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Introduction

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

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

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

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

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

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

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

Hope this proves useful to you.

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

Tatsuki

Acolyte of the Fist

From Dragon #296 (June 2002)

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		

While some monks focus inward in a contemplative life of seeking enlightenment, members of the order of the fist focus outward. The central premise of the order's philosophy is "see what you want and take it." While that might seem selfish and greedy at first glance, that's because members of the order—who are called acolytes of the fist do not focus on the "take," but on the "want." Members of the order believe that to want something that you cannot or should not have is insane, and to want something that could bring harm (in having it or taking it) to yourself or others is foolish. Thus, the order preaches the importance of goal setting—but in doing so carefully. When an acolyte of the fist sets a goal, he does not allow himself to be deterred from achieving it.

The order of the fist draws upon this single-minded resolve for its power. Members are able to channel their commitment and determination into their fists, granting them extraordinary and even supernatural powers. Most acolytes of the fist are monks—usually those without leanings toward evil or good. Occasionally, a rogue or fighter joins their ranks. Any who can pass the required entry tests (and therefore achieve that goal) are welcome.

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

Requirements

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

Alignment: Any lawful.

Tumble Ranks: 8.

Jump Ranks: 8.

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

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

Weapon and Armor Proficiency: Acolytes of the fist are proficient with all simple weapons. They do not gain proficiency with armor or shields.

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

Fast Movement (Ex): Acolytes of the fist are faster than normal. At 3rd level, as long as he wears no armor and carries only a light load, the speed of an acolyte of the fist increases by 10 feet. His speed increases by another 10

feet at 6th level, and again at 9th level. This bonus to speed is inherent and is not affected by character size.

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

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

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

Ki Strike (Su): At 3rd level, an acolyte of the fist's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike improves as the acolyte of the fist gains experience, allowing his unarmed strike at 6th level to deal damage against creatures with damage reduction as if the blow were made with a weapon with a +2 enhancement bonus, and at 8th level to deal damage against creatures with damage reduction as if the blow were made with a weapon with a +3 enhancement bonus. If the character already has ki strike from a different class ability, the two bonuses stack.

Fist of Destruction (Ex): At 4th level, an acolyte of the fist gains the ability to destroy non-living objects with ease. When attacking an object, he subtracts his acolyte of the 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.

New Feats

Fists of Iron [General]

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

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

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

Ancestral Avenger

From Dragon #278 (December 2000)

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

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

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

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

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

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

Requirements

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

Race: Elf.

Base Attack Bonus: +5.

Wilderness Lore: 3 ranks.

Feats: Alertness, Iron Will, Tracking.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8.

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

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

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

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

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

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

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

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

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

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

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

Arcanopath Monk

From Dragon #281 (March 2001)

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

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

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

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

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

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

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

Requirements

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

Base Attack Bonus: +4

Knowledge (arcana): 8 ranks.

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

Alignment: Any lawful

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8.

Weapon and Armor Proficiency: Arcanopaths are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarter-staff, shuriken, siangham, and sling. The arcanopath monk gains the same advantages for using a kama, nunchaku, or siangham as does a monk.

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

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

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

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

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

Ki Strike: An arcanopath's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike improves as the arcanopath gains experience, allowing him to make unarmed strikes at 8th level that deals damage against creatures with damage reduction as if the attacks were made with a weapon with a +2 enhancement bonus, and at 10th level to deal damage against creatures with damage reduction as if the attacks were made with a weapon with a +3 enhancement bonus. This ability does not stack with a standard monk's ability of the same name. This is a supernatural ability.

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

Slap of Forgetfulness: The arcanopath monk can use this extraordinary ability once per round, but no more than once per arcanopath level per day. The monk must declare he is using the slap of forgetfulness attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the arcanopath is forced to make a Fortitude saving throw (DC 10 + the arcanopath level + the arcanopath's Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the opponent loses 1d4 arcane spells (or 1d4 unused daily arcane spell slots). The lost spells or spell slots are lost first from the highest level spells the spellcaster can cast, but otherwise determined by the creature struck. If the result indicates more spells lost than

are prepared (or unused) at a particular level, spells at the next lower level are lost in the same fashion, and so on. Lost spells (or open spell slots) can be regained normally. Creatures immune to critical hits cannot be affected by the slap of forgetfulness.

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

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

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

Athar

From Dragon #287 (September 2001)

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

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

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

Requirements

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

Base Attack Bonus: +7.

Base Will Save: +3.

Knowledge (religion): 10 ranks.

Spellcasting: Ability to cast divine spells.

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

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

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

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

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

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

Spells per Day: An athar of 3rd level or higher gains access to the Great Unknown. The Athar believe everything springs from the Great Unknown and that the gods are just pretenders. Fueled by this belief, the athar advances in spellcasting ability as a divine class she held previously, but now draws power from the Great Unknown. When a new athar level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of athar (minus two) to the level of some other spellcasting class the character has, then determines spells per day and caster level, accordingly.

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

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

Blessed of Gruumsh

From *Dragon* #282 (April 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Divine Blessing +1
2	+2	+3	+0	+0	Fist of Gruumsh
3	+3	+3	+1	+1	Evil Eye (Eye of Disdain)
4	+4	+4	+1	+1	Divine Blessing +2
5	+5	+4	+1	+1	Keen Eye of Gruumsh
6	+6	+5	+2	+2	Evil Eye (Eye of Fear)
7	+7	+5	+2	+2	Divine Blessing +3
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

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

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

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

Requirements

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

Alignment: Any non-good.

Race: Must be orc or half orc.

Base Attack Bonus: +6.

Knowledge (religion): 3 ranks.

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

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d10.

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

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

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

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

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

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

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

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

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

Bloodsister

From Dragon #298 (August 2002)

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

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

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

Requirements

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

Race: Drow

Sex: Female

Alignment: Any evil.

Base Attack Bonus: +6

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

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d10

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

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

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

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

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

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

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

Sneak Attack (Ex): Bloodsisters see no reason to tight fair. They gang up on opponents whenever possible and often fight in teams. At 7th level, a bloodsister gains the ability to sneak attack foes. Any time the bloodsister's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the blood-sister's attack deals +1d6 points of damage. The extra damage increases to +2d6 at 10th level. Should the bloodsister score a critical hit with a sneak attack, her extra damage is not multiplied.

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

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

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

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

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

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

Brawler

From Dragon #295 (May 2002)

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

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

—Tobar Axehalf, Barkeep.



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

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

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.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d10

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

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

increment of 10 feet. Note that this ability does not give the Brawler proficiency with any exotic weapons.

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

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

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

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

New Feats

Improvise Trip Attack

You can trip foes with thrown weapons.

Prerequisites: Base attack bonus +3 or better, Improvise Weapon Proficiency or the brawler's improvise weapon ability.

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

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

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

Improvise Weapon Proficiency

You are skilled at using any object as a weapon.

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

Unbalancing Blow

You are skilled at unbalancing your toes.

Prerequisites: 5 ranks in Balance, Wis 13+.

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

Cave Stalker

From *Dragon* #292 (February 2002)

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

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

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

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

Requirements

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

Base Attack Bonus: +5.

Feats: Blind-Fight. Track.

Race: Dwarf.

Craft (Trapmaking): 5 Ranks.

Move Silently: 5 Ranks.

Wilderness Lore: 5 Ranks.

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

Cipher

From Dragon #287 (September 2001)

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

Without a word the 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.

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.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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.

Dancer of Sharess

From *Dragon* #290 (December 2001)

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

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.

Requirements

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

Alignment: Chaotic Good

Patron Deity: Sharess

Base Attack Bonus: +3

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

Perform (Dancing): 4 ranks.

Knowledge (Religion): 9 ranks

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d6.

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

Cat Familiar: Upon gaining her 1st level as a dancer of 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 cat-like 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.

Darkwood Stalker

From Dragon #292 (January 2002)

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

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

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

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

Requirements

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

Base Attack Bonus: +5

Feats: Dodge, Track

Race: Elf, half-elf.

Hide: 5 ranks.

Listen: 5 ranks.

Move Silent: 5 ranks.

Spot: 5 Ranks

Wilderness Lore: 5 Ranks

Language: Orc

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

Uncanny Dodge (Ex): Starting at 2nd level, the darkwood stalker gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC (if

any) regardless of being caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized.

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

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

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

Sneak Attack (Ex): If a darkwood stalker can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, any time the darkwood stalker's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), or when the darkwood stalker flanks the target, the darkwood stalker's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter (6th and 9th). Should the darkwood stalker score a critical hit with a sneak attack, this extra damage is not multiplied.

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

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

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

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

Darkvision (Su): Although stealthy and keen-eyed, the darkwood stalker is often at a disadvantage against orcs when fighting in the darkness. Long ago, elven sages developed a ritual to allow the most dedicated stalkers to overcome this disadvantage. Now, as they grow in experience, their night vision continually improves, eventually matching the darkvision of their hated foes. At 4th level darkwood stalkers gain darkvision to a range of 30 feet, and at 7th level, the range increases to 60 feet.

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

Deep Avenger

From *Dragon* #298 (August 2002)

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

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

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

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

Requirements

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

Base Attack Bonus: +7.

Feats: Blind-Fight, Power Attack.

Special: Must speak Undercommon.

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

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

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

New Feats

Drow Slayer [General]

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

Prerequisites: Damage bonus against (drow.)

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

Spelunker [General]

You spend long amounts of time exploring and studying caves.

Prerequisites: Alertness, Wis 13+.

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

Dragon Mystic

From Dragon #296 (June 2002)

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

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

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

Requirements

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

Creature Type: Dragon

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

Special: Must consume 5,000 gp value of diamonds

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d12

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

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

arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

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

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

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

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

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

End Note

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

Dragon Warrior

From Dragon #298 (August 2002)

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

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

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

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

Requirements

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

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

Base Attack Bonus: +6 or better

Concentration: 3 ranks

Knowledge (Religion): 3 ranks.

Feats: Iron Will, toughness. Weapon Focus (greatsword).

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d10

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

Body of Soul (Su): The dragon warrior's first step in harnessing the power of the Dragon is to quell it completely. Until they come to grips with the roiling rages that now reside in their hearts, those first touched by the Dragon must either quell the spirit or be consumed by it. However, in burying the essence of

the Dragon within themselves, the fledgling dragon warriors learn an inner strength so intense that it radiates outward. As a result, dragon warriors add their Wisdom bonus to their hit points at each dragon warrior level. Wisdom damage or drain, depletes these extra hit points.

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

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

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

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

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

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

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

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

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

Dragonkith

From *Dragon #284* (June 2001)

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

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

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

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

Requirements

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

Language: Draconic

Base Attack Bonus: +6

Knowledge (arcana): 4 ranks

Feats: Alertness, Endurance

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

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8.

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

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

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

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

Mighty Attack: At 2nd level, once per day, the dragonkith can call upon her dragon's might to deal +1d6 additional damage to a single attack. The dragonkith must decide before an attack is 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.

Dragonscribe

From *Dragon #296* (June 2002)

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

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

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

Requirements

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

Diplomacy: 7 ranks.

Knowledge (arcana): 13 ranks.

Feats: Spell Penetration, Iron Will.

Language: Draconic.

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

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

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d4

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

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

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

Dragonlore: At 1st level, dragon-scribes gain an ability similar to the bardic knowledge ability that pertains only to dragons. Unlike the bard's bardic knowledge ability, dragonlore comes not from random wanderings but instead from scraps of long-lost knowledge, hidden tomes, and other obscure sources.

To use the dragonlore ability, the dragonscribe makes a special dragonlore check with a bonus equal to his dragonscribe level + Intelligence bonus.

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

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

Dragonlore DCs

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

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

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

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

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

Summon Monster III

Celestial brass dragon (wyrmling) (CG)

Fiendish white dragon (wyrmling) (CE)

Summon Monster IV

Celestial bronze dragon (wyrmling) (LG)

Fiendish blue dragon (wyrmling) (CE)

Summon Monster V

Celestial copper dragon (very young) (CG)

Fiendish green dragon (very young) (LE)

Fiendish Wyvern (NE)

Summon Monster VI

Celestial brass dragon (juvenile) (CG)

Fiendish white dragon (juvenile) (CE)

Summon Monster VII

Celestial brass dragon (young adult) (CG)

Fiendish black dragon (young adult) (LE)

Summon Monster VIII

Celestial bronze dragon (adult) (LG)

Fiendish blue dragon (adult) (LE)

Summon Monster IX

Celestial silver dragon (adult) (LG)

Fiendish red dragon (adult) (CE)

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

Dreadmaster

From Dragon #287 (September 2001)

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

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

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

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

Requirements

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

Alignment: Lawful Evil.

Patron Deity: Bane.

Base Attack Bonus: +4.

Intimidate: 5 ranks.

Sense Motive: 4 ranks.

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

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

Cohort: A cohort of at least 6th level.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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

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

Insidious Insight: A dreadmaster has a knack for ferreting out what others are up to so that he can more effectively keep control. Beginning at 2nd level,

dreadmasters receive a +2 circumstance bonus to Sense Motive and Gather Information checks. This is an extraordinary ability.

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

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

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

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

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

* From Monsters of Faerûn

Dwarven Thane

From *Dragon* #299 (September 2002)

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

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

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

Requirements

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

Race: Dwarf.

Base Attack Bonus: +6.

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

Knowledge (Religion): 5 ranks.

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

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die d10

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

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

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

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

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

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

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

Elder Druid

From Dragon #286 (August 2001)

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

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

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

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

Requirements

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

Alignment: Any non-evil.

Knowledge (arcana): 10 ranks.

Knowledge (history): 5 ranks.

Feats: Skill Focus – Knowledge (history)

Spellcasting: Ability to cast spells.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d4

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

Spells per Day: An Elder Druid continues training in magic. Thus, when a new Elder Druid level is gained, the character gains new spells per day as if he had also gained a level in a spell-casting 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 before his senses would normally allow him to do so. At 1st level and above, the Elder Druid retains his Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker.

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

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

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

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

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

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

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

opponent he has fought during a prior encounter. This is an extraordinary ability.

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

Eldritch Master

From Dragon #280 (February 2001)

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

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

—The Book of the Pale

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

Most eldritch masters are sorcerers, but sometimes bards take up the mantle. To join their elite ranks, a character must contact and make a pact with a powerful outsider or other magical creature such as a lammasu, celestial, fiend, slaad, lich, hag, rakshasa, or titan.

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

Requirements

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

Knowledge (arcane) ranks: 8

Spellcraft ranks: 6

Diplomacy ranks: 2

Intimidation ranks: 2

Spellcasting: Must be able to cast arcane spells

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

Class Skills

The Eldritch Master's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (con), Craft (Int), Diplomacy (cha), Intimidate (cha), Knowledge (any) (Int), Listen (wis), Profession (wis), Scry (Int), Sense Motive (wis), Spellcraft (Int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d4.

Weapon and Armor Proficiency: Eldritch masters are proficient with no weapons, armor, or shields.

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

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

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

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

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

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

Spell Boost: At 3rd, 6th, and 9th level, the eldritch master gains the ability to cast a spell one level higher than his current highest level spell once per day. The eldritch master also gains a single spell known for that level if he does not otherwise know any spells of that level. For example, a 7th-level sorcerer who gains three levels of eldritch master can cast one 4th-level spell per day, and he gains a new spell of 4th level that he knows. A 5th-level sorcerer who gains three levels of eldritch master gains the ability to cast one additional 3rd-level spell per day, but gains no additional spells known because he already also gained +2 3rd-level spells known at that same level.

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

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

Knowing 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.

Fiend Binder

From Dragon #292 (January 2002)

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

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

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

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

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

Requirements

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

Alignment: Any evil.

Feats: Iron Will.

Race: Orc or half-orc.

Animal Empathy: 8 ranks.

Intimidate: 4 ranks.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

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

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

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

Fiend Slayer

From Dragon #287 (September 2001)

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

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

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

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

Requirements

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

Alignment: Any non-evil, non-good.

Base Attack: +4.

Knowledge (arcana): 5 ranks.

Knowledge (the planes): 2 ranks.

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

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

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

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

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

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

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

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

Fiend Slayer Spell List

Fiend slayers choose their spells from the following list:

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

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

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

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

Fierce Grappler

From Dragon #295 (May 2002)

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

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

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

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

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

Requirements

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

Base Attack Bonus: +6.

Escape Artist: 5 ranks.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d10

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

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

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

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

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

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

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

Flame Steward

From Dragon #283 (May 2001)

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

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

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

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

Requirements

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

Alignment: Any non-evil

Heal ranks: 8

Knowledge (religion) ranks: 5

Knowledge (arcana) ranks: 5

Feats: Endurance, Power Attack

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8.

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

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

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

Sacred Firefan: The 2nd level flame steward can emit a fan of flames as a spell-like ability. 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

Flame Stewards choose their spells from the following list:

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

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

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

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

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

Fleet Runner of Elhonna

From Dragon #283 (May 2001)

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

In the wild, speed is sometimes essential. Often, an animal's only hope of survival is to outrun another creature. Certain followers of Elhonna, 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 Elhonna are clerics or druids who serve that deity, though a number of rangers also follow this path. Multiclass cleric/rangers or druid/rangers quite often become fleet runners, but members of other classes are rarely interested.

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

Requirements

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

Alignment: Neutral Good.

Patron Deity: Elhonna.

Base Will Save: +3.

Knowledge (nature): 11 ranks.

Knowledge (religion): 3 ranks.

Wilderness Lore: 5 ranks.

Feats: Dodge, Mobility, Run

Spellcasting: Ability to cast divine spells.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

Bonus Spells: Similar to bonus spells for high ability scores, for each level of fleet runner that a spellcasting character attains, she gains bonus spells to the number of divine spells per day she normally casts. These bonus spells can be added to any level of spells the fleet runner can currently cast, but no more than one can be added to the character's highest current spell level. For example, Farella is a 9th-level cleric of Elhonna who takes one level in fleet runner. She can give herself one bonus 5th-level spell (her highest as a 9th-level cleric), and one bonus spell in one other level (0 through 4th).

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

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

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

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

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

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

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

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

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

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

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

Ghost-Faced Killer

From *Dragon* #289 (November 2001)

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

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

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

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

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

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

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

Requirements

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

Alignment: Any evil.

Base Attack Bonus: 5

Hide: 6 ranks.

Concentration: 4 ranks.

Intimidate: 4 ranks.

Move Silently: 6 ranks.

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

* from sword and fist

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

killer does not launch the attack within 3 rounds of completing the study, another 3 rounds of study are required before the death attack can be attempted again.

Frightful Attack (Su): Three times per day, a ghost-faced killer can designate a sneak attack as a frightful attack. This is done as a free action before the attack is made. When a ghost-faced killer deals damage with a sneak attack designated as a frightful attack, all those within 30 feet who witness the attack must make a Will saving throw (DC 10 + half the ghost-faced killer's character level + Charisma modifier) or become panicked (see Chapter 3: Running the Game in the *DUNGEON MASTER'S Guide* for a description of this condition) for $1d6$ rounds plus 1 round per class level of the ghost-faced killer. Creatures of equal or greater Hit Dice than the ghost-faced killer are immune to his frightful attack. This is a fear effect.

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

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

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

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

Glaive of Azharadian

From Dragon #293 (March 2002)

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

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

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

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

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

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

Requirements

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

Base Attack Bonus: +6,

Language: Old Oeridian.

Handle Animal: 3 ranks,

Knowledge (religion): 3 ranks.

Ride: 6 ranks.

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

Alignment: Lawful neutral or lawful good.

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

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

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

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

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

End Notes

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

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

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

The supplicant and the Ebon Knight fight a duel from horseback with axes or longswords until one or the other asks for quarter. Such combats occasionally escalate to battles on foot, and throughout the history of the order, several obstinate knights or would-be glaives have been killed rather than dishonor themselves in surrender. While the hierarchy of the order frowns upon such lethality, the spirits of those who have fallen in the Trial Martial loom large over the proceedings, and all take the combats extremely seriously.

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

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

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

Gloomblade

From *Dragon* #298 (August 2002)

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

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

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

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

Requirements

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

Move Silently: 10 ranks.

Hide: 10 ranks.

Feats: Alertness, Blind-Fight.

Special: Must speak Undercommon.

Class Skills

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

Skill Points at Each Level: 8 + INT modifier.

Class Features

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

Hit Die: d6

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

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

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

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

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

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

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

Gnome Giant-Killer

From *Dragon* 291 (January 2002)

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

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

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

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

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

Requirements

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

Base Attack Bonus: +5.

Race: Gnome,

Escape Artist: 3 ranks.

Tumble: 3 ranks.

Feats: Dodge, Mobility, Spring Attack.

Special: Speak Language (Giant)

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d10

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

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

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

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

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

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

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

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

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

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

Gnome Trickster

From *Dragon Annual 5* (2000)

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

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

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

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

Requirements

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

Race: Gnome

Spellcasting: Must be able to cast 1st level illusions

Feats: Expertise

Hide: 3 ranks

Pick Pocket: 5 ranks

Bluff: 7 ranks

Class Skills

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

Skill points at each level: 4 + INT modifier

Class Features

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

Hit Dice: d6

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

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

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

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

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

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

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

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

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

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

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

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

Gray Sage

From Dragon #298 (August 2002)

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

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

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

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

Requirements

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

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

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

Special: Must speak Undercommon.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d4

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

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

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

Handreading (Ex): As part of their immersion training, gray sages spend months in total darkness while they hone their craft. One side effect of this is the preternatural ability to read script with the tips of their fingers. This allows wizards to study their Spellbooks without a light source, and allows all casters to use scrolls in the darkness of the drow kingdoms. This does not impart any ability to read additional languages or to decipher previously unreadable script. Glyphs of warding and other similar spells activate normally when read "by hand."

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

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

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

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

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

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

New Spells

Stonescreen

Transmutation

Level: Drd 2, Rgr 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 hour/level (D)

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

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

New Feats

Improved Counterspell [General]

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

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

Green Hunter

From Dragon #294 (April 2002)

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

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

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

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

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

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

While the order was founded in Chult and knows that area well, it has sent green hunters 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.

Requirements

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

Patron Deity: Thard Harr

Alignment: Any good

Base Attack Bonus: +4

Knowledge (nature): 5 ranks

Wilderness Lore: 5 ranks

Feats: Track

Spells: Ability to cast divine spells,

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

Spells Per Day: At every other level gained in the green hunter prestige class, the character gains new divine spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a green hunter, he must decide to which class he adds the new effective level for the purposes of determining spells per day.

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

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

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

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

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

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

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

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

Scent (Ex): Beginning at 5th level, a green hunter's senses are so highly attuned that he can utilize the scent ability. This ability allows the green hunter to detect approaching enemies, sniff out hidden foes, and track by sense of smell. He can identify familiar odors just as others do familiar sights.

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

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

The green hunter can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of

surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. A green hunter tracking by scent ignores the effects of surface conditions and poor visibility.

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

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

Heartseeker

From *Dragon* #296 (June 2002)

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

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

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

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

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

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

Requirements

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

Base Attack Bonus: +4.

Concentration: 8 ranks.

Knowledge (arcana): 8 ranks.

Listen: 5 ranks.

Spot: 5 ranks.

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

Spellcasting: Ability to cast arcane spells.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d6

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

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

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

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

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

Bane Missile (Su): Once per day, as a full-round action, a 4th-level 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.

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

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

Illithidkin

From Dragon #296 (June 2002)

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

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

On rare occasions, however, the mind flayers spare certain slaves with the gift for psionics. These individuals are carefully dominated and monitored so that their gifts are not used against their masters, but they are allowed to expand and explore the talents they possess. Part of the brainwashing includes the worship of the mind flayers' god, 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 humanoid for these chores and are often the most powerful members of such groups.

Requirements

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

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil.

Patron: Ilsensine.

Concentration: 8 ranks.

Knowledge (Psionics): 8 ranks.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d6

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

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

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

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

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

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

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

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

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

Ex-Illithidkin

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

Illithidkin (Non-Psionic Variant)

From *Dragon* #296 (June 2002)

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

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

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

On rare occasions, however, the mind flayers spare certain slaves with the gift for psionics. These individuals are carefully dominated and monitored so that their gifts are not used against their masters, but they are allowed to expand and explore the talents they possess. Part of the brainwashing includes the worship of the mind flayers' god, Ilseinsine. 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 Ilseinsine. In addition, they kidnap people off the streets and from their homes to be used as food and slaves by mind flayers. Illithidkin are entrusted by their masters to lead units of other humanoids for these chores and are often the most powerful members of such groups.

Requirements

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

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil.

Patron: Ilseinsine.

Concentration: 8 ranks.

Feats: Combat Casting, Iron Will.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d6

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

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

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

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

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

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

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

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

Ex-Illithidkin

Ex-Illithidkin: An illithidkin who ceases worshipping the Ilseinsine 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.

Justicar

From Dragon #290 (December 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Bring 'em back alive, Subdual strike +1d6
2	+2	+0	+0	+3	Improved grapple, Crippling strike
3	+3	+1	+1	+3	Exotic weapon proficiency (Manacles), Street savvy +2
4	+4	+1	+1	+4	Subdual strike +2d6
5	+5	+1	+1	+4	Hog-tie
6	+6	+2	+2	+5	Street savvy +4
7	+7	+2	+2	+5	Subdual strike +3d6
8	+8	+2	+2	+6	Improved hog-tie
9	+9	+3	+3	+6	Street savvy +6
10	+10	+3	+3	+7	Intuition, Subdual strike +4d6

"Come as you are, come missing a leg, or come with your head on a pike, but you're coming with me."

—Wolfgang "The Wolf" Grimm

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 daylighters out of a criminal who desperately needs it.

Justicars are generally solitary, relying on their own wits and skills. They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat. Innocence and alibi can be argued in front of a court, but pretty words don't change the facts of the case or absolve a criminal of guilt. Justicars are not necessarily judge, jury, or executioner; often they simply see to it that those people get the chance to do their jobs. In cases where it is impractical to bring the miscreant to the hands of the law, or if the criminal resists, justicars never hesitate to bring final justice to those who deserve it. Evil justicars, on the other hand, are notorious for torturing their prisoners for confessions before turning them in.

When faced with difficult challenges, justicars team up with each other or a posse of mixed characters to hunt those wanted by the law. This might come as a rude surprise to a group of characters who have been robbing from the rich to give to the poor.

Most justicars begin as rangers. Some monks and paladins also find being a justicar well in line with their ideologies, and some lawful gods allow their paladins to multiclass as a justicar without penalty (DM's discretion). Fighters often find enough reward in killing; bringing people back alive is typically more effort than they consider worthwhile. Conversely, many clerics are too forgiving to be justicars; obvious exceptions include clerics of St. Cuthbert, as well as Hextor and certain other lawful evil gods. Rogues and bards, with their stealth-oriented skills, can be very effective in this class. Even the occasional druid, sorcerer, or wizard (especially diviners) enter the field, wielding spells as their weapons instead of steel.

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +6.

Feats: Track, Skill Focus (Gather Information)

Wilderness Lore: 5 ranks.

Gather Information: 5 ranks.

Search: 5 ranks.

Class Skills

The justicar's class skills (and the key ability for each skill) are: Bluff (cha) Climb (str) Disguise (cha), Gather Information (cha), Heal (wis), Hide (dex), Innuendo (wis), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Open Locks (dex), Ride (dex), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Use Rope (dex), and Wilderness Lore (wis),

Skill Points at Each Level 4 + INT modifier

Class Features

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

Hit Die: d10

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

Bring 'Em Back Alive (Ex): Whenever a justicar attacks with a melee weapon, he can deal subdual damage with the weapon instead of normal damage with no penalty to the attack roll. Normally, attempting to deal subdual damage with a weapon in this way incurs a -4 penalty to the attack roll.

Subdual Strike (Ex): A 1st-level justicar can make subdual strikes. Any time the justicar uses the bring 'em back alive class ability and his target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not) or when the justicar flanks the target, the justicar's attack deals +1d6 points of subdual damage. This extra damage increases to +2d6 at 4th level, +3d6 at 7th level, and again to +4d6 at 10th level. Should the justicar score a critical hit with a subdual strike, this extra damage is not multiplied.

A justicar can only subdual strike a living creature with discernable anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Also, creatures immune to subdual damage are immune to subdual strike damage. The justicar must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The justicar cannot subdual strike a creature with concealment or when striking the limbs of a creature whose vitals are beyond his reach.

Improved Grapple (Ex): At 2nd level, a justicar automatically receives the feat Improved Grapple (from Oriental Adventures—see the sidebar), even if he does not have the prerequisites.

Crippling Strike (Ex): The justicar with this ability can subdual strike opponents with such precision that his blows weaken and hamper them. When the justicar damages an opponent with a subdual strike, that character also takes 1 point of temporary Strength damage. Ability points lost due to damage return on their own at the rate of 1 point per day for each damaged ability.

Exotic Weapon Proficiency (manacles): Intimately familiar with the capture of criminals, justicars have learned to do more with a pair of manacles than restrain a lawbreaker. A justicar can swing a pair of metal manacles in one hand as if they were a club without suffering a penalty for using an improvised weapon. Masterwork manacles can be wielded as a masterwork light flail.

Street Savvy (Ex): The justicar gains a circumstance bonus on all Innuendo and Gather Information checks while in pursuit of a criminal. This bonus is initially +2 at 3rd level, but it increases to +4 at 6th level and to +6 at 9th level.

Hog-Tie (Ex): When the justicar successfully pins an opponent while grappling, he can attempt to hog-tie the opponent. Treat this as an extra option for the justicar who has an opponent pinned (see the Player's Handbook page 137). The justicar must have a rope or chain in one hand to attempt this action.

When trying to hog-tie, make an opposed grapple check. The justicar can use his Use Rope skill instead of a normal grapple check. The opponent must make an opposed grapple check or Escape Artist check. If the justicar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie attack fails and the grapple continues.

If the justicar successfully hog-ties an opponent, that person is considered bound and helpless (see the DUNGEON MASTER'S Guide page 84 for the helpless description). Note that the justicar receives the standard +10 bonus on Use Rope checks to bind someone, per the Player's Handbook page 76. Bound foes can make an Escape Artist check (opposed by the justicar's Use Rope check) or a Strength check (DC 23 for rope, DC 26 for chain) to break free. Bound characters can also cast spells that don't require somatic components and if they have the necessary material components already in hand.

The justicar can only use this ability on opponents within at least one size category larger than he is or smaller (thus, a halfling justicar can use hog-tie against Medium-size or smaller opponents). He can also only use it against humanoid-shaped creatures (thus, most Humanoids, Monstrous Humanoids, Outsiders, and Giants would qualify).

Improved Hog-tie (Ex): An 8th-level justicar can attempt a hog-tie without first pinning his opponent. Thus, whenever a grapple is established, the justicar can use an attack action to attempt to hog-tie his foe. Also, if the justicar has the Quick Draw feat, he does not need to be holding the rope or chain in his hand.

Intuition (Su): When hunting a specific person, a 10th-level justicar can use the Intuit Direction skill to determine in which direction the culprit might be found if the criminal is within one mile of the justicar. Similarly, the justicar can use this ability to determine the direction of anyone he has previously faced in combat if she is within the same range.

New Feat

Improved Grapple

You are skilled in martial arts that emphasize holds and throws.

Prerequisite: Improved Unarmed Strike

Benefit: If you hit with an unarmed strike, you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. You can deal normal damage while grappling, rather than subdual damage, without suffering a penalty on your grapple check.

Normal: Characters without this feat make a melee touch attack to grab their opponent and provoke an attack of opportunity when doing so. They also suffer a -4 penalty on their grapple checks when trying to inflict normal damage in a grapple.

