

feats

Almost every rogue or fighter from the mythical land of Halruaa knows just a bit of magic. In Sembia, Waterdeep, and the dark cities of the drów, duelists teach the beautiful and deadly twin sword fighting style. Common-born rangers and druids of the Dalelands are known for their oddly fortuitous luck and their perseverance in the face of terrible peril. It seems that any adventurer exploring the deadly ruins and perilous wildernesses of Faerûn possesses a little specialized training or a knack common to the lands in which he grew up.

The feats in this chapter supplement the feats in the *Player's Handbook* and follow all the rules in that book for determining how many may be chosen and how often a character may do so. In addition, some of these new feats possess an additional prerequisite: the appropriate character region, as described in the previous section.

Some of the regional feats are defined as [General, Fighter]. This means a fighter can use his bonus feat to acquire one of those feats. However, the character still needs to qualify for that region in order to take the feat (see Regional Feats in the Character Region section above).

Arcane preparation [general]

You can prepare an arcane spell ahead of time just as a wizard does.

Prerequisite: You must be able to cast arcane spells as a bard or sorcerer before you can select this feat.

Benefit: Each day, you are able to prepare one or more spells as a wizard does. If you are a sorcerer or a bard, this means that you can prepare a spell with a metamagic feat ahead of time, instead of casting it as a full-round action.

Arcane schooling [general]

In your homeland, all who show some skill at the Art may receive training as a wielder of magic. Many characters know something of the ways of the bard, the sorcerer, or the wizard.

Regions: Chessenta, Halruaa, Lantan, Mulhorand, Unther.

Benefit: Choose one arcane spellcasting class. This class is a favored class for you in addition to any other favored class you select. For example, a multiclassed human fighter/rogue could add levels of wizard without incurring any experience penalty for multiclassing in three classes.

Special: You may only take this feat as a 1st-level character.

Artist [general]

You come from a culture in which the arts, philosophy, and music have a prominent place in society.

Region: Chessenta, Evermeet, Waterdeep, rock gnome.

Benefit: You gain a +2 bonus on all Perform checks and to one Craft skill that involves art (your choice) such as calligraphy, painting, sculpture, or weaving.

Blooded [general]

You know what it means to fight for your life, and the value of quick wits and quicker reactions when blades are bared and deadly spells chanted. Enemies find it difficult to catch you off guard.

Regions: Dalelands, Nelanther Isles, Sembia, Silverymoon, Tethyr, Vaasa.

Benefit: You get a +2 bonus on Initiative and a +2 bonus on all Spot checks.

TABLE I-5: FEATS

General Feats

Arcane Preparation
Arcane Schooling
Artist
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Bloodline of Fire
Bullheaded
Cosmopolitan
Courteous Magocracy
Daylight Adaptation
Discipline
Education
Ethran

Foe Hunter
Forester
Greater Spell Focus
Greater Spell Penetration
Horse Nomad
Improved Counterspell
Improved Familiar

Innate Spell
Luck of Heroes
Magical Artisan
Magical Training
Mercantile Background
Militia
Mind Over Body
Resist Poison
Saddleback
Shadow Weave Magic
Signature Spell
Silver Palm
Smooth Talk
Snake Blood
Spellcasting Prodigy
Stealthy
Street Smart
Strong Soul
Survivor
Tattoo Focus

Thug
Thunder Twin
Treetopper
Twin Sword Style

Item Creation Feats

Create *Portal*
Inscribe Rune

Metamagic Feats

Delay Spell
Insidious Magic
Pernicious Magic
Persistent Spell
Tenacious Magic
Twin Spell

Prerequisite

Cast arcane spells as bard or sorcerer
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Female, Cha 11+, spellcaster level 1st+, society approval
Meet regional requirement
Meet regional requirement
Spell Focus
Spell Penetration
Meet regional requirement
—
Ability to acquire a new familiar, compatible alignment
Quicken Spell, Silent Spell, Still Spell
Meet regional requirement
Any item creation feat
Int 10+, meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Wis 13+ or patron deity (Shar)
Spell Mastery
Meet regional requirement
Meet regional requirement
Meet regional requirement
—
Meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Specialized in a school of magic, meet regional requirement
Meet regional requirement
Meet regional requirement
Meet regional requirement
Two-Weapon Fighting, meet regional requirement

Prerequisite

Craft Wondrous Item
Int 13+, appropriate Craft skill, divine spellcaster level 3rd+

Prerequisite

Any other metamagic feat
Shadow Weave Magic
Shadow Weave Magic
Extend Spell
Shadow Weave Magic
Any other metamagic feat

Bloodline of fire [general]

You are descended from the efreet who ruled Calimshan for two millennia. The blood of these fire-spirits runs thick in your veins.

Region: Calimshan.

Benefit: You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of saving throws for any sorcerer spells with the fire descriptor that you cast. This benefit stacks with the Spell Focus feat if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st-level character.

Bullheaded [general]

The stubbornness and determination of your kind is legendary. You are exceptionally headstrong and difficult to sway from your intended course.

Regions: Damara, Dragon Coast, the Great Dale, Moonshaes, Narfell, Nelanther Isles, Rashemen, Vaasa, Western Heartlands, gold dwarf, gray dwarf, shield dwarf.

Benefit: You receive a +1 bonus on Will saves and a +2 bonus on Intimidate checks.

Cosmopolitan [general]

Your exposure to the thousand forking paths of the city has taught you things you ordinarily would never have uncovered.

Regions: Amn, Waterdeep.

Benefit: Choose a nonexclusive skill you do not have as a class skill. You gain a +2 bonus on all checks with that skill, and that skill is always considered a class skill for you.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Courteous Magocracy [general]

You were raised in a land where mighty wizards order affairs. Where powerful spellcasters are common, cautious courtesy is the norm and everyone has an eye for magic goods.

Region: Evermeet, Halruaa.

Benefit: You receive a +2 bonus on all Diplomacy and Spellcraft checks.

Create Portal [Item Creation]

You have learned the ancient craft of creating a *portal*, a permanent magic device that that instantaneously transports those who know its secrets from one locale to another. Faerûn is riddled with *portals*.

Prerequisite: Craft Wondrous Item.

Benefit: You can create any *portal* whose prerequisites you meet. Crafting a *portal* takes one day for each 1,000 gp in its base price. To craft a *portal*, you must spend 1/25 of its base price in XP and use up raw materials costing half of this base price. See Chapter 2: Magic for details of *portal* creation.

Some *portals* incur extra costs in material components or XP as noted in their descriptions. These costs are in addition to those derived from the *portal's* base price.

Daylight Adaptation [general]

Through long exile from the shadowed homelands of your kind, you have learned to endure the painful sunlight of the surface world.

Region: Drow, gray dwarf, orc.

Benefit: If you are a type of creature that suffers circumstance penalties when exposed to bright light (such as a drow or duergar),

you no longer suffer those penalties, whether the light comes from natural or magical sources of illumination.

Delay Spell [Metamagic]

You can cast spells that take effect after a short delay of your choosing.

Prerequisite: Any other metamagic feat.

Benefit: A delayed spell doesn't activate until 1 to 5 rounds after you finish casting it. You determine the delay when casting the spell, and it cannot be changed once set. The spell activates just before your turn on the round you designate. Only area, personal, and touch spells may be affected by this feat.

Any decisions you would make about the spell, including attack rolls, designating targets, or determining or shaping an area, are decided when the spell is cast. Any effects resolved by those affected by the spell, including saving throws, are decided when the spell triggers. If conditions change between casting and effect in such a fashion as to make the spell impossible—for example, the target you designate leaves the spell's maximum range or area before it goes off—the spell fails.

A delayed spell may be dispelled normally during the delay, and can be detected normally in the area or on the target with spells such as *detect magic*. A delayed spell uses up a spell slot three levels higher than the spell's actual level.

Discipline [general]

Your people are admired for their single-minded determination and clarity of purpose. You are difficult to distract by spell or blow.

Regions: Aglarond, Anauroch, Cormyr, Impiltur, Thay, strongheart halfling, sun elf, rock gnome.

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Concentration checks.

Education [general]

Some lands hold the pen in higher regard than the sword. In your youth you received the benefit of several years of more or less formal schooling.

Regions: Amn, Chessenta, Cormyr, Evermeet, Lantan, Mulhorand, Sembia, Silverymoon, Waterdeep, moon elf, sun elf.

Benefit: All Knowledge skills are class skills for you. You get a +1 bonus on all skill checks with any two Knowledge skills of your choosing.

