a Cerebrex can watch a known spellcaster and attempt to guess a spell that caster still has memorized. She must succeed at a Spellcraft check (DC 15 + spell level + opponent's Intelligence modifier) to guess the spell correctly. The amount the check result exceeds this DC determines the highest level of spell she can guess. The higher the Spellcraft check, the higher the spell level the cerebrex can determine. She knows one randomly determined memorized spell of the appropriate level (or lower), and can attempt the check again to learn of a different spell. Multiple uses of this ability will never show the same spell more than once, and will only show spells of the same name multiple times if it is memorized more than once.

The cerebrex may attempt to overload the paths of the spell caster's memory, making a discerned spell inaccessible, as if it had been cast. This requires the cerebrex to succeed at a touch attack against the opponent. She and her opponent then both make opposed Will saves. If the cerebrex wins the opposed roll, the spell is lost. If her opponent wins, the spell is retained, but the cerebrex may try again (including another attempt that round, if she can make more than one attack per round).

This ability has no effect on spellcasters who don't prepare their spells, such as bards and sorcerers.

Neural Glimpse (Su): By this final level of her development, the cerebrex can detect minute indicators of a humanoid's intended actions even as that being itself becomes aware of them. She can guess a being's intention by noticing how it shifts its weight, the slight bulge of its veins filling with blood, and how the being's muscles twitch slightly in anticipation. The cerebrex can use this ability on a number of humanoids or monstrous humanoids equal to her Intelligence modifier (minimum 1) within 30 feet of her. In combat, this translates into an insight bonus equal to the cerebrex's Intelligence modifier to her Armor Class against attacks made by the creatures she is using the ability on. Outside of combat, the cerebrex gains an insight bonus equal to her Intelligence modifier (minimum 1) when using the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. She may use this ability once per day for a number of rounds equal to her cerebrex class level.

Inscrutable Mind (Su): Also at 10th level, the cerebrex has become so aware of her own mind that she gains a +4 bonus to all saves made against mind-affecting, fear, and sleep effects. In addition, whenever a cerebrex makes a saving throw against an illusion, she gains a circumstance bonus equal to her Intelligence bonus.

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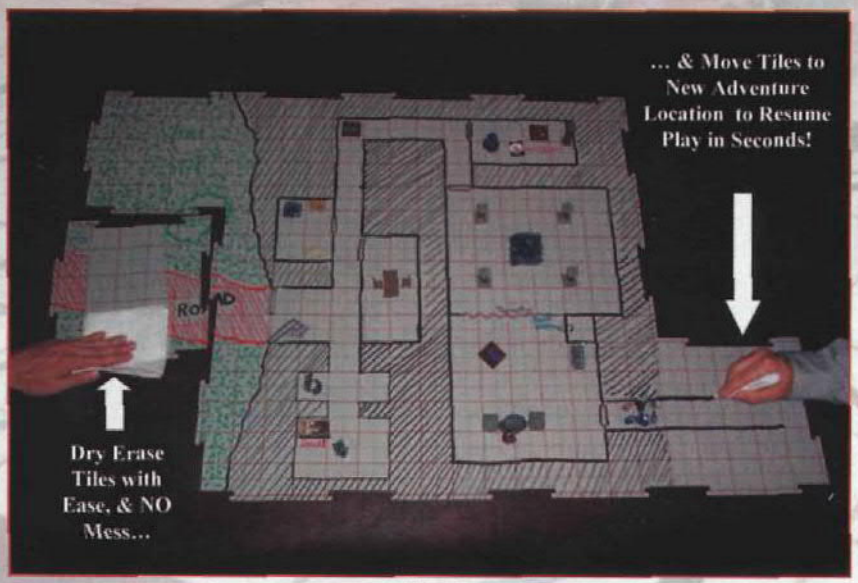

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Silicon Sorcery

Warcraft III

by Clifford Horowitz

When the *Warcraft* phenomenon started, it began as a game that expressed the basics of many beginning DUNGEONS & DRAGONS campaigns: a horde of humanoids (called, appropriately enough, the Horde) led by orcs, threatening a human kingdom.

The conflict began when a demonic power, known as the Burning Legion, conquered the orcs of the world of Draenor. Using the humanoids as shock troops, the Legion opened a gateway known as the Dark Portal onto a world called Azeroth. The Horde poured out and immediately attacked a nearby human empire. With the help of dwarves and elves, the human alliance eventually managed a massive counterstrike that took them all the way to Draenor, where they routed the orcs once and for all. Or so they thought. . . .

Welcome to *Warcraft III*. The human alliance counterstrike might have shattered the Horde, but it also freed them from the grip of the Burning Legion. United under a cunning orc raised to be a human pawn, they are now the Burning Legion's fiercest enemies. To replace the Horde, the Burning Legion has struck a deal with a powerful lich lord and now marshals an army of demonically enhanced undead. The human alliance is weary of fighting, but it continues the struggle, as stalwart as ever. A new group, the previously unknown night elves, whose culture was destroyed tens of thousands of years ago in a battle with the Burning Legion, has emerged from hiding with a determination to crush their ancient foe once and for all. These forces will crash together on the field of battle, and the world wil be forever changed, whatever the outcome.