Kabuki Warrior

From Dragon #298 (August 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Canny defense, clowning
2	+1	+0	+3	+3	Sneak Attack +1d6
3	+2	+1	+3	+3	Taunt 1/day
4	+3	+1	+4	+4	Stardust 1/day
5	+3	+1	+4	+4	Sneak attack +2d6, expert clowning
6	+4	+2	+5	+5	Taunt 2/day
7	+5	+2	+5	+5	Stardust 2/day
8	+6	+2	+6	+6	Sneak attack +3d6
9	+6	+3	+6	+6	Taunt 3/day
10	+7	+3	+7	+7	Stardust 3/day, master clowning

For the Dragon, combat and war are forms of art, not cold disciplines. Warriors of the Dragon clan view combat as an outlet for passion and an opportunity for expression. None embody this philosophy better than the kabuki warriors. These soldiers are equal parts fighter and entertainer. In times of peace they use their talents to amuse those around them with feats of acrobatics, sleight of hand, illusions, and stories. These skills are not wasted when conflict arises. Dressed in garish costumes with wild hair and even wilder face paint, kabuki warriors take the field of battle with a smile on their faces and a quip on their tongues, often juggling items in one hand as they leap and slash at their opponents.

The kabuki warrior melds martial skill and theatrics into a dazzling, confusing display that tricks opponents into making mistakes—errors the kabuki warrior is quick to exploit with vicious brutality. Many fear the humiliation that they could suffer in fighting these warriors more than they fear the injuries they risk.

The eclectic requirements of the kabuki warrior code and fighting style requires a broad knowledge of combat, magic, and acrobatics. Most kabuki warriors are bards or multiclassed bard/fighters. Some multiclassed sorcerer/rogues join the order, and monk/illusionists are fairly common. Single-classed kabuki warriors are rare and usually come from the wizard class.

Requirements

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

Base Attack Bonus: +5

Bluff: 5 ranks.

Perform: 5 ranks.

Tumble: 3 ranks.

Feats: Dodge, Expertise, Mobility, Spring Attack

Special: The ability to cast three Illusion spells.

Class Skills

The kabuki warrior's class skills (and the key abilities for each) are: Alchemy (int), Balance (dex), Bluff (cha), Concentration (con), Craft (int), Escape Artist (dex), Jump (str), Perform (cha), Sense Motive (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d10

Weapon and Armor Proficiency: The kabuki warrior is proficient in all martial weapons, but no armor or shields.

Canny Defense (Ex): When wearing no armor or shield, the kabuki warrior adds his Intelligence bonus to his Armor Class. Should the kabuki warrior lose his Dexterity bonus, he loses this bonus as well.

Clowning (Ex): As a master of performing arts, the kabuki warrior gains a +2 competence bonus to his Bluff, Perform, and Tumble checks.

Sneak Attack: At 2nd level, a kabuki warrior gains the ability to sneak attack foes (see the Rogue section in Chapter 3 of the Player's Handbook). He gains +1d6 damage at 2nd level, and an additional 1d6 every three levels thereafter. If a kabuki warrior gets a sneak attack bonus from another source: (such as rogue levels), the bonuses to damage stack.

Taunt (Su): With a combination of cutting jibes and frustrating defense, the kabuki warrior can enrage his opponents, driving them to become wild and sloppy. Once per day at 3rd level, the kabuki warrior can make a Bluff check opposed by a melee opponent's Sense Motive roll. If the kabuki warrior succeeds, the opponent falls victim to her own temper and suffers a -2 morale penalty to all attack rolls and AC for a number of rounds equal to the kabuki warrior's Charisma bonus +1. Characters with the ability to rage (such as barbarians) who are four levels higher than the kabuki warrior are immune to this ability. At 6th level, the kabuki warrior can taunt twice per day. At 9th level, he can taunt three times per day.

Stardust (Sp): The kabuki warrior can summon shimmering streams of sparkles that dance about him as he twirls and spins. This dazzling display is bright and confusing, blurring the kabuki warrior's form and making it difficult to ascertain his exact position.

This effect lasts for a number of rounds equal to the kabuki warrior's Charisma bonus +1. During this time, he gains a circumstance bonus to his Armor Class equal to his Charisma bonus +1. At 7th level the kabuki warrior can perform this ability twice per day, and at 10th level he can perform it three times per day.

Creatures who cannot see the lights are not distracted by them.

Expert Clowning (Ex): At 5th level, the kabuki warrior's mastery of performance and understanding of the human reaction has reached the point where he gains a +4 competence bonus to Bluff, Tumble, and Perform checks.

Additionally, he can use the Bluff skill in combat to feint and apply the result to all opponents within 10 feet. Roll once and apply that single result to all applicable targets.

Master Clowning (Ex): By 10th level, the kabuki warrior is a master of showmanship. He can use the Bluff skill to feint in combat as a move-equivalent action, applying the result to all creatures within 10 feet.

Knight of the Chase

From *Dragon* #297 (July 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Known			
						1st	2nd	3rd	4th
1	+1	+2	+0	+0	Special hindrances, Track	-	-	-	-
2	+2	+3	+0	+0	Insight of vengeance	0*	-	-	-
3	+3	+3	+1	+1	Nemoud's brethren	1	-	-	-
4	+4	+4	+1	+1		2	0*	-	-
5	+5	+4	+1	+1	Flight of Krelestro	2	1	-	-
6	+6	+5	+2	+2		3	2	0*	-
7	+7	+5	+2	+2	Harrukin	3	2	1	-
8	+8	+6	+2	+2		3	3	2	0*
9	+9	+6	+3	+3		4	3	2	1
10	+10	+7	+3	+3	The doom of inescapable retribution	4	3	3	2

*Provided the knight has sufficient Wisdom to have a bonus spell of this level.

The Knights of the Chase are loosely organized into a knighthood made up exclusively of fanatical followers of Trithereon the Summoner, Oerth's god of individuality, liberty, retribution, and self-defense. Most knights come from the ranks of wronged clerics or fighters, although some rangers (and even a few rogues) have joined the fellowship. Members of other classes are welcome within the order, though rare. Due to the usually unhappy circumstances surrounding their birth, many half-ores and half-elves find themselves attracted to the order.

Most knights work and travel alone, although on some occasions, small groups of Chasers have acted in concert to rid the Flanaess of would-be oppressors. Such groups rarely stay together long, as the highly individualistic, chaotic personalities of the members are seldom conducive to long-term teamwork.

As befits the chaotic nature of its members, the Order of the Chase was for many years an informal organization dedicated to following Trithereon's liberating doctrine. The order organized itself into its current incarnation during the series of conflicts that marked the eastward retreat of the Great Kingdom after the independence of Nyronid in the late 3505 cy. Three knights of the order took the field in the legendary Battle of a Thousand Banners in 447 cy, and Chasers have stood watch along the eastern border of Almor since the foundation of that realm.

In the West, the order first gained popularity among those opposed to Keoish expansion. As the Throne of the Lion's interest in its neighbors waned, the resident Chasers (typical for Trithereonites) flocked to the southern borders to protect local folk from the depravities of the slave-taking Sea Princes.

Today, individual knights mete out justice and vengeance as they see fit. No official hierarchy exists within the order, though most members defer to the views of experienced Chasers. All recognize the authority of senior clerics of Trithereon, and the church's tacit support of what many consider a terrorist organization has led to a great deal of tension between Trithereonite superiors and the leaders of their resident communities. Though most temple clerics deny a strong correlation between their belief and the knighthood, membership in the Order of the Chase comes only through invitation by senior clerics of the Summoner, usually as recognition of the individual's dedication to liberty and vengeance.

Though the order's support structure remains a poorly guarded secret, the knights themselves seldom take precaution against detection. Most knights clad themselves in distinctive blue chainmail emblazoned with a metallic rune of pursuit (Trithereon's holy symbol) across the chest. Most Chasers choose a silver color for this device, but particularly devout or powerful knights often favor gold. Like their divine patron, most Knights of the Chase travel with one or more animal companions. Members of the order favor the longsword and shortspear, with many naming their favored weapons in homage to Trithereon.

Wanderers all, Knights of the Chase travel the Flanaess fighting oppression and freeing those who are enslaved or held for no just cause. As wanderers they own only what they carry, but many bear extra weapons to gift to those in need.

Many Chasers travel with sleek, swift dogs well trained in the arts of hunting and warfare. These hounds, known as Nemoud's Brethren, are specially selected and trained at centers of Trithereonite worship and share a special bond with proven members of the order. Particularly accomplished knights may call upon the services of intelligent hawks known collectively as Harrukin. No one outside the order knows how the Chasers come by these majestic beasts. Some suggest that the Summoner himself dispatches a Harrukin when one of his favored knights has earned its companionship through word and deed.

Knights of the Chase are highly individualistic, devoted folk used to acting on their own initiative to right the wrongs of the world. Merciless opponents, they relentlessly hunt those who have earned their ire. Chasers rarely turn over

apprehended transgressors. Instead, each knight deals with his captives as he sees fit. Within the order's infrequent counsels, actions most definitely speak louder than words, and decisions are made swiftly and without mercy.

The order's legendary disregard for the laws and customs of civilized lands often brings knights into conflict with local rulers eager to defend their authority. Since the knights represent a destabilizing influence upon the downtrodden and desperate, few in positions of authority appreciate the meddling of a Chaser in pursuit of his prey.

Requirements

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

Alignment: Chaotic good.

Base Attack Bonus: +6.

Handle Animal: 4 ranks.

Ride: 4 ranks.

Feats: Weapon Focus (longsword).

Special: The character must be an ardent worshiper of Trithereon who has performed some great undertaking in the name of his deity.

Special Hindrances: A knight must always follow the Code of the Chase (see sidebar). Should a senior cleric of Trithereon determine that the knight has acted against the code, the character may not attain another level in this class until the senior cleric willingly casts atonement upon him. This usually involves a quest at the behest of the cleric's church, the difficulty of which greatly depends upon the seriousness of the Chaser's transgression.

Class Skills

The Knight of the Chase's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (religion) (Wis), Profession (Wis), Ride (Dex), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Knight of the Chase prestige class.

Hit Die: d8

Weapon and Armor Proficiency: A knight is proficient in the use of all simple and martial weapons, all armors (heavy, medium, and light), and shields.

Spells per Day: A Knight of the Chase has the ability to cast a small number of divine spells from the cleric spell list (see Player's Handbook, page 160). To cast a spell, the Knight of the Chase must have a Wisdom score of at least 10 + spell level, so a Knight of the Chase with a Wisdom of 10 or lower cannot cast these spells. Knight of the Chase bonus spells are based on Wisdom, and saving throws against those spells have a DC of 10 + spell level + the Chaser's Wisdom modifier. When the Knight of the Chase gets 0 spells of a given level, such as 0 1st-level spells at a level, he gets only bonus spells. A Knight of the Chase prepares and casts spells as a cleric does (though he cannot spontaneously cast cure or inflict spells).

Track: At 1st level, a knight gains Track as a bonus feat. If the knight already possesses the Track feat, he gains a +2 synergy bonus to associated skill checks instead.

Insight of Vengeance: When fighting with a longsword or shortspear, a knight gains a +1 insight bonus to attack rolls.

Nemoud's Brethren: At 3rd level, the knight gains the services of a specially selected hound. This hound is similar to a war dog, however it also gains abilities in a comparable fashion to a wizard's familiar (see The War Dog Special Abilities chart in this article and page 51 of the Player's Handbook). Nemoud's Brethren, however, do not grant their master any special powers (such as the toad's +2 Constitution bonus) in the way that familiars do. If the dog is slain, the knight gains no replacement until he has gained an additional level as a knight.

War Dog Special Abilities

Level	Natural 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	—

Flight of Krelestro (Su): Once per day a knight can affect a shortspear as if a true strike spell has been cast upon it. If the spear has previously been blessed by a cleric of The Vengeful One, its range increment is tripled. The act of imbuing a shortspear with The Flight of Krelestro is a move-equivalent action that provokes an attack of opportunity. The effect lasts until the spear is used in combat or for a number of rounds equal to the knight's class level, whichever occurs first.

Harrukin: At 7th level, the knight gains the services of an intelligent hawk. This bird has the basic characteristics of a hawk (as noted in the Monster Manual, page 197), and in addition gains further abilities in a similar fashion to a wizard's familiar (see the Harrukin Special Abilities chart below and page 51 of the Player's Handbook). Harrukin, however, do not grant their master any special powers (such as the weasel's +2 bonus on Reflex saves) in the way that familiars do. If the hawk is slain, the knight gains no replacement until he has gained an additional level as a knight.

Harrukin Special Abilities

Level	Natural 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 Doom of Inescapable Retribution (Sp): Only the most powerful of knights can invoke this ability, the power for which is said to come directly from Trithereon himself. Because of this, they use it sparingly and only against those who are guilty of denying others their freedom. In the past it has been inflicted upon dictators, brutal military officers, slaveholders, and high priests of certain highly lawful religions.

A Knight of the Chase can use this spell-like ability once per day. To invoke this power the knight must make a successful touch attack against his opponent while declaring: "In the name of The Summoner, I mark you!" If the attack is successful, The Target must succeed at a Will save (DC = 10 + 1/2 the knight's Hit Dice + the knight's Wisdom bonus). The Doom of Inescapable Retribution has two main effects:

- The rune of pursuit is burnt into the forehead of the target. This process inflicts 2d8 points of fire damage upon the target. This effect occurs even if the subject made a successful saving throw.
- The target is subjected to a mark of justice spell as though cast by a cleric of the knight's character level.

The most common behavior proscribed by a knight is the keeping of slaves. If the target already has slaves, he must release his slaves immediately, renounce slavery, and never keep slaves again or suffer the curse of the mark of justice.

The mark of justice spell can be removed by the means outlined in the spell's description, but the rune of pursuit scar remains until the target is healed by a heal spell or atones for his misdeeds and receives the benefit of an atonement spell.

The Code of the Chase

A knight of the chase never turns away from those in need of rescue or protection, as doing so is a mortal sin in the eyes of Trithereon. Knights live their lives by the following four principles:

Individuality--Live your life as you see fit as long as you act in the cause of good. Do not force your beliefs on others. Let your conscience guide you, but do not allow unbelievers to sway you. The end justifies the means.

Liberty--freedom is an individual's greatest treasure, which should be safeguarded at all costs. Laws can be oppressive whether enacted for "good" or "evil." Those who oppress or enslave others should be persecuted without mercy. Unjust laws should be denounced and opposed wherever uncovered.

Retribution--Avenge yourself against those who have wronged you. Justice comes from the heart and can only be truly meted out by the persecuted. The law is often inadequate and should be ignored if it fails to dispense justice.

Self-Defense--All folk deserve the ability to defend themselves and their property. Those who cannot defend themselves should be protected so that they remain free. Killing another is justified if he wrongs you.

Knight of the Scale

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Blood of heroes, detect dragon
2	+2	+2	+0	+0	Sacred shield +2
3	+3	+3	+1	+1	Dragonslaying +1/1d6
4	+4	+3	+1	+1	Shatter scale
5	+5	+4	+1	+1	Mount
6	+6	+4	+2	+2	Ride-By Attack
7	+7	+5	+2	+2	Sacred shield +4
8	+8	+5	+2	+2	Dragonslaying +2/2d6
9	+9	+6	+3	+3	Heal mount
10	+10	+6	+3	+3	Righteous charge

Bolstered by the divine power of their god and driven by the force of their sacred duty, knights of the scale travel throughout the world raising sword and shield against the threat of dragonkind. Undaunted by the primal fury of formidable breath weapons and razor-edged claws, these stalwart heroes do battle wherever the taint of draconic evil gains a foothold.

Unlike their more traditional noble counterparts, knights of the scale (also referred to as scale knights) are called from every social rank and caste, causing some hidebound folk to cast a disdainful glance whenever they make an appearance. Despite the vagaries of their breeding, these fierce warriors embody a nobility of spirit and purity of purpose that shines forth when confronted by a draconic adversary. Knights of the scale do not throw caution to the wind and foolishly charge into battle with a dragon, preferring instead to plan as carefully as possible. However, bravery, courage, and strength are paramount for these characters. Scale knights seek to face and defeat dragons through force of arms, faith, and intellect while remaining true to the strict dictates of their honor and sense of duty. Sneaking in to a black dragon's cavern and dropping the ceiling upon its head would be anathema to them, for example.

Paladins, fighters, and clerics make excellent knights of the scale. Some barbarians also find themselves called to this pursuit, while rogues and arcane spellcasters rarely don the armor and shield of a scale knight.

Requirements

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

Alignment: Any good.

Base Attack Bonus: +6.

Knowledge (arcana): 4 ranks.

Ride: 9 ranks.

Feats: Mounted Combat, Weapon Focus (Lance, heavy).

Special: A character seeking to become a knight of the scale must have killed a dragon (either singly or as part of a group) of young adult age or older and commissioned a suit of armor constructed from its scales.

Class Skills

The knight of the scale's class skills and the key ability for each skill are: Str: Climb (str), Concentration (con), Diplomacy (cha), Handle Animal (cha), Heal (wis), Jump (str), Knowledge (all skills, taken individually) (int), Ride (dex), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the knight of the scale prestige class.

Hit Die: d10

Weapon and Armor Proficiency: Knights of the scale gain proficiency with all simple and martial weapons, with all types of armor, and with shields.

Blood of Heroes (Su): Bathed in the radiance of their deity's power, knights of the scale are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the knight receive a +4 morale bonus to their Will saves versus this fear-generating effect. If the knight of the scale also possesses a paladin's aura of courage, her protective emanation improves, extending immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist the effects of the dragon's frightful presence.

Detect Dragon (Sp): At will, the knight of the scale can detect the presence of dragons as a spell-like ability. This ability is identical to the detect evil spell except that it detects only creatures with the dragon type (regardless of alignment), and there is no chance for the knight to become stunned.

Dragonslaying (Su): Energized by the might of her deity, a scale knight receives a +1 morale bonus to her attack rolls starting at 2nd level when combating dragons and other draconic creatures. On a successful attack roll, she inflicts an additional 1d6 points of holy damage.

At 8th level, the bonus increases to +2 and +2d6 holy damage.

Sacred Shield (Su): Knights of the scale receive a +2 sacred bonus to all saves against a dragon's spells and supernatural abilities, as the hand of their god protects them from harm. This bonus increases to +4 at 7th level.

Shatter Scale (Su): Once per day, a scale knight can summon the wrath of her deity and focus it in one melee attack against a creature with the dragon type. When doing so, she receives a +4 bonus on her melee attack roll and a damage bonus equal to her knight of the scale class level.

Mount (Su): At 5th-level, the knight of the scale can call a special winged mount to carry her into the air. The knight of the scale can choose either a celestial griffon, a celestial pegasus (advanced to 6 hit dice), a celestial giant eagle (advanced to 6 hit dice), or a celestial giant owl (advanced to 6 hit dice).

Should a knight of the scale's mount fall, she can call for another one after a year and a day.

A knight of the scale with paladin levels does not gain the mount ability. Instead, her knight of the scale levels stack with her paladin levels to determine the power of her special mount.

Ride-By Attack: At 6th level, the knight of the scale gains the Ride-By Attack feat.

Heal Mount (Sp): Once per day, the knight of the scale can cast the heal mount spell as a paladin with a level equal to the knight's character level.

Righteous Charge (Su): Once per day after attaining 10th level, a knight of the scale can open her being to the pure power of her deity and use the divine energy to make a devastating charge attack. When mounted and using the charge action against a creature with the dragon type, a knight of the scale deals double damage with a melee weapon (or triple damage with a lance). If the knight already has the Spirited Charge feat, the damage from a charge attack is tripled against a draconic foe (or quadrupled when using a lance).

Lifedrinker

From Dragon #288 (October 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Lifewell, Invigorate
2	+1	+3	+3	+3	Empower Blood Spell
3	+2	+3	+3	+3	Heighten Blood Spell
4	+3	+4	+4	+4	Blood Gift
5	+3	+4	+4	+4	Blood Servant, Night Shroud
6	+4	+5	+5	+5	Maximize Blood Spell
7	+5	+5	+5	+5	Greater Blood Drain, Night's Boon
8	+6	+6	+6	+6	Quicken Blood Spell
9	+6	+6	+6	+6	Night's Strength
10	+7	+7	+7	+7	Blood Revel

Come, let me drink from the cup that is your life. Let me take from thee all that is you.

I can make much better use of it than you ever could, you simple, simple creature.

—The last words spoken to 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.”

Requirements

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

Alignment: Any Evil.

Knowledge (arcana): 6 ranks.

Spellcraft: 6 ranks.

Special: Must have the vampire template.

Class Skills

The Lifedrinker's class skills (and the key ability for each skill) are: Bluff (cha), Hide (dex), Knowledge (arcana) (int), Listen (wis), Move Silently (dex), Profession (wis), Search (int), Sense Motive (wis), Spellcraft (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d12

Weapon and Armor Proficiency: A vampire that takes a level of lifedrinker gains no new proficiency in weapons, armor, or shields.

Lifewell (Ex): 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 *Qtiluke'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.

Lightbearer

From *Dragon* #285 (July 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Detect Evil, Light
2	+1	+3	+3	+3	Resist Elements
3	+2	+3	+3	+3	Share Aura, Deflect Attacks +2
4	+3	+4	+4	+4	Provide Healing
5	+3	+4	+4	+4	Darkvision
6	+4	+5	+5	+5	Deflect Attacks +4
7	+5	+5	+5	+5	Dispel Evil
8	+6	+6	+6	+6	Holy Word
9	+6	+6	+6	+6	Deflect Attacks +6
10	+7	+7	+7	+7	Resist Spells

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

The heroes of the gnomes and halflings seem particularly focused on protection and stewardship. The powerful spirits of those who are the most pure, truthful, and valiant shine through them, marking them as special. Halfling and gnome cultures select these rare few as guardians called lightbearers. The power within these individuals grants them a special aura of purity and righteousness. Lightbearers serve as guardians, peacekeepers, and general purveyors of goodness. Their aura—normally an invisible, shimmering, warm glow undetectable to the naked eye—sometimes becomes visible when the lightbearer is engaged in melee combat with evil foes.

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

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

Requirements

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

Alignment: Any good.

Race: Gnome or Halfling.

Knowledge (religion): 8 ranks.

Knowledge (local): 4 ranks.

Diplomacy: 4 ranks.

Feats: Alertness

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8.

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

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

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

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

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

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

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

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

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

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

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

Master of the Secret Sound

From Dragon #297 (July 2002)

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

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

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

Requirements

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

Knowledge (arcana): 5 ranks.

Listen: 5 ranks.

Perform: 8 ranks.

Spellcraft: 5 ranks.

Feats: Alertness.

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

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

Class Skills

The master of the secret sound's class skills (and the key ability for each) are: Alchemy (int), Concentration (con), Innuendo (wis), Knowledge (arcana) (int), Listen (wis), Perform (cha), Profession (wis), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d6

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

Spells Per Day/Spells Known: When a master of the secret sound gains her 1st level, and every other level thereafter (plus 10th level), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the new level of master of the secret sound to the level of whatever other spellcasting class she has, then determines spells per day, spells known, and caster level accordingly.

If a character had more than one spellcasting class before she became a master of the secret sound, she must decide to which class she adds the level

of master of the secret sound for the purpose of determining spells per day and spells known.

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

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

Sound of Shielding (Sp): Once per day for every three class levels, a 3rd-level master of the secret sound can speak a sound as a standard action. The sonic energy released from this sound 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 easier level.

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

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

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

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

Sound of Controlling (Sp): Once per day, an 8th-level master of the secret sound can speak a sound as a standard action that affects a single living creature within 30 feet. The creature is affected as if by a dominate monster spell

(Will save DC in + class level + Charisma modifier). The spell uses the master of the secret sound's total character level as the caster level.

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

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

Master Siege Engineer

From Dragon #295 (May 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Siege accuracy, increased range
2	+2	+3	+0	+0	Siege weapon specialization
3	+3	+3	+1	+1	Siege guidance
4	+4	+4	+1	+1	Siege accuracy (improved)
5	+5	+4	+1	+1	Command siege

As long as there is war, the master siege engineer will have a place in society. In small battles, the master siege engineer operates a ballista himself, but in larger struggles, he commands several teams of siege weapon operators.

Most master siege engineers are drawn from the ranks of fighters, experts, or warriors. Occasionally, a paladin or cleric dedicated to a god of war might train as a master siege engineer, but such characters are rare. Barbarians, monks, and rangers find the life of a master siege engineer unappealing, and few spellcasters are interested in its rewards.

Master siege engineers generally receive their training from military academies and often find employment with military forces. Those who leave formal service often become mercenaries, hiring themselves out to the highest bidder.

Requirements

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

Feats: Skill Focus (Profession) (siege engineer).

Craft (siege weaponry): 4 ranks.

Knowledge (architecture and engineering): 4 ranks.

Profession (siege engineer): 8 ranks.

Spot: 4 ranks.

Class Skills

The master siege engineer's class skills (and the key ability for each skill) are as follows: Climb (str), Craft (int), Disable Device (int), Handle Animal (cha), Jump (str), Knowledge (architecture and engineering) (int), Profession (wis), Spot (wis), Swim (str), Use Rope (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the master siege engineer prestige class.

Hit Die: d10

Weapon and Armor Proficiency: A master siege engineer gains no weapon or armor proficiency.

Siege Accuracy (Ex): As a result of his specialized training, a master siege engineer is highly accurate when firing siege weapons. When firing a siege weapon such as a catapult, a master siege engineer makes a Profession (siege engineer) check (DC 20) as normal. Success, however, indicates that the master siege engineer consults the Deviation Diagram (6 feet to 10 feet) on page 68 of the dungeon master's Guide.

At 4th level, the master siege engineer's skills are so finely tuned that he rarely misses his target when firing a siege weapon and uses the Deviation Diagram (1 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.

Mighty Contender of Kord

From *Dragon* #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Mighty Endurance, Feat of Strength	
2	+1	+3	+0	+3		+1 to existing class
3	+2	+3	+1	+3	Surge of Strength	
4	+3	+4	+1	+4		+1 to existing class
5	+3	+4	+1	+4	Strength Increase	
6	+4	+5	+2	+5		+1 to existing class
7	+5	+5	+2	+5	Feat of Power	
8	+6	+6	+2	+6		+1 to existing class
9	+6	+6	+3	+6	Strength Increase	
10	+7	+7	+3	+7	Surge of Power	+1 to existing class

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

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

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

Requirements

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

Alignment: Chaotic Good.

Patron Deity: Kord.

Base Fortitude Save: +6.

Knowledge (religion): 9 ranks.

Feats: Endurance, Power Attack

Spellcasting: Ability to cast divine spells.

Class Skills

The Mighty Contender's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Intimidate (cha), Intuit Direction (wis), Knowledge (religion) (int), Profession (wis), Scry (int), Sense Motive (wis), Spellcraft (int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Mighty Contender prestige class.

Hit Die: d10.

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

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

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

Spells per Day: A mighty contender continues the divine spellcasting training he began, but more slowly. For every two contender levels gained, the character gains new spells per day as if he had gained one level of the 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 had risen to 9th level in cleric, but uses the other contender aspects of level progression such as base attack and saving throw bonus. If he next gains a level of cleric, making him a 10th-level cleric/2nd-level mighty contender, he gains spells as an 11th-level cleric.

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

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

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

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

Monk of the Enabled Hand

From Dragon #299 (September 2002)

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

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

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

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

Requirements

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

Unarmed Base Attack Bonus: +4/+1

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

Alignment: Any lawful.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

Shim Soo "mind over hand" (Su): A monk of the enabled hand has the ability to ignore a creature's armor with his unarmed attacks. The monk can use this supernatural ability once per round, but no more than once plus once per prestige class level per day. The enabled hand monk must declare he is using a shim soo attack before making the attack roll (thus, a missed attack roll ruins the attempt). Against "mind over hand" attacks, the foe uses his touch Armor Class.

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

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

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

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

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

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

Mystic

From Dragon #274 (August 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1	+0	+0	+0	+2	Spell Secret	2
2	+1	+0	+0	+3	Bonus Language	3
3	+1	+1	+1	+3	Spell Secret	2
4	+2	+1	+1	+4	Bonus Language	3
5	+2	+1	+1	+4	Spell Secret	2
6	+3	+2	+2	+5	Bonus Language	3
7	+3	+2	+2	+5	Spell Secret	2
8	+4	+2	+2	+6	Permanent Maximum, Bonus Language	3
9	+4	+3	+3	+6	Spell Secret	2
10	+5	+3	+3	+7	Permanent Quicken, Bonus Language	3

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

Welcome to the world of the mystic.

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

Requirements

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

Spellcraft: 10 ranks.

Knowledge (arcana): 10 ranks.

Knowledge (religion): 5 ranks.

Feats: Spell Penetration, Spell Focus, One Metamagic Feat, and One Item Creation Feat

Class Skills

The Mystic's class skills (and the key ability for each skill) are: Alchemy (int), Concentration (con), Craft (int), Knowledge (int), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d6.

Weapon and Armor Proficiency: Mystics are not skilled with any weapons, armor, or shields.

Bonus Spells: Similar to bonus spells for high ability scores, for each level of mystic that a spellcasting character attains, she gains bonus spells to the number of spells per day she normally casts. These bonus spells can be added to whatever levels of spells the caster can currently cast, but no more than one can be added to the caster's highest current spell level. Example: Mialee is a 9th-level wizard who takes one level in mystic. She can give herself one bonus 5th-level spell (her highest as a 9th-level wizard), and one bonus spell in one other level, zero through fourth.

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

Spell Secret: At every other level, mystics can choose one spell known to them that then becomes permanently modified as though affected by one of the following metamagic feats: Empower Spell, Enlarge Spell, Extend Spell, Still Spell, or Silent Spell. The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the mystic goes up in level, he *can* choose the same spell to be modified in different ways with multiple spell secrets.

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

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

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

Nightcloak

From *Dragon* #286 (August 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Darkness Spells	+1 to existing class
2	+1	+3	+0	+3	Eyes of Shar	+1 to existing class
3	+2	+3	+1	+3	Insidious Magic	+1 to existing class
4	+3	+4	+1	+4	Shadow Talk	+1 to existing class
5	+3	+4	+1	+4	Disk of Night	+1 to existing class
6	+4	+5	+2	+5	True Lies	+1 to existing class
7	+5	+5	+2	+5	Mind of Shar	+1 to existing class
8	+6	+6	+2	+6	Shar's Caress	+1 to existing class
9	+6	+6	+3	+6	Minion of Shar	+1 to existing class
10	+7	+7	+3	+7	Voice of Ineffable Evil	+1 to existing class

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

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

Requirements

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

Alignment: Neutral Evil.

Patron Deity: Shar.

Base Attack Bonus: +4.

Bluff: 2 ranks.

Move Silently: 2 ranks.

Perform: 4 ranks.

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

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

Class Skills

The Nightcloak's class skills (and the key ability for each skill) are: Bluff (cha), Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Intuit Direction (wis), Knowledge (arcana), Knowledge (history), Knowledge (the planes), Knowledge (religion), Scry (int), Sense Motive (wis) Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8

Weapon and Armor Proficiency: Nightcloaks are proficient with all simple weapons, all types of armor, and with shields.

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

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

Insidious Magic: Nightcloaks get the Insidious Magic feat as a bonus feat at 2nd level, reflecting their ability to use the Shadow Weave under Shar's close guidance.

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

Nightshade

From Dragon #298 (August 2002)

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

Once Venrit decided to enter the Godwar, she knew she would need intelligence about her new foes. Getting information about the dwarves and gnolls was easy enough, but the factions that made their homes above-ground posed a few difficulties. What Venrit needed was a group of skilled infiltrators who could operate in the bright sunlight of the surface world. Each must be a master of disguise and stealth, and a friend of the shadows.