Special: You may only take this feat as a 1st-level character.

Ethran [general]

You have been initiated into the secrets of the Witches of Rashemen as a member of the Ethran, the "untried."

Prerequisites: Female, Charisma 11+, spellcaster level 1st+, society approval.

Region: Rashemen.

Benefit: You are a respected member of the Witches of Rashemen. You gain a +2 bonus on Animal Empathy and Intuit Direction checks. When dealing with other Rashemi, you gain a +2 bonus on any Charisma-based skill checks. Acquiring this feat requires the approval of the DM and remaining in good standing with the witches of Rashemen. If you lose their approval, you lose all benefits of this feat.

Foe Hunter [Fighter, general]

In lands threatened by evil nonhumans, many warriors learn ways to fight effectively against these creatures. You have served as a

member of a militia or military unit devoted to protecting your home from the fierce raiders who trouble the area.

Regions: Chult, Cormyr, Damara, the Lake of Steam, the North, the Moonsea, Tashalar, Tethyr, Vaasa, shield dwarf, wood elf.

Benefit: Your homeland dictates the type of foe you have trained against. When fighting monsters of that race, you gain a +1 competence bonus on damage rolls with melee attacks and on ranged attacks at ranges of up to 30 feet, and you act as if you had the Improved Critical feat for the weapon you are using. This benefit does not stack with the Improved Critical feat.

Special: In Cormyr, Damara, Tethyr, Vaasa, or as a shield dwarf, your traditional foes are goblinoids—goblins, hobgoblins, and bugbears. In Chult and Tashalar, this feat applies to lizard-folk and yuan-ti. Wood elves train against gnolls. In the Lake of Steam, the North, and the Moonsea, this feat applies to orcs and half-orcs.

You may take this feat multiple times. Its effects do not stack. Each time you take the feat you must qualify for learning regional feats in a land that hunts a different creature from that specified by the regional feat or feats you already have.

forester [general]

Faerûn's great forests stretch for hundreds of miles across the northlands. You are knowledgeable about the secrets of the forest and wise in its ways.

Regions: Chondalwood, Dalelands, the Great Dale, the High Forest, ghostwise halfling, moon elf, wild elf, wood elf.

Benefit: You receive a +2 bonus on all Heal checks and a +2 bonus on all Wilderness Lore checks.

greater spell

FOCUS [general]

Choose a school of magic to which you already have applied the Spell Focus feat. Your spells of that school are even more potent than normal.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

greater spell

penetration [general]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance. This overlaps (does not stack with) the bonus from Spell Penetration.

horse nomad [fighter, general]

You have been raised in a culture that relies upon riding and shooting for survival.

Regions: Hordelands, the Shaar, Vaasa (the Ride only).

Benefit: You get Martial Weapon Proficiency (composite short-bow) and a +2 bonus on all Ride checks.

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 countering, 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.

improved familiar [general]

So long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar, compatible alignment.

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

The improved familiar is magically linked to its master just like a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or Chapter 9: Monsters of this book, with these exceptions:

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all the special attacks of its kind.

Special Qualities: The familiar has all the special qualities of its kind.



Improved familiars:
imp, pseudodragon,
quasit

TABLE I-6: IMPROVED FAMILIARS

Kind of Familiar	Arcane Spellcaster Level Required
Beholderkin, eyeball† [neutral evil]	5
Cat, tressym†† [neutral]	5
Imp [lawful evil]	7
Pseudodragon [neutral good]	7
Quasit [chaotic evil]	7
Night hunter batt† [neutral evil]	5
Formian worker [lawful neutral]	7
Shocker lizard [neutral]	5
Stirge [neutral]	5

†These creatures are described in *Monster Manual Appendix: Monsters of Faerûn*.

††This creature is described in Chapter 9: Monsters.

Saving Throws: The familiar uses the master's base save bonuses if they're better than the familiar's.

Skills: Use the normal skills for a creature of its kind.

Familiar Special Abilities: Use Table 3-19: Familiar Abilities, page 51 of the *Player's Handbook*, to determine additional abilities as you would for a normal familiar.

Innate spell [general]

You have mastered a spell so thoroughly you can now cast it as a spell-like ability.

Prerequisites: Quicken Spell, Silent Spell, Still Spell.

Benefit: Choose a spell you can cast. You can now cast this spell at will as a spell-like ability, once per round, without needing to prepare it. One spell slot eight levels higher than the innate spell is permanently used to power it. (Note that spell slots above 9th level can be achieved with the rules in the upcoming *Epic-Level Campaigns* book.) If the innate spell has an XP component, you pay the XP cost each time you use the spell-like ability. If the innate spell has a focus, you do not need the focus to use the spell-like ability. If the innate spell has a material component with negligible cost, you do not need the focus to use the spell-like ability. If the innate spell has a material component for which a gold piece value is given, you need that component to use the spell-like ability.

Since an innate spell is a spell-like ability and not an actual spell, a cleric cannot convert it to a *cure* spell or an *inflict* spell, nor can it be converted to a signature spell (see the Signature Spell feat). Divine spellcasters who become unable to cast divine spells cannot use divine innate spells.

Special: You can choose this feat more than once, selecting another spell each time. You have to pay the costs in spell slots, focuses, and material components for each innate spell you acquire.

Inscribe Rune [item creation]

You can create magic runes that hold spells until triggered.

Prerequisite: Intelligence 13+, appropriate Craft skill, divine spellcaster level 3rd+.

Benefit: You can cast any divine spell you have prepared as a rune. The caster must have prepared the spell to be scribed and must provide any material components or focuses the spell requires. If casting the spell would reduce the caster's XP total, he pays the cost upon beginning the rune in addition to the XP cost for making the rune itself. Likewise, material components are consumed when he begins writing, but focuses are not. See the Rune Magic section in Chapter 2: Magic for the details of runes and rune magic.

A single object of Medium-size or smaller can hold only one rune. Larger objects can hold one rune per 25 square feet (an area 5 feet square) of surface area. Runes cannot be placed on creatures. The rune has a base price of the spell level \times caster level \times 100 gp (a 0-level spell counts as 1/2 level). You must spend 1/25 of its base price in XP and use up raw materials costing half this base price. A rune's market value equals its base price.

Insidious magic [metamagic]

You can use the Shadow Weave to make your spells harder for Weave users to detect. All creatures employing spells or spell-like abilities are considered to be Weave users unless they possess the Shadow Weave Magic feat.

Prerequisite: Shadow Weave Magic.

Benefit: When a Weave user employs a divination spell, spell-like ability, or magic item (such as *detect magic*) that may detect the magical aura of one of your spells, the Weave user must make a level check (DC 11 + your caster level) to successfully detect your

spells. Similarly, a Weave user attempting to use a divination such as *see invisibility* to reveal the effects of one of your spells must make a level check to reveal your spell's effects. The Weave user can check only once for each divination spell used, no matter how many of your spell effects are operating in an area.

This benefit does not extend to spells you cast from the schools of Evocation or Transmutation.

From now on, your ability to detect Weave magic is impaired. Any divination spell you use against a Weave effect is successful only if you make a level check against a DC of 9 + the caster's level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects. (You detect them normally.)

Luck of heroes [general]

Your land is known for producing heroes. Through pluck, determination; and resilience, your people survive when no one expects them to come through.

Regions: Aglarond, Dalelands, Tethyr, the Vast.

Benefit: You receive a +1 luck bonus on all saving throws.

Magical Artisan [general]

You have mastered the method of creating a certain kind of magic item.

Prerequisite: Any item creation feat.

Benefit: Each time you take this feat, choose one item creation feat you know. When determining your cost in XP and raw materials for creating items with this feat, multiply the base price by 75%.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new item creation feat.

Magical Training [general]

You come from Halruaa, a half-legendary land where basic magic is taught to all with the aptitude for it. Every crafter and laborer, it seems, knows a cantrip or two to ease her work.

Prerequisite: Intelligence 10+.

Region: Halruaa.

Benefit: You may cast the 0-level arcane spells *dancing lights*, *daze*, and *mage hand* once per day each. You have an arcane spell failure chance if you wear armor. You are treated as a wizard of your arcane spellcaster level (minimum 1st level) for determining the range at which these spells can be cast.

Special: You may only take this feat as a 1st-level character.

Mercantile Background [general]

Powerful trading costers and craft guilds control the wealth and commerce of Faerûn's lands. You come from a family that excels at a particular trade and knows well the value of any kind of trade good or commodity.