Just as the 3rd Edition of D&D has revolutionized the core of a classic game while staying true to its roots, this third installment of *Warcraft* continues the parallel by changing the structure of traditional real-time strategy games, but keeping all the best of what came before. Now there are more than just cool, new units to build up and throw at your enemies. Now, if circumstances are right, you can call virtually immortal heroes to lead your forces and quest for powerful magic items. Their exploits give them experience, and experience grants them power. Not only do their base abilities increase as they increase in level, but they have the chance to learn special abilities as well.

While you may only have one of each kind of hero in the game, these luminary figures are not unique. They are identified by their titles, not their names, which means larger campaigns could certainly support many such heroes. Detailed below is a pair of prestige classes for heroes from two of the factions in the *Warcraft III* conflict. Whether you're looking to recreate the desperate battlefield of Azeroth, or just a little supplemental material for your existing campaigns, these heroic classes make great elite warriors.

DWARVEN THANE

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. Theyexist 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.

DWARVEN THANE Class Requirements

HIT DIE D10

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.

DWARVEN THANE Class Skills

The dwarven thane's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.

Dex: –

Con: –

Int: Knowledge (religion).

Wis: –

Cha: Intimidate.

Skill Points at Each Level: 2 + Intelligence modifier.

Class Features

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

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 off-hand weapon.

Storm Bolt (Su): Taking the doctrine of punishing power to the next level, a 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

DWARVEN THANE Advancement

Class 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

FOR YOUR CHARACTER

Even if you're not playing a dwarf, orc, or half-orc, your DM might allow you to take these prestige classes. Check with her to discuss ways in which these prestige classes might be altered to fit her campaign. It might be as simple as removing the race prerequisites, but your DM might want to change aspects of the prestige classes' backgrounds to better suit her campaign. If you're interested in these prestige classes, here are some things you might ask about:

- The dwarven thanes could be more than warriors; they could be holy like paladins, peculiar to the dwarven race. Dwaven thanes might even need to follow a code like paladins. Your DM might work with you to create such an organization, and you might even come up with an honor points system like that presented in "Campaign Components: Knights" in this issue.
- Just as in *Warcraft III*, your DM might have a group of orcs who fight against evil. Inquire if you can play a full-blooded orc. Perhaps you and your DM can work to create a tribe of good orcs from which your character can be descended.
- You might use the abilities from these classes to make new feats or to design a new prestige class. Check with your DM to see if that's okay.

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.

HIT DIE D8

ORC BLADEMASTER Class Requirements

To become an orc blademaster, 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.

ORC BLADEMASTER Class Skills

The orc blademaster's class skills (and the key abilities for each) are:

Str: Climb, Jump.

Dex: Balance, Move Silently, Tumble.

Con: Concentration.

Int: Knowledge (religion).

Wis: –

Cha: Intimidate.

Skill Points at Each Level: 2 + Intelligence modifier.

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).

ORC BLADEMASTER

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.

ORC BLADEMASTER Advancement

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

FOR YOUR CAMPAIGN

Altering these prestige classes to suit your campaign is easy. Changing the race prerequisites is a good start, but there's plenty more that you can do.

- Perhaps you already have organizations or religions devoted to the elements of earth and air in your campaign. By changing the prerequisites, you can make the prestige classes in this article suit members of those groups.
- You could make the dwarven thane a great prestige class for clerics. Change the Hit Dice to d6, the attack bonus progression to the cleric's, and give the dwarven thane spellcasting progression at each level.
- The orc blademaster could be a class for any weapon specialist, but given the spell-like abilities, maybe it would make a good prestige class for rogues. Simply change the Hit Die to D6, give the class 8 skill points plus Intelligence modifier per level, add more rogue skills to the class skills, and change the weapon to one that rogues are more likely to use, such as the short sword.
- Perhaps the two prestige classes could be combined into one class for warriors who devote themselves to the strength of earth and the agility of air. This ten-level prestige class would have tough requirements and alternate the abilities from each prestige class it grants.

Class Features

All of the following are class features of the orc blademaster prestige class.

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 bastardsword 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.

Silicon Sorcery

Battle Realms

by Clifford Horowitz

The Dragon controlled the mightiest empire in the world, but then, in a single season, they slipped from empire . . . to clan . . . to nothing at all. The Horde, an unknowable, unbeatable tide of death, swept over the Dragon, laying waste to their finest warriors in a single battle and sending the rest of the clan into retreat for six long months.

Finally, when they reached the sea and could run no more, the master of the clan summoned the spirit of the Dragon itself. Winds shrieked, seas raged, fields rent, and the world was broken. The master of the Dragon clan disappeared into the elemental fury, and the Horde with him. The people were saved.