It was the sorceress Ildred who gave Venrit the instrument she craved, Ildred perfected the lost art of "arachthel," a path of stealth that relied on powers granted from the venom of spiders. The only problem: The spider venom killed as often as not. Venrit was willing to pay the price, and so the Nightshades were born. This secretive group spies on the surface nations, gathering information, spreading panic and fear, and bringing the silent blade to Kilsek's foes.

Requirements

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

Race: Dwarf.

Alignment: Any evil.

Move Silently: 7 ranks.

Feats: Point Blank Shot.

Special: Must be able to cast arcane spells.

Every nightshade must survive the Spider Queen's challenge. Four monstrous spiders bite the candidate's limbs as other nightshades hold him down. If the venom doesn't kill him, he can join the nightshades.

Class Skills

The Nightshade's class skills (and the key abilities for each) are: Bluff (cha), Decipher Script (exclusive skill) (int), Disable Device (dex), Disguise (cha), Escape Artist (dex), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Listen (wis), Move Silently (dex), Open Lock (dex), Pick Pockets (dex), Read Lips (exclusive skill) (int), Search (int), Sense Motive (wis), Spot (wis), Tumble (dex), Use Magical Device (exclusive skill) (cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 6 + INT modifier.

Class Features

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

Hit Die: d8

Weapon and Armor Proficiency: Nightshades are proficient with all simple weapons, as well as the sap, rapier, and short bow. Nightshades are proficient with light armor but not with shields.

Light Adjusted (Ex): Nightshades are specially trained to operate above ground, and this includes a brutal regimen to forcibly adjust their eyes to bright light. A nightshade does not suffer from light blindness as other drow do.

Web Walker (Ex): A nightshade can move through webs (both natural and Those of the web spell) without hindrance.

Wall Runner (Su): Nightshades learn to harness the spider blood in their veins as time goes by. Starting at 2nd level, a nightshade can walk on walls and ceilings as if wearing slippers of spider climbing. At 5th level, a nightshade's speed when wall running increases to 30 ft.

Sneak Attack (Ex): At 3rd level, a nightshade gains a +1d6 sneak attack. Any time the nightshade's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the nightshade's attack deals +1d6 points of damage. The extra damage increases to +2d6 at 6th level and +3d6 at 9th level. Should the nightshade score a critical hit with a sneak attack, his extra damage is not multiplied.

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

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

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

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

Change Self (Sp): At 4th level, a nightshade can cast the change self spell three times per day, with a caster level equal to his character level.

Poison immunity (Ex): At 5th level, a nightshade becomes immune to poison of all types.

Poison Spittle (Ex): At 7th level, a nightshade can secrete poison-like saliva (injury, DC 14; 1d4 Strength initial and secondary damage). A nightshade can coat a bladed weapon with this poison spittle as a move-equivalent action.

Web (Sp): At 8th level, a nightshade can cast the web spell three times per day at a caster level equal to his character level.

Shadow Walk (Sp): At 10th level, a nightshade can cast the shadow walk spell once per day at a caster level equal to his character level.

Nightsong Enforcer

From Dragon #293 (March 2002)

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

The Nightsong Guild 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.



Throughout the city, even the vilest assassin does not command more respect than the Nightsong enforcer. They could be anywhere—they could strike at any time. You cannot escape their uncanny senses. And worst of all, they often work in elite teams. Nightsong enforcers focus on the stealth-centered combat training that rogues usually learn and forgo some of the sleight of hand or fast-talking aspects of being a thief. However, nightsong enforcers are not mere thugs. They are deadly opponents who strike from hidden positions and move silently behind their foes. When in battle, their goal is to eliminate their enemies, not to fight. Thus, they strike quickly from the shadows. They do not worry about what other warriors might—things like honor or fighting fair, and they scoff at such ideals as childish.

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

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

Requirements

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

Base Attack Bonus: +5.

Move Silently Ranks: 10.

Hide Ranks: 10.

Feats: Improved Initiative, Quick Draw.

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

Class Skills

The nightsong enforcer's class skills (and the key ability for each skill) are as follows: Balance (dex), Climb (str), Decipher Script (int), Disable Device, (int), Disguise (cha), Escape Artist (dex), Hide (dex), Innuendo (wis), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Open Lock (dex), Profession (int), Read Lips (int), Ride (dex), Search (int), Spot (wis), Swim (str), Tumble (dex), Use Magical Device (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

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

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

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

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

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

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

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

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

Opportunist (Ex): Once per round, the nightsong enforcer can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the night-song enforcer's attacks of opportunity for that round. Even a nightsong enforcer with the

Combat Reflexes feat can't use the opportunist ability more than once per round.

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

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

Nightsong Infiltrator

From Dragon #294 (April 2002)

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

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

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

Members of the Nightsong Guild rarely work alone. Usually, they operate in teams. For PC nightsong infiltrators, these teams can be made up of adventuring allies. When working as part of a team, the nightsong infiltrator works best as the advance scout and the point person, while the others take care of threats that he is unable to deal with (guards, mostly).

Requirements

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

Open Locks: 10 ranks

Move Silently: 6 ranks

Disable Device: 4 ranks

Pick Pocket: 5 ranks

Feats: Alertness

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

Class Skills

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

Skill Points at Each Level: 8 + INT modifier.

Class Features

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

Hit Die: d8

Weapon and Armor Proficiency: Nightsong infiltrators gain no new proficiency with weapons or armor.

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

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

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

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

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

Specialized Tools (Ex): Given one hour and 10 gp, a 4th-level nightsong infiltrator can prepare a special tool for a job. To do so, the nightsong infiltrator must make a DC 15 Craft (woodworking) or a DC 15 Craft (blacksmithing) check, whichever is appropriate for the task (as determined by the DM). The nightsong infiltrator must have the proper tools (for use with the Craft skill) available to make his specialized tool. He must know something about the job (location, general weather, lighting, and so on) so he knows what to prepare. The tools he prepares give him a +2 circumstance bonus to one type of skill check (Climb, Disguise, Escape Artist, Hide, Move Silently, Open Lock, Pick Pocket, or Search). Alternatively, at the DM's discretion, the tools allow him to do something he normally could not do such as picking a lock from a distance (using a specialized pole), opening a window with both hands gripping a rope (using a mouth-pick), and so on. The tools only work in that particular location.

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

Nimble Fingers (Ex): A 5th-level nightsong infiltrator can take 20 on Disable Device checks. Taking 20 takes twenty times as long as making one

check. Using this ability with a Disable Device check does not set off the trap unless the character's result after taking a 20 is insufficient to disable the device.

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

Trap Avoidance (Ex): A 7th-level nightsong infiltrator's training with traps is so extensive that he makes all saving throws made against traps and trap effects twice, taking the better roll each time.

Improved Evasion (Ex): An 8th-level nightsong infiltrator's reflexes allow him to get out of harm's way with incredible speed. This extraordinary ability works like evasion, except that while the nightsong infiltrator still takes no

damage on a successful Reflex save against spells such as fireball or a breath weapon, he now suffers only half damage on a failed save.

Supernatural Touch (Su): At 9th level, the nightsong infiltrator gains a supernatural affinity for mechanisms and locks. This ability confers a +4 competence bonus to normal Open Lock, Search (to look for traps), and Disable Device checks, or, alternatively, allows the nightsong 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.

Orc Blademaster

From *Dragon* #299 (September 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Focused strike
2	+2	+0	+3	+0	Invisibility
3	+3	+1	+3	+1	Mirror image
4	+4	+1	+4	+1	Critical strike
5	+5	+1	+4	+1	Whirlwind Attack, bladestorm

The scattered survivors of the Burning Blade Clan, blademasters come from a legacy of demonic corruption that shattered their past. Their clan fell long ago, among the hardest hit by the destruction wrought by the Burning Legion. Once nothing more than wretched refugees, the blademasters have again found a home within the Horde. They are unusual fighters for orcs, preferring the bastard sword to heavier weapons, and grace and speed to raw power. Combining unsurpassed skill with focused magical ability, they are a fierce parallel to the elven bladesingers. Despite this comparison, they are every bit as savage and vicious as any orc, and they have become elite foot soldiers, bringing fear and death to the enemy like few others can.

Fighters are natural choices to become blademasters, but barbarians who manage to pick up the requisite feats make very effective blademasters as well, combining fierce rages with precision strikes. Rare half-orc paladins and clerics (often with a few levels of fighter) are also likely candidates for the class, and their single-minded pursuit of evil often makes them the most deadly blademasters. Because of their concentration on a single weapon, weapon masters (from Sword and Fist) specializing in the bastard sword also make excellent blademasters, finding that their old training compliments their new skills. Even rogues, provided they multiclass to gain a few fighter levels, make effective blademasters.

Requirements

To become an orc blademasrer, a character must fulfill the following criteria.

Race: Orc or half-orc.

Base Attack Bonus: +6.

Knowledge (Religion): 5 ranks.

Feats: Dodge, Exotic Weapon Proficiency (bastard sword), Mobility, Spring Attack, Expertise.

Class Skills

The orc blademaster's class skills (and the key abilities for each) are: Balance (dex), Climb (str), Concentration (con), Intimidate (cha), Jump (str), Knowledge (religion) (int), Move Silently (dex), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the orc blademaster prestige class.

Hit Die: d8

Weapon and Armor Proficiency: The orc blademaster gains no new proficiency in weapons, armors, or shields.

Focused Strike (Ex): The first lesson of the blademaster is one she will spend the rest of her training perfecting. Blademasters learn that raw strength is useless if not properly applied. A titanic strike against thick steel plating is nothing compared to a subtle slice that finds soft skin. When using a single bastard sword in one or two hands, the blademaster may add +1 point per orc blademaster level to damage (+5 maximum) on any successful strike. In order for this to be effective, she cannot be wielding anything, be it weapon or shield, in the other hand. The orc blademaster does not gain this bonus damage when attacking creatures immune to critical hits.

Invisibility (Sp): Taking respite from pure martial training, the blademaster begins to learn to commune with the spirits of the air and wind in a limited fashion. At 2nd level, this mastery is sufficient to ask the spirits to cloak her in their embrace, effectively rendering her invisible for a number of minutes equal to her blademaster level + Charisma modifier. Because the wind spirits are cloaking the blademaster, she is also rendered effectively invisible to creatures with the scent ability. The effects are otherwise identical to the spell invisibility as though cast by a sorcerer of the orc blademaster's level. An orc blademaster can cast invisibility once per day.

Mirror Image (Sp): As her relationship with the wind spirits increases, the favors she can beg of them increase in potency to match. At 3rd level, she may call on these spirits to create duplicates of herself in the midst of combat. The effects are identical to the spell mirror image as though cast by a sorcerer of the orc blademaster's class level. An orc blademaster can use this ability once per day.

Critical Strike (Ex): At 4th level, the blademaster's precision with her blade sharpens, and she gains +1 to her threat range with the bastard sword. If the blademaster gains this bonus from another source (such as the weapon master's ki critical ability), these bonuses stack. However, this bonus is applied only after any multiples have been applied to the threat range, for example, a 4th level blademaster wielding a +1 keen bastard sword would have a threat range of 16-20.

Whirlwind Attack: The orc blademaster gains the Whirlwind Attack feat as a bonus feat.

Bladestorm (Ex): At her final level, the blademaster finally melds what she has learned of the sword and wind, and becomes a hurricane of sharp, ripping steel. At will, she may launch into a whirling torrent of spinning slashes, decimating all around her as she sweeps across the battlefield. On any round that she uses the Whirlwind Attack feat, the orc blademaster can make two whirlwind attacks as a full-round action. She can take her 5-foot adjustment before making either whirlwind attack, after using one and immediately before the other, or after both. She need not move in order to make the additional whirlwind attacks if she does not wish; she can simply stand in place and make two whirlwind attacks. Although incredibly effective, this ability does not come without cost. A physical body was not meant to withstand the whirling torrent of a hurricane, and even with the shielding of the wind spirits, the blademaster is incapable of fully handling the strain. Each round she performs a bladestorm action (makes two whirlwind attacks within one round), the orc blademaster must succeed at a Fortitude save (DC 10 + 5 per bladestorm performed during the encounter) or become fatigued. The blademaster remains fatigued until the end of the encounter, and she cannot make a bladestorm attack while fatigued.

Poison Fist

From *Dragon* 289 (November 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Poison Use, Totem Form 1/day
2	+1	+3	+3	+3	Sneak Attack +1d6
3	+2	+3	+3	+3	Acrobatics (+10), Totem Form 2/day
4	+3	+4	+4	+4	Venomous Blow 1/day, +1 Natural Armor Bonus
5	+3	+4	+4	+4	Sneak Attack +2d6, Totem Form 3/day
6	+4	+5	+5	+5	Totem Aspect, Venomous Blow 2/day
7	+5	+5	+5	+5	Poison Immunity, Acrobatics (+20), Totem Form 4/day
8	+6	+6	+6	+6	Sneak Attack +3d6, Venomous Blow 3/day
9	+6	+6	+6	+6	Totem Form 5/day, +2 Natural Armor Bonus
10	+7	+7	+7	+7	Improved Venomous Blow, Venomous Blow 4/day

A dart a dagger a bowl of rice; there are many devices used to deliver poison, but none is so deadly and insidious as the empty hand"

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 a man. The Snake, Scorpion, and Spider clans were determined not to succumb to such a fate. As one they fled the empire, leaving the rebellion without leadership and allowing the eunuchs to take control.

The coup was a complete failure. The other clans blamed the Snake, Scorpion, and Spider clans for abandoning them to defeat, while the emperor and his eunuchs held those clans to be the instigators of the war. Forced into exile, the three clans banded together to survive and set up a base of operations in a long-forgotten ruined fortress. From there they plotted their revenge. They remain there to this day, waiting and scheming for the chance to assume the throne and their place in the sun.

The Poison Fist ninja clan was formed from the remaining Snake, Scorpion, and Spider clans. Although formally unified, members of the Poison Fist clan still hold the highest allegiance to their own clan, and though they work toward the same goal, competition and conflict among the three clans is commonplace.

The Poison Fist clan has abandoned the concepts of honor and the code of the bushido. Vengeance against the empire and the samurai clans is their ultimate goal. Their numbers are too small for a martial victory, so the leaders of the Poison Fist clan hope to bring down the empire from within. Thus, ninjas of the Poison Fist clan act as thieves, spies, and assassins for hire, rarely revealing their true loyalties.

Rogues, rangers, and monks most commonly become poison fists. Samurai, sohei, fighters, and spellcasters often multiclass as poison fists to gain prestige within the Poison Fist clan as masters of the prestige class are accorded more respect and honor than members of other classes. NPC poison fists are elite spies, thieves, and assassins for the three clans and carry out many missions on the Poison Fist clan's behalf.

Requirements

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

Alignment: Any non-good.

Base Attack Bonus: +3.

Hide: 8 ranks.

Intimidate: 5 ranks.

Move Silently: 8 ranks.

Feats: Dodge, Improved Unarmed Strike, Great Fortitude, Mobility, Stunning Fist or monk's stunning attack

Special: In addition, she must choose one of the three poison fist clans: Snake, Scorpion, Spider.

Class Skills

The poison fist's class skills (and the key ability for each skill) are: Balance (dex), Bluff (cha), Climb (str), Craft (int), Disable Device (dex), Disguise (cha), Escape Artist (dex), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Jump (str), Knowledge (local) (int), Listen (wis), Move Silently (dex), Open Locks (dex), Read Lips (int), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 6 + INT modifier.

Class Features

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

Hit Die: d6

Weapon and Armor Proficiency: Characters who take a level of poison fist gain no new proficiency in the use of armor or weapons.

Poison Use (Ex): The poison fist is trained in the use of poison and never risks accidentally poisoning herself when applying poison to a blade.

Totem Form (Sp): At 1st level, a poison fist can use *polymorph self* as a spell-like ability to transform into her totem creature (snake, scorpion, or spider). Unlike the standard use of the *polymorph self* spell, the poison fist can only adopt the form of her totem creature and is limited to Tiny size. With the initial change, the poison fist regains hit points as though she had rested for a day (this does not provide any of the other benefits of resting for a day, and subsequent changes during the same use of the *totem form* ability do not heal the poison fist further). During the duration of the *totem form* ability, the poison fist can change into her totem creature and back again as a free action as many times as she likes. *Totem form* has a duration equal to 10 rounds plus the poison fist's class level. It can be used a number of times per day as determined by level (see the Poison Fist advancement table).

The totem creatures for each poison fist clan are as follows:

Clan	Creature
Snake	Tiny viper
Scorpion	Tiny monstrous scorpion
Spider	Tiny monstrous spider

Sneak Attack (Ex): A 2nd-level poison fist can make sneak attacks. Any time the poison fist's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not) or when the poison fist flanks the target, the poison fist's attack deals +1d6 points of damage. This extra damage increases to +2d6 at 5th level and again to +3d6 at 8th level. Should the poison fist score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks only count as sneak attacks within 30 feet.

With a sap (blackjack) or unarmed strike, a poison fist can make a sneak attack that deals subdual damage instead of normal damage. A poison fist cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack.

A poison fist can only sneak attack a living creature with discernable anatomy—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. The poison fist must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The poison fist cannot sneak attack a creature with concealment or when striking the limbs of a creature whose vitals are beyond her reach.

Natural Armor Bonus (Ex): As the poison fist delves deeper into the mysteries of her clan's philosophy, her skin begins to take on the attributes of her clan's totem animal. A poison fist of the Snake clan becomes scaly, while the skin of a Scorpion or Spider clan member becomes hard and chitinous. At 4th

level, the poison fist gains a natural armor bonus. This bonus increases at 9th level.

Acrobatics (Su): A 3rd-level poison fist gains a +10 competence bonus to Balance, Climb, Jump, and Tumble checks. At 7th level, this bonus increases to +20. In addition, a poison fist can always choose to take 10 on a Balance, Climb, Jump, or Tumble check, even when circumstances would normally prevent her from doing so.

Venomous Blow (Su): At 4th level and higher, a poison fist gains the power to imbue her unarmed sneak attacks with poison. Enabling this ability is a free action, but the poison fist must choose to use it before she has taken any other actions during the round. For the rest of that round, all her sneak attacks also do poison damage as determined by her poison fist clan allegiance (see below). If her attacks in that round fail, she has wasted that use of the ability. The victim of a venomous blow must make a Fortitude saving throw (DC 10 + the poison fist's class level + Charisma modifier) or suffer the initial damage of the poison. One minute later, the victim must succeed at a second saving throw (regardless of the result of the first) or suffer the secondary damage. This ability can be used a number of times per day as determined by level (see the Poison Fist advancement table).

Clan	Poison Damage
	<i>(initial and secondary)</i>
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	<i>Cobra's Breath*</i>
Scorpion	<i>Ray of Enfeeblement</i>
Spider	<i>Spider Climb</i>

*See *Oriental Adventures*

Poison Immunity (Su): A poison fist of 7th level or higher is completely immune to poisons.

Improved Venomous Blow (Su): At 10th level, any unarmed attack made during the round that the venomous blow ability is being used can cause poison damage as per the venomous blow ability's description. The attack need not be a sneak attack.

End Notes

Multiclass Note: Monk characters can freely multiclass with this class. Monks who have already taken levels in another class may again take monk levels after gaining a level of poison fist.

Prairie Runner

From *Dragon #292* (January 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Fast movement, fleet of foot 1/day
2	+1	+3	+0	+3	Trance of the run, pathlore
3	+2	+3	+1	+3	Fleet of foot 2/day
4	+3	+4	+1	+3	Bolster the runner
5	+3	+4	+1	+3	Fleet of foot 3/day, haste

The prairie grass sways in the wind like water in the tide, with nothing around for miles and miles to stop the breeze. In the distance, a tiny figure can be seen running through the grass with a steady, graceful purpose. Her feet barely touch the ground, and her eyes are fixed on the horizon, taking in everything around her but also shutting everything out. For the prairie runner, nothing matters except for a steady stride, the rhythm of her breath, and the serenity of her mind. She is chasing after an elusive state of being called "the Run."

Nomadic halfling family groups sometimes travel great distances, journeying them far from other clans. Although most clans stick to tried-and-true patterns, some strike out into new territory. Over the centuries, a special group of halflings has developed, and it is this group, more than any other, that allows the far-ranging halfling clans to maintain contact with one another and scout dangerous terrain; members of this special group are called prairie runners. These halflings have an innate sense that allows them to find the best paths to take. They also have been blessed with amazing speed and stamina, which helps them make long, arduous journeys quickly and easily. Prairie runners are sent out as scouts and trailblazers, finding suitable campsites, water sources, and hunting grounds for the clan.

Prairie runners are also used as messengers between the far-flung clans, carrying messages when magic fails or the assurance of a fellow halfling is necessary to maintain relations. Because of this, many prairie runners train in diplomacy. The sight of an approaching prairie runner is a cause of celebration for a clan, because she is full of news, gossip, and vital information of all kinds. Other than food and a place to rest, prairie runners rarely ask for payment for their services, but small tokens of appreciation are accepted. Because they must travel lightly, prairie runners must be diplomatic when a clan leader gives them a heavy or bulky gift, doing their best to show their appreciation for the gift, but also politely declining.

Prairie runners almost never wear armor heavier than leather, and they carry only light weapons. They do their best to avoid combat, relying on their speed and agility to get them out of danger. If a prairie runner has no choice, she stays on the move, sprinting and dodging gracefully with each strike.

Instead of relying on steeds, which can sicken, become injured, or die out in the wilderness, prairie runners have become superb long-distance runners. Prairie runners become obsessed with the Run—a transcendental state of being in which they lose any sense of self. When a prairie runner enters this trance, she becomes incredibly attuned to her body, falling into a steady rhythm that allows her to run for hours and hours without food, water, or rest. She becomes faster and faster as she runs, until she becomes almost a blur. Over time, an experienced prairie runner learns how to pass along some of her stamina and endurance to others, allowing them to move almost as quickly with her through the wilderness.

Rangers and druids are the most common classes to become prairie runners, as they are used to the hardships of the wilderness and do not mind acting alone. Fighters who pack lightly sometimes become prairie runners, as well as some monks, who find a spiritual purity in the Run. A few barbarians become prairie runners, although it takes special discipline to balance the serenity of the Run and the barbarian rage. Clerics of Fharlanghn are the most likely clerics to become prairie runners. Wizards, sorcerers, rogues, and bards are almost never drawn to this path—wizards and sorcerers usually lack the physical stamina, and rogues and bards often become bored by the loneliness of the wilds.

Requirements

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

Feats: Endurance, Run.

Race: Halfling.

Intuit Direction: 4 ranks

Wilderness Lore: 8 ranks

Special: Must spend three days alone on the prairie. If the character receives any aid while meeting this requirement, she must begin the trial again.

Class Skills

The prairie runner's class skills (and the key ability for each skill) are: Concentration (con), Diplomacy (cha), Heal (wis), Intuit Direction (wis), Jump (str), Listen (wis), Move Silently (dex), Swim (str), Tumble (dex), Wilderness Lore (wis) See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the prairie runner prestige class.

Hit Die: d8

Weapon and Armor Proficiency: Characters that take a level of prairie runner gain no new proficiency with any weapons, armor, or shields.

Fast Movement (Ex): The prairie runner has a speed faster than the norm for her race by +10 feet when wearing no armor, light armor, or medium armor (and not carrying a heavy load). This movement stacks with the barbarian fast movement class ability.

Fleet of Foot (Su): Starting at 1st level, a prairie runner can drastically increase her speed for short distances as a standard action when wearing no armor, light armor, or medium armor (and not carrying a heavy load). This is similar in most respects to the expeditious retreat spell, although the duration lasts for 10 minutes per prairie runner class level.

Trance of the Run (Su): Starting at 2nd level, a prairie runner can enter a trance-like state that allows her to run great distances for a long period of time. She can hustle (see Overland Movement, Chapter g: Adventuring in the Player's Handbook) a number of hours equal to her Constitution bonus plus class level. One hour after that, the prairie runner must make a Constitution check (DC 10) to continue running for another hour—if she fails, she takes 1 point of subdual damage. Every additional hour increases the DC by 1 and causes twice the damage taken in the previous failed save. A prairie runner in a trance does not have to sleep or eat, and only requires the normal amount of sleep and food when she comes out of the trance and stops running.

Pathlore (Ex): At 2nd level, the prairie runner gains an intuitive understanding of the best path to take through the wilderness. The prairie runner receives a +10 insight bonus to Wilderness Lore checks for the purposes of determining the easiest and most direct route through terrain.

Bolster the Runner (Su): Starting at 4th level, a prairie runner can lend some of her amazing endurance to others. Once per day, the prairie runner can grant the Endurance feat to a number of targets equal to her class level. The affected targets can also hustle for a number of hours equal to their Constitution bonus (minimum 1 hour), before taking subdual damage (see Overland Movement, Chapter g: Adventuring in the Player's Handbook).

Haste (Sp): Once per day, the prairie runner can cast haste on herself using her prairie runner class level as the level of the caster. This is a spell-like ability. Using this ability is a standard action.

Psi-Hunter

From Dragon #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1	+1	+0	+0	+2	Detect Psionics, Mental Defense 1	1	0	-	-	-
2	+2	+0	+0	+3	Hamper Psionics	2	1	-	-	-
3	+3	+1	+1	+3	Mental Defense 2	3	2	0	-	-
4	+4	+1	+1	+4	Psychic Stab	3	3	1	-	-
5	+5	+1	+1	+4	Invisible to Psionics	4	3	2	0	-
6	+6	+2	+2	+5	Mental Defense 3	4	4	2	1	-
7	+7	+2	+2	+5	Power Resistance, Hamper Psionics	4	4	3	2	0
8	+8	+2	+2	+6	Null Psionics Prison	4	4	4	2	1
9	+9	+3	+3	+6	Mental Defense 4	4	4	4	3	2
10	+10	+3	+3	+7	Met Out Mental Justice	4	4	4	4	3

Psi-hunters are individuals well-versed in the arcane arts who provide a service for those troubled by beings with psionic powers. These mysterious characters hunt down such beings and neutralize them, either by killing the creatures or capturing them. They are skilled combatants and spellcasters, but all their skills are honed with the destruction of psionic beings in mind.

Psi-hunters are most often fighters or rangers with a level or two of sorcerer (or wizard), but often bards or single-classed sorcerers and wizards take up the task of hunting psionic creatures. Rogues also make good psi-hunters.

NPC psi-hunters are often loners, or they work with a small group of other capable individuals all dedicated to fighting psionics. Occasionally they work in small, tight-knit hunting parties made up of nothing but psi-hunters. Woe to the psion who faces such a group.

Psi-hunters require the *Psionics Handbook* to use.

Requirements

To qualify to become a Psi-hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Knowledge (psionics): 3 ranks.

Feats: Track, Iron Will

Spellcasting: Must be able to cast arcane spells

Class Skills

The Psi-hunter's class skills (and the key ability for each skill) are Climb (str), Craft (Int), Intimidate (cha), Jump (str), Knowledge (psionics) (int), Profession (wis), Search (int), Spellcraft (Int), Spot (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Psi-hunter prestige class.

Hit Die: d8.

Weapon and Armor Proficiency: The psi-hunter is proficient with all simple and martial weapons, all types of armor, and with shields.

Spells per Day: Beginning at 1st level, a psi-hunter gains the ability to cast a small number of arcane spells. To cast a spell, the psi-hunter must have an Intelligence score of at least 10 + the spell's level, so a psi-hunter with an Intelligence of 10 or lower cannot cast these spells. Psi-hunter bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the psi-hunter's Intelligence modifier (if any). When the psi-hunter gets "0" spells of a given level, such as 0 2nd-level spells at 1st level, the psi-hunter gets only bonus spells. A psi-hunter without a bonus spell for that level cannot yet cast a spell of that level. The psi-hunter's spell list appears below. A psi-hunter learns, prepares, and casts spells just as a wizard does, but only from the psi-hunter spell list.

Detect Psionics: At will, a psi-hunter can detect psionics as the power of the same name. This is a spell-like ability.

Mental Defense: When any psionic attack mode is used against the 1st-level psi-hunter, he is considered to have 1 point of mental hardness and gains a +1 luck bonus to Will saving throws made against any psionic attack or power (including psionic items). At 3rd level, this defense improves so that the mental

hardness increases to 2 points and the Will saving throw bonus becomes +2. At 6th level, the mental hardness increases to 3 points, and the Will saving throw bonus is +3. At 9th level the mental hardness is 4 points, and the Will save bonus is +4. Note that the mental hardness gained from this ability does not stack with mental hardness from another source (such as from a psionic defense). This is a supernatural ability.

Hamper Psionics: At 2nd level, the psi-hunter generates psychic static around him at all times. Anyone attempting to use a psionic power within 30 feet of the psi-hunter does so as though in the area of a *catapsi* field. When the psi-hunter reaches 7th level, the area of this power increases to 50 feet, and the effect triples the amount of power points required to manifest a psionic power. This is a spell-like ability.

Psychic Stab: At 4th level, once per day, the psi-hunter can alter one melee attack so that it is particularly potent against psionic characters or creatures. This strike is made at a +4 attack bonus and a damage bonus equal to the class level of the psi-hunter. If the psi-hunter accidentally stabs a creature that is not psionic, the stab has no effect but it is still depleted for that day. This is a supernatural ability.

Invisible to Psionics: At 5th level, the psi-hunter can no longer be detected or sensed by psionic powers, feats, or items. This is a supernatural ability.

Power Resistance: At 7th level, the psi-hunter gains a special PR of 10 + psi-hunter class levels. This ability functions only against psionic powers, feats, and items. This is a supernatural ability.

Null Psionics Prison: Once per day, as a spell-like ability, the 8th-level psi-hunter can create a 5-foot radius area in which psionics do not function (as if under the affects of a null psionics field). The prison can be created only around a psionic creature. This prison is immobile and lasts as long as the psionic creature remains within the 5-foot-radius area.

Met Out Mental Justice: At 10th level, the psi-hunter can place a powerful curse upon any psionic creature he touches. If the psi-hunter succeeds at a melee touch attack, the creature touched must make a Will saving throw (DC 20). Failure indicates that the creature takes 2d6 points of damage each time he uses a psionic power, ability, attack mode, or defense mode. A *remove curse*, *limited wish*, *miracle*, or *wish* spell can remove the curse. This supernatural ability can be used a number of times equal to the character's psi-hunter levels.

Psi-Hunter Spell List

Psi-Hunters choose their spells from the following list:

1st level: *alarm*, *cause fear*, *command*, *doom*, *hypnotism*, *magic weapon*, *obscuring mist*, *true strike*, *shield*

2nd level: *blur*, *bull's strength*, *cat's grace*, *detect thoughts*, *endurance*, *hypnotic pattern*, *locate object*, *see invisibility*

3rd level: *dispel magic**, *freedom of movement*, *greater magic weapon*, *hold person*, *minor globe of invulnerability**, *nondetection*, *spell immunity**

4th level: *emotion*, *detect scrying**, *dimensional anchor*, *discern lies*, *haste*, *locate creature*, *scrying*

5th level: *anti-magic field*, *globe of invulnerability**, *magic jar*, *mind fog*, *Rary's telepathic bond*, *true seeing*

* Regardless of how psionics and magic interrelate in the campaign, these abilities work against both magic and psionics.

Primal Rager

From Dragon #295 (May 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Strength of the beast, power strike 1d4
2	+2	+3	+0	+0	Quell the rage
3	+3	+3	+1	+1	Damage reduction 1/-, power strike 1d6
4	+4	+4	+1	+1	Rage +1/day
5	+5	+4	+1	+1	Heart of the beast

Timin slipped from his hiding place and struck out with his blade at the large man who had his partner in a death grip. The blade found its mark, and he smiled as the man dropped his partner with a grunt. That smile vanished as, instead of falling to the ground dead, the enraged man spun and struck out. Timin watched in horror as a clawed hand ripped into him, and as he fell to the ground all he could think to do was shout, "You should be dead!"