Regions: Impiltur, Lake of Steam, Lantan, Sembia, Tashalar, Tethyr, Thesk, the Vast, deep gnome, gray dwarf.

Benefit: You gain a +2 bonus on all Appraise checks and a +2 bonus on skill checks in the Craft or Profession skill of your choice.

Militia [general]

You served in a local militia, training with weapons suitable for use on the battlefield.

Region: Dalelands, Impiltur, Luiren, strongheart halfling.

Benefit: You get Martial Weapon Proficiency (longbow) and Martial Weapon Proficiency (longspear). In Luiren, this feat applies to Martial Weapon Proficiency (shortbow) and Martial Weapon Proficiency (short sword) instead of longbow and longspear.

mind over body [general]

The arcane spellcasters of some lands have learned to overcome the frailties of the body with the unyielding power of the mind.

Regions: Calimshan, Thay, moon elf, sun elf.

Benefit: At 1st level, you may use your Intelligence modifier instead of your Constitution modifier to determine bonus hit points. You gain +1 hit point every time you learn a metamagic feat.

Special: You may only take this feat as a 1st-level character.

pernicious magic [metamagic]

You can use the Shadow Weave to make your spells harder for Weave users to counter. Any creature using a spell, spell-like ability, or magic item without the Shadow Weave Magic feat is considered to be a Weave user.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist counterspell attempts by Weave users. When a Weave caster tries to counterspell a spell you are casting, he must make a level check (DC 11 + your caster level) to succeed at the counterspell.

This benefit does not extend to spells you cast from the school of Evocation or Transmutation, nor to opponents using *dispel magic* to counterspell (see Tenacious Magic, later in this section).

From now on your ability to counterspell Weave magic is impaired. When you attempt to counter a Weave spell, you must make a level check with a DC of 9 + your opponent's caster level to succeed. This penalty does not extend to Enchantment, Illusion, or Necromancy effects. (You counterspell them normally.) You may attempt counterspells with *dispel magic* normally.

persistent spell [metamagic]

You make one of your spells last all day.

Prerequisite: Extend Spell.

Benefit: A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range (for example, *comprehend languages* or *detect magic*). Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* and *detect thoughts* to be aware of the mere presence or absence of the thing detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot four levels higher than the spell's actual level.

resist poison [general]

Over years, some among your people carefully expose themselves to poisons in controlled dosages in order to build up immunity to their effects. A few are thereby weakened, but the strong adjust.

Regions: Gray dwarf, half-orc, orc.

Benefit: You get a +4 bonus on Fortitude saving throws against poison.

Special: You may only take this feat as a 1st-level character.

saddleback [fighter, general]

Your people are as comfortable riding as walking.

Regions: Cormyr, Hordelands, Narfell, the North, Western Heartlands.

Benefit: You receive a +3 bonus on all Ride checks.

shadow weave magic [general]

You have discovered the dark and dangerous secret of the Shadow Weave.

Prerequisite: Wisdom 13+ or patron deity Shar.

Benefit: From now on, your spells tap the Shadow Weave instead of the Weave. You also can activate magic items that use the Shadow Weave without taking damage.

Add a +1 bonus to the DC for all saving throws of spells you cast from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor. You get a +1 bonus on caster level checks to overcome spell resistance for these schools and spells.

The Shadow Weave proves less than optimal for effects involving energy or matter. Your effective caster level for spells you cast from the schools of Evocation or Transmutation (except spells with the darkness descriptor) is reduced by one. (First-level Shadow Weave users cannot cast spells from these schools.) The reduced caster level affects the spell's range, duration, damage, and any other level-dependent variables the spell might have, including dispel checks against you.

You can no longer cast spells with the light descriptor, no matter what your level is. Such spells automatically fail. Your ability to use magic items that produce light effects is also limited—you cannot invoke an item's light power if the item's activation method is spell trigger or spell completion.

From now on, any magic item you create is a Shadow Weave item (see Chapter 2: Magic).

Special: Knowledge of the Shadow Weave has a price. When you acquire this feat, your Wisdom score is immediately reduced by 2 points. If this loss or any future Wisdom loss reduces your Wisdom score to less than 13, you still have the feat. (This is an exception to the general rule governing feats with prerequisites.)

Restorative spells (such as *restoration* or *greater restoration*) do not reverse the Wisdom loss. You can, however, strike a deal with Shar, the goddess who holds sway over the Shadow Weave, to regain your lost Wisdom. You must receive an *atonement* spell from a cleric of Shar. Sharran clerics require the subject to complete a dangerous quest before receiving the *atonement*, and afterward you must choose her as your patron. (The usual quest is to destroy a follower of Selûne whose level is at least as high as yours.) If you later change your patron, you immediately suffer the Wisdom loss. If you take Shar back again as your patron deity, it is not regained.

signature spell [general]

You are so familiar with a mastered spell that you can convert other prepared spells into that spell.

Prerequisite: Spell Mastery.

Benefit: Each time you take this feat, choose a spell you have mastered with Spell Mastery. You may now convert prepared arcane spells of that spell's level or higher into that signature spell, just as a good cleric spontaneously casts prepared spells as *cure* spells.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new mastered spell.

silver palm [general]

Your culture is based on haggling and the art of the deal.

Regions: Amn, Dragon Coast, Great Dale, Impiltur, Moonsea, Sembia, the Shaar, Thesk, Vilhon Reach, gold dwarf, gray dwarf.

Benefit: You get a +2 bonus on all Appraise and Bluff checks.

smooth talk [general]

Your people are accustomed to dealing with strangers and foreigners without needing to draw weapons to make their point.

Regions: Luiren, Silverymoon, Thesk, Waterdeep, gold dwarf, lightfoot, halfling.

Benefit: You gain a +2 bonus on all Diplomacy and Sense Motive checks.

snake blood [general]

The taint of the yuan-ti runs in your veins. No outward signs give away your heritage, but you are something more—or less—than entirely human.

Regions: Chult, Tashalar, the Vilhon Reach (Hlondeth only).

Benefit: You get a +2 bonus on Fortitude saving throws against poison and a +1 bonus on all Reflex saving throws.

Special: You may only take this feat as a 1st-level character.

spellcasting prodigy [general]

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells and the saving throw DCs of spells you cast, treat your primary spellcasting ability score (Charisma for bards and sorcerers, Wisdom for divine spellcasters, Intelligence for wizards) as 2 points higher than its actual value. If you have more than one spellcasting class, the bonus applies to only one of those classes.

Special: You may only take this feat as a 1st-level character. If you take this feat more than once (for example, if you are a human or another type of creature that gets more than one feat at 1st level), it applies to a different spellcasting class each time. You can take this feat even if you don't have any spellcasting classes yet.

stealthy [general]

Your people are known for their stealthiness.

Regions: Drow elf, half-orc, ghostwise halfling, lightfoot halfling, strongheart halfling.

Benefit: You gain a +2 bonus on all Hide and Move Silently checks.

street smart [general]

You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.

Regions: Amn, Calimshan, Chessenta, Moonsea, Unther.

Benefit: You get a +2 bonus on all Bluff and Gather Information checks.

strong soul [general]

The souls of your people are hard to separate from their bodies.

Regions: Dalelands, Moonshaes, deep gnome, ghostwise halfling, lightfoot halfling, moon elf, rock gnome, strongheart halfling, sun elf, wild elf, wood elf.

Benefit: You get a +1 bonus on all Fortitude and Will saves and an additional +1 bonus on saving throws against energy draining and death effects.

survivor [general]

Your people thrive in regions that others find uninhabitable, and excel at uncovering the secrets of the wilderness and surviving to tell the tale.

Regions: Anauroch, Chondalwood, Chult, Damara, Hordelands, Moonshaes, Narfell, the North, the Shaar, Rashemen, Silverymoon, Vaasa, Vilhon Reach, Western Heartlands, deep gnome, drow elf, lightfoot halfling, ghostwise halfling, shield dwarf, wild elf.

Benefit: You get a +1 bonus on Fortitude saves and a +2 bonus on all Wilderness Lore checks.

Tattoo Focus [special]

You bear the powerful magic tattoos of a Red Wizard of Thay.

Prerequisite: Specialized in a school of magic.

Region: Thay.

Benefit: Add +1 to the DC for all saving throws against spells from your specialized school. You get a +1 bonus on caster level checks (1d20 + caster level) to beat a creature's spell resistance when casting spells from that school.

Special: Only characters with the Tattoo Focus feat can participate in Red Wizards' circles.