Although the people survived, the clan could not. The Dragon's greatest warriors were dead, its ruling line consumed, and its few remaining heroes were left divided and fighting against each other. The Dragon died that day, replaced with the Serpent, a wan and corrupt shadow of the Dragon's former greatness.

Such times cry out for heroes and dreamers, and such a cry is answered by Kenji, last of the Dragon clan nobility, and your character in *Battle Realms*, a roleplaying, real-time strategy game that sets the task of restoring the greatness of the Dragon upon your shoulders. As Kenji, you must wander the foreign lands that have become home to the Serpent, reunite with the heroes who served your father, and fight against the enemies of your dying clan. For the hope you bring them, peasants will flock to your banner, harvest rice, gather water, capture wild horses, and build up their towns. Yet the task before you is too great even for the mighty heroes of the Dragon to shoulder alone. You must revive the ancient fighting styles of the Dragon masters and set your peasants to learning them. With this army at your back, you might yet be able to stand against the twisted sorcerers of the Lotus clan, their feral escaped slaves, the Wolf clan, and perhaps even the Horde itself.

What distinguishes *Battle Realms* from other real-time strategy games is what its designers have dubbed "liquid resources." The things you produce and harvest can be used in a multitude of ways. Water is used to nourish troops in training, vital in construction, and the only thing that puts out the flames of a burning building. The horses you capture and domesticate can be given to soldiers to make cavalry, or they can be put in

the fields with the peasants to increase efficiency. The uses for resources far outstrip their availability, forcing you to make tactical decisions for their allocation at every turn.

The setting presented in *Battle Realms* could be the basis of an entire campaign, and many of its elements could find places in your games. Some of the most interesting of these elements are the gems of the Dragon empire: its enlightened fighters. These prestige classes are suitable for any campaign with a little work, but obviously, they are right at home in an *Oriental Adventures* campaign.

Kabuki Warrior

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.

Class Features

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

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

For Your Campaign

The prestige classes from *Battle Realms* fit well into an *Oriental Adventures* campaign, and with a little modification, they can be a part of any campaign world.

- The dragon warriors could be just that: warriors who devote themselves to the service of red dragons. These warriors gain powers as the mystic bond with the dragon they serve grows stronger.
- The kabuki warrior could be a prestige class for a kind of warrior-jester. Perhaps a secret organization of "fools" provides guardians and advisors to the royalty of a nation in your campaign.
- The dragon warrior and kabuki warrior could be two opposing mystic orders: one devoted to the wild expression of feelings; the other devoted to controlling emotion.

KABUKI WARRIOR Class Requirements

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

Base Attack Bonus: +5 or better.
Bluff: 5 ranks.
Perform: 5 ranks.
Tumble: 3 ranks.
Feats: Dodge, Expertise, Mobility, Spring Attack.
Special: The ability to cast three Illusion spells.

KABUKI WARRIOR Class Skills

The kabuki warrior's class skills (and the key abilities for each) are:

Str: Jump.
Dex: Balance, Escape Artist, Tumble.
Con: Concentration.
Int: Alchemy, Craft (any).
Wis: Sense Motive.
Cha: Bluff, Perform.

Skill Points at Each Level: 2 + Int modifier.

KABUKI WARRIOR ADVANCEMENT

HIT DIE D10

Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+0	+2	+2	Canny defense, clowning
2nd	+1	+0	+3	+3	Sneak attack +1d6
3rd	+2	+1	+3	+3	Taunt 1/day
4th	+3	+1	+4	+4	*Stardust* 1/day
5th	+3	+1	+4	+4	Sneak attack +2d6, expert clowning
6th	+4	+2	+5	+5	Taunt 2/day
7th	+5	+2	+5	+5	*Stardust* 2/day
8th	+6	+2	+6	+6	Sneak attack +3d6
9th	+6	+3	+6	+6	Taunt 3/day
10th	+7	+3	+7	+7	*Stardust* 3/day, master clowning

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.

Dragon Warrior

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.

Class Features

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

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 fire ability while so enraged, her weapon is treated as though it also has the flaming burst magic weapon enhancement. D

For Your Character

If the prestige classes from *Battle Realms* sound like fun to you, ask your DM if she'll include them in her campaign and allow you to take one or both. Here are some ideas for how your character might use them:

- Your character has always been a screw up. Called clumsy and a clown throughout life, your PC has decided to take those weaknesses and make them into strengths by becoming a kabuki warrior.
- Your character comes from a family cursed with terrible tempers that cause them to lash out and wound those they love. Many relatives have given in to the rage and taken up the barbarian life, but your PC has tried to control it. Your character is always on the verge of disastrous anger, but that struggle has given the PC the powers of the dragon warrior.

DRAGON WARRIOR Class 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).

DRAGON WARRIOR Class Skills

The dragon warrior's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.

Dex: Ride.

Con: Concentration.

Int: Knowledge (religion).

Wis: —

Cha: Intimidate.

Skill Points at Each Level: 2 + Int modifier.

DRAGON WARRIOR ADVANCEMENT

HIT DIE D10

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