Many have heard tales of the ferocious and deadly nature of barbarian tribes, and many highly trained warriors have found out too late that skill with the blade is a poor match for the animal power of these wild fighters. Yet even among these fierce people, there are those who stand out as violent and untamed. So removed from civilization are these creatures that many hesitate to even call them men. Instead they are thought to be part beast, possessed by a spirit that thrives on chaos and battle. In some barbarian tribes this is seen as a blessing, and the primal rager holds great respect. For others, the primal rager's nature is seen as a perversion, and he is feared and often driven from the tribe. This removal from the tribe, either by being set on a pedestal or by being driven out, leads to a solitary nature, and a primal rager often turns to a life of adventure as a means of finding some measure of acceptance. The primal rager pours everything into battle. He is as skilled without a weapon as with one, and he usually prefers to attack unarmed, using his great strength to overpower his opponents and to tear them limb from limb. He feels a close connection to the primal forces within himself and has learned to harness that power when in battle. Above all, he respects the strength of the body, even over the strength of steel.

Half-orcs and humans are the most common primal ragers, but some dwarves also choose this path if they have been cast out of their clan or otherwise find themselves removed from dwarven society. Half-elves, halflings, and gnome primal ragers are very rare, but elven primal ragers are not unheard of.

Most primal rangers are barbarians, but other characters who gain the ability to rage by multiclassing or through some other means can be primal ragers.

Requirements

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

Alignment: Any nonlawful.

Base Attack Bonus: +8.

Wilderness Lore: 5 ranks.

Feats: Improved Unarmed Strike, Iron Will.

Special: Ability to Rage.

Class Skills

The primal rager's class skills (and the key abilities for each) are: Climb (str), Craft (int), Handle Animal (cha), Intimidate (cha), Intuit Direction (wis), Jump (str), Listen (wis), Ride (dex), Spot (wis), Swim (str), Wilderness Lore (wis)

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

Skill Points at Each Level: x + INT modifier.

Class Features

All the following are class features of the primal rager prestige class.

Hit Die: d10

Weapon and Armor Proficiency: A primal rager gains proficiency with light armor and medium armor.

Strength of the Beast (Ex): Each time the primal rager uses his rage ability, he may choose to increase the fury of his attacks by sacrificing the duration of his rage. He must make this choice before the rage begins, and it cannot be altered once made. The primal rager can choose to give up a number of rounds from the duration of his rage equal to his primal rager levels and barbarian levels combined. For each round that he gives up, he gains an additional +1 to his Strength and Constitution. The added Constitution does not extend the duration of his rage, and all bonuses granted by use of this ability expire when the rage expires.

Power Strike (Ex): At 1st level, the primal rager's unarmed attacks are more deadly than most. His unarmed strikes deal 1d4 points of damage (1d3 for Small primal ragers). This damage is still subdual unless the primal rager decides to take the -4 penalty to his attack roll.

At 3rd level, the damage a primal rager does with unarmed strikes increases to 1d6 damage (1d4 for Small primal ragers).

Quell the Rage (Ex): At 2nd level, the primal rager can hold his temper without dismissing the rage. For a number of rounds equal to his Wisdom modifier, the primal rager may quell his rage: During this time he loses his rage bonuses, but he does not suffer from fatigue. He may then choose to return to his raging state for the remainder of its duration or end the rage. Ending the rage results in fatigue as normal. The primal rager must have at least one round of rage left before he is fatigued to use this ability.

Damage Reduction (Su): Starting at 3rd level, the primal rager gains the ability to shrug off some amount of injury from weapon blows, unarmed strikes, and natural weapon attacks. Subtract 1 from the damage the primal rager takes each time he is dealt damage by such attacks. This damage reduction stacks with any damage reduction the primal rager has from levels in the barbarian class. Note that the primal rager's damage reduction allows him to penetrate the damage reduction of other creatures with his unarmed attacks as noted in the Monster Manual.

Rage (Ex): At 4th level, the primal rager can rage one additional time per day.

Heart of the Beast (Ex): At 5th level, the primal rager's fury becomes so great that the animal within him manifests during a rage. His hands grow large claws, and his skin thickens into an animal hide. During a rage, the primal rager's damage reduction is increased by 1, and his unarmed attacks deal 1d8 points of slashing damage (1d6 for Small primal ragers). This damage is normal damage; the primal rager does not suffer a -4 penalty to hit.

Purple Dragon Highknight

From *Dragon Annual 5* (2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Dauntless Guard
2	+2	+3	+0	+0	Uncanny Dodge – Dex bonus to AC
3	+3	+3	+1	+1	Magic Resistance 1
4	+4	+4	+1	+1	Natural Armor +1
5	+5	+4	+1	+1	Poison Resistance 1
6	+6	+5	+2	+2	Magic Resistance 2
7	+7	+5	+2	+2	Uncanny Dodge – Cannot be flanked
8	+8	+6	+2	+2	Natural Armor +2
9	+9	+6	+3	+3	Magic Resistance 3
10	+10	+7	+3	+3	Poison Resistance 2

A Highknight of Cormyr is a recently created rank of service to the Crown.

Trained in Court etiquette and realm law as well as in the use of weapons, highknights are regularly mind-read by War Wizards to guarantee their continued loyalty, as well as to guard against magical influences or impostors posing as real knights. Highknights usually draw difficult duties, such as investigating suspected traitors among the ranks of superior Purple Dragon officers or the nobility, or guarding royally or unpopular visiting envoys.

In Cormyr, highknights speak with royal authority, and they can always gain audience to any royal or Court personage (though they'll face penalties for frivolous use of this privilege).

Most highknights are fighters, but Filfaeril and Vangerdahast (joint creators of this rank) desire the office to be open to bards, rangers, and other persons difficult to fit into the normal Court hierarchy. Rowen Cormaeril, for example, has been accorded the rank of highknight, as has his brother Beliard, bladebrother to Alusair and bastard son of Azoun IV. Both would otherwise share exile with the rest of their family.

Highknights can be encountered anywhere in the Dragonreach and Dragon Coast, but they are most likely to be found in Cormyr proper.

Requirements

Base Attack Bonus: +8

Alignment: Any Good

Feats: Dodge, Endurance, Great Fortitude

Class Skills

The Purple Highknight's class skills and their key abilities are: Balance (dex), Concentration (con), Diplomacy (cha), Listen (wis), Move Silently (dex), Sense Motive (wis), and Spot (wis)

Skill points at each level: 2 + INT modifier

Class Features

Hit Dice: d10

Weapon and Armor Proficiencies: The Highknight is proficient in the use of all simple and martial weapons as well as all armor and shields.

Dauntless Guard (Ex): While guarding a known or familiar area in accordance with orders, such as a single room, doorway or passage, he gains the following abilities while fighting in that area: +2 Strength, +2 Constitution, +2 resistance bonus on all saves, +4 dodge bonus to AC. The increase in constitution raises the highknights hp by 1 point per level, but these go away the moment the highknight moves out of the area or ceases fighting or defying possible foes.

Uncanny Dodge (Ex): At 2nd level, the highknight does not lose his Dex bonus to AC when flat-footed. At 7th level, opponents do not gain any attack bonus for flanking the highknight.

Magic Resistance (Su): At 3rd level, due to exposure to spells (working with War Wizards), the highknight gains resistance to one class of magical attack, such as fire, electrical, cold or acid. Whenever the highknight receives damage from that form of attack, subtract 1 point of damage per die of damage suffered. (i.e. 3d6 fire damage would be 3d6-3, 2d6 would be 2d6-2, etc.) This immunity improves to 2 points at 6th level (i.e. 3d6-6), and 3 points at 9th (i.e. 3d6-9).

Natural Armor (Ex): The highknights natural armor rating improves by +1 at 4th level and an additional +1 at 8th.

Poison Resistance (Su): At 5th level, a highknight gains a second chance on Fortitude saves vs. poison once per day (gases included); if the result of the first save is unfavorable, a second roll may be attempted. At 10th level, immunity to secondary damage becomes automatic.

Radiant Servant of Pelor

From Dragon #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Radiance, Turn Undead, Extra greater Turning	+1 to existing class
2	+1	+3	+0	+3	Empower Healing, Divine Health	+1 to existing class
3	+2	+3	+1	+3	Aura of Warding	+1 to existing class
4	+3	+4	+1	+4		+1 to existing class
5	+3	+4	+1	+4	Additional Domain	+1 to existing class
6	+4	+5	+2	+5	Maximize Healing	+1 to existing class
7	+5	+5	+2	+5		+1 to existing class
8	+6	+6	+2	+6	Positive Energy Burst	+1 to existing class
9	+6	+6	+3	+6		+1 to existing class
10	+7	+7	+3	+7	Supreme Healing	+1 to existing class

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

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

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

Requirements

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

Alignment: Neutral Good.

Patron Deity: Pelor.

Base Will Save: +5.

Heal: 5 ranks.

Knowledge (religion): 9 ranks.

Knowledge (undead): 3 ranks.

Feats: Extra Turning

Spellcasting: Ability to cast divine spells.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Radiant Servant prestige class.

Hit Die: d6.

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

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

a radiant servant sheds light in a 120-foot radius, and is treated as a 4th-level spell, allowing it to counter or dispel any Darkness spell of 4th level or lower.

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

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

Spells per Day: A radiant servant continues the divine spellcasting training she began. Thus, when a new radiant servant level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit of the spellcasting class (except for turning undead, as noted above). This essentially means that she adds the radiant servant levels to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Matarra, a 6th-level cleric, gains a level in radiant servant, she gains new spells per day as if she had risen to 7th level in cleric, but she uses the other radiant servant aspects of level progression such as base attack bonus and base saving throw bonuses. If she next gains a level of cleric, making her a 7th-level cleric/1st-level radiant servant, she gains spells as if she had risen to 8th-level cleric.

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

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

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

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

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

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

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

Rage Mage

From Dragon 276 (November 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1	+0	+2	+0	+2	Spell Rage 1/day	0	-	-	-
2	+1	+3	+0	+3	Spell Bonus	1	-	-	-
3	+2	+3	+1	+3		1	0	-	-
4	+3	+4	+1	+4	Spell Rage 2/day	1	1	-	-
5	+3	+4	+1	+4	Overcome Spell Failure	1	1	0	-
6	+4	+5	+2	+5		1	1	1	-
7	+5	+5	+2	+5		2	1	1	0
8	+6	+6	+2	+6	Spell Rage 3/day	2	1	1	1
9	+6	+6	+3	+6		2	2	1	1
10	+7	+7	+3	+7	Spell Retention, No longer winded after rage	2	2	2	1

At first it seems like a contradiction – an arcane spellcaster that “loses herself” in a blind fury. Yet the rage mage makes for an interesting case, as her approach to magic is based on the primal passion of magic more than the studious quasi-scientific approach. The rage mage prestige class is sure to enliven any campaign as it raises fascinating questions on the true nature of magic and magic-use. But don’t ask the rage mage to answer those questions herself – she’s not interested in the “why,” only the result.

The rage mage can tap into the primal essence of magic using her own natural anger and frenzy to channel arcane power in flashy, Flamboyant ways. Like the barbarian, the rage mage is often the product of less civilized societies.

All rage mages must have at least some background as a barbarian, as well as training as a wizard, sorcerer, or – very rarely – a bard.

Rage mage NPCs are usually found working with barbarians. They tend to shy away from traditional spellcasters and avoid the colleges and guilds where they usually gather.

Requirements

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

Alignment: Any non-lawful.

Spellcasting: Ability to cast 1st-level arcane spells.

Special Ability: Rage

Class Skills

The rage mage’s class skills (and the key ability for each skill) are Concentration (con), Knowledge (Arcana) (int), Profession (wis), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the rage mage prestige class.

Hit Die: d6.

Weapon and Armor Proficiency: Rage mages are proficient with all simple weapons, but with no armor or shields

Spell Bonus: At second level, and beyond when casting spells of the Abjuration, Conjunction, Evocation, Necromancy and Transmutation schools, the rage mage uses her character level rather than her class level to determine the effects of the spells. This ability only works when the rage mage is in a spell rage.

Spell Rage: When she needs to, the rage mage can enter a state of cold-blooded, white-hot fury. The barbarian rage is a screaming blood frenzy, but the spell rage is completely internalized. In fact, many rage mages are known to grow much quieter in the midst of their rage, as they focus all their anger within. In a rage, a rage mage gains phenomenal magical ability but becomes reckless and less able to defend herself. The temporarily suffers a –2 to Armor Class. The benefits, however, are this: She increases the DC of any spell of the Abjuration, Conjunction, Evocation, Necromancy and Transmutation school cast during the rage by her class level. All effects of the spells of those schools are treated as if cast by a caster 2 levels higher than the rage mage.

Unlike a barbarian’s rage, the rage mage can use any type of skill or feat, while raging. A fit of rage lasts for 3 rounds plus the character’s Constitution modifier. The rage mage can prematurely end the rage voluntarily. At the end of the rage, the rage mage is fatigued (-2 Strength, -2 Dexterity, can’t run or charge) for the duration of that encounter (unless the rage mage is 10th level,

when this limitation no longer applies). The rage mage can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the rage mage can only do it during her action, not in response to somebody else’s action. Note that a character cannot enter both a barbarian rage and a spell rage at the same time; the two rages are just too different.

Spells: Beginning at 1st level, a rage mage gains the ability to cast a small number of arcane spells. To cast a spell, the rage mage must have a Charisma score of at least 10 + the spell’s level, so a rage mage with a Charisma of 10 or lower cannot cast these spells. Rage mage bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + Charisma modifier. When a rage mage gets “0” spells of a given level, such as 0 1st-level spells at 1st level, the rage mage only gets bonus spells. A rage mage without bonus spells for that level cannot yet cast a spell of that level. The rage mage’s spell list appears below. The number of spells of a given level that a rage mage might know from this list is given on the table below. A rage mage casts spells just as a sorcerer does.

Level	Spells Known			
	1st	2nd	3rd	4th
1	2*	-	-	-
2	3	-	-	-
3	3	2*	-	-
4	4	3	-	-
5	4	3	-	-
6	4	4	2*	-
7	4	4	3	-
8	4	4	3	-
9	4	4	4	2*
10	4	4	4	3

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.

Rage Mage Spell List

Rage Mage’s choose their spells from the following list:

1st level: *Animate Rope, Burning Hands, Cause Fear, Chill Touch,Enlarge, Erase, Feather Fall, Grease, Hold Portal, Jump, Mage Armor, Magic Missile, Magic Weapon, Mount, Obscuring Mist, Protection from Evil, Protection from Good, Protection from Law, Ray of Enfeeblement, Reduce, Shield, Shocking Grasp, Spider Climb, Summon Monster I, Unseen Servant.*

2nd level: *Alter Self, Blindness/Deafness, Bull’s Strength, Cat’s Grace, Darkness, Darkvision, Daylight, Endurance, Flaming Sphere, Fog Cloud, Ghoul Touch, Glitterdust, Knock, Levitate, Melf’s Acid Arrow, Obscure Object, Protection from Arrows, Pyrotechnics, Scare, Shatter, Spectral Hand, Summon Monster II, Summon Swarm, Web*

3rd level: *Blink, Dispel Magic, Fireball, Flame Arrow, Fly, Gaseous Form, Greater Magic Weapon, Gust of Wind, Halt Undead, Haste, Keen Edge, Lightning Bolt, Magic Circle against Chaos, Magic Circle against Evil, Magic Circle against Good, Magic Circle against Law, Nondetection, Phantom Steed, Sleet Storm, Slow, Summon Monster III*

4th level: *Bestow Curse, Contagion, Dimension Door, Dimensional Anchor, Enervation, Evard’s Black Tentacles, Fear, Fire Storm, Ice Storm, Minor Globe of Invulnerability, Otiluke’s Resilient Sphere, Polymorph Other, Polymorph Self, Shout, Solid Fog, Stoneskin, Summon Monster IV, Wall of Fire, Wall of Ice*

Reaper's Child

From *Dragon* #299 (September 2002)

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

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

The reaper's child craves unlimited power. She is ruthless, cold, domineering, and merciless to any who might get in her way. She uses her power and influence to secretly infiltrate orders of monks. Once accepted by an order, she seeks to pervert them from within by forcibly converting the instructors to the worship of Nerull by means of a grisly ceremony known only as the "Oath." Reaper's children form a secret organization that underlies parts of civilized society. Their hierarchy is rigid, with power-hungry members continually moving up and down in the ranks.

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

A reaper's child might be encountered by PCs without their knowledge, as reaper's children delight in appearing in their old roles to continue their dastardly machinations behind a civil facade. PC monks who wish to join Nerull in his death cult had best keep their aspiration secret from society—few places openly allow the worship of the Reaper of Flesh.

Requirements

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

Unarmed Base Attack Bonus: +4/+1.

Knowledge (religion): 4 ranks.

Feats: Improved Unarmed Strike, Deflect Arrows, Dodge.

Alignment: Lawful evil.

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

Class Skills

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

Skill Points at Each Level: 4 + INT modifier.

Class Features

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

Hit Die: d8

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

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

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

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

Scythe Strike (Su): A reaper's child has the ability to emulate the devastating slashes of a scythe blade with her unarmed attacks. The character can use this ability once per round, but no more than once per reaper's child level per day. The character must declare she is using a scythe strike attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the character is forced to make a Fortitude saving throw (DC 15 + the reaper's child level + Wisdom modifier), in addition to receiving normal damage. If the saving throw fails, the attack is treated as if the reaper's child had automatically confirmed a x4 critical (as a scythe blade). Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be affected by the scythe strike.

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

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

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

Royal Herald

From *Dragon Annual 5* (2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						0th	1st	2nd	3rd	4th
1	+0	+0	+2	+2	False Alignment	2	0	-	-	-
2	+1	+0	+3	+3	Sneak Attack +1d6	3	1	-	-	-
3	+2	+1	+3	+3	Uncanny Dodge (Dex bonus to AC)	3	1	0	-	-
4	+3	+1	+4	+4	Sneak Attack +2d6	3	2	1	-	-
5	+3	+1	+4	+4	Nondetection	4	2	1	0	-
6	+4	+2	+5	+5	Sneak Attack +3d6	4	2	2	1	-
7	+5	+2	+5	+5	Uncanny Dodge (can't be flanked)	4	3	2	1	0
8	+6	+2	+6	+6	Sneak Attack +4d6	4	3	2	2	1
9	+6	+3	+6	+6	Skill Mastery	4	3	3	2	1
10	+7	+3	+7	+7	Sneak Attack +5d6	4	4	3	2	2

The Royal Heralds serve as the eyes and the ears of the Queen. Reporting directly to Lord Chamberlain Kell Fleming, the Heralds travel far and wide, gathering information as they go. Most people see the Royal Heralds as little more than a group of diplomats, messengers, and errand-runners, and that's exactly how the Heralds want it.

HISTORY OF THE ROYAL HERALDS

The first Royal Heralds were exactly that: messengers of the Crown. Over the years, however, the monarchs of the kingdom had occasional need for a particularly trusted errand-runner or information gatherer. When a wise lord chamberlain (whose name has been lost to history) grew tired of repeatedly recruiting such trustworthy individuals, he created a network of skilled agents that would report directly to him. Once identified and recruited, each new Herald was trained in spycraft and diplomacy—at first by the lord chamberlain himself, and later by the chamberlain's hand-picked officers and senior agents.

Within a generation, the group's founder had passed on and been replaced. But the network of Heralds lived on, thriving in the kingdom's climate of political intrigue. As time passed, the organization continued to grow. While occasional lapses in security have threatened to pull away the Heralds' cover of secrecy, they have managed time and again to turn crises into opportunities.

Today, no one person knows all the Heralds' identities, but it is believed that the group numbers over two hundred. Lord Chamberlain Kell Fleming retains his leadership of the Heralds, though he secretly realizes that even he is no longer fully in control of his network of spies and agents.

HERALD RESPONSIBILITIES

The chamberlain assigns some Heralds for "internal duties," meaning that they restrict their activities to within the kingdom. These Heralds watch for potential insurgency, foreign spies, government corruption, and other problems facing the kingdom. They pose as minor officials, traveling merchants, itinerant performers, or even adventurers, depending on the task and area.

Heralds working within the kingdom can count on strong support. Most junior Heralds work "internal" until they prove their ability to work independently. They file frequent reports to their superior officers and are kept on a short leash.

The majority of Heralds are assigned to "foreign affairs." These Heralds travel to other kingdoms far and near, where they use their formidable skills to learn the kingdoms' secrets, deliver clandestine messages, rescue prisoners, kidnap nobles, or foment discord. Most carry a title like "emissary" or "ambassador" that helps get them into foreign courts. Those working incognito might pose as traders, wealthy travelers, or even minor royalty.

Heralds assigned to foreign kingdoms must rely almost completely on their own abilities. Only rarely can the Lord Chamberlain supply any assistance to these faraway servants. In some cases, Heralds must go without contact from home for months or years. Stories persist of one Herald who posed as a spice merchant in a distant empire for six years before he was able to complete his mission.

REQUIREMENTS FOR MEMBERSHIP

The Royal Heralds accept characters of all classes, though some—particularly bards and rogues, with their appropriate array of class skills—tend to make better Heralds than others. Still, the Heralds employ plenty of fighters, monks, and rangers; a cleric, sorcerer, or wizard with the right mix of spells can also be an exceptional Herald. Druids, paladins, and barbarians tend to make poor Heralds, though rare exceptions exist. It's rumored that the Lord Chamberlain employs a few assassins for particularly devious assignments. The most prized Heralds, of course, are those who actually advance in the herald prestige class. (See below.)

A Herald's most important ability scores are Charisma, Wisdom, and Dexterity. While Heralds tend to have a wide range of skills, aptitude in interaction, detection, and stealth are critical. Skills such as Bluff, Diplomacy, Disguise, Forgery, Hide, Listen, Move Silently, Search, Sense Motive, and Spot are all important to a good Herald. Gather Information is a must—if a Herald can't dig up rumors, he'll have trouble handling missions.

Above all else, a Herald must be absolutely loyal to the Queen. The Lord Chamberlain doesn't accept even the rumor of disloyalty, and he won't hesitate to use magical means to confirm or dispel such suspicions.

PC HERALDS

Obviously, player characters who belong to the Royal Heralds have a dual allegiance: both to their fellow adventurers and to the Crown. This can create many interesting situations, but it shouldn't be allowed to interfere with the group's enjoyment. PC Heralds can have a longer leash than other Heralds—perhaps the PC is a special operative who works only occasional missions, or a "sleeper agent" who waits for a particular event for activation.

It also isn't critical that all characters belong to the Heralds, though any Heralds in the group should keep either the organization's motives and interests and the knowledge that his actions will be supported by her agents. This support can take the form of gold, weapons, magic, supplies, letters of marque, or royal dispensations, to name a few. While serving as a Royal Herald, a character is an extension of the Queen's own hand and is treated as such.

With that benefit comes a drawback, however. Despite the support of the Queen, the Herald must work in complete secrecy. He cannot share the knowledge of his responsibility and authority with those outside the organization, nor can he take advantage of his position for personal gain. He also loses a measure of personal freedom, as he can be ordered to travel hundreds of miles at a moment's notice.

Still, the Queen rewards those who serve her well. Royal Heralds who survive the first few years can enjoy a life of moderate luxury, while those who manage to retire after many years of service find themselves well compensated for their loyalty and bravery. Titles, tracts of land, and cushy positions among the Queen's ministers await the Herald who finally decides to take it easy.

The twelve rogues, bards, and wizards working for Jherrith operate out of an abandoned warehouse near the docks. So far, Jherrith has managed to maintain the group's cover, and the Lord Chamberlain hasn't connected recent Herald failures with an organized resistance.

ENEMIES

As the existence of the Heralds remains a secret, no group realizes who is behind the thwarting of their plans. Still, it is safe to say that most foreign rulers and governments would count the Heralds among their enemies.

However, there are those within the organization whose goals differ from the Lord Chamberlain's. After many years of loyal service, veteran Herald Jherrith Mandrakesson (a cleric of Olidammara) believes that the Lord Chamberlain no longer has the Queen's best interests at heart. Deciding to choose for himself who should be investigated, what kingdoms should be sown with discord, and which foreign royals should be assassinated, Jherrith has recruited his own secret cell within the Heralds that he uses to accomplish missions of his own planning. Sometimes he even uses these recruits to thwart the actions of other Heralds.

The twelve rogues, bards, and wizards working for Jherrith operate out of an abandoned warehouse near the docks. So far, Jherrith has managed to maintain the group's cover, and the Lord Chamberlain hasn't connected recent Herald failures with an organized resistance.

ALLIES

Due to their need for secrecy, the Royal Heralds don't have true allies, individual agents often have many contacts, resources, and safe houses that they use from time to time during missions.

WITH A TWIST

If you want a different spin on the Royal Heralds, here are a few options.

- The Heralds serve the Lord Chamberlain as his personal secret police, without any authorization or knowledge of the Queen. Eventually, Fleming plans to use his network of spies and assassins to launch a coup.
- The Heralds don't actually work for the Lord Chamberlain at all—that's just what the person who recruited the PCs wants them to think. In actuality, the Royal Heralds are an independent organization dedicated to digging up the secrets of every kingdom in the region, with the goal of blackmailing nobles and fomenting wars for profit.
- Use the Heralds as written, but assign them to the service of a kingdom at war with the PCs' homeland. The Heralds can make a great enemy organization to pit against your PCs, particularly as the characters become influential in the kingdom.

ADVENTURE HOOKS

- The PCs are traveling across the countryside not far from the Queen's Castle and find a dead man lying by the side of the road. The man, a Royal Herald working "internal," was killed by brigands who didn't know his identity. Though his possessions are gone, he still carries a small scrap of paper concealed in the seam of his tunic (Search check DC 15 to find). The paper is addressed to the Lord Chamberlain and bears the Herald's final report on a group of rebels plotting the assassination of a local dignitary. Curious characters can investigate the report or deliver it directly to the chamberlain. This adventure hook can both introduce the PCs to the Royal Heralds and give the Lord Chamberlain some idea of their loyalty to the Crown.
- The PC members of the Heralds are assigned to spy on one of the Queen's ministers. The Lord Chamberlain suspects the man of being a traitor to the Crown, but he needs strong evidence because of the man's connection to wealthy families. At the DM's discretion, Fleming's suspicion might or might not be well-founded—the minister might be a spy, a double agent, or even a patsy for someone looking to cover up his own illicit activities.
- The only copy of a peace treaty between the PCs' kingdom and a neighboring land has gone missing from the Royal Depository. While the document in question doesn't contain state secrets or other valuable information, its loss could prove a serious blow to future talks between the two kingdoms. The PCs must track down the stolen document quickly—before word of its disappearance leaks out—and return it intact, to the Lord Chamberlain. The treaty might have been stolen by someone within the government who wishes to ruin relations between the two kingdoms, by an agent of a third kingdom, or even by a thief who didn't realize the value of what she now holds.
- One of the senior Heralds assigned to foreign affairs has been arrested on charges of treason against the kingdom to which she is assigned. Though her true mission remains a secret (for now), the Heralds cannot risk her knowledge being disclosed. The Lord Chamberlain sends the PCs to the foreign kingdom with simple orders: They must either rescue the imprisoned Herald (without her captors realizing her escape is part of an organized plan) or ensure that she does not live to divulge her secrets. Good-aligned PCs might have difficulty with the second option and must weigh their conscience against their duty to the Queen.
- Duke Vasily Rasputin, a prominent nobleman of a neighboring kingdom, is vocally pushing for his lord to declare war against the PCs' home nation. The Lord Chamberlain fears that the lord in question, a rather weak-willed man, might soon agree with Vasily's viewpoint and orders the PCs to assassinate the duke before war is declared. Of course, they must carry out their mission with the utmost secrecy—if anyone even suspects that the PCs' kingdom is behind the duke's death, war will result. This mission is not appropriate for good-aligned PCs unless the DM wishes to challenge the characters' morals and ethics.

Requirements

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

Base Attack Bonus: +4.

Bluff: 4 ranks.

Diplomacy: 6 ranks.

Gather Information: 6 ranks.

Sense Motive: 4 ranks.

Special: Must speak at least 3 languages.

Class Skills

The royal herald's class skills (and the key ability for each skill) are: Bluff (cha), Decipher Script (int), Diplomacy (cha), Disguise (cha), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Knowledge (int), Listen (wis), Move Silently (dex), Open Locks (dex), Perform (cha), Read Lips (int), Scry (int), Search (int), Sense Motive (wis), Speak Language (–), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the royal herald prestige class.

Hit Die: d6

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

Spells: A herald casts arcane spells from the herald spell list (See below.) She casts these spells without needing to prepare them beforehand or keep a spellbook. Heralds receive bonus spells for high Charisma. To cast a spell, a herald must have a Charisma score of 10 + the level of the spell. The Difficulty Class for a saving throw against a herald's spell is 10 + the spells level + the heralds charisma modifier. The heralds effective casting level is equal to her herald class level.

False Alignment: A herald of 1st level or higher receives a Will saving throw against any attempt to discern her alignment or aura (such as with a *detect good* spell or the divine version of the *true seeing* spell). The DC of the saving throw is 10 + the spells level + the caster's ability modifier. If the saving throw is successful, the herald can disguise her alignment with an alignment of her choice. This is a supernatural ability.

Sneak Attack: A herald can strike a vital spot for extra damage. Any time the herald's target would be denied a Dexterity bonus to AC (whether her Target actually has a Dexterity bonus or not), or when the herald flanks the target, the herald's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every two levels thereafter. This ability is otherwise identical to the rogue's sneak attack and is cumulative with any sneak attack capability the character has from other classes.

Uncanny Dodge: Starting at 3rd level, the herald gains the extraordinary ability to react to danger before her senses would normally allow her to do so. At 3rd Level and above, she retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or being struck by an invisible attacker. She still loses her Dexterity bonus to AC if immobilized. At 7th level, the herald can no longer be flanked, as she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack her. The exception to this defense is that a rogue at least four levels higher than the character can flank her (and thus sneak attack her).

The character's herald levels are cumulative with her levels in any other class that has the uncanny dodge ability for the purposes of determining the characters total uncanny dodge. For instance, a 6th-level rogue/5th-level herald would have uncanny dodge equal to an 11th-level herald.

Nondetection: Starting at 5th level, a herald has a permanent nondetection-1 effect (as the spell). If a divination is attempted against the herald or anything he carries, the caster of the divination must succeed in a caster level check (1d20 + caster level) against a DC of 15 + the herald's class level. This is a spell-like ability.

Skill Mastery: At 9th level, the her-aid selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, the herald can take to even if stress and distractions would normally prevent her from doing so. She becomes so certain in those skills that she can use them reliably even under adverse conditions.

Royal Herald Spell List

Royal heralds choose their spells from the following list:

0th level—*Dancing lights, daze, distract*, ghost sound, guidance, know direction, light, mage hand, open/close, prestidigitation*

1st level—*Alarm, changeself, charm person, comprehend languages, endure element, detect secret doors, glib tongue*, message, sleep, spider climb*

2nd level—*Arcane lock, cat's grace, darkness, detect thoughts, invisibility, knock, locate object, lord's charisma*, silence, suggestion*

3rd level—*Clairaudience/clairvoyance, darkvision, detect scrying, eagle eyes*, hold person, illusory script, Leomund's tiny hut, nondetection, shrink item, tongues*

4th level—*Discern lies, dimension door, dominate person, freedom of movement, legend lore, modify memory, scrying, sending, speak with dead, sudden mastery**

New Royal Herald Spells

Distract

Enchantment [Compulsion]

Level: Hrd 0

Components: S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature

Duration: One round

Saving Throw: Will negates

Spell Resistance: Yes

This spell distracts its target for a full round, giving it a -10 penalty to any Spot or Listen checks during that time. The spell is commonly used to give the caster the ability to dart across an open hallway guarded by a sentry or to perform a move-equivalent action without being detected. If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 circumstance bonus on its saving throw. Any act that threatens the distracted creature breaks the spell, as does any attack made against it.