Tenacious Magic [metamagic]

You can use the Shadow Weave to make your spells harder for Weave users to dispel. Any magic-wielding creature without the Shadow Weave Magic feat is considered a Weave user.

Prerequisite: Shadow Weave Magic.

Benefit: Your spells resist dispelling attempts by Weave users. When a Weave caster makes a dispel check to dispel one of your spells (including using *dispel magic* to counterspell a spell you are casting), the DC is 15 + your caster level. This benefit does not extend to spells you cast from the schools of Evocation or Transmutation.

From now on your ability to dispel Weave magic is impaired. When you make a dispel check to dispel a Weave spells (or use *dispel magic* to counterspell an opponent's spell), the DC is 13 + the opponent's caster level. This penalty does not extend to Enchantment, Illusion, or Necromancy effects, which you can dispel normally.

Thug [general]

Your people know how to get the jump on the competition and push other people around. While others debate, you act.

Regions: Calimshan, Dragon Coast, Moonsea, Nelanther Isles, Unther, the Vast, Vilhon Reach, Waterdeep.

Benefit: You get a +2 bonus on Initiative checks, and a +2 bonus on Intimidate checks.

Thunder Twin [general]

You are one of the dwarven generation of twins born after Moradin's Thunder Blessing in the Year of Thunder (1306 DR).

Regions: Gold dwarf, shield dwarf.

Benefit: You receive a +2 bonus on all Charisma-based checks. You have a twin brother or sister (fraternal or identical). You may detect the direction of your twin if he or she is alive, on the same plane, and you succeed at an Intuit Direction check against DC 15 (or a Wisdom check if you do not have the skill). A failure on this check gives no information. You may retry once per round as a standard action.

Special: You may only take this feat as a 1st-level character.

Treetopper [general]

Your people are at home in the trees and high places, daring falls that paralyze most other folk in abject terror.

Regions: Aglarond, Chondalwood, High Forest, ghostwise halfling, wild elf, wood elf.

Benefit: You get a +2 bonus on all Climb checks. You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing.

Twin spell [metamagic]

You can cast a spell simultaneously with another spell just like it.

Prerequisite: Any other metamagic feat.

Benefit: Casting a spell altered by this feat causes the spell to take effect twice on the target, as if you were simultaneously casting the same spell two times on the same location or target. Any variables in the spell (such as targets, shaping an area, and so on) apply to both of the resulting spells. The target suffers all the effects of both spells individually and receives a saving throw for each.

In some cases, failure of both of the target's saving throws results in redundant effects, such as a twinned *charm person* (see Combining Magical Effects, page 153 of the *Player's Handbook*), although any ally of the target would have to succeed at two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling (for example, using an untwinned form of the spell doesn't negate just half of the twinned spell).

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

Twin sword style [fighter, general]

You have mastered a style of defense that others find frustrating.

Prerequisite: Two-Weapon Fighting.

Regions: Sembia, Waterdeep, drow elf.

Benefit: When fighting with two swords (dagger, longsword, rapier, scimitar, or short sword, in any combination), you can designate a melee opponent during your action and receive a +2 armor bonus to your Armor Class against attacks from that opponent. This armor bonus stacks with the armor bonus from armor and shield. You can select a new melee opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose this bonus.

The benefits of this feat apply only if you are proficient with the weapons you are using.

character description

In addition to the guidelines given in the *Player's Handbook*, you need to take into account some other considerations when creating a character for the FORGOTTEN REALMS campaign setting.

Religion

The deities of Faerûn are deeply enmeshed in the functioning of the world's magical ecology and the lives of mortals. Faerûnian characters nearly always have a patron deity. Everyone in Faerûn knows that those who die without having a patron deity to escort them to their proper judgement in the land of the dead spend eternity writhing in the Wall of the Faithless, or disappear into the hells of the devils or the infernos of the demons.

The selection of a patron deity does not mean that your character only worships or makes prayers and offerings to one deity. Faerûn is a polytheistic world, not a monotheistic world. At appropriate moments, characters might worship or pay homage to nearly all the deities, even some they could not choose as patron deities. For example, lawful good sailors would never think of choosing Umberlee, the evil goddess of the ocean, as their patron, but it would be hard to find a sailor who had not sacrificed to Umberlee before at least one journey, or made promises to her during a storm. Likewise, an evil follower of Mask, the god of thieves, might make a donation to the temple of Tymora, goddess of luck, before a big heist, even though Tymora is a good goddess.

WHY CHOOSE A PATRON DEITY?

Choosing a patron deity provides you with contacts in the world, particularly if you are known to serve your deity's causes. A character with Helm as her patron is more likely to get assistance—timely healing, a place of refuge, access to divinations and other spells—from the church of Helm in times of need. A bard whose patron is Tymora might have a better chance of convincing a group of Tymora-worshipping bandits to talk peacefully instead of fighting.

Of more concern to most adventurers, a character who dies without a patron deity cannot be raised from the dead by any mortal means short of a *miracle* or *wish*. When such a character dies, he is considered one of the Faithless, and his soul is used to form part of the wall around the realm of Kelemvor, god of the dead. Mortal action cannot reverse this fate, and so unless the character's friends can arrange direct intervention by another deity (or expend a *miracle* or *wish*, spells symbolizing intervention by another deity), that character is unlikely to return to life. (See the Cosmology section of Chapter 5: Deities for more information.)

CHOOSING A PATRON

Having a patron deity implies some true personal attachment to that deity. Given this relationship, it is practically unheard of for a character to have a patron with a radically different alignment than her own. For example, it is essentially impossible for a chaotic good rogue to feel a close personal connection with Bane, the lawful evil god of tyranny and fear.

When choosing a patron if you are a divine spellcaster, you follow the "one-step" rule described in the Alignment subsection of the Cleric section of Chapter 3: Classes in the *Player's Handbook*. Your alignment may be up to one "step" away from your patron's. For example, a chaotic neutral ranger can choose Malar (a chaotic evil god) as his patron, but could not choose Mielikki (a neutral good goddess).

You can only have one patron deity at a time. It is possible to change your patron, but doing so is not a decision made lightly or quickly. If you are a cleric, druid, paladin, or spellcasting ranger (or any other divine spellcaster), this process is described in the Changing Deities section of Chapter 5: Deities. If you are any other character class, changing a patron is a simple matter of deciding to do so that does not require intervention by the church of your new patron (although obtaining its blessing is customary, to show allegiance to the new deity). A character who frequently changes patron deities is likely to gain a reputation of being weak in her faith, and risks being branded as one of the False in the afterlife.

Humans choose a patron deity from the Faerûnian or Mulhorandi pantheons based on the region in which they live or that they grew up in. Nonhumans usually choose a patron from their own pantheon (drow from the drow pantheon, elves from the elven pantheon, and so on). Nonhumans can also select a patron from the human pantheon of the region they live in or grew up in. The most common examples of this are northern halflings, who often choose Tymora, and gnomes, who often choose Gond. Half-orcs choose a patron from the orc pantheon or from the human pantheon of the region they live in or grew up in. Half-elves choose a patron from the elven or drow pantheon (as appropriate to their nonhuman parent) or from the human pantheon of the region they live in or grew up in. For the most part, creatures choose a patron from their own pantheon, but those that stray from this trend are common enough to be viewed merely as a curiosity rather than an aberration.

vital statistics

Most characters in the FORGOTTEN REALMS campaign setting use the normal height and weight values given on Table 6-6: Random

Height and Weight, page 93 of the *Player's Handbook*. However, elves in Faerûn are tall and thin, so all elves except drow use the human height and the half-elfen weight, subtracting 10 pounds from the actual weight. Half-elves use the human height and half-elfen weight entries. Drow use the elfen height and weight entries. The emaciated gray dwarves use the dwarf entries but subtract 30 pounds from their weight result. Aasimars and tieflings use standard human height and weight, and the genasi use that as a base, although air genasi tend to be lighter, earth genasi heavier, fire genasi taller, and water genasi shorter.

prestige classes

Faerûn is home to dozens of secret organizations and elite orders, hundreds of unique adventurers and anointed champions, and thousands of opportunities. A mage might begin her career as a straightforward wizard, but as she gains power and experience, choices confront her. Should she follow the path of the archmage, or plunge into the secret studies of the Red Wizards? Should she seek knowledge in the dark arts of the Shadow Weave, risking life and sanity in pursuit of power, or should she strengthen her ties to her patron deity and serve her chosen church as an arcane devotee?

Characters of any class face similar choices. Many of the most powerful and successful adventurers of Faerûn eventually become embroiled in the struggle of light and dark, assuming the responsibility and the privileges of these unique character classes.