Eagle Eyes

Transmutation

Level: Hrd 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The target of this spell gains extraordinary visual acuity. This grants a +20 bonus to Search and Spot checks for the duration of the spell.

Material Component: A pinch of diamond dust (worth 10 gp) sprinkled over the target's eyes.

Glib Tongue

Transmutation

Level: Hrd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You grant the target of the spell a +4 competence bonus to Diplomacy and Bluff skill checks. This bonus increases by +2 for every two levels of the caster beyond 1st (+6 at 3rd, +8 at 5th, and so on) to a maximum of +16 at 9th level.

Lord's Charisma

Transmutation

Level: Hrd 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The transmuted creature becomes more personable, charming, and socially graceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to all uses of the Charisma score modifier. No additional bonus spells are granted by the increased ability score.

Sudden Mastery

Transmutation

Level: Hrd 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain a +20 competence bonus to a single skill of your choice. You can't select a skill that is exclusive to another class.

Sensate

From *Dragon* #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Darkvision, Heightened Senses +5
2	+1	+0	+0	+3	Dramatic Recount
3	+2	+1	+1	+3	Sense Link (1/day)
4	+3	+1	+1	+4	Heightened Senses +10
5	+3	+1	+1	+4	Sense Link (2/day), Energy Acceptance
6	+4	+2	+2	+5	Sensory Overload (equal)
7	+5	+2	+2	+5	Sense Link (3/day), Heightened Senses +15
8	+6	+2	+2	+6	Sensory Overload (double), Shared Spell Experience
9	+6	+3	+3	+6	Sense Link (4/day), Scent
10	+7	+3	+3	+7	Sensory Overload (triple), Heightened Senses +20, Blindsight

Myrindi fixed her gaze on the man at the next table, concentrating. Slowly the image of the map he studied appeared before her eyes, along with the instructions for finding the secret entrance to the slaver's hideout.

The members of the Society of Sensation call themselves sensates. The belief of this faction is simple—experience equals power. Experience everything, and you can control any situation. Some members are hedonistic, seeking exotic experiences only for the pleasure, but those few sensates truly in touch with themselves know that each event, no matter how unpleasant, can be a valuable learning experience. Spellcasters gravitate toward this prestige class, as knowledge increases their power in more ways than one.

Requirements

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

Intuit Direction: 5 ranks.

Spot: 7 ranks.

Listen: 7 ranks.

Feats: Alertness, Skill Focus — Knowledge (any).

Class Skills

The Sensate's class skills (and the key ability for each skill) are: Animal Empathy (cha), Balance (dex), Bluff (cha), Concentration (con), Craft (int), Disguise (cha), Gather Information (cha), Handle Animal (cha), Knowledge (int), Listen (wis), Perform (cha), Ride (dex), Spellcraft (int), Spot (wis), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d6

Weapon and Armor Proficiency: Characters who take a level of sensate gain proficiency in light armor and all simple weapons.

Darkvision: Sensates gain darkvision with a 60-foot range, regardless of their race. This is an extraordinary ability.

Heightened Senses: At 1st level, the sensate gains a competence bonus to Intuit Direction, Listen, Sense Motive, Spot, and Wilderness Lore checks. This bonus increases to +10 at 4th level, +15 at 7th level, and +20 at 10th level. In addition, the sensate can always choose to take 10 on an Intuit Direction, Listen, Sense Motive, Spot, or Wilderness Lore check, even when circumstances would normally prevent her from doing so. This is a supernatural ability.

Dramatic Recount: At 2nd level, the sensate can recount one of her many adventures or experiences, captivating the attention of an audience as per an *enthrall* spell cast by a sorcerer of a level equal to the sensate's character level. This spell-like ability can be employed once per day per sensate class level and requires only a verbal component.

Sense Link: At 3rd level, the sensate can establish a link with another creature within 30 feet, gaining the benefits of a *clairaudience/clairvoyance* spell centered on that creature's position.

Unwilling targets can make a Will saving throw (DC 13 + the sensate's Charisma modifier) to resist the link. Once the link is established, distance is not a factor (although both the sensate and subject must remain on the same plane). The duration is 1 minute per sensate class level and can be ended at any time. Initiating this spell-like ability is a standard action. The link can be dispelled with *dispel magic*, and in such a case, the spell's caster level is equal to the sensate's character level.

Energy Acceptance: At 5th level, the sensate can forego a saving throw and choose to fully experience a spell, or spell-like or supernatural effect that causes damage of an energy type (acid, cold, fire, lightning, or sonic). The sensate is then protected against that energy type as per *protection from elements* cast by a sorcerer of a level equal to the sensate's class level.

Sensory Overload: At 6th level or higher, the sensate can magnify a creature's perception of the damage she inflicts. The sensate must make a melee touch attack against the target. The sensate must decide to use this ability before the attack is made. If the attack misses, that use of sensory overload is wasted. With a successful melee touch attack, the target must make a Will saving throw (DC 15 + the sensate's class level + the sensate's Charisma modifier). Failure indicates that the target takes additional subdual damage the next time the sensate damages the target. This subdual damage is equal to the original damage, but at 8th and 10th level the sensate's ability to create a sensory overload improves and the additional subdual damage doubles and then triples the original damage. This supernatural ability is usable three times per day.

Shared Spell Experience: At 8th level, the sensate can cause targeted spells and spell-like effects that target her to rebound on the original caster. When she does so, the sensate is also affected by the spell. This works like *spell turning* as cast by a sorcerer of a level equal to the sensate's class level with the added effect that the rebounded spell is not partially turned; it affects both the sensate and the original caster normally. If the spell is of a level greater than the remaining amount of spell turning, the spell is not rebounded and affects the sensate normally. If the original caster has a *spell turning* spell in effect, the rebounded spell doesn't set up a resonating field; instead it drains away without affecting either the sensate or the original caster. Initiating this spell-like ability is a standard action. It can be used two times a day.

Scent: At 9th level, the sensate's sense of smell is so acute that she gains the scent special quality (as described in the *Monster Manual*).

Blindsight: At 10th level, the sensate's senses are so attuned to her surroundings that she gains blindsight up to a range of 30 feet.

Shining Blade of Heironeous

From Dragon #283 (May 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Detect Evil, Smite Evil 1/day	
2	+1	+3	+0	+3	Shocking Blade 1/day	+1 to existing class
3	+2	+3	+1	+3		
4	+3	+4	+1	+4	Smite Evil 2/day	+1 to existing class
5	+3	+4	+1	+4	Holy Blade 2/day	
6	+4	+5	+2	+5		+1 to existing class
7	+5	+5	+2	+5	Smite Evil 3/day	
8	+6	+6	+2	+6		+1 to existing class
9	+6	+6	+3	+6	Radiant Blade 3/day	
10	+7	+7	+3	+7	Celestial Transformation, Smite Evil 4/day	+1 to existing class

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

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

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

Requirements

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

Alignment: Lawful Good.

Patron Deity: Heironeous.

Base Attack Bonus: +7.

Base Will Save: +3.

Knowledge (religion): 7 ranks.

Spellcasting: Ability to cast divine spells.

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Shining Blade prestige class.

Hit Die: d10.

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

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

Smite Evil: Once per day, a shining blade of Heironeous can attempt to smite evil with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per shining blade level. If the shining blade accidentally smites a creature that is not evil, the smite has no effect but it is still used up for that day.

At 4th level, the shining blade can smite evil twice per day. At 7th level, the shining blade can smite evil three times per day. At 10th level, the shining blade can smite evil four times per day. These smite evil attempts are gained in

addition to any gained through other classes (such as the paladin's ability of the same name).

Spells per Day: A shining blade continues the magical training he began as a divine spellcaster. For every two shining blade levels gained (2nd, 4th, 6th, 8th, 10th), the character gains new spells per day as if he had also gained one level in a divine spellcasting class. He does not, however, gain any other benefit of the spellcasting class. This essentially means that he adds half his shining blade levels to the level of some other divine spellcasting class the character has, then determines spells per day and caster level accordingly. For example, if Jeruk, a 10th-level paladin/1st-level shining blade, gains a level in shining blade, he gains new spells as if he had risen to 11th level in paladin, but he uses the other shining blade aspects of level progression, such as base attack bonus and base saving throw bonuses. If he next gains a level of paladin, making him an 11th-level paladin/2nd-level shining blade, he gains spells as if he had risen to 12th-level paladin.

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

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

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

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

End Notes

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

Silverstar

From Dragon #285 (July 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Moon Spells	+1 to existing class
2	+1	+3	+0	+3	Lunar Sight	+1 to existing class
3	+2	+3	+1	+3	Moon's Hand +1	+1 to existing class
4	+3	+4	+1	+4	Tears of Selûne 1/day	+1 to existing class
5	+3	+4	+1	+4	Prophet's Sight 1/day	+1 to existing class
6	+4	+5	+2	+5	Selûnite Lycanthrope	+1 to existing class
7	+5	+5	+2	+5	Moonshield	+1 to existing class
8	+6	+6	+2	+6	Prophet's Sight 2/day	+1 to existing class
9	+6	+6	+3	+6	Tears of Selûne 2/day, Moon's Hand +2	+1 to existing class
10	+7	+7	+3	+7	Moonfire	+1 to existing class

Some of the old specialty priests are poorly translated with just multiclassing and feat choice. Some of them were such a grab bag of capabilities that it is difficult to see their core theme. Want to have some of those eclectic abilities and refocus your cleric on the driving themes of his deity? Then you probably want to enter into a prestige class. Here is one to take the place of Selûne's specialty priests, the silverstars.

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

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

Requirements

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

Alignment: Chaotic Good.

Patron Deity: Selûne.

Base Attack Bonus: +4.

Intuit Direction: 2 ranks.

Sense Motive: 2 ranks.

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

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

Class Skills

The silverstar's class skills (and the key ability for each skill) are: Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Intuit Direction (wis), Knowledge (arcana) (int), Knowledge (geography) (int), Knowledge (local) (int), Knowledge (nature) (int), Knowledge (the planes) (int), Knowledge (religion) (int), Profession (wis), Scry (int), Sense Motive (wis), Spellcraft (int), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d8.

Weapon and Armor Proficiency: Silverstars are proficient with all simple weapons, all types of armor, and with shields. Selûne's favored weapon is the heavy mace, which silverstars refer to as the moon's hand.

Spellcasting: A silverstar continues training in magic. Thus, when a new silverstar level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, additional favored enemies, and so on). This essentially means that she adds the level of silverstar to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

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

Lunar Sight: Silverstars have low-light vision. This is an extraordinary ability.

Moon's Hand: When a silverstar wields a heavy mace, she negates damage reduction in creatures she attacks as if it were a +2 weapon. At 9th level, it negates damage reduction as if her heavy mace were a +3 weapon. If the mace's bonus is greater than the effect of this class ability, use the mace's bonus to determine whether damage reduction is negated.

Tears of Selûne: A silverstar can project small balls of luminescent lunar energy from her eyes as a *dancing lights* spell (torches or will-o'-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.

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

Sinker

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day	
						1st	2nd
1	+0	+2	+0	+0	Entropic Blow (1/day)	-	-
2	+1	+3	+0	+0	Sifting	-	-
3	+2	+3	+1	+1	Destructive Expertise, Entropic Blow (2/day)	0	-
4	+3	+4	+1	+1		1	0
5	+3	+4	+1	+1	Entropic Blow (3/day)	2	1
6	+4	+5	+2	+2		2	2
7	+5	+5	+2	+2	Entropic Blow (4/day)	3	2
8	+6	+6	+2	+2		3	3
9	+6	+6	+3	+3	Entropic Blow (5/day)	4	3
10	+7	+7	+3	+3	Disintegrate	4	4

Revik let the ashes fall through his fingers into the brass bowl. "This was the note, alright, but I don't know what it said."

Sinkers belong to the Doomguard faction. They believe the multiverse is in a state of decay and that nothing should interfere with this natural process. Speeding it up is another matter. Fighters gravitate toward this philosophy because it justifies violence and rewards their fighting prowess, but clerics of evil gods and wizards that favor destructive spells also claim membership.

Requirements

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

Base Attack Bonus: +5.

Disable Device: 5 ranks.

Knowledge (architecture & engineering): 3 ranks.

Feats: Great Fortitude, Power Attack, Sunder.

Class Skills

The Sinker's class skills (and the key ability for each skill) are: Animal Empathy (cha), Balance (dex), Bluff (cha), Concentration (con), Craft (int), Disguise (cha), Gather Information (cha), Handle Animal (cha), Heal (wis), Knowledge (int), Listen (wis), Perform (cha), Ride (dex), Spot (wis), Spellcraft (int), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Sinker prestige class.

Hit Die: d10

Weapon and Armor Proficiency: A character who takes a level of sinker becomes proficient with all simple and martial weapons, and all armor and shields.

Entropic Blow: As a vessel of entropy, a sinker can channel destructive energy, causing extra damage with a melee attack. She adds her Charisma bonus to her attack roll and deals 2 points of extra damage per sinker class level. The entropic blow is especially good at unraveling the things that bind non-living matter together. Against objects, constructs, and undead, the extra damage entropic blow causes is doubled (4 points of extra damage per sinker class level). Use of the entropic blow must be declared before the attack is made. If the attack misses, the blow is wasted for that day. This is a supernatural ability.

Sifting: Sinkers of at least 2nd level can sift through the remains of an object or creature and determine what it was and how it was destroyed. The amount of information gained depends on how long the sinker holds and concentrates on some part of the remains.

1st Round: Creature type (humanoid, giant, construct, shapechanger, undead, and so on); or what the object was (table, sword, brick, and so on).

2nd Round: Gender and age of the creature; or cosmetic details of the object before destruction (paint color, materials used in construction, and so on).

3rd Round: The sinker gains a mental vision of the object or creature before its destruction. This vision is brief and somewhat hazy. The sinker can recognize a familiar creature or object, or gain enough of a mental image to describe the features of something, but the sinker could not read a note or distinguish between the features of two twin creatures. The vision reveals the actual form of the creature before destruction. Thus, a creature that was cloaked in an illusion would be shown in its normal form, but a shapechanger would have whatever form it was using just before its death.

4th Round: The sinker learns how long the creature or object has been dead or destroyed.

5th Round: The sinker learns how the object or creature was destroyed or killed. The sinker gains no information about who caused the destruction, only how it was destroyed. The sinker could therefore learn that a person drowned, but not who held the person under the water.

This supernatural ability can be used at will as a standard action and requires the sinker to touch the object in question (thereby risking any effect that touching the remains might provoke).

Destructive Expertise: As agents of destruction, 3rd-level sinkers learn to promote entropy by the most efficient means. The sinker gains a +10 insight bonus to Disable Device and Knowledge (architecture and engineering) skill checks, when attempting to take apart or disable traps and other objects. In addition, the sinker can always take 10 on such checks, even under circumstances when it would normally not be allowed.

Spells: Beginning at 3rd level, a sinker gains the ability to cast a small number of arcane spells. To cast a spell, the sinker must have a Charisma score of at least 10 + the spell's level, so a sinker with a Charisma of 10 or lower cannot cast these spells. Sinker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the sinker's Charisma modifier. The sinker's spell list appears below; a sinker has access to any spell on the list and can freely choose which to cast, just like a sorcerer.

When the sinker gets 0 spells of a given level, she gets only bonus spells for that spell slot. A sinker without a bonus spell for that level cannot yet cast spells of that level.

Disintegrate: Once per day, a 10th-level sinker can cast *disintegrate* as a sorcerer of a level equal to the sinker's character level. Using this spell-like ability is a full-round action.

Sinker Spell List

Sinkers choose their spells from the following list:

1st level—chill touch, doom, erase, inflict light wounds, true strike.

2nd level—blindness/deafness, death knell, inflict moderate wounds, shatter.

Snake Servant

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Medusa gaze immunity
2	+1	+0	+0	+3	Poison damage reduction 1
3	+2	+1	+1	+3	Stunning gaze (1/day)
4	+3	+1	+1	+4	Poison damage reduction 2
5	+3	+1	+1	+4	Petrification immunity, medusa apotheosis, stunning gaze (2/day)

Snake servants are the chosen of various cults that revere medusas and their power. Unlike the other monster cultists presented here, snake servants are not as completely blind to their situation. Medusas demand servitude, but they hate obsequious behavior. As a result, snake servants must walk a fine line, following their master's commands, but doing so in a way that will not anger her.

Snake servants do most of the dirty work for a medusa, infiltrating organizations, scouting locations, and acting as the first line of defense against attack. Medusas that set up criminal rings use snake servants as proxies and middlemen, negotiating on their behalf and setting up jobs for other cultists. In a city with medusas running these rackets, snake servants are often the only "face" that is presented.

Snake servants are very active in setting up "churches" in big cities dedicated to the worship of Shekenster. They actively recruit impressionable, misguided, and deluded individuals into the cult, making them into pawns for the snake servant's use. Snake servants enjoy corrupting officials, nobles, and religious leaders, bringing them into the sight of Shekenster's never-ending gaze.

Rogues are the most likely candidates to be chosen as a snake servant, followed by clerics. Fighters, rangers, and monks who understand subtlety are also likely to take this class, followed by wizards and sorcerers. Classes with a chaotic bent, like barbarians and bards, are never found as snake servants.

Requirements

To qualify to become a snake servant, a character must fulfill all the following criteria:

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil.

Patron: Shekenster.

Base Attack Bonus: +5.

Bluff: 5 ranks.

Disguise: 5 ranks.

Special: The potential snake servant must go through a special ceremony with a medusa, allowing her to poison him until his Strength score is brought completely down to 0.

Class Skills

The snake servant's class skills (and the key abilities for each) are: Bluff (cha), Climb (str), Craft (int), Disguise (cha), Intimidate (cha), Hide (dex), Listen (wis), Move Silently (dex), Profession (wis), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the snake servant prestige class.

Hit Die: d8

Weapon and Armor Proficiency: Snake servants are proficient with longbows, composite longbows, short-bows, composite shortbows, and all simple weapons, but they gain no new proficiency with armor or shields.

Medusa Gaze Immunity (Su): The snake servant becomes immune to the petrifying gaze attack of a medusa. The snake servant gains no immunity to any other sort of gaze attack.

Poison Damage Reduction (Ex): Through constant exposure to poisons of all types, especially those created by medusas, the snake servant can ignore a limited amount of poison damage. If the medusa cultist fails her Fortitude save against poison, she reduces the amount of poison damage by 1 point at 2nd level and 2 points at 4th level. This ability does not reduce any damage from the delivery method, just the poison itself. This reduction applies to both initial and secondary poison damage.

Stunning Gaze (Su): At 3rd level, the snake servant's gaze becomes particularly unnerving, causing creatures to be stunned. This effect has a range of 30 feet and is negated by a Fortitude save (DC 10 + snake servant class level + Charisma modifier). The snake servant can use this ability for 1 round a number of times per day as indicated on the Snake Servant Advancement table. A creature that fails its saving throw is stunned for 1 round.

Petrification Immunity (Su): Snake servants of 5th level are immune to all petrification effects.

Medusa Apotheosis: At 5th level, the snake servant has lost all touch with her original heritage, becoming more like a medusa. Her skin becomes scaly, and her eyes change into those of a reptile. Her eyelids wither away and are replaced by a nictitating membrane—her eyes never blink again. The snake servant's type changes to "monstrous humanoid." All special abilities, spells, or effects treat her as a monstrous humanoid.

Ex-Snake Servants

Ex-Snake Servants: A snake servant who ceases 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.

Sphere Minion

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Eye stalk 1 1/day
2	+1	+0	+0	+3	All-around vision
3	+2	+1	+1	+3	Eye stalk II 1/day, eye stalk 1 2/day
4	+3	+1	+1	+4	Levitate
5	+3	+1	+1	+4	Beholder apotheosis, eye stalk III 1/day, eye stalk II 2/day, eye stalk I 3/day

Among some humanoids and monstrous humanoids, insane individuals worship the terrible gods of the beholders. To these people, beholders are perfect beings that have reached the pinnacle of evolution. They look at their own bodies, with only two feeble eyes and flawed, crude limbs and are filled with disgust. By venerating the Great Mother of the beholders, they hope to receive her blessing.

The sphere minion is typically one of the many slaves that belong to a beholder community. Through constant brainwashing and exposure to beholders, they lose any sense of their former identity, making obedience to their masters the only goal worth pursuing. They are the masters and elite among the slaves, preaching the message of the Great Mother and the superiority of beholderkind. Beholders treat sphere minions slightly better than the other slaves, but they still look at them with disgust and disdain. The other slaves view them with awe and envy, for the sphere minion has been touched and changed by the Great Mother.

Wizards, sorcerers, and bards are most likely to become sphere minions, because they have an understanding of the arcane forces that beholders employ. Although they must devote a large percentage of their time learning arcane theory to be considered by the Great Mother, some clerics also make good sphere minions. Monks possess the right mindset, but fighters, rogues, and members of the other martial classes make poor candidates for the class.

Sphere minions are occasionally found outside the (relative) safety of the beholder warrens. They scout terrain in preparation for an assault by beholders. Sphere minions are also found in human cities, performing secret business for their masters. They cloak their appearance under thick hoods or use Illusion magic to remain hidden, revealing themselves only to other cultists or when they want to use their eye stalks to attack someone.

Requirements

To qualify to become a sphere minion, a character must fulfill all the following criteria:

Race: Any humanoid or monstrous humanoid.

Alignment: Lawful evil.

Patron: The Great Mother.

Knowledge (Arcana): 8 ranks.

Spot: 4 ranks.

Feats: Alertness, Weapon Focus (ray).

Class Skills

The sphere minion's class skills (and the key abilities for each) are: Bluff (cha), Concentration (con), Craft (int), Intimidate (cha), Knowledge (arcana) (int), Listen (wis), Profession (wis), Search (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the sphere minion prestige class.

Hit Die: d6

Weapon and Armor Proficiency: Sphere minions gain no new proficiency with any weapons, armor, or shields.

Eye Stalks (Su): As he gains experience, a sphere minion grows eye stalks. Unlike a beholder, the sphere minion can aim his eye stalks in any direction without problems. Using an eye stalk is a standard action. The sphere minion

can use each eye stalk a number of times per day as described in the Sphere Minion Advancement table.

Each ray resembles a spell as though cast by a sorcerer of a level equal to 5 + the sphere minion's class level but follows the rules for a ray (see Aiming a Spell, page 148 in the Player's Handbook). Each has a range of 50 feet and a saving throw DC of 10 + sphere minion class level + Charisma modifier.

Eye Stalk I (Su): At 1st level, the sphere minion can choose one of the following abilities for the eye stalk:

- **Charm Person:** The target must succeed at a Will save or be affected as though by the spell.
- **Inflict Light Wounds:** This works just like the spell, causing 1d8+5 points of damage (Will half).
- **Sleep:** This works like the spell, except that it affects one creature with a number of HD up to the character level of the sphere minion. The target must succeed at a Will save to resist.

Eye Stalk II (Su): At 3rd level, the sphere minion can choose one of the following abilities for his second eye stalk:

- **Fear:** This works like the spell, except that it targets one creature. The target must succeed at a Will save or be affected as though by the spell.
- **Charm Monster:** The target must succeed at a Will save or be affected as though by the spell.
- **Slow:** This works like the spell, except that it affects one creature. The target must make a Will save to resist.

Eye Stalk III (Su): At 5th level, the sphere minion can choose one of the following abilities for his third eye stalk:

- **Flesh to Stone:** The target must succeed at a Fortitude save or be affected as though by the spell.
- **Finger of Death:** The target must succeed at a Fortitude save or be slain as though by the spell. The target suffers 2d6+6 points of damage if his saving throw succeeds.
- **Disintegrate:** The target must succeed at a Fortitude save or be affected as though by the spell.
- **Telekinesis:** The sphere minion can move objects or creatures, as per the spell. Creatures can resist with a successful Will save.

All-Around Vision (Ex): At 2nd level, the sphere minion grows accustomed to its eye stalk. This grants the sphere minion a +2 circumstance bonus to Spot and Search checks. In addition, the sphere minion cannot be flanked.

Levitate (Su): A sphere minion gains the ability to levitate—the better to serve his beholder masters. The sphere minion can levitate at will, as per the spell cast by a sorcerer of the sphere minion's class level.

Beholder Apotheosis: At 5th level, the sphere minion has lost all touch with his original heritage, becoming more like a beholder. Both of his normal eyes merge together into one huge, single eye in the middle of his forehead. His creature type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat him as a monstrous humanoid.

Ex-Sphere Minions

Ex-Sphere Minions: A sphere minion who ceases worshipping the Great Mother or willingly opposes a beholder loses almost all the class features of this prestige class. Any eye stalks that the former sphere minion has cease working and then fall off. He also loses the ability to levitate. The only class feature that is not lost is the beholder apotheosis. The creature is permanently warped and twisted into a monstrous humanoid, retaining the single, merged eye as a sign of his former allegiance to the beholder goddess.

Stonelord

From Dragon 277 (December 2000)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Earth's Blood
2	+2	+3	+0	+0	Stone Power
3	+3	+3	+1	+1	Stone Shape
4	+4	+4	+1	+1	Stone Power
5	+5	+4	+1	+1	Meld into Stone
6	+6	+5	+2	+2	Stone Power
7	+7	+5	+2	+2	Stone Tell
8	+8	+6	+2	+2	Stone Power
9	+9	+6	+3	+3	Earthquake
10	+10	+7	+3	+3	Stone Power

*"Earthblood, Rockfire
Called from down low,
Scour clean the land
Of our foes."*

- Stonelord evocation chant

Dwarves know more secrets about stone than anyone else. They live and die among the stones, and the earth whispers to them - or at least to select individuals. These special dwarves are known as stonelords, or occasionally rockbrothers and rocksisters. They use their connection with the earth to draw from the infinite reserves of power within it to help them perform amazing feats.

Fighters are the most common stonelords, although Dwarven paladins and rangers adopt this mantle as well. Though uncommon, Dwarven rogues, clerics and even the occasional wizard or sorcerer become stonelords.

NPC stonelords work in Dwarven communities as protectors and leaders. Occasionally they work in groups, but even then their varied backgrounds and chosen powers make them all very different.

Requirements

In order to join the ranks of the Stonelord, a character must fulfill the following requirements.

Race: Dwarf

Base Attack bonus: +5

Feats: Endurance

Skills: Craft (Stoneworking) 6, Spellcraft 3, Language (Terran)

Special: To become a stonelord, a dwarf must undergo an arduous ritual involving immersion in sacred loam, long fasting periods deep underground, and the ingestion of 1,000gp worth of powdered gemstones. The gem type chosen is then the stonelord's totem gem, and he must carry that type of stone with him at all times to access the spell-like abilities he gains as a stonelord.

Class Skills

The Stonelord's class skills (and the key ability for each skill) are: Climb, Craft, Knowledge (any), Profession, Spot. See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

Hit Dice: d8

Weapon and Armor Proficiencies: Proficient in all simple weapons, and all Axes, but no types of armor and shield.

Earth's Blood: Once per day, the stonelord can heal her own wounds using a clump of mud. This ability heals 1d8 + class level hit points. This is a spell-like ability, and using it is a standard action.

Stone Power: At every other level, the stonelord can choose one from the following list of stone powers. No power may be chosen more than once.

Earth's Strength: Once per day, the stonelord grants himself a boost to his strength as if he were affected by a bull's strength spell for one hour. This is a spell-like ability, and using it is a standard action.

Earth's Endurance: Once per day, the stonelord grants himself a boost to his constitution as if he were affected by an endurance spell for one hour. This is a spell-like ability, and using it is a standard action.

Earthgrip: Once per day, the stonelord can cast hold monster on any target on the ground, using her class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Gravity: Once per day, the stonelord can cast slow as a spell-like ability using her class level as the level of the caster. Using this ability is a standard action.

Earth Magic: Once per day, a spell cast by the stonelord (assuming he can cast spells) is considered maximized as if prepared with the Maximize Spell feat, although the spell's level is unaffected. The spell's level cannot be greater than the class level of the stonelord, and must deal with stone, earth or the like. This is a supernatural ability; using it count as a free action.

Earth Shadows: Once per day per class level, the stonelord can create a figment of a Medium-sized earth elemental that appears in a flanking position on the other side of the stonelord's opponent for one round. This spell-like ability allows the stonelord to make flanking attacks (+2 to hit, can make sneak attack if ability is available) against that opponent during that round. Using this ability is a free action.

Earth Power: Once per day, all melee attacks made by the stonelord in a single round gain a +2 attack bonus and a +2d6 damage bonus. This is a supernatural ability; using it counts as a free action.

Stone Skin: Once per day, the stonelord grants himself skin like stone as if he were affected by a stoneskin spell, using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Summon Earth Elemental: Once per day, the stonelord can summon a small earth elemental as if she cast summon monster III, using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Stoneshape: Once per day, the stonelord can shape stone as if he cast a stone shape spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Meld into Stone: Once per day, the stonelord can merge with stone as if he were affected by a meld into stone spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Stonetell: Once per day, the stonelord can speak with stone as if he cast a stone tell spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Earthquake: Once per day, the stonelord can invoke an earthquake as if he cast an earthquake spell using his class level as the level of the caster. This is a spell-like ability, and using it is a standard action.

Taker

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1	+0	+0	+2	+0	Survival Skill	0	-	-	-
2	+1	+0	+3	+0	Larger than Life (1/day)	1	-	-	-
3	+2	+1	+3	+1	Survival Skill	2	0	-	-
4	+3	+1	+4	+1	Aura of Confidence (1/day)	3	1	-	-
5	+3	+1	+4	+1	Survival Skill, Charisma Increase	3	2	-	-
6	+4	+2	+5	+2	Larger than Life (2/day)	3	2	0	-
7	+5	+2	+5	+2	Survival Skill	3	3	1	-
8	+6	+2	+6	+2	Aura of Confidence (2/day)	3	3	2	-
9	+6	+3	+6	+3	Survival Skill	3	3	2	0
10	+7	+3	+7	+3	Larger than Life (3/day), Charisma Increase, Supreme Confidence	3	3	3	1

"Don't do me any favors." Parlo walked away from the woman offering to bind his wounds. "I have learned to take care of myself."

Takers belong to the Fated faction, which advocates survival of the fittest. If you can take it (and keep it), you were meant to have it. If you want something, go and get it. Adventurers in general are attracted to this philosophy, for it is the primary motivation for adventuring. Fighters and barbarians tend to play the bully, while bards, clerics, sorcerers, and wizards use a more subtle approach to get all they desire. Rogues are particularly attracted to the Fated faction for obvious reasons.

Requirements

To qualify to become a Taker, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Bluff: 5 ranks.

Diplomacy: 5 ranks.

Intimidate: 5 ranks.

Feats: Skill Focus (Bluff, Diplomacy, or Intimidate).

Class Skills

The Taker's class skills (and the key ability for each skill) are: Appraise (int), Bluff (cha), Concentration (con), Diplomacy (cha), Forgery (int), Gather Information (cha), Intimidate (cha), Knowledge (int), Listen (wis), Profession (wis), Read Lips (int), Search (int), Sense Motive (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Taker prestige class.

Hit Die: d6

Weapon and Armor Proficiency: A character who takes a level of taker becomes proficient with all simple weapons, light armor, and shields.