Prestige classes that add to the character's base class for determining the number of spells per day also add to the character's caster level (such as for dispel checks and level checks to overcome spell resistance).

Arcane devotee

Every major faith numbers sorcerers and wizards among its fervent followers. While some wizards ally themselves with churches close to their own beliefs out of caution and convenience, others are devout representatives of their faith and willingly subordinate their own causes to those of their patron deity, becoming arcane devotees.

Arcane devotees complement the divine magic of a church's clerical leaders and are among the most important and respected members of a deity's following. They provide much of the magical firepower of their faith and collaborate with the church's clerics in the creation of magic items requiring both arcane and divine spells. Arcane devotees provide support for the church's armies in time of war, divine the intentions of the enemies of the faith, and often take the front line to decimate enemy troops or destroy spellcasters of rival faiths.

Naturally, arcane devotees are always arcane spellcasters. Sorcerers and wizards are the most common type, but some music-oriented deities tend to have more bard devotees, and a rare few of the more evil deities have been known to have assassin devotees that focus on cruel and terrible forms of death magic.

Hit Die: d4.

REQUIREMENTS

To qualify to become an arcane devotee (Dev) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Ability to cast 4th-level arcane spells.

Skills: Knowledge (religion) 8 ranks, Spellcraft 8 ranks.

Feats: Enlarge Spell.

Patron: An arcane devotee must have a patron deity, and it must be the deity of which she is a devotee.

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

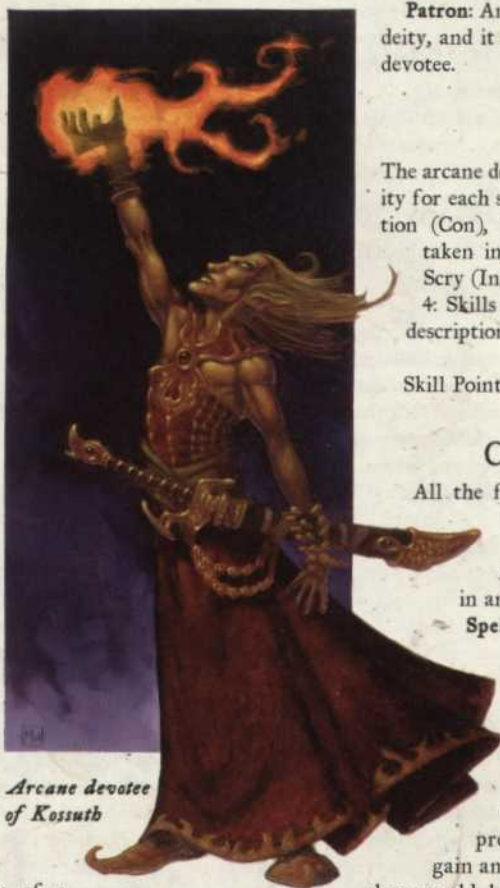
All the following are class features of the arcane devotee prestige class.

Weapon and Armor Proficiency:

Arcane devotees gain no proficiency in any weapon or armor.

Spells per Day: An arcane devotee's training focuses on arcane spells. Thus, when a new arcane devotee level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of arcane devotee to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an arcane devotee, he must decide to which class he adds each level of arcane devotee for the purpose of determining spells per day.



Arcane devotee of Kossuth

TABLE 1-7: THE ARCANE DEVOTEE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enlarge Spell	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Sacred defense +1, alignment focus	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Bonus feat	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Sacred defense +2	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Divine shroud	+1 level of existing arcane spellcasting class

Enlarge Spell: The arcane devotee may cast a spell as if it were under the effects of the Enlarge Spell feat. He does not need to prepare this spell in advance, and it does not increase the casting time or use a higher spell slot. This ability can be used a number of times per day equal to 1 + the arcane devotee's Charisma bonus (minimum of once per day).

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the arcane devotee's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Alignment Focus: A 2nd-level arcane devotee chooses one component of his deity's alignment. He now casts spells of that alignment at +1 caster level. If his deity is neutral, he chooses one component of his alignment for this focus. If the arcane devotee and his deity are neutral, the character chooses chaos, evil, good, or law for his focus.

Bonus Feat: At 3rd level, an arcane devotee can choose any one item creation feat or any feat from the following list: Spell Focus, Greater Spell Focus, Spell Penetration, Greater Spell Penetration, Improved Counterspell, Magical Artisan, or Shadow Weave Magic (devotees of Shar only).

Divine Shroud (Su): Once per day, a 5th-level arcane devotee may surround himself with a shroud of glowing divine power that protects him against enemy spells. The shroud is of a color appropriate to the arcane devotee's patron's alignment: constant blue for law, shimmering white for good, wavering black for evil, or flickering yellow for chaos. The shroud grants spell resistance of 12 + the character's caster level as if he were under the effects of a *spell resistance* spell. This ability can be invoked as a free action and lasts a number of rounds equal to the arcane devotee's Charisma bonus + 5.

Archmage

The highest art is magic—often referred to as *the Art*. Its most advanced practitioners are frequently archmages, bending spells in ways unavailable to other spellcasters. The archmage gains strange powers and the ability to alter spells in remarkable ways, but must sacrifice some of her spell capability in order to master these arcane secrets.

Hit Die: d4.

REQUIREMENTS

To qualify to become an archmage (Acm), a character must fulfill all the following criteria.

Spellcasting: Ability to cast 7th-level arcane spells, knowledge of 5th-level or higher spells from at least five schools.

Skills: Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Feats: Skill Focus (Spellcraft), Spell Focus in two schools of magic.

TABLE I-8: THE ARCHMAGE

Class	Base	Fort	Ref	Will		
Level	Attack Bonus	Save	Save	Save	Special	Spells per Day
1st	+0	+0	+0	+2	High arcana	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	High arcana	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	High arcana	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	High arcana	+1 level of existing arcane spellcasting class

CLASS SKILLS

The archmage's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Archmages gain no proficiency in any weapon or armor.

Spells per Day: When a new archmage level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of archmage to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became an archmage, he must decide to which class he adds each level of archmage for the purpose of determining spells per day.

High Arcana: The archmage learns secret lore unknown to lesser wizards and sorcerers. She gains the ability to select a special ability from among the following by permanently eliminating one spell slot. For example, a 15th-level wizard normally can cast two 7th-level spells per day (not counting bonus spells for specialization or high Intelligence). A Wiz13/Acm2 who chooses the arcane reach ability forfeits one 7th-level spell, and so can only cast one 7th-level spell per day, not counting bonus spells.

The archmage may choose to eliminate a spell slot of a higher level than that required to acquire the high arcana in question, if she so desires.

Arcane Fire (Su): The archmage gains the ability to channel arcane spell energy into arcane fire, manifesting as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of archmage) and deals 1d6 points of damage per level

of archmage plus 1d6 points of damage per level of the spell channeled to create the effect. Therefore, a 5th-level archmage that channels a 7th-level spell into arcane fire deals 12d6 points of damage to the target if it hits. This ability costs one 9th-level spell slot.

Arcane Reach: The archmage can use touch spells on targets up to 30 feet away. If the spell requires a touch attack (melee or ranged), the archmage must make a ranged touch attack. If selected



Archmage Perendra Raslemtar of Tethyr

a second time as a special ability, the range increases to 60 feet. This ability costs one 7th-level spell slot.

Mastery of Counterspelling: When the archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *spell turning* spell. If the spell cannot be affected by *spell turning* (for example, if it is an area or effect spell), then it is merely counterspelled. This ability costs one 7th-level spell slot.

Mastery of Elements: The archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally does. For example, an archmage could cast a *fireball* that does sonic damage instead of fire damage.

This ability can only alter spells with the acid, cold, fire, electricity, or sonic descriptors. The spell's casting time is unaffected. The caster decides whether or not to alter the spell's energy type and chooses the new energy type when he begins casting. This ability costs one 8th-level spell slot.

Mastery of Shaping: The archmage can alter area and effect spells that use the following categories: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. For example, the archmage could cast a *fireball* and leave a hole where his ally stands, preventing any fire damage. Furthermore, any shapeable (S) spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Spell Power +1: This ability increases the DC for saving throws against the archmage's arcane spells and caster level checks for her arcane spells to overcome spell resistance by +1. This ability can only be selected once, and stacks with spell power +2 and spell power +3, as well as spell power effects from other sources, such as from the Red Wizard prestige class. This ability costs one 5th-level spell slot.

Spell Power +2: As spell power +1, except the increase is +2 instead of +1. This ability can only be selected once, and stacks with spell power +1 and spell power +3, as well as spell power effects from other sources. This ability costs one 7th-level spell slot.

Spell Power +3: As spell power +1, except the increase is +3 instead of +1. This ability can only be selected once, and stacks with spell power +1, spell power +2, as well as spell power effects from other sources. This ability costs one 9th-level spell slot.

Spell-Like Ability: The archmage can use one of her arcane spell slots (other than the slot expended to learn this high arcane) to permanently prepare one of her arcane spells as a spell-like ability that can be used twice per day. The archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs her 10 times that amount in XP. This ability costs one 5th-level spell slot.

The spell-like ability normally uses a spell slot of the spell's level, although the archmage can choose to make a spell modified by a metamagic feat into a spell-like ability at the appropriate spell level. For example, the archmage can make *lightning bolt* into a spell-like ability by using a 3rd-level spell slot to do so, or a maximized *lightning bolt* into a 6th-level spell-like ability.

The archmage may use an available higher-level spell slot to be able to use the spell-like ability more often. Using a slot three levels higher than the chosen spell allows her to cast it four times per day, and a slot six levels higher lets her cast it six times per day. For example, Hezark (Wiz15/Acm2) is a pyromaniac and never wants to be denied the ability to cast *fireball*, so she permanently uses a 9th-level spell slot to get *fireball* as a spell-like ability usable six times per day.

She forfeits a 5th-level spell slot to master the ability.

If selected more than one time as a special ability, this can apply to the same spell or to a different spell.

divine champion

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

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

Hit Die: d10.



Lady Jeryth Phaulkon of Waterdeep, divine champion of Mielikki

REQUIREMENTS

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

Base Attack Bonus: +7.

TABLE 1-9: THE DIVINE CHAMPION

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Lay on hands
2nd	+2	+3	+3	+0	Fighter feat, sacred defense +1
3rd	+3	+3	+3	+1	Smite infidel
4th	+4	+4	+4	+1	Fighter feat, sacred defense +2
5th	+5	+4	+4	+1	Divine wrath

Skills: Knowledge (religion), 3 ranks.

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

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

CLASS SKILLS

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

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

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

Lay on Hands (Sp): As a defender of the faith, a divine champion may lay on hands to heal herself or another creature following the same patron deity as himself. The ability works like a paladin's ability to lay on hands, except the divine champion may heal 1 point of damage per divine champion level plus her Charisma bonus. If the divine champion is a paladin, she can combine this healing with her paladin class's lay on hands ability.

Fighter Feat: At 2nd level and again at 4th level, a divine champion may choose any one feat (except Weapon Specialization) from the fighter class bonus feat list on page 37 of the *Player's Handbook* or any feat with the [Fighter] designator in this chapter.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine champion's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Smite Infidel (Su): Once per day, a divine champion may attempt to smite a creature with a different patron deity (or no patron deity at all) with one normal melee attack. She adds her Charisma bonus to the attack and roll and deals 1 extra point of damage per divine champion level. If the divine champion accidentally smites someone of the same patron, the smite has no effect but is still used up for that day. If the divine champion is also a paladin, she may use smite evil and this ability separately or combine them into a single strike if the target is evil and of a different faith.

Divine Wrath (Su): The divine champion channels a portion of her patron's power into wrath, giving her a +3 bonus on attack rolls, damage, and saving throws for a number of rounds equal to her Charisma bonus. During this time, the divine champion also has damage reduction 5/—. This ability can be used once per day and is invoked as a free action.

divine disciple

The most zealous, devout, and pious clerics, druids, and paladins possess the ability to serve their deity as intermediaries between the deity's mortal and divine servants. They interpret the divine will, act as teachers and guides to other members of the clergy, and arm the lay followers of their deity with the power of their patron. Eventually they transcend their mortal nature and embody the divine on the face of Toril.

Divine disciples are always divine spellcasters. Clerics and druids are the most common candidates for becoming divine disciples, but paladins and rangers have been known to become divine disciples, and evil deities such as Bane have been known to elevate blackguards as divine disciples in the ranks of their dark faiths.

Hit Die: d8.

REQUIREMENTS

To qualify to become a divine disciple (Dis) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Ability to cast 4th-level divine spells.

Skills: Diplomacy 5 ranks, Knowledge (religion) 8 ranks.

Patron: A divine disciple must have a patron deity, and it must be the deity of which she is a divine disciple.

CLASS SKILLS

The divine disciple'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), Knowledge (nature) (Int), Profession (Wis), Scribe (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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



LOCKWOOD

Divine disciple of Velsharoon *Player's Handbook* for skill descriptions.

TABLE I-10: THE DIVINE DISCIPLE

Class	Base	Fort	Ref	Will	Special	Spells per Day
Level	Attack Bonus	Save	Save	Save		
1st	+0	+2	+0	+2	New domain, divine emissary	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Sacred defense +1	+1 level of existing divine spellcasting class
3rd	+1	+3	+1	+3	Imbue with spell ability	+1 level of existing divine spellcasting class
4th	+2	+4	+1	+4	Sacred defense +2	+1 level of existing divine spellcasting class
5th	+2	+4	+1	+4	Transcendence	+1 level of existing divine spellcasting class

Weapon and Armor Proficiency: Divine disciples gain no proficiency in any weapon or armor.

Spells per Day: A divine disciple's training focuses on divine spells. Thus, when a new disciple level is gained, the character gains new spells per day as if she had also gained a level in whatever divine spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that she adds the level of divine disciple to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before she became a divine disciple, she must decide to which class she adds each level of divine disciple for the purpose of determining spells per day.

New Domain: The divine disciple may choose a new domain from her deity's available domains. The divine disciple receives the domain's granted power and may choose the domain's spells as domain spells. (The disciple now has three choices each level for domain spells instead of two.)

Divine Emissary: Divine disciples can telepathically communicate with any outsider within 60 feet, as long as that outsider serves the disciple's deity or has the same alignment as the disciple.

Sacred Defense: Add this value (+1 at 2nd level, +2 at 4th level) to the divine disciple's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Imbue With Spell Ability (Sp): As the spell, except a divine disciple does not need to use any 4th-level (or higher) spell slots to activate this ability. (She transfers currently prepared spells to her targets on a one-for-one basis without having to use a spell slot for the *imbue with spell ability* spell.)

The only limit to the number of spells the divine disciple can transfer is the disciple's available 1st- and 2nd-level spells.

Transcendence: The divine disciple, through long association with her deity's outsider servants and direct intervention by her deity, transcends her mortal form and becomes a divine creature. Her type changes to outsider, which means that she acquires some immunities and vulnerabilities based on her type (see Native Outsider, under the planetouched race description). As a free action she can ward herself with a *protection from chaos/evil/good/law* spell. (She chooses which form to have when she gains the transcendence power and cannot change it thereafter.)

Upon achieving transcendence, the divine disciple's appearance usually undergoes a minor physical change appropriate to her alignment and deity. For example, the eyes of a disciple of Lathander, the Morninglord, might change to glowing gold. Anyone who shares the disciple's patron, including outsider servants of her patron, immediately recognize her transcendent nature, and she gains a +2 bonus on all Charisma-based skill and ability checks in regard to these creatures.

divine seeker

Sometimes a church cannot act openly, either because of political constraints, bureaucracy, or because it doesn't want its presence known in an area. During these times, the abilities of discretion, stealth, and speed are more valuable than the direct manifestation of power. The divine seeker fills this role, infiltrating dangerous places to rescue prisoners, reclaim stolen relics, or eliminate enemy leaders. Quiet and protected by the power of her deity, a divine seeker can often accomplish what a direct assault could not.

Divine seekers may be of any class, though they favor monks, rangers, and rogues. Barbarians and bards, often have the skills to become divine seekers, but they tend to be too undisciplined or have abilities that rely on noise. Sorcerers and wizards with subtle and stealthy magic sometimes become divine seekers, but they are rare.

Hit Die: d6.

REQUIREMENTS

To qualify to become a divine seeker (Skr) of a particular deity, a character must fulfill all the following criteria.

Skills: Hide 10 ranks, Knowledge (religion) 3 ranks, Move Silently 8 ranks, Spot 5 ranks.

Patron: A divine seeker must have a patron deity, and it must be the deity of which she is a divine seeker.