Survival Skill: Choose one non-exclusive skill. The taker gains a competence bonus to that skill equal to his taker class level. The taker can choose another skill at every other level.

Larger Than Life: At 2nd level and higher, the taker can grow in size and power, taking on an aspect that represents his self-importance. This spell-like

ability works exactly like a *righteous might* spell cast by a cleric of a level equal to the taker's character level. Use of this ability is a standard action, and the taker can use it a number of times per day as determined by level.

Aura of Confidence: At 4th level and higher, the taker's confidence in himself rubs off on allies nearby and disturbs enemies. This spell-like ability works exactly like a *prayer* spell cast by a cleric of a level equal to the taker's character level. Use of this ability is a standard action and the taker can use it a number of times per day as determined by level.

Charisma Increase: When a taker reaches 5th level, and again at 10th level, his Charisma score increases by 1. This is not an enhancement bonus; it is an ability score increase.

Supreme Confidence: At 10th level, the taker is so confident in his abilities that he gains a morale bonus to attack rolls and saving throws equal to his Charisma bonus. This is an extraordinary ability.

Spells: A taker gains the ability to cast a small number of arcane spells. To cast a spell, the taker must have a Charisma score of at least 10 + the spell's level, so a taker with a Charisma of 10 or lower cannot cast these spells.

Taker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the taker's Charisma modifier. The taker's spell list appears below; a taker has access to any spell on the list and can freely choose which to cast, just like a sorcerer.

When the taker gets 0 spells of a given level, he gets only bonus spells for that spell slot. A taker without a bonus spell for that level cannot yet cast spells of that level. Bonus spells are based on Charisma.

Spells gained from being a taker cannot be cast on others. All of the spells cast from the taker spell list are treated as though they have a range of personal.

Taker Spell List

Takers choose their spells from the following list:

1st level—cure light wounds, endure elements, enlarge, expeditious retreat, lump, sanctuary, true strike.

2nd level—bull's strength, cat's grace, cure moderate wounds, darkvision, endurance, lesser restoration, resist elements.

3rd level—cure serious wounds, haste, protection from elements, nondetection, remove disease, tongues

4th level—cure critical wounds, neutralize poison, remove curse, restoration, stonework.

Truth Seeker

From Dragon #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known					
						PP	0th	1st	2nd	3rd	4th
1	+0	+2	+0	+2	Share Mind, Monk Strike, 2 Psionic Combat Modes	2	2	-	-	-	-
2	+1	+3	+0	+3	Share Mind (Insight Bonus to AC)	3	3	-	-	-	-
3	+2	+3	+1	+3	Psychoanalyst	4	3	1	-	-	-
4	+3	+4	+1	+4	Share Mind (Cannot be Flanked)	5	3	2	-	-	-
5	+3	+4	+1	+4	Psionic Combat Mode	8	3	3	1	-	-
6	+4	+5	+2	+5	Share Mind (+2 Insight Bonus)	11	3	3	2	-	-
7	+5	+5	+2	+5	Psychic Inquisitor	16	3	3	2	1	-
8	+6	+6	+2	+6	Share Mind (Swap Initiative)	21	3	3	3	1	-
9	+6	+6	+3	+6	Psionic Combat Mode	26	3	3	3	2	-
10	+7	+7	+3	+7	Share Mind (Grant Share)	33	3	3	3	2	1

Truth seekers are the elite agents of the splinter brotherhood. Their primary mission is to find spies and agents of the Scarlet Brotherhood that have placed themselves within local governments. The truth seekers determine the extent of the Brotherhood corruption within the government and report back to the Splintered Mind monastery.

All truth seekers are trained at the secret Splintered Mind monastery. Through rigorous exercises, they not only perfect their fighting skills but also unlock the powers within their minds. This mental energy is focused into Clairsentient and Telepathic powers, and truth seekers have honed these abilities to allow them to establish mental links with their comrades in the heat of battle. They also study in the Monastery's library, learning all they can of the history and politics of their assigned domain.

Truth seekers are formidable in combat, but they are even more powerful when multiple truth seekers fight in tandem. They almost always train and travel in pairs, allowing both to get the full benefit of their *share mind* power. They use their skills of Disguise and Forgery to gain entrance to nearly any location, and they tend to fight unarmed, so they are never at a loss for a weapon.

Most truth seekers are monks or psychic warriors, as they possess the martial skills as well as the inner focus needed to follow this path. Rogue, fighter, and paladin truth seekers are not uncommon, but wizards, barbarians, and clerics rarely seek the path of the truth seeker, though they are very much a part of the Splintered Mind.

NPC truth seekers always travel in pairs. They do not reveal their identity unless they completely trust the confidant.

Requirements

To qualify to become a Truth Seeker, a character must fulfill all the following criteria.

Alignment: Any non-evil.

Base Attack Bonus: +5.

Diplomacy: 8 ranks.

Sense Motive: 4 ranks.

Feats: Improved Unarmed Strike, Combat Reflexes, Dual Strike (from Sword and Fist).

Class Skills

The truth Seeker's class skills (and the key ability for each skill) are Concentration (con), Diplomacy (cha), Disguise (cha), Forgery (int), Knowledge (local) (int), Knowledge (nobility and royalty) (int), Knowledge (psionics) (int), Listen (wis), Psicraft (int), Sense Motive (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Truth Seeker prestige class.

Hit Die: d8.

Weapon and Armor Proficiency: Truth seekers are proficient with simple weapons. They are not proficient with armor or shields. The use of armor or shields does not interfere with the truth seeker's abilities but does affect the favorable number of unarmed attacks per round (see below).

Powers: A truth seeker manifests psionic powers. At each level, the truth seeker discovers powers as indicated on the table. These powers must be Clairsentient or Telepathic powers. A truth seeker must have a Wisdom score

of at least 10 + the power's level to discover a Clairsentient power, and a Charisma score of at least 10 + the power's level for Telepathic powers. The DC for saving throws to resist a truth seeker's powers is 1d20 + the power's level + the key ability score modifier. The 1d20 roll is made by the truth seeker when the power is manifested.

Power Points: A truth seeker can manifest a number of powers based on available power points, but he does not need to prepare powers in advance, as the power point cost is paid when the power is manifested. Truth seekers do not gain bonus power points for exceptional ability scores. Power points earned as a truth seeker are pooled with power points from any other psionic class, so they can be used to manifest any other discovered power, psionic combat mode, or special ability.

0-level Powers: A truth seeker can manifest any talent (0-level power) he knows for free a number of times per day equal to his truth seeker level + 2, after which the truth seeker must pay the power point cost.

Psionic Combat Modes: At 1st level, a truth seeker learns two of the ten psionic combat modes. At succeeding levels, the truth seeker learns additional psionic combat modes according to the schedule on the table above. Psionic combat modes are covered in Chapter 4 of the *Psionics Handbook*.

Monk Strike: A truth seeker uses unarmed combat much like a monk. A truth seeker has a number of unarmed attacks and deals regular damage as a monk of the character's truth seeker class level. If the truth seeker has monk levels, then these are combined for the purposes of unarmed damage and number of unarmed attacks. Thus a 6th-level monk/6th-level truth seeker would attack as a 12th-level monk.

Share Mind: Truth seekers have the ability to connect to other minds and share thoughts and senses. Once per class level per day, the truth seeker can create a *lesser mindlink* with one willing target. The duration is 1 minute per truth seeker class level, and this power requires no power points to activate. A truth seeker can maintain *share mind* with only one creature at a time. This is a spell-like/psionic ability.

In addition to the *lesser mindlink*, the truth seeker (not the target) gains some advantages, based on his level:

At 1st level, the truth seeker taps into the emotions of the partner mind. As a result, the truth seeker gains any morale bonus or penalty that affects the target mind.

At 2nd level, the additional awareness of the *shared mind* gives the truth seeker a +1 insight bonus to AC. This bonus increases to +2 at 6th level and to +3 at 9th level.

At 4th level, the truth seeker gains even greater perception of his surroundings and cannot be flanked, provided he and the shared target are within line of sight. He can still be flanked by a rogue of four levels higher than his character level.

At 6th level, by understanding how his partner mind is moving, the truth seeker gains a +2 insight bonus to attack rolls against any target that both he and the partner mind threaten.

At 8th level, the truth seeker can communicate to such a degree with the partner mind that he is able to act when the partner would normally act, or cause the partner mind to act more quickly. Once per mindlink, the truth seeker can swap initiatives with the mindlink subject. This is declared at the beginning of a round, before anyone has acted, and the subject must be willing.

At 10th level, the truth seeker can filter information back to the mindlink subject, bestowing any of the above abilities onto the partner mind. This ability lasts for 1 minute and can be used once per day.

The truth seeker gains these benefits whenever a *lesser mindlink* is established, regardless of whether the initiator was the truth seeker. Truth seekers can choose *lesser mindlink* as a discovered power and gain the above benefits.

Psychoanalyst: Truth seekers get the Psychoanalyst feat for free at 3rd level. This gives them a +2 bonus to Diplomacy, Bluff, Intimidate, and Charisma checks. The feat is described in detail in the *Psionics Handbook*.

Psychic Inquisitor: Truth seekers get the Psychic Inquisitor feat for free at 7th level. This allows the truth seeker to detect lies during a conversation. It is described in detail in the *Psionics Handbook*.

Truth Seeker Power List

Truth Seekers choose their spells from the following list:

0 level: *daze, detect psionics, distract, inkling, know direction, missive, telepathic projection*

1st level: *attraction, charm person, combat precognition, conceal thoughts, demoralize, destiny dissonance disable, *distraction, empathy, expanded vision, identify, know location, lesser mindlink, object reading, sense link, steadfast gaze*

2nd level: *augury, aversion, brain lock, clairaudience/clairvoyance, combat prescience, darkvision, detect thoughts, *discover truth, *fairy tale, *find the heart, inflict pain, intrusive sense link, narrow thoughts, recall pain, see invisibility, sensitivity to psychic impressions, suggestion*

3rd level: **brittle psyche, charm monster, crisis of breath, danger sense, false sensory input, fate link, invisibility purge, lesser domination, mindlink, nondetection, poison sense, remote viewing, schism, ubiquitous vision, undead sense*

4th level: *anchored navigation, aura sight, detect remote viewing, divination, domination, fatal attraction, fate of one, forced mindlink, mindwipe, tailor memory*

New Powers

Discover Truth

Clairsentience
Level: Psion 2, Truth Seeker 2
Display: Au
Manifestation Time: 1 action
Range: Touch
Target: One creature
Duration: 5 rounds
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

This subtle power uses the target's memories to uncover hidden truths. When activated, the target can visualize a specific 30-second period of time that he remembers. The target sees not what he remembers but rather what was truly there. In the target's memory, invisible creatures and objects can be seen, and illusions have no effect. For *discover truth* to work, the time period recalled must have occurred at least 24 hours before the power's activation.

Distraction

Telepathy (Compulsion, Mind-affecting)
Level: Psion 1
Display: Vi
Manifestation Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

This power affects the mind of the target, clouding his anticipation of attacks and disrupting his ability to focus on an attacker. Any creature attacking the target gains a +2 circumstance bonus to hit and characters with the sneak attack ability add their extra damage when attacking the creature if it can be affected by sneak attacks.

Distraction can only affect creatures with an Intelligence score.

Narrow Thoughts

Telepathy (Compulsion, Mind-affecting)
Level: Psion 1
Display: Vi, Au
Manifestation Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

Like its lesser counterpart *distraction*, *narrow thoughts* affects the target's ability to concentrate on combat. However, where *distraction* dulls the perceptions and focus of the target, *narrow thoughts* heightens the target's awareness of a single foe.

A creature affected by *narrow thoughts* must choose one visible enemy to focus on when the power is manifested. For the duration of the power, the affected creature's Dexterity bonus, dodge bonuses, and shield bonus to AC apply only when attacked by the chosen enemy. Furthermore, the affected creature gains an additional +2 dodge bonus to AC against the chosen enemy. This means, of course, that attackers other than the one the affected creature chooses to concentrate on will have a much easier time striking the power's target.

Find the Heart

Clairsentience
Level: Psychic Warrior 2, Truth Seeker 2
Display: Vi, Ma
Manifestation Time: 1 action
Range: Personal
Target: One creature
Duration: 1 round/level
Saving Throw: None
Power Resistance: No
Power Points: 3

Find the heart gives its user an intuitive feel for striking a creature's anatomy. Using this insight allows the psychic warrior to make more precise, damaging strikes. This power grants the equivalent of +2d6 sneak attack damage. The extra damage is treated like the rogue's ability to sneak attack, except *find the heart* grants bonus damage only to melee attacks. Any time the psychic warrior makes a melee attack, she can add +2d6 points of bonus damage if the target would be denied a Dexterity bonus to AC or if the target is flanked.

The extra damage from *find the heart* applies only against creatures susceptible to a rogue's sneak attack damage; it does not work against undead, oozes, plants, and incorporeal creatures. Any creature that is immune to critical hits is also immune to the extra damage from *find the heart*. Multiclass psychic warriors who already have the sneak attack ability still gain the benefit of *find the heart* the extra damage from this power stacks with regular sneak attack damage.

Brittle Psyche

Telepathy (Mind-affecting)
Level: Psychic Warrior 4, Truth Seeker 3
Display: Au
Manifestation Time: 1 action
Range: Short (25 ft. + 5 ft./level)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

The affected creature suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. Creatures with 10 or more Hit Dice avoid this effect with a successful Will save. Creatures with less than 10 Hit Dice get no saving throw to reduce the initial effect. Creatures who succeed at their first save are immune to the further effects of the power.

Furthermore, when the affected creature takes damage during a combat round, the penalties increase. At the end of any round of combat during which the creature takes damage, the morale penalty increases by an additional -2. The creature can avoid this additional penalty with a successful Will save. Successfully making a saving throw prevents the penalty from increasing but does nothing to prevent the penalty from increasing next round, nor does it rid the creature of penalties already accrued.

Truth Seeker, Arcane

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					Spells Known				
						0th	1st	2nd	3rd	4th	0th	1st	2nd	3rd	4th
1	+0	+2	+0	+2	Share Mind, Monk Strike	2	-	-	-	-	4	-	-	-	-
2	+1	+3	+0	+3	Share Mind (Insight Bonus to AC)	3	0	-	-	-	5	2*	-	-	-
3	+2	+3	+1	+3	Psychoanalyst	3	1	-	-	-	6	3	-	-	-
4	+3	+4	+1	+4	Share Mind (Cannot be Flanked)	3	2	-	-	-	6	3	2*	-	-
5	+3	+4	+1	+4		3	3	1	-	-	6	4	3	-	-
6	+4	+5	+2	+5	Share Mind (+2 Insight Bonus)	3	3	2	-	-	6	4	3	-	-
7	+5	+5	+2	+5	Psychic Inquisitor	3	3	2	1	-	6	4	4	2*	-
8	+6	+6	+2	+6	Share Mind (Swap Initiative)	3	3	3	1	-	6	4	4	3	-
9	+6	+6	+3	+6		3	3	3	2	-	6	4	4	3	-
10	+7	+7	+3	+7	Share Mind (Grant Share)	3	3	3	2	1	6	4	4	4	2*

Some DMs or players might not wish to include psionics in their campaigns. If this is the case, the truth seekers can be converted to an arcane class rather than a psionic class by replacing the discovered psionic powers and power points with an arcane spell progression identical to the first ten levels of bard.

This covers number of castings per day and spells known. These spells should all be chosen from the Divination and Enchantment schools of the wizard spell list. Charisma is the primary attribute for arcane truth seekers.

Vengeance Sworn

From Dragon #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Blood of heroes	
2	+2	+3	+0	+0		+1 level of existing class
3	+3	+3	+1	+1	Might of heroes	
4	+4	+4	+1	+1	Rage	
5	+5	+4	+1	+1	Shield of fury +2	
6	+6	+5	+2	+2		+1 level of existing class
7	+7	+5	+2	+2	Will of heroes	
8	+8	+6	+2	+2	Rage	
9	+9	+6	+3	+3	Shield of fury +4	
10	+10	+7	+3	+3	Dragonlayer	+1 level of existing class

Born from the aftermath of dragon-wrought tragedy, death, and destruction, the vengeance sworn focus their hatred of dragons and their desire for revenge into a divinely sealed oath that drives them beyond the limits of mortal endurance. Battle-hardened and tested by the harsh environments in which they live, vengeance sworn characters travel through rugged mountains and across trackless seas to sate their burning desire for draconic blood.

In battle, the vengeance sworn are relentless, implacable foes, hurling themselves against the gleaming scales of their draconic enemies armed only with steel weapons and their bitter fury. Among the close-knit brotherhood of warriors, vengeance sworn are given wide berth, as their often single-minded purpose sets them at odds with their more mercenary brethren. Still, their reputation for ferocity and true skill in battle wins them a place among many adventuring groups.

The vengeance sworn are far from common, but multiclassed characters with levels in barbarian and either cleric or druid from more primitive cultures are the most likely characters to become members of the prestige class. Rogues, monks, wizards, sorcerers, and other arcane spellcasters, however, rarely take the single-minded oath that fuels the hearts and limbs of the vengeance sworn.

Requirements

To qualify to become vengeance sworn, a character must fulfill all of the following criteria:

Base Attack Bonus: +6.

Intimidate: 5 ranks.

Knowledge (arcana): 5 ranks.

Wilderness Lore: 5 ranks.

Feats: Ambidexterity, Two-Weapon Fighting, Expertise.

Special Ability: Rage.

Spellcasting: Ability to cast 1st-level divine spells.

Special: Must have been killed by a dragon or had a loved one killed by a dragon.

Class Skills

The vengeance sworn's class skills and the key ability for each skill are: Str: Climb (str), Craft (int), Handle Animal (cha), Hide (dex), Intimidate (cha), Intuit Direction (wis), Jump (str), Knowledge (int), Listen (wis), Ride (dex), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: x + INT modifier.

Class Features

All of the following are class features of the vengeance sworn prestige class.

Hit Die: d10

Weapon and Armor Proficiency: Vengeance sworn characters are proficient with all simple and martial weapons, as well as light and medium armor.

Spells Per Day: Because a vengeance sworn character continues in her worship of the divine, she increases her caster level and continues to gain new spells per day at 2nd, 6th, and 10th level. If a character possessed more than one divine spellcasting class before she became vengeance sworn, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day.

Blood of Heroes (Su): Bathed in the radiance of their deity's power, the vengeance sworn are immune to a dragon's frightful presence. In addition, all allies within 10 feet of the vengeance sworn receive a +4 morale bonus to their Will saves against this fear-generating effect. In the unlikely event that the vengeance sworn also possesses a paladin's aura of courage, her protective emanation improves, extending her personal immunity to the frightful presence ability to all allies within 10 feet. Any protected companion who moves beyond the range of this protective field must immediately make a Will save to resist the effects of the dragon's frightful presence.

Might of Heroes (Ex): At 3rd level, anytime the vengeance sworn is inside the radius of a dragon's frightful presence ability, she gains a +2 sacred bonus to attacks, saves, and skill checks. This bonus applies only to rolls made against a creature with the dragon type, including attack rolls to hit the dragon, saving throws against the dragon's spells and abilities, and similar checks. In addition, the vengeance sworn must be fighting against the dragon; in the rare instance where a vengeance sworn might be allied with a dragon, the allied dragon's frightful presence ability does not trigger the might of heroes ability.

Rage (Ex): The oath-stirred fires of a vengeance sworn's anger allows her to rage one additional time per day. This ability functions exactly like the rage ability from the barbarian class (a prerequisite for this class). At 8th level, the vengeance sworn gains another daily use of the rage ability.

Shield of Fury (Su): At 5th level, the vengeance sworn receives a +2 sacred bonus to all saves against breath weapons, spells, and other abilities that originate with a creature with the dragon type. At 9th level, this bonus increases to +4.

Will of Heroes (Su): At 7th level, whenever the vengeance sworn is within the radius of an opposing dragon's frightful presence ability, she becomes immune to all Enchantment and Illusion effects.

Dragonlayer (Su): At 10th level, because of their passion and experience at fighting dragons, as well as their divinely inspired skills, vengeance sworn are more likely to inflict a critical hit whenever they battle a creature with the dragon type. This supernatural ability doubles the effective threat range of each of the vengeance sworn's attacks against a creature with the dragon type. This increase stacks with the Improved Critical feat and the keen weapon enhancement just like those effects stack with themselves (the increase affects the base threat range only, not the modified threat range). For example, a +1 keen longsword wielded by a vengeance sworn with the Improved Critical (longsword) feat and the dragonlayer ability would have a threat range of 13-20.

Waker of the Beast

From *Dragon* #296 (June 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Natural armor +1, locate the sleeper
2	+2	+3	+0	+0	Strength of the beast
3	+3	+3	+1	+1	Natural armor +2, claws and bite
4	+4	+4	+1	+1	Strength of the beast
5	+5	+4	+1	+1	Natural armor +3, tarrasque apotheosis

Apocalypse. The world ablaze. A horrid monster stalking the land, crushing the unrighteous and cleansing the world of everything. This is the vision of the waker of the beast.

The "beast" is none other than the tarrasque, an immense creature that is virtually impossible to destroy. Every decade or so, the tarrasque awakens from a deep slumber, terrorizing the land and devouring anything that it encounters.

A waker of the beast is a humanoid who belongs to an apocalyptic cult that believes in the end of the world through the violence caused by the tar-rasque. This cult sees the tarrasque as a method of cleansing the world of all living beings, bringing the world back to a pure state of being. However, although the tarrasque is truly a neutral being (being too stupid and hungry to care about complex things like right or wrong), the quest of the wakers of the beast make them evil and deluded beyond compare.

A person usually becomes a waker after receiving powerful visions of the tarrasque. During these nightmares, he can see the beast stalking the land, destroying everything in its path. However, he also becomes part of the tarrasque, feeling its power, its hunger, and its lust for destruction. When he awakens, the person either recoils with the horror of the nightmare or is ... changed. From that moment on, he is drawn to the tarrasque, as a moth to flame, doing whatever he can to cause the beast to rise from its slumber. Most wakers hope to be devoured by their "god," seeing it as the ultimate sacrifice.

It is unclear how a waker gains his powers from such an uncaring (and undivine) creature. Scholars suggest that the power that created the tarrasque in the first place can be tapped by anyone willing to relinquish their sanity and identity. As a waker grows in power, he also becomes more like the beast that he emulates, growing a thick carapace and bulking up with huge muscles. However, the alien mind of the tarrasque destroys the intellect, and the waker becomes more a creature of instinct and brutality than reason.

Only the truly insane and deluded would want to become a waker. Most wakers are clerics of evil gods who wish to bring about the end of the world by crushing it beneath the feet of the tarrasque. Beyond that, almost every other class is represented. Ex-paladins who have given in to evil and madness are also likely candidates to become a waker of the beast.

Requirements

To qualify to become a waker of the beast, a character must fulfill all the following criteria:

Race: Any humanoid or monstrous humanoid.

Alignment: Any evil.

Base Attack Bonus: +7.

Feats: Power Attack, Toughness.

Class Skills

The waker of the beast's class skills (and the key abilities for each) are: Climb (str), Craft (int), Intimidate (cha), Listen (wis), Spot (wis), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the waker of the beast prestige class.

Hit Die: d12

Weapon and Armor Proficiency: A waker of the beast gains no new proficiency with any weapons, armor, or shields.

Natural Armor (Ex): At 1st level, a waker of the beast begins to grow a tough carapace that provides him with natural armor. This increases the waker's natural armor by +1 and increases it by an additional +1 at 3rd and 5th level.

Locate the Sleeper (Su): A 1st-level waker of the beast begins having visions about the tarrasque. These visions (or nightmares) take place only when the waker of the beast is asleep. Through these dreams, the waker of the beast learns the current location of the tarrasque. These visions also give the waker an understanding of how to awaken the slumbering tarrasque. Once a waker is within 1 mile of the location of the tarrasque, he can begin chanting to call the tarrasque from its sleep. The waker of the beast can try to awaken the tarrasque once per month, with a percent chance equal to his class level. Multiple wakers can attempt the chant together by joining hands, combining their class levels for the total percentage. Upon waking, the tarrasque begins its reign of terror on the landscape. The waker of the beast in no way controls the tarrasque.

Strength of the Beast (Su): At 2nd and 4th level, a waker of the beast begins turning into a terrible monster-increasing in strength, but losing intellect. The waker gets a permanent +2 increase to Strength and -2 decrease to Intelligence. This also results in the loss of skill points.

Claws and Bite (Ex): At 3rd level, the waker of the beast gains claw and bite attacks if he does not already have them. Use the values below or the waker's base claw and bite attacks, whichever are better.

Size	Bite Damage	Claw Damage
Small	1d4	1d3
Medium-size	1d6	1d4
Large	1d8	1d6

Tarrasque Apotheosis (Su): At 5th level, the waker of the beast's type permanently changes to "monstrous humanoid." All special abilities, spells, or effects treat him as a monstrous humanoid.

In addition, the waker of the beast grows larger by one size category, which affects many of its statistics. See "Size Increases" in the introduction of the Monster Manual for more information on the effects of increasing a size category. Note that this will change the waker's claw and bite damage. However, this final transformation decreases the waker of the beast's Intelligence by an additional -2.

Ex-Wakers

Ex-Wakers: A waker of the beast who willingly and unnecessarily procrastinates going to awaken the tarrasque loses all class features except that the waker's Intelligence remains decreased and he retains the monstrous humanoid type.

Weightless Foot

From Dragon #289 (November 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Leap of the Clouds, Slow Fall (20 ft)
2	+2	+0	+3	+3	Light Step (+10), Spring Attack
3	+3	+1	+3	+3	Acrobatics (+10), Slow Fall (30 ft)
4	+4	+1	+4	+4	Purity of Body, Trackless Step, Shot on the Run
5	+5	+1	+4	+4	Dry Feet, Slow Fall (50 ft), Light Step (+20)
6	+6	+2	+5	+5	Purity of Mind, Uncanny Step
7	+7	+2	+5	+5	Light as a Feather, Acrobatics (+20)
8	+8	+2	+6	+6	Light as Air
9	+9	+3	+6	+6	Purity of Spirit, Improved Evasion
10	+10	+3	+7	+7	Weightlessness

"Man in life is light and elusive: He can move about and leaping, leave the ground Man in death is heavy and still: His body lays on the ground and, sinking into the land, is eaten by worms.

The ten thousand things, the birds and the trees, while they live they are supple and move with the wind When they die, they are rigid and weigh heavily upon the earth.

Thus the slow and the heavy are the companions of death. The quick and the hg/it are the companions of life. Therefore the path of true enlightenment lies above the ground; weightlessness is a state of bliss."

- Wu Shenyang on the virtue of weightlessness

Rooftop battles and aerial acrobatics, stunning swordplay and cunning kung fu: this is the realm of the weightless foot. Each step can lead them into the air, each leap can become flight. In mountaintop monasteries and desert dojos the Weightless Foot meditate and study, sharpening their martial arts and mental prowess. Yet, things were different once.

In the wake of the second civil war, many samurai were left without a clan to serve. Bands of ronin formed and roamed the land, pillaging villages and robbing whomever they came across. One such band fought or absorbed many of the others, growing in strength and numbers. Formed of the toughest cutthroats and thieves, the band remained a thorn in the new emperor's side despite his best efforts to exterminate it. When he sent spies among them, they were discovered and killed. When overwhelmed by numbers, they faded into the forests or scattered into the cities only to later reform and return to their murderous and lawless ways. Soon they became a clan in their own right, a clan of ninja. They called themselves the Iron Foot, representing both the weight of their influence on the empire and their martial prowess.

Then one day some of them met Wu Shenyang. At that time Wu Shenyang was not yet an Immortal, but he was well on his way to that path and would not suffer himself to be killed by bandits. Wu Shenyang defeated them handily, as handily as he defeated the next band that was sent against him, and the next, and the still larger band that was sent after that. Finally, the four leaders of the Iron Foot and two hundred of their best fighters confronted Wu Shenyang. With each punch he offered a pearl of wisdom, with each kick he conferred advice on tactics and fighting style. When the combat was over, all the Iron Foot lay groaning around him, and the four leaders begged him to be their master. Thus, the Iron Foot clan became the Weightless Foot clan and took up Wu Shenyang's philosophy of weightlessness. Wu Shenyang taught them that strength comes from mobility and power from knowing when weight should be applied. Before he passed into the realm of the Immortals, Wu Shenyang saw the Weightless Foot become a law-abiding, accepted part of the empire. The people and the emperor came to view them like the many monastic orders that flourished throughout the empire—as warrior-philosophers, valued for the art, literature, and public aid they give to the empire, but also as a strong arm of military might when the empire or innocent individuals are in need.

Rogues and monks make up the majority of the Weightless Foot clan, though samurais, soheis, and fighters multiclassing as rogues or monks are also quite common. Barbarians are virtually unknown among them, but the spellcasting classes are all fairly well represented. Weightless Foot shugenja usually specialize in air as a tribute to the ideal of weightlessness, whereas wujen generally attempt to master metal, reflecting their clan's focus on martial prowess. NPC weightless foot are often encountered as advisors to the politically powerful as their wise counsel is never influenced by desire for personal gain or corruption.

Requirements

To qualify to become a weightless foot, a character must fulfill all the following criteria.

Alignment: Any non-chaotic, non-evil.

Base Attack Bonus: +4.

Base Reflex Save: +2.

Balance: 8 ranks.

Climb: 4 ranks.

Concentration: 4 ranks.

Jump: 6 ranks.

Tumble: 4 ranks.

Feats: Dodge, Iron Will, Mobility, Point Blank Shot

Special: Must have the evasion class feature.

Class Skills

The weightless foot's class skills (and the key ability for each skill) are: Balance (dex), Climb (str), Concentration (con), Diplomacy (cha), Escape Artist (dex), Hide (dex), Iaijutsu Focus (cha), Jump (str), Listen (wis), Move Silently (dex), Search (int), Spot (wis), Swim (str), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Weightless Foot prestige class.

Hit Die: d8

Weapon and Armor Proficiency: Characters who take a level of weightless foot gain proficiency in all simple and martial weapons, but they gain no new proficiency with armor.

Leap of the Clouds (Su): A 1st-level weightless foot's jumping distance (vertical or horizontal) is not limited according to her height.

Slow Fall (Ex): At 1st level, a weightless foot within arm's reach of a wall can use the wall to slow her descent. The weightless foot takes damage as if the fall were 20 feet shorter than it actually is. Her ability to slow her fall (that is, to reduce the effective height of the fall when next to a wall) improves with her level until at 5th level she can fall 50 feet without harm. This ability does not stack with the monk ability of the same name.

Light Step (Su): A 2nd-level weightless foot gains a +10 competence bonus to Move Silently checks. At 6th level, this bonus increases to +20. In addition, a weightless foot can always choose to take 10 on a Move Silently check, even when circumstances would normally prevent her from doing so.

Spring Attack: At 2nd level, the weightless foot gains the Spring Attack feat.

Acrobatics (Su): A 3rd-level weightless foot gains a +10 competence bonus to Balance, Climb, Jump, and Tumble checks. At 7th level, this bonus increases to +20. In addition, a weightless foot can always choose to take 10 on a Balance, Climb, Jump, or Tumble Check, even when circumstances would normally prevent her from doing so.

Purity of Body (Ex): At 4th level, the weightless foot gains control over her body's immune system. She gains immunity to all diseases except for magical diseases such as mummy rot and lycanthropy.

Trackless Step (Su): At 4th level and higher, a weightless foot leaves no trail in natural surroundings and cannot be tracked.

Shot on the Run: At 4th level, the weightless foot gains the Shot on the Run feat.

Dry Feet (Sp): A weightless foot of 5th level or higher can cast *water walk* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot.

The weightless foot may use *dry feet* three times per day plus a number of times equal to her Charisma modifier (always at least once).