CLASS SKILLS

The divine seeker's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently

(Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

TABLE I—II: THE DIVINE SEEKER

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sanctuary, thwart glyph
2nd	+1	+0	+3	+0	Sacred defense +1, sneak attack +1d6
3rd	+2	+1	+3	+1	Locate object, obscure object
4th	+3	+1	+4	+1	Sacred defense +2, sneak attack +2d6
5th	+3	+1	+4	+1	Locate creature, divine perseverance



Divine seeker of Mask

Illustration by Sam Wood

CLASS FEATURES

All the following are class features of the divine seeker prestige class. All of the divine seeker's spell-like abilities function as if cast by a cleric with a caster level of the divine seeker's class level plus her Charisma bonus.

Weapon and Armor Proficiency: Divine seekers gain proficiency in all simple weapons and light armor.

Sanctuary (Sp): Once per day a divine seeker can ward herself with a *sanctuary* spell.

Thwart Glyph: A divine seeker gains a +4 bonus on all Search and Disable Device checks to locate, disable, or bypass magic glyphs, runes, and symbols.

Sacred Defense: Add this bonus (+1 at 2nd level, +2 at 4th level) to the divine seeker's saving throws against divine spells, as well as the spell-like and supernatural abilities of outsiders.

Sneak Attack: As the rogue's ability. This stacks with any sneak attack ability from another class.

Locate Object (Sp): Once per day, a divine seeker can use the *locate object* spell.

Obscure Object (Sp): Once per day, a divine seeker can use *obscure object*, which prevents her from being tracked by locating a stolen item she carries.

Locate Creature (Sp): Once per day, a divine seeker can use the *locate creature* spell.

Divine Perseverance: Once per day, if the divine seeker is brought to -1 or lower hit points, she automatically is cured of 1d8+5 points of damage.



Guild thief

guild thief

Guild thieves are thieves who operate in urban areas as part of an organized thieves' guild. They control and manipulate almost all the crime in their home cities. Guild thieves are usually organized into divisions (assassins, beggars, bounty hunters, burglars, con artists and tricksters, cutpurses and pickpockets, enforcers and thugs, racketeers, scouts and spies, and fences, pirates, and smugglers), each of which is led by a guildmaster responsible for crimes of that type. The guildmasters report to a head guildmaster. Guild thieves generally only know their own minions, their coworkers, and their superior. This web of secrecy preserves the organization, because any that are captured can only sell out a few others.

Most guild thieves are rogues, although specialists in some divisions are more likely to be fighters or rangers. Clerics of evil deities (particularly Mask and Shar) take roles in many divisions, and sorcerers and wizards also have important roles, but their prominence is dependent on the land in which they operate. (Some lands have few sorcerers and wizards or discourage them from staying or developing by placing many restrictions on them.) Guild thieves excel at working with others, intimidating common folk, administering punitive beatings, and acquiring important contacts.

Hit Die: d6.

REQUIREMENTS

To qualify to become a guild thief (Gld), a character must fulfill all the following criteria.

Skills: Gather Information 3 ranks, Hide 8 ranks, Intimidate 3 ranks, Move Silently 3 ranks.

Special: Membership in a thieves' guild.

CLASS SKILLS

The guild thief's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All the following are class features of the guild thief prestige class.

Weapon and Armor Proficiency: Guild thieves gain proficiency in all simple weapons and light armor.

Sneak Attack: As the rogue's ability. This stacks with any sneak attack ability from another class.

Doublespeak: A guild thief gains a +2 bonus on all Bluff, Diplomacy, and Innuendo checks.

Bonus Feat: A guild thief gains a feat from the following list: Alertness, Blind-Fight, Cosmopolitan, Education, Exotic Weapon Proficiency (hand crossbow), Leadership, Lightning Reflexes, Track, Skill Focus (any guild thief class skill), Still Spell, Street Smart, Weapon Finesse, Weapon Focus.

Uncanny Dodge: As the rogue ability. If a guild thief has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Reputation: Add this value to the character's Leadership score (see the Leadership feat, page 45 of the *DUNGEON MASTER'S Guide*). Most guild thieves with an interest in collecting followers have a permanent base of operations within a city, which gives an additional +2 bonus on their Leadership score according to Table 2-26: Leadership Modifiers, page 45 of the *DUNGEON MASTER'S Guide*.

TABLE 1-12: THE GUILD THIEF

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, doublespeak
2nd	+1	+0	+3	+0	Bonus feat, uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6, reputation +1
4th	+3	+1	+4	+1	Bonus feat, reputation +2
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked), reputation +3

Harper scout

Harper scouts are members of the Harpers, a secret society dedicated to holding back evil, preserving knowledge, and maintaining the balance between civilization and the wild. Harper scouts learn arcane spells and many skills to help them in their duties of espionage, stealth, and reporting information.

Many Harper scouts are bards, but by no means all. Ranger, rogue, sorcerer, and wizard are common vocations for Harper scouts, since these classes tend to have versatility and mobility. All have some skill at manipulating others, a resistance to outside mental influences, acute abilities of perception, and a talent for solving problems.

Not all Harpers are members of the Harper scout prestige class, and rank within the organization does not depend on a character's level in this or any other class. However, most of the higher-ranked Harpers have at least one level in the Harper scout prestige class.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Harper scout (Hrp), a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Bluff 4 ranks, Diplomacy 8 ranks, Knowledge (local) 4 ranks, Perform 5 ranks, Sense Motive 2 ranks, Wilderness Lore 2 ranks.

Feats: Alertness, Iron Will.

Special: Sponsorship by a member of the Harpers, approval of the High Harpers.

CLASS SKILLS

The Harper scout's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Harper scout prestige class.

Weapon and Armor Proficiency: A Harper scout is proficient with all simple weapons and light armor.

TABLE 1-13: THE HARPER SCOUT

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

Spells per Day: Beginning at 1st level, a Harper scout gains the ability to cast a small number of arcane spells. The Harper scout's ability to cast these spells works exactly like a bard's ability to cast spells. (They are Charisma-based and do not need to be prepared.)

A 1st-level Harper scout learns two spells from the Harper scout 1st-level spell list. She learns two new Harper scout spells of any spell level she can cast at each Harper scout level thereafter. There is no limit to the number of these spells the Harper scout can know from this list. She may learn more by studying arcane scrolls or spellbooks.

HARPER SCOUT SPELL LIST

1st level—*change self, charm person, comprehend languages, erase, feather fall, jump, light, message, mount, read magic, scatterspray, sleep, spider climb.*

2nd level—*cat's grace, darkvision, detect thoughts, eagle's splendor, invisibility, knock, locate object, magic mouth, misdirection, see invisibility, shadow mask.*

3rd level—*clairaudience/clairvoyance, nondetection, suggestion, tongues, undetectable alignment.*



Harper scout Arilyn Moonblade

Harper Knowledge: Like a bard, a Harper scout has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a Harper scout has bard levels, her Harper scout levels and bard levels stack for the purpose of using bardic knowledge.

Favored Enemy: A Harper scout selects a favored enemy from the following list of evil organizations that oppose the Harpers' goals: the Church of Bane, the Cult of the Dragon, the Iron Throne, the malaugrims, the Red Wizards, or the Zhentarium. This ability works exactly like the favored enemy ability of the ranger class. If a Harper scout with ranger levels chooses a favored enemy that she already has chosen as a ranger, the bonuses stack.

When the Harper scout reaches 4th level, the bonus against her first favored enemy increases to +2, and she gains a new favored enemy at +1.

Deneir's Eye (Su): A Harper scout gains a +2 holy bonus on saving throws against glyphs, runes, and symbols.

Skill Focus: A Harper scout gains the Skill Focus feat for her Perform skill and any one other Harper scout class skill.

Tymora's Smile (Su): Once per day, a Harper scout can add a +2 luck bonus on a single saving throw. This bonus can be added after the die is rolled and after success or failure of the unmodified roll is determined.

Lliira's Heart (Su): A Harper scout gains a +2 holy bonus on saving throws against compulsion and fear effects.

Special	Spells per Day		
	1st	2nd	3rd
Harper knowledge, 1st favored enemy	0	—	—
Deneir's eye, Skill Focus	1	—	—
Tymora's smile	1	0	—
Lliira's heart, 2nd favored enemy	1	1	—
Craft Harper Item	1	1	0

Craft Harper Item: A specialized form of the Craft Wondrous Item feat, this allows a Harper scout to create magic musical instruments, Harper pins, and certain potions (*Charisma, detect thoughts, glibness, tongues, and truth*). This ability replaces the need for any other item creation feat for the item. The Harper scout's casting level for these items is her Harper scout level plus all other caster levels from her other spellcasting classes. All the normal requirements for an item (such as race or spells) remain the same. All other rules for creating wondrous items or potions apply.