Purity of Mind (Ex): At 6th level, the weightless foot gains control of her wandering thoughts and can focus all of her mind to a given task. She gains a +5 competence bonus to all Intelligence-based skill checks.

Uncanny Step (Su): At 6th level, a weightless foot can take part of one of her move actions on a wall or other vertical surface so long as she begins and ends her movement on a horizontal surface. If she does not end her movement on a horizontal surface, a weightless foot falls, taking damage appropriate to her height above the ground. Treat the vertical surface as normal floor for the purposes of measuring movement. Passing the boundary from vertical to horizontal is equivalent to 5 feet of movement on a normal floor. Opponents on the floor still get attacks of opportunity if the weightless foot moves through areas they threaten. The weightless foot can take other move actions in conjunction with uncanny step. For example, the weightless foot could use the Spring Attack feat and the Tumble and Jump skills, but she cannot charge a foe.

For instance, Kangling the weightless foot has a base speed of 40 feet. She begins her action with her back to a wall facing some enemies who guard the building across the street. Kangling turns, runs up the wall for 10 feet, and then leaps 15 feet across the street (using the Jump skill and the leap of the clouds ability) to land on the wall of the building the men are guarding. She then moves 5 feet to an open window and ends her movement on a horizontal surface by stepping inside the building through the window.

Light as a Feather (Sp): At 7th level or higher, a weightless foot can cast *feather fall* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *light as a feather* three times per day plus a number of times equal to her Charisma modifier (always at least once).

Light as Air (Sp): A weightless foot of 8th level or higher can cast *air walk* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *hg/it as air* three times per day plus a number of times equal to her Charisma modifier (always at least once).

Purity of Spirit (Su): At 9th level, a weightless foot gains control of her spirit. She gains a +10 insight bonus to saving throws made to resist level drains or alignment changes.

Improved Evasion (Ex): At 9th level, a weightless foot's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, but henceforth she takes only half damage on a failed save.

Weightlessness (Sp): A weightless foot of 10th level can cast *fly* as a sorcerer of a level equal to the weightless foot's class level. Using this spell-like ability is a free action and it functions only for the weightless foot. The weightless foot may use *weightlessness* three times per day plus a number of times equal to her Charisma modifier (always at least once).

End Notes

Multiclass Note: Monk characters can freely multiclass with this class. Monks who have already taken levels in another class may again take monk levels after gaining a level as a weightless foot.

Windsinger

From *Dragon #294* (April 2002)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Windsong (bolster the wind)
2	+2	+0	+0	+3	Windsong (sailor's fate)
3	+3	+1	+1	+3	Windsong (calm the waves)
4	+4	+1	+1	+4	Windsong (rower's chant)
5	+5	+1	+1	+4	Windsong (ocean mist)
6	+6	+2	+2	+5	Windsong (dead reckoning)
7	+7	+2	+2	+5	Windsong (favorable winds)
8	+8	+2	+2	+6	Windsong (angry seas)
9	+9	+3	+3	+6	Windsong (becalm)
10	+10	+3	+3	+7	Windsong (control weather)

Songs and sea-shanties have always had their place on the open ocean, where superstitious sailors found comfort, solace, and relief from boredom in hundreds of ballads, jigs, and other songs. But in D&D, such songs have real power, and sometimes a singer in desperate straits finds the wind rising at his back whenever a tune escapes his lips. Thus is a windsinger born.

Almost all windsingers have at least one level of bard, because the arcane connection between melody and power is key to a windsinger's prowess. Rogues and fighters sometimes become windsingers after dabbling in the arcane arts. Druids are sometimes attracted by a windsinger's command of the weather.

Requirements

To qualify to become a windsinger, a character must fulfill the following criteria:

Perform; 10 ranks (performance type must include song, ballad, or chant).

Knowledge (nature); 5 ranks

Spells: Able to cast 0-level arcane spells

Special: The character must have survived a great trial at sea. Examples of events that qualify as a great trial include:

- Taking part in or quashing a mutiny aboard a major ship
- Reduction to 0 hit points from drowning (see the Drowning Rule in Chapter 3 of the *Dungeon Masters Guide*).
- Being marooned on a small island or other isolated shore for three months or more.
- Surviving a ship sinking

Class Skills

The windsinger's class skills (and the key abilities for each) are: Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Intuit Direction (wis), Jump (str), Knowledge (geography) (int), Knowledge (nature) (int), Perform (cha), Profession (wis), Ride (dex), Sense Motive (wis), Spot (wis), Swim (str), Use Rope (dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are features of the windsinger prestige class.

Hit Die: d8

Weapon and Armor Proficiency: A windsinger is proficient with martial weapons and light armor.

Windsong: By singing the right melody, a windsinger can create an array of effects useful to life aboard a ship. Ordinarily the windsinger can sing a windsong once per windsinger level per day. The windsinger's wind-song class feature works like bardic music, and if the windsinger has bard levels, windsong uses and bardic music uses are interchangeable. Many windsong effects require more than one of the ability's allotted daily uses (that's why almost all windsingers were once bards—without The extra uses per day, they're powerless at low levels).

Many windsongs last as long as the music does, so windsingers sometimes sing for hours on end to extend the effect. A windsinger can sing for one hour without a problem. Singing for a second hour in between sleep cycles causes 1 point of subdual damage, and each additional hour causes twice the damage taken during the previous hour.

As with bardic music, the windsinger can fight while using this ability but cannot cast spells or activate magic items by either spell completion or command word.

- **Bolster the Wind (Su):** A 1st-level windsinger with at least 11 ranks in Perform can change the wind to make it more favorable for sailing. After a full round of singing, the wind speed picks up by one category (light winds become moderate, moderate winds become strong, and so on). Furthermore, the windsinger can alter the direction of the wind by 90 degrees in either direction. If the wind is coming from the south, for example, a windsinger who bolsters the wind can change it so it blows from the southeast, east, southwest, or west. Bolstering the wind requires three uses of windsong. This windsong affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.
- **Sailor's Fate (Su):** A 2nd-level windsinger with at least 12 ranks in Perform can ask the wind a question about a fellow sailor. This functions exactly like the divination spell, except that the subject of the question must be someone aboard a ship. The caster level of the effect is the sum of the character's windsinger and bard levels. Sailor's fate takes minutes of singing, requires three uses of windsong, and is usable only once per day.
- **Calm the Waves (Su):** A 3rd-level windsinger with at least 13 ranks in Perform can reduce the severity of weather effects. Table 3-19 and the Weather section of Chapter 3 in the *dungeon master's Guide* list weather effects. The windsinger can reduce wind strength by one or two categories (from severe to strong or moderate, for example), waves by one or two categories (thus making control checks for ships easier), and overall weather on Table 3-19 by one or two categories (from inclement weather to normal, for example). Furthermore, calm the waves can dissipate any mists or fogs within 1,000 feet in a single round. This wind-song affects all winds within 1,000 feet centered on the windsinger and lasts as long as the windsinger continues to sing, plus an additional 30 minutes.
Calm the waves requires two uses of windsong if it improves the weather by one category and four uses of windsong if it improves the weather by two categories.
- **Rower's Chant (Su):** A 4th-level windsinger with at least 14 ranks in Perform can use music to stave off the effects of fatigue and exhaustion. Characters do not suffer the penalties from being fatigued or exhausted while they hear the rower's chant. Rower's chant lasts as long as the windsinger continues to sing, and any penalties from fatigue or exhaustion return at the point that the song ends. Additionally, anyone who can hear the rower's chant is immune to subdual damage from exertion effects such as forced marches and hustling for more than one hour. The windsinger still takes subdual damage from singing for hours on end, however.
- **Ocean Mist (Su):** A 5th-level windsinger with at least 15 ranks in Perform can conjure forth misty fog, often to obscure his ship from pursuers. By expending a single use of windsong, the windsinger can fill a 1,000-foot radius with obscuring mist (as the spell). By expending three uses of windsong, a solid fog emerges (as the spell). The mist appears to expand outward from the general vicinity of the windsinger, billowing outward at 100 feet per round. If the windsinger stops singing before the full radius is reached, the mist stops expanding when the singing does.
Ocean mist lasts as long as the windsinger continues to sing, plus an additional 30 minutes, although moderate winds will dissipate it in 4 rounds and strong winds in 1 round.
- **Dead Reckoning (Su):** A 6th-level windsinger with at least 16 ranks in Perform can entice the breezes to reveal the best route to any destination. This functions exactly like the find the path spell, except that the destination must be somewhere touched by normal winds (almost anywhere outdoors and almost nowhere indoors). The caster

level of the effect is the sum of the character's windsinger and bard levels. Dead reckoning requires a single use of the windsong ability.

- **Favorable Winds (Su):** A 7th-level windsinger with at least 17 ranks in Perform can create a weather pattern that affects only his ship. This functions as the control winds spell except that it changes the winds in a 100-foot emanation around the windsinger only and lasts as long as he maintains the song. The caster level of the effect is the sum of the character's windsinger and bard levels. The windsinger must expend one windsong use each hour he continues to sing a windsong of favorable winds.
- **Angry Seas (Su):** An 8th-level windsinger with at least 18 ranks in Perform can increase the severity of storms and other inclement weather. When the song begins, the windsinger picks a point within 1000 feet. Weather within a 100-foot radius of that point becomes up to two categories worse, according to Table 3-19 in the dungeon master's Guide. Roll randomly for specific effects as directed by the table.
The weather lasts as long as the windsinger continues to sing. The windsinger can change the center-point of the effect as a free action once per turn. Angry seas takes three uses of windsong to invoke.
- **Becalm (Su):** A 9th-level windsinger with at least 19 ranks in Perform can steal the wind from another ship's sails, stopping it completely.

When the song begins, the windsinger picks a point within 1000 feet. No wind blows within a 100-foot radius of that point, although the prevailing winds elsewhere are unaffected. The windsinger can also target an object with this effect, in which case the becalmed area is centered on the object (usually an enemy ship) and moves as it does. The becalm windsong lasts for 30 minutes and expends two uses of windsong.

- **Control Weather (Sp):** A 10th-level windsinger with at least 20 ranks in Perform can command the clouds and winds. This functions exactly like the druid spell of the same name. The caster level of the effect is the sum of the character's windsinger and bard levels. Control weather requires a single use of the windsong ability to activate, and another every time the windsinger wishes to change the weather during the duration.

Opposing Windsongs

If two windsingers are trying to create contradictory effects (one is using bolster the wind while an enemy windsinger is trying to becalm it), an opposed Perform check determines whose windsong works in the overlap between their areas of effect.

Parts of the area of effect that don't overlap another windsong function normally, regardless of the outcome of the Perform check.

Xaositect

From Dragon #287 (September 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Hide from the Law, Chaotic Contagion, No Rhyme or Reason
2	+1	+0	+3	+0	Babble (10 ft.)
3	+1	+1	+3	+1	Confusion Aura (5 ft.)
4	+2	+1	+4	+1	Babble (20 ft.), Chance's Friend (1/day)
5	+2	+1	+4	+1	Chaotic Defense, Confusion Aura (10 ft.)
6	+3	+2	+5	+2	Babble (30 ft.), Burst of Chaos
7	+3	+2	+5	+2	Spark of Life, Chance's Friend (2/day), Confusion Aura (15 ft.)
8	+4	+2	+6	+2	Babble (40 ft.)
9	+4	+3	+6	+3	Confusion Aura (20 ft.), Law's bane
10	+5	+3	+7	+3	Babble (50 ft.), Chance's Friend (3/day), Chance's Master

Zibbit looked around at his companions dodging flapping books and sliding chairs. "Interesting. I didn't know I could do that."

Xaositects belong to the faction of the same name, promoting chaos in all its glorious forms. Members of this faction see the universe as a place of permanent chaos. Patterns and order are illusions. Barbarians are attracted by the lawlessness of the faction, but the other classes are fairly well represented (with the noted exception of monks and paladins).

Requirements

To qualify to become a Xaositect, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Base Attack Bonus: +4.

Base Fort Save: +2.

Base Reflex Save: +2.

Base Will Save: +2.

Class Skills

The Xaositect's class skills (and the key ability for each skill) are: Bluff (cha), Craft (int), Decipher Script (int), Diplomacy (cha), Forgery (int), Gather Information (cha), Innuendo (wis), Intimidate (cha), Knowledge (int), Read Lips (int), Search (int), Sense Motive (wis), Use Magic Devise (cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the Xaositect prestige class.

Hit Die: d8

Weapon and Armor Proficiency: A character who takes a level of xaositect becomes proficient with all simple and martial weapons, all armor, and shields.

Hide from the Law: Lawful spellcasters find it difficult to perform divinations against the xaositect. This supernatural ability functions like a *nondetection* spell cast by a spellcaster of the xaositect's character level, except that it functions only against creatures of lawful alignment. This ability can be suppressed or resumed by the xaositect as a free action.

No Rhyme or Reason: Xaositects are immune to Illusion (Pattern) spells and gain a +3 bonus to saving throws against spells with a Lawful designator.

Chaotic Contagion: With a successful melee touch attack, the xaositect can compel a creature to act randomly. The touched creature must make a Will saving throw (DC 10 + the xaositect's class level + the xaositect's Charisma modifier). Failure indicates the creature must act randomly as per the *random action* spell. The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once). The xaositect must declare the use of this ability before the attack is made. If the attack misses, that use of *chaotic contagion* is wasted.

Unlike *random action*, this is not a mind-affecting effect. Thus, mindless undead, constructs, oozes, and vermin are not immune. The subject of a *protection from chaos* spell is made immune to this ability for the duration of the spell.

Babble: At 2nd level, the xaositect can generate a field that causes all sounds in the area to become garbled, cacophonous, and unintelligible noise. All noise within the area is altered and changed. Noises that issue from, enter, or pass through the area are altered and made unrecognizable as a natural

sound. Verbal communication is impossible. Even something so simple as a shout of surprise is turned into a warped and alien sound. Spells with verbal components cannot be cast. Scrolls and other magic items that require a verbal component to be activated do not function. Spells and items that rely on sound do not function. Sonic damage has no effect.

The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once). The effect is an emanation centered on the xaositect with a radius of 10 feet per two xaositect class levels.

There is no saving throw for this effect, and spell resistance does not apply.

Confusion Aura: A xaositect of 3rd level or higher can cause nearby creatures to become *confused*. Creatures within range must make a Will saving throw (DC 10 + the xaositect's class level + the xaositect's Charisma modifier). Failure indicates the creatures are *confused* for a number of rounds equal to the xaositect's class level.

The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once). The effect targets all creatures except the xaositect in an area centered on the xaositect with a radius as determined by level.

Chance's Friend: At 4th level, the xaositect can manipulate the whim of chance. Using this ability allows the xaositect to reroll one roll just made. The xaositect must use the result of the second roll. This supernatural ability is usable a number of times per day as determined by level.

Chaotic Defense: At 5th level and higher, the chaos a xaositect embodies manifests as a protective force of randomness. Any attack directed at the xaositect suffers a 10% miss chance. This is a supernatural ability.

Burst of Chaos: At 6th level, the xaositect can create a burst of chaotic energy that damages lawful opponents.

This spell-like ability works exactly like *chaos hammer* as cast by a sorcerer of a level equal to the xaositect's character level.

The xaositect can use this spell-like ability three times a day plus the xaositect's Charisma modifier (always at least once).

Spark of Life: At 7th level, the xaositect can imbue nearby inanimate objects with mobility and the semblance of life. The animated object, or objects, then attacks whomever or whatever the xaositect initially designates. The xaositect cannot animate objects carried or worn by a creature, but unattended objects of any nonmagical material can be affected. The xaositect can animate masses of raw material, such as sand or a rock from the ground, as long as the volume does not exceed his maximum.

The xaositect can affect 1 cubic foot of material per xaositect class level within 20 feet. The objects remain animated for 3 rounds plus the xaositect's Charisma modifier (always at least 1 round). The xaositect can use this spell-like ability once per day.

Law's Bane: At 9th level, the xaositect is permanently warded from attacks by lawful creatures. This works exactly like *protection from law* as though cast by a caster of the xaositect's class level, except that it has a permanent duration. This supernatural ability can be dispelled, but the xaositect can resume its protection as a free action.

Chance's Master: At 10th level, the xaositect is so immersed in the random nature of the universe that he can force any creature to reroll a result he does not like. The creature must be a visible target within 60 feet. After the result of a roll is announced, the xaositect can announce that he uses the chance's master ability. The targeted creature must then make a Will saving throw (DC 10 + the xaositect's class level + the xaositect's Charisma modifier). Failure indicates that the xaositect can force the roll to be made again. The creature must use the result of the second roll. The xaositect cannot change the result of a roll made in the past, only one that has just been made. The chance's master ability can be used during another creature's action. It requires no action on the part of the xaositect to use. This supernatural ability is usable once per day on any creature other than the xaositect.

Zerth Cenobite

From Dragon #281 (March 2001)

Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Student of Perfection, Sense Fate
2	+1	+3	+3	+3	Combat Foresight
3	+2	+3	+3	+3	Danger Sense
4	+3	+4	+4	+4	Improved Foresight
5	+3	+4	+4	+4	Insight, Ki Strike +1
6	+4	+5	+5	+5	Time Step
7	+5	+5	+5	+5	Discerning Attack
8	+6	+6	+6	+6	Timeless Body, Ki Strike +2
9	+6	+6	+6	+6	Improved Insight
10	+7	+7	+7	+7	Timeless, Ki Strike +3

Strict meditation into the nature of time and her body's movements through it form the basis of a zerth cenobite's studies of a martial art called zerth in. Zerthin is taught only at Zerth'Ad'Lun. Although disorder rages without, calm order reigns within, allowing a zerth cenobite to learn the art of peering for a moment or two into the future, and thereby gain insight as to where to place her next blow and how to best dodge the next attack of her foe.

Taking this prestige class does not invoke the special monk restriction—if a monk takes one or more levels of zerth cenobite, she can take levels of monk without restriction, following the standard restrictions for multiclassing.

Requirements

To qualify to become a Zerth Cenobite, a character must fulfill all the following criteria.

Base Attack Bonus: +4

Knowledge (outer planes): 8 ranks

Feats: Improved Unarmed Strike, Deflect Arrows, Dodge, Mobility

Alignment: Any lawful

Special: Must find the Monastery of Zerth'Ad'Lun amidst the chaos of Imbo, successfully petition the sensei for membership, and complete a unique trial determined by the sensei.

Class Skills

The Zerth Cenobite's class skills (and the key ability for each skill) are Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Escape Artist (dex), Hide (dex), Jump (str), Knowledge (outer planes) (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), and Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the Zerth Cenobite prestige class.

Hit Die: d8.

Weapon and Armor Proficiency: Cenobites are proficient with club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling. The zerth cenobite gains the same advantages for using a kama, nunchaku, or siangham as does a monk.

Student of Perfection: Zerth cenobites are monks, although they meditate on alternative methods of achieving physical enlightenment. As such, a zerth cenobite gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if she were a monk whose level equaled her monk level + her zerth cenobite level. For instance, a 6th-level monk/1st-level zerth cenobite has an unarmed attack bonus of +6/+3 (as if she were a 7th-level monk). Those who manage to meet the requirements for this class who are not monks gain these abilities as if a monk equal to only their zerth cenobite level. This is an extraordinary ability.

Sense Fate: The character sometimes gets premonitions of the immediate future and can attempt to alter the perceived future in a limited fashion. Once per day, the cenobite is allowed to reroll one roll that she has just made. She must take the result of the reroll, even if it's worse than the original roll. If the zerth cenobite has levels of cleric with Luck as a domain power, this power is cumulative with that domain power. This is an extraordinary ability.

Combat Foresight: The zerth cenobite's awareness extends a fraction of a second into the future, allowing her to better land blows against opponents. She gains a +1 insight bonus to her attack rolls. This is an extraordinary ability.

Danger Sense: Presentiments of danger are more acute for the character. She gains a +2 dodge bonus to Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps. This is an extraordinary ability.

Improved Foresight: The zerth cenobite's temporal awareness extends a fraction further forward. She has a total +2 insight bonus to her attack rolls and a +1 insight bonus to her damage rolls. This is an extraordinary ability.

Insight: With meditation, secrets of the future become clear to the character. Each day, the zerth cenobite gains a floating insight bonus of +2. That insight bonus can be applied to any ability check, skill check, or saving throw roll. The character can decide to add the insight bonus to the roll before or immediately after it is made. For instance, if the character rolls a Fortitude saving throw with a total of 10, she could decide to "bring her insight to bear," thereby increasing her total to 12. The floating insight bonus can only be used once per day, and like most bonus types, does not stack with other insight bonuses—only the highest bonus applies. This is an extraordinary ability.

Ki Strike: A zerth cenobite's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction, such as a wight, as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike improves as the zerth gains experience, allowing her unarmed strikes at 8th level to deal damage against creatures with damage reduction as if the attacks were made with a weapon with a +2 enhancement bonus, and at 10th level to deal damage against creatures with damage reduction as if the attacks were made with a weapon with a +3 enhancement bonus. This ability does not stack with a standard monk's ability of the same name. This is a supernatural ability.

Time Step: Once per day, the cenobite can step forward in time up to a number of rounds equal to her Wisdom bonus (always into the future, never into the past). In effect, the character seems to disappear, then reappear the appropriate number of rounds later. The monk reappears in exactly the same orientation and condition as before. For the zerth cenobite, no time has passed at all. The zerth cenobite can utilize time step once per day. This is a supernatural ability.

If the space from which the character departed is occupied upon her return to the time stream, she appears in the closest unoccupied space, still in her original orientation. Determine the closest space randomly if necessary.

Discerning Attack: A zerth cenobite can see a foe's past hurts even if completely healed, and she has the ability to attack the creature and re-inflict those past wounds in the present. A discerning attack can be made against a creature damaged by the cenobite's unarmed attacks. The cenobite can use this supernatural ability once per round, but no more than once per zerth cenobite level per day. The cenobite must declare she is using a discerning attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the cenobite is forced to make a Fortitude saving throw (DC 10 + the zerth cenobite's level + the zerth cenobite's Wisdom modifier) in addition to receiving normal damage. If the saving throw fails, the opponent takes double damage (as if the attack had delivered a critical). If the cenobite strikes with a critical hit while using a discerning attack, the damage is tripled (as if the attack had a critical rating of x3). Creatures immune to critical hits cannot be affected by the cenobite's discerning attack. This is a supernatural ability.

Timeless Body: A zerth cenobite no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she might have already suffered remain in place.) Bonuses still accrue, and the monk still dies of old age when her time is up.

Improved Insight: The cenobite's daily floating insight bonus increases to +4, and it can also be used for attack rolls. This is an extraordinary ability.

Timeless: Once per day, the zerth cenobite's personal sense of time increases so greatly that all other creatures seem frozen; however, they are actually still moving at their normal speeds. The zerth cenobite is free to act for a number of 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.

If You Don't Have the Epic Level Handbook

The Following is an Excerpt from Dragon Magazine #297, which explains some ways of using the features listed in the epic prestige classes in a campaign that does not use the Epic Level Handbook

Although The Epic Level Handbook will help you get the full benefit of this article, you can still use it for your game even if you don't own the book. If you aren't yet ready for epic-level games, consider using this article as a tool to help you prepare your player character or your players for epic-level play. With a little creativity, you can use many elements of this article right away,

This article presents many interesting and powerful abilities, and any of them can be used in a non-epic game.

- A DM can create new monsters based on any of these exciting abilities. For example, the unholy ravager's corrupting touch and desecrating aura would make great abilities for a new type of undead.
- If a particular ability appeals to a player, consider imbuing a magic-item with the ability. Perhaps the PC must undergo a challenging quest and prove his worth before being granted the magic item, or maybe he claims it as his reward for killing his arch-nemesis.
- Perhaps one of the abilities presented here would work with a prestige class a PC already has. For example, the perfected one's graceful movement ability could also be a useful high-level ability for a thief acrobat (Song and Silence) who wishes to continue advancing in that prestige class.
- Players or DMs could also import these abilities into their game by creating new spells that mimic the abilities' powers. For example, a druid PC might uncover a spell based on the world's friend ability (world guardian prestige class) after discovering a long-forgotten druidic burial site.

You don't have to be epic to use this article. Your imagination is your only limit!

Arcane Lord (epic)

From Dragon #297 (July 2002)

Level	Special	Spells per Day
1	Bonus metamagic feat	+1 level of existing arcane spellcasting class
2	New spell	+1 level of existing arcane spellcasting class
3	Recall spell 1/day	+1 level of existing arcane spellcasting class
4	New spell	+1 level of existing arcane spellcasting class
5	Expanded spell power i/day	+1 level of existing arcane spellcasting class
6	New spell, bonus metamagic feat, recall spell 2/day	+1 level of existing arcane spellcasting class
7	Gauge weakness 1/day	+1 level of existing arcane spellcasting class
8	New spell	+1 level of existing arcane spellcasting class
9	Recognize spell, recall spell 3/day	+1 level of existing arcane spellcasting class
10	New spell, arcane mastery, expanded spell power 2/day	+1 level of existing arcane spellcasting class

When wizards dream, they dream of becoming arcane lords. The arcane lord is a true master of spellcasting, able to shape her arcane magics in ways that lesser beings can only dream of doing. In the arcane lord's opinion, if there is anything about arcane spells that she doesn't already know, it probably isn't worth knowing. Some might call this arrogance, but the arcane lord doesn't care what others think. To her, all that matters is the pursuit of the arcane and the mastery of things magical.

As the name suggests, the arcane lord prestige class is most appealing to arcane spellcasters. Generally speaking, sorcerers and wizards have the most to gain from this class. A bard highly dedicated to spellcasting could pursue this path as well. Other classes don't have much hope of qualifying for the high requirements and should look elsewhere for epic power.

NPC arcane lords are usually solitary individuals, preferring to spend time mastering their craft rather than interacting with those who can't possibly understand their pursuits. Since so few exist, congregations of arcane lords are rare. Of course, if the situation warrants, an arcane lord stands ready to defend herself, her home, and her allies. While most arcane lords might care little for those around them, even they see the benefits of strategic alliances with local emperors, princes, and high priests.

Requirements

To qualify to become an arcane lord, a character must fulfill all of the following criteria.

Knowledge (arcana): 25 ranks.

Spellcraft: 25 ranks.

Feats: Skill Focus (Spellcraft), plus any five metamagic feats.

Epic Feats: Improved Spellcasting.

Spellcasting: Ability to cast 10th-level arcane spells.

Class Skills

The arcane lord's class skills (and the key ability for each skill) are: Concentration (con), Knowledge (arcana) (int), Scry (int), Spellcraft (int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All the following are class features of the arcane lord prestige class.

Hit Die: d6

Weapon and Armor Proficiency: Characters gain no new proficiency in armor or weapons when they take a level of arcane lord.

Spells Per Day/Spells Known: At every level, the arcane lord gains new spells per day and spells known as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus metamagic or item creation feats). If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. If the character possessed more than one arcane spellcasting

class before she became an arcane lord, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day when she adds the new level (although she must choose a class in which she can cast 10th-level arcane spells).

Bonus Metamagic Feat: A 1st-level arcane lord gains a bonus metamagic feat, which can be either epic or non-epic. Every 5 levels thereafter (6th, 11th, 16th, and so on), the arcane lord gains another bonus metamagic feat.

New Spell (Ex): At 2nd level and every other level thereafter, the arcane lord may learn one new arcane spell of any level she can cast. If she uses a Spellbook, she may scribe this spell into her Spellbook at no cost. Otherwise, the spell is simply added to the arcane lord's list of spells known. This spell knowledge is in addition to any she might gain from other sources.

Recall Spell (Su): At 3rd level, the arcane lord can use a standard action to recall any spell she has already cast within the past hour. Essentially, the character regains the prepared spell (in the case of characters who prepare spells) or the spell slot (in the case of characters who don't prepare spells). The arcane lord gains one additional use of this ability per day for every three levels after 3rd gained in this class (1/day at 3rd, 2/day at 6th, 3/day at 9th, and so on).

Expanded Spell Power (Ex): Beginning at 5th level, the arcane lord can (once per day) cast any spell that has an effect that is capped by level (such as fireball) as if the cap were twice the listed amount. For example, an arcane lord could cast a fireball that dealt 20d6 damage, rather than the normal maximum of 10d6, or a magic missile that fired 10 missiles, rather than the normal maximum of 5. The arcane lord's caster level still applies to such limits; for instance, even though a delayed blast fireball cast with expanded spell power has a new maximum damage of 30d8, an arcane lord whose caster level is 25 would only deal 25d8 points of damage with the spell.

For every 5 levels gained after 5th (10th, 15th, and so on), the arcane lord can use this ability one additional time per day. This power does not stack with the effects of the Enhance Spell epic feat.

Gauge Weakness (Su): At 7th level, the arcane lord may spend a standard action to analyze any single foe that he can see (even via a scrying effect). The arcane lord instantly knows all of that foe's current save bonuses (Fortitude, Reflex, and Will), thus allowing the arcane lord to better tailor her spell choice for the encounter. If the target's save bonuses change at a later time, the arcane lord is not automatically privy to this information. For every 10 levels beyond 7th (17th, 27th, and so on), the arcane lord may use this power one additional time per day.

Recognize Spell (Ex): At 9th level, the arcane lord instantly knows when an arcane spell is cast within line of sight, even if she can't see or hear the caster. The arcane lord also knows with unerring precision exactly what the spell is (including any metamagic effects). This ability doesn't grant any bonus to saves, but it can help the arcane lord's counter-spell efforts immensely.

Arcane Mastery (Su): At 10th level, the arcane lord may, once per day, re-roll a random effect of any arcane spell she has just cast, for instance, she could re-roll damage from a meteor swarm, the effect of a confusion spell, or any other effect determined by a random roll of the dice. The character may then use either result. For every 10 levels beyond 10th (20th, 30th, and so on), the arcane lord may use this power one additional time per day, but not more than once per spell.

Master of the Order of the Bow (epic)

From *Dragon* #297 (July 2002)

Level	Special
1	Opportunistic shot
2	Ranged sneak attack +1d6
3	Combat insight
4	Ranged sneak attack +2d6
5	Bonus feat
6	Ranged sneak attack +3d6
7	True strike
8	Ranged sneak attack +4d6
9	Improved opportunistic shot
10	Ranged sneak attack +5d6, bonus feat

The Way of the Bow, originally presented in *Sword and fist*, describes the spiritual, philosophical, and religious aspects of archery. But while the Order of the Bow initiate dabbles in such learning, the master truly dedicates his life to these teachings. In doing so, the master reaches levels of enlightenment and spiritual understanding that defy explanation.

While fighters, rangers, and other combat-oriented characters can greatly benefit from this class, most who become masters of the Order of the Bow (or bow masters as they are often called) have already pursued advanced training in archery skills. Obviously, Order of the Bow initiates are singularly qualified to become masters, but arcane archers also find that much of their training overlaps with that required for this class. In fact, dedication to either of those prestige classes can greatly accelerate a character's entry into this prestige class.

Bow masters are highly revered individuals, respected for their dedication and extraordinary skills. Most bow masters feel driven to help others find the discipline of the Way of the Bow. Even those who continue adventuring often make time to give back to other would-be masters in the form of teaching, guidance, and example. Whether this occurs in the disciplined setting of an academy or while wandering through the countryside depends on each individual.

Requirements

To qualify to become a bow master, a character must fulfill all of the following criteria.

Knowledge (religion): 12 ranks.

Feats: Weapon Focus (any bow), Weapon Specialization (any bow), Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Manyshot.

Epic Feats: Combat Archery, Epic Weapon Focus (any bow), Epic Weapon Specialization (any bow), Swarm of Arrows.

Special: Character may substitute the superior weapon focus class feature (see the Order of the Bow initiate prestige class in *Sword and Fist*) for the Epic Weapon Focus epic feat requirement.

Special: Character may substitute the superior weapon specialization class feature (see the Order of the Bow initiate prestige class in *Sword and Fist*) for the Epic Weapon Specialization epic feat requirement.

Special: Character may substitute the close combat shot class feature (see the Order of the Bow initiate prestige class in *Sword and Fist*) for the Combat Archery epic feat requirement.

Class Skills

The Order of the Bow's class skills (and the key ability for each skill) are: Craft (bowmaking) (int), Knowledge (religion) (int), Ride (dex), Spot (wis), Swim (str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All the following are class features of the bow master prestige class.

Hit Die: d10

Weapon and Armor Proficiency: Characters gain no new proficiency in armor or weapons when they take a level of bow master.

Opportunistic Shot (Ex): At 1st level, a bow master effectively threatens adjacent enemies with his bow. He can make attacks of opportunity using a ranged weapon.

Ranged Sneak Attack (Ex): Any time the bow master's target would be denied her Dexterity bonus to AC (regardless of whether she has a Dexterity bonus), his ranged attack deals extra damage. The extra damage is +1d6 at 1st level and an additional +1d6 every two levels thereafter. Ranged attacks only count as sneak attacks if the target is within 30 feet. The bow master cannot strike with such deadly accuracy beyond that range. In every other way, treat this ability as a rogue's sneak attack. If the character has the sneak attack ability from another class, the bonuses stack.

Combat Insight (Su): Beginning at 3rd-level, whenever the bow master makes a successful attack with a bow, he may add his Wisdom bonus to the damage dealt.

Bonus Feats: The bow master gains a bonus feat at 5th level and every 5 levels thereafter (10th, 15th, 20th, and so on). These bonus feats must be selected from the following list: Blinding Speed, Distant Shot, Epic Prowess, Epic Toughness, Fleet of Foot, Improved Manyshot, Improved Sneak Attack, and Uncanny Accuracy.

True Strike (Su): At 7th level, the bow master becomes highly aware of his surroundings and gains an intuitive insight into the future. Once per day as a free action, the bow master may use this ability to gain a +20 insight bonus to a single attack roll as per the spell true strike. The insight bonus may only be applied to a ranged attack with a bow. For every 5 levels of bow master beyond 7th that the character gains (12th, 17th, and so on), he may use this power one additional time per day.

Improved Opportunistic Shot (Ex): At 9th level, the bow master effectively threatens an area 30 feet around him in all directions with his bow. He may make attacks of opportunity against opponents within 30 feet using a ranged weapon.

Perfected One (epic)

From Dragon #297 (July 2002)

Level	Special
1	Battle trance 1/day
2	Combat insight
3	Bonus feat
4	Perfect grace, graceful movement, battle trance 2/day
5	Clarity of battle
6	Bonus feat
7	Perfect fortitude, close the wound, battle trance 3/day
8	See your future
9	Bonus feat
10	Perfect mind, protective mind, battle trance 4/day

A perfected one transcends what others perceive as the limitations of the physical form. Body, mind, and soul become a single unified force, granting the perfected one an unparalleled level of grace and clarity in battle.

The vast majority of characters who become perfected ones are monks; few other classes have the discipline and balance to achieve the requirements. Some fighters, and even fewer paladins, have chosen to follow this path, although they must typically multiclass in order to meet the high base save bonuses required to become perfected ones. Other classes see little gain in this pursuit.

Perfected ones differ according to their personality. They might be solitary, gregarious, beatific, or diabolical. Some perfected ones return to their roots, teaching young ascetics at the monastery where they first learned their skills. Others walk the earth, dispensing justice as they see fit. Still others reason that with their perfect insight, they are best suited to rule over others— although such rule might be benevolent or repressive, depending on the perfected one's alignment.

Requirements

To qualify to become a perfected one, a character must fulfill all of the following criteria.

Alignment: Any lawful.

Base Save Bonus: Fort +12, Ref +12, Will +12.

Concentration: 24 ranks.

Feats: Dodge, Expertise, Improved Unarmed Strike, Stunning Fist.

Epic Feats: Perfect Health.

Special: Character may substitute the purity of body (monk) or diamond body (henshin mystic, monk) class features for the Perfect Health epic feat requirement.

Class Skills

The perfected one's class skills and the key ability for each skill are: Balance (dex), Concentration (con), Escape Artist (dex), Knowledge (arcana) (int), Move Silently (dex), Scry (int), Spellcraft (int), Tumble (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All the following are class features of the perfected one prestige class.

Hit Die: d8

Weapon and Armor Proficiency: Characters gain no new proficiency in armor or weapons when they take a level in the perfected one prestige class. They suffer the same penalties for wearing armor that monks do.

Monk Multiclassing: A perfected one may continue to gain monk levels even after gaining one or more levels as a perfected one.

Battle Trance (Ex): The perfected one masters the art of letting her mind guide her attacks. At 1st level, she learns how to enter a battle trance. While in a battle trance, the perfected one gains a +4 bonus to Dexterity and Wisdom, and a +2 morale bonus to Fortitude saves. During the trance, the character may not cast spells, use spell-like abilities, or use spell-activation or spell-completion magic items (such as wands or scrolls). The battle trance only

functions if the perfected one is wearing no armor. A battle trance lasts for a number of rounds equal to 3 + the character's (newly improved) Wisdom modifier. The perfected one may prematurely end the battle trance voluntarily. The perfected one may enter a battle trance once per day at 1st level and one additional time every 3 levels thereafter (4th, 7th, 10th, and so on).

Combat Insight (Su): At 2nd level, whenever the perfected one makes a successful unarmed strike and is wearing no armor, she may add her Wisdom bonus to the damage dealt.

Bonus Feats: The perfected one gets a bonus feat at 3rd level and every 3 levels thereafter (6th, 9th, 12th, and so on). These bonus feats must be selected from the following list: Armor Skin, Blinding Speed, Damage Reduction, Epic Prowess, Epic Toughness, Fast Healing, Fleet of Foot, Improved Combat Reflexes, Keen Strike, Legendary Climber, Legendary Wrestler, Righteous Strike, Shattering Strike, and Vorpal Strike.

Perfect Grace (Ex): By 4th level, the perfected one gains a clarity of insight that allows her to avoid dangers more easily. She may add her Wisdom bonus to Reflex saves while unarmored.

Graceful Movement (Su): Once per day at 4th level, the perfected one's body automatically activates graceful movement when needed (although the perfected one may elect not to use this ability). This ability functions as the freedom of movement spell. Using this ability doesn't require an action on the part of the perfected one, and it can even occur on another character's turn if necessary.

Clarity of Battle (Su): Once per day at 5th level, a perfected one may add her Wisdom bonus to her unarmed strike attack rolls for one full round. During this round, she is also treated as having the Improved Combat Reflexes feat, even if she doesn't have the prerequisites for that feat. Clarity of battle only functions if the perfected one is wearing no armor. The perfected one gains one additional use of this ability per day for every 10 levels after 5th gained in this class (15th, 25th, and so on).

Perfect Fortitude (Ex): At 7th level, the perfected one's agility becomes potent enough to resist bodily hazards. As long as the perfected one is unarmored, she may add her Dexterity bonus to Fortitude saves.

Close the Wound (Su): Once per day at 7th level, the perfected one's body automatically activates close the wound on itself if she is reduced to 0 or fewer hit points. This ability doesn't function if the perfected one is reduced to -10 or fewer hit points. Close the wound functions as the heal spell. Using this ability doesn't require an action on the part of the perfected one, and it can even occur on another character's turn if necessary.

See Your Future (Su): An 8th-level perfected one has a powerful sixth sense and receives instantaneous warnings of impending danger or harm as per the foresight spell. The perfected one gains one additional use of this power per week for every 10 levels of this class gained above 8th (18th, 28th, and so on), but never more than once per day.

Perfect Mind (Ex): The body and mind of a 10th-level perfected one become fully attuned. As long as she is unarmored, the perfected one may add her Constitution bonus to Will saves.

Protective Mind (Su): Once per day at 10th level, the perfected one's body automatically activates protective mind on itself if the perfected one is the target of any effect that would detect, influence, or read her emotions or thoughts. This ability functions exactly as the mind blank spell, except that its duration is only one hour. Using this ability doesn't require an action on the part of the perfected one, and it can even occur on another character's turn if necessary.

Shadar Sentinel (epic)

From *Dragon* #297 (July 2002)

Level	Special
1	Sudden insight 1/day, aurasight
2	Spell-like Divination
3	Shadar insight
4	Sudden insight 2/day
5	Bonus feat
6	Shadar insight
7	Sudden insight 3/day
8	Spell-like Enchantment
9	Shadar insight
10	Sudden insight 4/day

Those who have bathed in the liquid knowledge of the Shadar Pool know that lore is the most potent weapon. Without knowledge, one can hardly hope to wield a weapon or cast a spell with any modicum of skill. An unfortunate majority of those who bathe in the pool are quick to abuse the powers granted by its might, but a select few realize that such power should not be made available to all. Power given so freely without the discipline required to earn it leads to irresponsibility and ultimately tragedy. Yet those who choose to learn and study the gifts of the Shadar Pool rather than to just abuse the power soon find that there are greater secrets hidden in the self that can be awakened with the pool's aid, given time and due diligence.

Shadar Sentinels are those who have pledged to guard and protect the Shadar Pool from power-hungry abuse. A few choose to stay close to the pool to defend it, but the majority of those who pledge their lives to the Pool's defense are expected to travel and seek out others who might be ready to taste its power, while at the same time keep an eye out and prevent those who should not. They strive to make sure that one force does not rise in power above the other, that all sides of power are balanced so that one does not dominate and leave the world in ruin.

The majority of Shadar Sentinels are divine spellcasters, especially druids. Wizards are also common sentinels, since they are often intrigued by the knowledge the pool has to offer. Martial classes can become Shadar Sentinels, although they are much less common since they tend to be more focused on material or social wealth rather than spiritual or intellectual wealth.

Requirements

To qualify to become a Shadar sentinel, a character must fulfill all the following criteria:

Alignment: Any neutral.

Knowledge (History): 21 ranks.

Knowledge (Nature): 21 ranks.

Spellcraft: 21 ranks.

Feats: Alertness, Iron Will, Epic Skill Focus (any of the required Knowledge skills).

Class Skills

The Shadar sentinel's class skills (and the key abilities for each) are: Concentration (con), Craft (int), Diplomacy (cha), Gather Information (cha), Innuendo (wis), Knowledge (any, taken separately) (int), Listen (wis), Perform (cha), Profession (wis), Scry (int), Search (int), Sense Motive (wis), Spellcraft (int), Spot (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All the following are features of the Shadar sentinel prestige class.

Hit Die: d8

Sudden Insight (Su): Once a day at 1st level, a Shadar sentinel may invoke a special insight into a situation. Invoking an insight is a free action, and it grants the Shadar sentinel a +10 insight bonus to any one attack roll, saving throw, skill check, or level check made in the same round the insight was activated. At every third level after 1st (at 4th, 7th, 10th, 13th, and so on), The Shadar sentinel may make an additional insight each day.

Aurasight (Sp): At will, a 1st-level Shadar sentinel can detect chaos, detect evil, detect good, detect law, and detect magic as a spell-like ability. This ability duplicates the effects of the spells of the same name. The Shadar sentinel can only activate one detection at a Time.

Spell-like Divination (Sp): At 2nd level, the Shadar sentinel gains the ability to use one 1st-level Divination spell as a spell-like ability usable at will. At every tenth level after 2nd (12th, 22nd, and so on), the Shadar sentinel gains a new Divination spell-like ability of a level equal to or less than the previous spell-like ability gained +1. Thus, at 12th level, the sentinel could pick a 2nd-level Divination spell, and at 22nd level she could pick a 3rd-level Divination spell.

Shadar Insights (Su): Every 3 levels, the Shadar sentinel's continued study of the Shadar Pool and the changes it has wrought upon her body and soul uncovers a new insight into the way her powers are developing. This insight must be chosen from the following list: +1 insight bonus to Armor Class

+4 insight bonus to any one skill +1 insight bonus to attack rolls +1 insight bonus to one saving throw +4 insight bonus to maximum hit points

If the Shadar sentinel selects a bonus that she has already selected, the new bonus stacks with The old bonus. Insight bonuses gained from any other source do not stack with an insight bonus granted by a Shadar insight.

Bonus Feats: The Shadar sentinel gains a bonus feat (selected from the epic loremaster bonus feats) at 5th level and at every 10 levels after 5th (5th, 15th, 25th, and so on).

Spell-like Enchantment (Sp): At 8th level, the Shadar sentinel gains the ability to use one 1st-level Enchantment spell as a spell-like ability at will. Every 10 levels after 8th (18th, 28th, and so on), the Shadar sentinel gains a new Enchantment spell-like ability of a level equal to or less than the previous spell-like ability gained +1. Thus, at 18th level, the sentinel could pick a 2nd-level Enchantment spell, and at 28th level she could pick a 3rd-level Enchantment spell.

Soulreaver (epic)

From Dragon #297 (July 2002)

Level	Special
1	Sneak attack +1d6, improved assassin spells
2	Double death 1/day
3	Sneak attack +2d6
4	Bonus feat
5	Sneak attack +3d6
6	Vampiric death
7	Sneak attack +4d6
8	Bonus feat
9	Sneak attack +5d6
10	Sudden death 1/day

Although the majority of those who belong to the Shadow Shoal are nothing more than powerful, epic-level assassins, there are a select few who are chosen by the Lord of the Shadow Shoal to become his chosen killers. These purely evil masters of slaughter are contacted in their dreams by Lascer and offered the secrets of the soulreaver; those who accept the offer wake with Terrible new powers, while those who do not accept wake just long enough to scream before dying of some unknowable Terror. Soulreavers quickly rise to positions of power and leadership in the Shadow Shoal as they use their new-found abilities to assassinate any who might stand in their way. Once a soulreaver has established himself in a position of power, his life is rarely comfortable. Lascer does not grant the lore of the soulreaver lightly or without reason; those to whom he offers this knowledge can expect to be called upon regularly in dreams to perform tasks and slayings for the Lord of the Shadow Shoal.

Soulreavers must be proficient assassins. Lascer often looks favorably upon those who are particularly skilled at arcane magic and at the various assassin skills. Most soulreavers are bards, rogues, sorcerers, or wizards, but monks, fighters, and rangers are not uncommon. Barbarians are generally too coarse to pique Lascer's interest, and clerics and druids are often passed over because their devotions lie elsewhere. Paladins are unable to become soulreavers, although blackguard/assassins can make particularly deadly additions to the Shadow Shoal.

Requirements

To qualify to become a soulreaver, a character must fulfill all the following criteria:

Alignment: Any evil.

Disguise: 12 ranks.

Hide: 24 ranks.

Knowledge (Arcana): 12 ranks.

Move Silently: 24 ranks.

Feats: Ambidexterity, Improved Critical, Improved Spellcasting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Special: The character must be able to cast 4th-level assassin spells.

Before becoming a soulreaver, the character must have been contacted by Lascer in a dream. This requires that the prospective soulreaver has already fulfilled all other feats and has successfully assassinated no less than ten targets in a single day; all of these assassinated victims must be at least CR 15. Once these prerequisites have all been met, there is a non-cumulative 1% chance each year that the prospective soulreaver is contacted by Lascer and offered the terrible secrets of the soulreaver's ways. If the prospective soulreaver is already a member of the Shadow Shoal, the chance of being contacted by Lascer rises to a 75% chance per year. If the prospective soulreaver agrees to become one of the chosen slayers of Lascer, he awakens and may take his first level of soulreaver at any point thereafter when he gains enough experience points to gain a level. If the prospective soulreaver refuses the offer or otherwise offends Lascer, he must make a fortitude saving throw (DC 57) or be slain upon awakening.

Class Skills

The soulreaver's class skills (and the key abilities for each) are: Alchemy (int), Balance (dex), Bluff (cha), Climb (str), Concentration (con), Craft (int), Decipher Script (exclusive skill) (int), Disable Device (dex), Disguise (cha), Escape Artist (dex), Forgery (int), Gather Information (cha), Hide (dex), Innuendo (wis), Intimidate (cha), Jump (str), Knowledge (arcana) (int), Knowledge (the planes) (int), Listen (wis), Move Silently (dex), Open Lock (dex), Perform (cha), Pick Pocket (dex), Profession (wis), Read Lips (int), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Tumble (dex), Use Magic Device (exclusive skill) (cha), Use Rope (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 6 + INT modifier.

Class Features

All the following are features of the soulreaver prestige class.

Hit Die: d6

Sneak Attack: The soulreaver's sneak attack damage increases by +1d6 every 2 levels.

Improved Assassin Spells: Once an assassin becomes a soulreaver, he may choose to prepare improved assassin spells in any available Improved Spellcasting slots. These improved spells are treated as normal assassin spells as regards to the DC to save or the methods of preparation; all improved assassin spells are based on Intelligence and are arcane spells. These spells may be chosen from the list below:

5th Level—*ethereal jaunt, nightmare, slay living, teleport*

6th Level—*circle of death, ethereal-ness, harm, mislead*

7th Level—*destruction, finger of death, shadow walk, teleport without error*

8th Level—*mind blank, power word kill, screen, trap the soul*

9th Level—*imprisonment, soul bind, wail of the banshee, weird*

Double Death (Ex): At 2nd level, the soulreaver may declare one death attack per day to be a double death attack. When the assassin makes the death attack, the victim must make two saving throws to survive rather than just one. Every ten levels after and (at 12th, 22nd, and so on), the soulreaver can make a double death attack an additional time each day.

Bonus Feats: The soulreaver gains a bonus feat (selected from the list of epic assassin feats) every 4 levels.

Vampiric Death (Su): At 6th level, the soulreaver may declare a single death attack to be a vampiric death attack, up to once per day. If the death attack successfully slays the victim, the assassin absorbs a tiny portion of the departing soul's life energies and gains a +6 profane bonus to his Strength and Constitution and +6d6 temporary hit points for the next hour. Every ten levels after 6th (at 16th, 26th, and so on), the soulreaver may make a vampiric death attack one additional time each day. This cannot be combined with the double death ability.

Sudden Death (Ex): At 10th level, the soulreaver can draw upon the unholy energies of his imprisoned master to strike with blinding speed with a death attack. This death attack is a full-round action, but it does not require the assassin to spend 3 rounds studying his victim: the attack must still be a sneak attack, however. Every ten levels thereafter (20th, 30th, and so on), the soulreaver may make a sudden death attack an additional time each day.

Stalwart Warden (epic)

From Dragon #297 (July 2002)

Level	Special
1	Ceaseless vigilance
2	Dwarven prowess
3	Enduring bravery
4	Bonus feat
5	Distant vision (60 ft.)
6	Unshakable loyalty
7	Immovable bulwark
8	Bonus feat
9	Unwavering dedication
10	Mighty resistance, distant vision (90 ft.)

The stalwart warden personifies the mettle and endurance of the dwarven race. Despite his short stature, this mighty dwarf stands tall in the defense of his charge, whether that be an individual, a town of innocents, or an entire race. More than one orc warlord has made the mistake of urging his troops on with the statement, "It's only a single dwarf, how can he hope to stop us?"

Fighters, paladins, monks, rangers, and even ex-barbarians all make fine stalwart wardens. Some clerics choose to follow this path, although this is rare since they must forsake improving their spellcasting abilities. Dwarven defenders most often become stalwart wardens and are readily prepared for this class since they've already pledged some level of service or loyalty to the dwarven people. Similarly, the devoted defender (from *Sword and Fist*) can aspire to become a stalwart warden. Arcane spellcasters have little to gain from this class.

A stalwart warden puts the needs of others before his own, although this can take many forms. Some live spartan lifestyles, preferring to avoid personal involvement. Others live as their fellows, reveling in all that life has to offer. Regardless of personality, however, the stalwart warden remains ever vigilant for danger.

Requirements

To qualify to become a stalwart warden, a character must fulfill all of the following criteria.

Alignment: Lawful good or lawful neutral.

Race: Dwarf.

Base Attack Bonus: +21.

Listen: 10 ranks.

Sense Motive: 5 ranks.

Spot: 10 ranks.

Feats: Alertness, Endurance, Iron Will, Toughness.

Epic Feats: Epic Toughness.

Special: Must have damage reduction from a feat or class feature.

Class Skills

The stalwart warden's class skills and the key ability for each skill are: Craft (any) (int), Listen (wis), Sense Motive (wis), Spot (wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All the following are class features of the stalwart warden prestige class.

Hit Die: d12

Weapon and Armor Proficiency: The stalwart warden gains proficiency with all simple and martial weapons, with light, medium, and heavy armor, and with shields.

Ceaseless Vigilance (Ex): Beginning at 1st level, the stalwart warden may add his class level as an insight bonus to Listen and Spot checks.

Dwarven Prowess (Ex): At 2nd level, a stalwart warden receives additional training against the traditional foes of his people. His racial bonus to attack rolls against orcs and goblinoids increases to +2 and his dodge bonus against giants increases to +6. In addition, the stalwart warden may add his class level to damage rolls against any of these creatures.

Enduring Bravery (Ex): At 3rd level, the stalwart warden becomes immune to fear effects.

Bonus Feats: The stalwart warden gains a bonus feat at 4th level and every 4 levels thereafter (8th, 12th, and so on). These feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Endurance, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Reflexes, Improved Darkvision, Instant Reload, Overwhelming Critical, Perfect Health, and Spellcasting Harrier.

Distant Vision (Ex): At 5th level, The stalwart warden's darkvision improves from 30 feet to 60 feet, and increases by an additional 30 feet every 5 levels thereafter (10th, 15th, and so on).

Unshakable Loyalty (Ex): At 6th level, the stalwart warden becomes immune to charm effects.

Immovable Bulwark (Ex): At 7th-level, a stalwart warden may add his Constitution bonus to any check to avoid being bull rushed, grappled, or tripped (including by an overrun attempt). In addition, he is treated as if he is one size category larger than his normal size for the purposes of such checks, and when attempting to resist a bull rush or a trip, the stalwart warden is considered "exceptionally stable."

Unwavering Dedication (Ex): At 9th level, the stalwart warden becomes immune to compulsion effects.

Mighty Resistance (Ex): The stalwart warden's natural dwarven racial bonuses to saves against poison and spells improve from +2 to +4 at 10th level, and thereafter increase by 2 points for every 10 additional levels gained (20th, 30th, and so on).

Unholy Ravager (epic)

From Dragon #297 (July 2002)

Level	Special
1	Aura of evil
2	Corrupting touch
3	Sneak attack +1d6
4	Bonus feat
5	Desecrating aura
6	Sneak attack +2d6
7	Defiling glare
8	Bonus feat
9	Sneak attack +3d6
10	Despoiling presence

The unholy ravager is a walking personification of evil incarnate. He doesn't merely radiate evil, he is evil, and he leaves a trail of devastation behind him. Some lands exist for centuries without seeing such a villain, but for every such fortunate kingdom, there is another brought to utter ruin at the hands of an unholy ravager.

While all unholy ravagers revel in destruction, they pursue this goal in a variety of different ways. Lawful unholy ravagers often set themselves up as despots, periodically leaving the palace to lead an army of evil across the land. Neutral unholy ravagers might work behind the scenes until such a time as their presence is necessary to achieve maximum carnage. Chaotic unholy ravagers are especially feared, for there is no negotiating with such a character. These unholy ravagers care little for rulership or backroom dealings, but only in bringing sorrow to the land, often at the head of a rapacious band of murderous thugs who see the unholy ravager as the living hand of their destructive god.

Requirements

To qualify to become an unholy ravager, a character must fulfill all of the following criteria.

Alignment: Any evil.

Base Attack Bonus: +21.

Feats: Power Attack, Sunder, Cleave, Great Cleave, Improved Critical.

Epic Feats: Overwhelming Critical.

Special: Must have dedicated yourself to the service of an evil god.

Class Skills

The unholy ravager's class skills (and the key ability for each skill) are: Climb (str), Handle Animal (cha), Intimidate (cha), Ride (dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + INT modifier.

Class Features

All of the following are class features of the unholy ravager prestige class.

Hit Die: d8

Weapon and Armor Proficiency: Characters who take a level of unholy ravager gain proficiency with all simple and martial weapons, with light, medium, and heavy armor, and with shields.

Aura of Evil (Su): The unholy ravager emanates an evil aura that causes all good-aligned characters within 20 feet to suffer a -2 morale penalty to all attacks and skill checks. For the purposes of the detect evil spell, the unholy ravager's aura of evil is equal to his character level. Note that the unholy ravager can dampen this aura as a standard action, such as when he wishes to remain unnoticed by good-aligned characters. Restoring his aura of evil is a free action.

Corrupting Touch (Su): An unholy ravager can corrupt a creature or object by touch once per day at 2nd level, and one additional time per day every 10 levels thereafter (12th, 22nd, and so on). Corrupting touch eliminates any damage reduction or hardness possessed by the creature or object for one hour. This ability requires a touch attack if used against a character or an object carried by another character. Corrupting touch allows no saving throw to resist its effects. If used against a single part of a particularly large object (such as a castle wall), corrupting touch affects a 5-foot-cube of material.

Sneak Attack (Ex): Any time the unholy ravager's target would be denied her Dexterity bonus to AC (regardless of whether she has a Dexterity bonus), the unholy ravager's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. In every other way, treat this ability as a rogue's sneak attack. If the unholy ravager already has the sneak attack ability from another source, the bonuses to damage stack.

Bonus Feats: The unholy ravager gets a bonus feat at 4th level and every 4 levels thereafter (8th, 12th, and so on). These bonus feats must be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Epic Prowess, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Sneak Attack, and Lingering Damage.

Desecrating Aura (Su): By 5th level, the unholy ravager's 20-foot aura of evil is so purely evil that it imbues the area with negative energy, as per the desecrate spell. If dispelled, the unholy ravager can restore the aura on his turn as a free action.

Defiling Glare (Su): An unholy ravager can place a curse upon a target within 30 feet with only a glance. He may use this ability once per day at 7th level, and one additional time per day every 10 levels thereafter (17th, 27th, and so on). This ability works exactly as the bestow curse spell, except that its effects can only be removed by a spellcaster of at least 21st level.

Despoiling Presence (Su): At 10th level, the unholy ravager's aura of evil renders any food or water within its area poisonous to consume (Fortitude save DC 20 + class level + Charisma modifier to resist; initial and secondary damage 1d10 Constitution). Potions and similar magic liquids can also be affected, although such items are allowed a Will save (DC 20) to resist. Any items carried by the unholy ravager are unaffected.

World Guardian (epic)

From Dragon #297 (July 2002)

Level	Special	Spells per Day
1	World's friend	+1 level of existing class
2	Speak with the world	+1 level of existing class
3	Oaken hide +1	+1 level of existing class
4	Bonus feat	+1 level of existing class
5	Hear the world	+1 level of existing class
6	Oaken hide +2	+1 level of existing class
7	Strength of stone	+1 level of existing class
8	Bonus feat	+1 level of existing class
9	Walk the world, oaken hide +3	+1 level of existing class
10	Unleash the world's fury	+1 level of existing class

Some might describe the world guardian as an avatar of nature. Others see her as the personification of the environment, an animate extension of its needs. In actuality, the world guardian is simply an individual dedicated to defending the world of beast, tree, sun, and sky, from callous destruction at the hands of those who cannot or will not respect its terrible beauty.

Druids are the most logical world guardians, with their innate respect for the natural world. However, some rangers also take up the cause, and in rare cases a barbarian or multiclassed barbarian/ranger might heed the call as well. Other characters simply don't have the training and knowledge required to become world guardians.

The world guardian bears a heavy burden—the protection of her natural environment from those who would despoil it. Some world guardians grow aloof, standing apart from those who do not share the weight of the beliefs of this class. Others solicit allies, both from nature and from civilization as needed. In cases where local rulers share similar outlooks, the world guardian can provide simultaneous protection to nature and kingdom alike. But in territories controlled by those who do not respect her charge, the world guardian might turn to lawless anarchy to protect the land.

Requirements

To qualify to become a world guardian, a character must fulfill all of the following criteria.

Alignment: Any non-evil.

Knowledge (nature): 24 ranks.

Wilderness Lore: 24 ranks.

Feats: Skill Focus (Knowledge [nature]) or Skill Focus (Wilderness Lore).

Epic Feats: Epic Skill Focus (Knowledge [nature]) or Epic Skill Focus (Wilderness Lore), Extended Lifespan.

Special: Character may substitute the timeless body class feature from the monk class for the Extended Lifespan epic feat requirement.

Class Skills

The world guardian's class skills (and the key ability for each skill) are: Animal Empathy (exclusive skill) (cha), Concentration (con), Craft (any) (int), Diplomacy (cha), Handle Animal (cha), Heal (wis), Hide (dex), Intuit Direction (wis), Knowledge (nature) (int), Listen (wis), Move Silently (dex), Profession (any) (int), Scry (exclusive skill) (int), Spellcraft (int), Spot (wis), Swim (str), Wilderness Lore (wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + INT modifier.

Class Features

All of the following are class features of the world guardian prestige class.

Hit Die: d8

Weapon and Armor Proficiency: The world guardian gains no new proficiency in armor or weapons.

Spellcasting: At every level, the world guardian gains new spells per day and spells known as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as bonus metamagic or item creation feats). If already an epic spellcaster, the character gains only the benefit noted under the Spells entry for that epic class. If the character possessed more than one spellcasting class before she became a world guardian, she must decide which class will receive the additional spellcasting level for purposes of determining spells per day when she adds the new level.

World's Friend (Ex): No animal, beast, or plant willingly harms or opposes a world guardian. Any spell or effect that would cause an animal, beast, or plant to act against the world guardian (such as entangle) automatically fails. If the world guardian attacks such a creature, the stricture is broken.

At 6th level, this ability grants any animal, beast, or plant fighting as an ally of the world guardian a +4 morale bonus to attacks and damage. The world guardian must be within 100 feet and have line of sight to the animal, beast, or plant.

Speak with the World (Sp): A 2nd-level world guardian may speak with animals or speak with plants at will. She may also cast stone tell once per day, plus one additional time per day every 10 levels thereafter (12th, 22nd, and so on). These powers function as a spellcaster of the world guardian's character level.

Oaken Hide (Su): Beginning at 3rd level, the world guardian develops a natural armor bonus. This bonus is +1 at 3rd level and increases by an additional +1 every three levels thereafter (+2 at 6th, +3 at 9th, and so on).

Bonus Feats: The world guardian gains a bonus feat at 4th level and every 4 levels thereafter (8th, 12th, and so on). These bonus feats must be selected from the following list: Blinding Speed, Energy Resistance, Epic Endurance, Fast Healing, Fleet of Foot, Legendary Climber, Legendary Tracker, Perfect Health, Permanent Emanation, and Spontaneous Spell.

Hear the World (Sp): At 5th level, the world guardian can cast commune with nature once per day as a spellcaster of her character level. The world guardian gains one additional use of this ability per day for every 10 levels gained above 5th (15th, 25th, and so on).

Strength of Stone (Sp): Once per day, the world guardian may cast stonewall upon herself as a caster of her class level. The world guardian gains one additional use of this ability per day for every 10 levels gained above 7th (17th, 27th, and so on).

Walk the World (Sp): At 9th-level, the world guardian may cast transport via plants at will.

Unleash the World's Fury (Sp): At 10th level, the world guardian may, once per week, unleash the unfettered fury of nature. This requires one round of concentration and takes the form of any one of the following spell effects cast at a level equal to the world guardian's character level: creeping doom, earthquake, storm of vengeance, or whirlwind.

The world guardian and her allies are unaffected by the effect. This power only functions on the Material Plane.

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