EX-HARPER SCOUTS

It is possible for a character to violate the code of conduct of the Harpers, endanger other Harpers through negligence or deliberate action, or intentionally turn away from the Harpers. Such an individual quickly gains a reputation among the other Harpers and can no longer progress in the Harper scout prestige class. Furthermore, the former Harper scout can no longer use the Deñeir's eye, Lliira's heart, or Tymora's smile abilities. A petition to the High Harpers, a suitable quest decided upon by that group, and an *atonement* spell from a deity chosen by the High Harpers brings the former Harper scout back into good standing, and she can thereafter gain levels in the prestige class.

Hathran

Hathrans comprise an elite sisterhood of spellcasters who lead Rashemen. They are also known as the Witches of Rashemen. Within the borders of Rashemen, their powers are greater than other spellcasters of their level. In Rashemi society, hathrans occupy the place reserved for powerful clerics in most Faerûnian cultures. They heal the sick and wounded, care for the souls of their followers, recruit champions from other planes, and raise the dead. Within the hathran class (which means "learned sisterhood" in the language of Rashemen), 1st-level characters are called blethran ("sisterkin"). The 9th- and 10th-level hathrans are called othlor ("true ones") and have complete authority over all other Witches. Hathrans have the power of life and death over all citizens of Rashemen, although to misuse this authority is a serious offense against the sisterhood. When traveling in Rashemen, hathrans always wear masks. Many are sent outside their homeland to study other cultures and keep watch on important figures.

To be a hathran requires a certain depth of knowledge in arcane and divine magic. Usually hathrans are cleric/wizards, but some of the sisters have developed their powers as bards, druids, rangers, or sorcerers. The concept of rivalry between spellcasters is considered insane by hathrans, and they share spells with any hathran they deem able to handle the responsibility.

In Rashemi society, the creation of magic items is left to the male spellcasters, and hathrans are not allowed to learn item creation feats. (To do so causes expulsion from the sisterhood and banishment from Rashemen, so great is the social stigma.) The only exceptions are scrolls, which are used to train lesser members in arcane and divine magic. Rashemi wizards who hope to become hathran use their bonus feats for meta-magic feats or Spell Mastery.
Hit Die: d4.

REQUIREMENTS

To qualify to become a hathran (Hth), a character must fulfill all the following criteria.

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

Race: Human female of Rashemen or Rashemi descent.

Spellcasting: Able to cast 2nd-level arcane spells and 2nd-level divine spells.

Feats: Ethran.

Patron: Chauntea, Mielikki, or Mystra.

Special: Member in good standing of the Witches of Rashemen.

CLASS SKILLS

The hathran's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha), Concentration (Con), Craft (Int), Intuit Direction (Wis), Knowledge (all skills taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Swim (Str), Speak Language, Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Hathrans gain Exotic Weapon Proficiency (whip). They gain proficiency in no new armor.

Spells per Day: A hathran's training focuses on arcane or divine



Hathran Lady Thebruna of Rashemen

TABLE 1-14: THE HATHRAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Cohort, place magic	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3		+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	Fear (1/day)	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Circle leader	+1 level of existing spellcasting class
5th	+2	+4	+1	+4		+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Fear (2/day)	+1 level of existing spellcasting class
7th	+3	+5	+2	+5		+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Fear (3/day)	+1 level of existing spellcasting class
9th	+4	+6	+3	+6		+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Greater command	+1 level of existing spellcasting class

Illustration by Matt Wilson

Illustration by Todd Lockwood

spells. Thus, when a new hathran level is gained, the character gains new spells per day as if she had also gained one level in a spellcasting class (her choice) she belonged to before becoming a hathran. 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 hathran to the level of whatever other spellcasting class the character has, then determines spells per day and caster level accordingly. Since all hathrans are multiclass spellcasters, some choose to expand their skill in the arcane, others the divine, and the remainder strike a balance between the two.

The hathrans also have a short custom spell list. These spells are arcane spells and must be acquired like any other arcane spell. They use spell slots of the appropriate level in the hathran's arcane spellcasting class.

HATHRAN SPELL LIST

- 1st level—*scatterspray*.
- 2nd level—*moonbeam*.
- 3rd level—*flasburst*, *moon blade*.
- 5th level—*moon path*.

Cohort: The hathran gains a cohort as if she had the Leadership feat (see page 45 of the *DUNGEON MASTER'S Guide*). This cohort is either a Rashemi female with the Ethran feat or a Rashemi male with at least one level of barbarian. This cohort does not count against any cohorts (or followers) the hathran may acquire by taking the Leadership feat.

Place Magic: The hathran's ties to the land of Rashemen are so strong that when in her homeland, she can draw upon the power of the land and its spirits to allow her to cast spells without preparing them. When using place magic, she may cast any arcane spell she knows or any divine spell on her spell list. The spell uses spell slots as normal. Casting with place magic is a full-round action. If the spell has a casting time of 1 action or longer, 1 full round is added to the casting time of the spell. If the hathran wishes to use a metamagic feat she knows on a place magic spell, 1 additional full round is added to the casting time of the spell.

Note that when on her home soil, a hathran may use divine spell slots of the appropriate level to cast any of the spells on the hathran spell list, even if she doesn't know the spell as an arcane spell.

Fear (Su): A hathran can cast *fear* as a sorcerer of her highest spellcasting level. The ability is usable once per day at 3rd level, twice per day at 6th level, and three times per day at 8th level.

Circle Leader: The hathran gains the ability to become a circle leader, who is the focus person for hathran circle magic. See Chapter 2: Magic for a description of circle magic.

Greater Command (Su): The hathran can cast a quickened *greater command* once per day as a sorcerer of her highest spellcasting level.

Hierophant

A divine spellcaster who rises high in the service of his deity gains access to spells and abilities of which lesser faithful can only dream. The hierophant prestige class is open to powerful divine spellcasters

who are approaching access to the strongest and most difficult divine spells. They delay the acquisition of these greatest gifts in exchange for a deeper understanding of and ability to control the power they channel.

Hit Die: d8.

REQUIREMENTS

To qualify to become a hierophant (Hie) of a particular deity, a character must fulfill all the following criteria.

Spellcasting: Able to cast 7th-level divine spells.

Skills: Knowledge (religion) 15 ranks.

Feat: Any metamagic feat.

CLASS SKILLS

The hierophant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Hierophants gain no proficiency in any weapon or armor.

Spells and Caster Level: Levels in the hierophant prestige class, even though they do not advance spell progression in the character's base class, still stack with the character's base spellcasting levels to determine caster level.

Special Ability: Every level, a hierophant gains a special ability of his choice from among the following:

Blast Infidel: The hierophant can use negative energy spells to their maximum effect on creatures with a different patron from the hierophant. Any spell with a description that involves inflicting or channeling negative energy (*inflict* spells, *circle of doom*, *harm*) cast on such creatures works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the appropriate amount of damage, regardless of their patron (if any).

Divine Reach: The hierophant can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the hierophant must make a ranged touch attack instead. If selected a second time as a special ability, the range increases to 60 feet.

Faith Healing: The hierophant can use healing spells to their maximum effect on creatures with the same patron as the hierophant (including the hierophant himself). Any spell with the heal-



Hierophant of Lathander

TABLE I-15: THE HIEROPHANT

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Special ability
2nd	+1	+3	+0	+3	Special ability
3rd	+1	+3	+1	+3	Special ability
4th	+2	+4	+1	+4	Special ability
5th	+2	+4	+1	+4	Special ability

ing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using a higher-level spell slot). Any creature that falsely claims to be a follower of the hierophant's patron in hopes of gaining extra benefit instead receives none of the effects of the spell and must make a Will save (against the spell's DC) or be stunned for 1 round.

Gift of the Divine: The hierophant may transfer one or more uses of his turning ability to a willing creature. (Hierophants who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the hierophant is reduced by the number transferred. The recipient turns undead as a cleric of the hierophant's cleric level but uses her own Charisma bonus.

Mastery of Energy: The hierophant channels positive or negative energy much more effectively, increasing his ability to affect undead. Add a +4 bonus to the hierophant's turning checks and turning damage.

Metamagic Feat: The hierophant can choose a metamagic feat.

Power of Nature: Available only to hierophants with druid levels, this ability allows the hierophant to temporarily transfer one or more of his special druidic powers to a willing creature. The transfer lasts anywhere from 24 hours to a tenday (chosen at the time of transfer), and while the transfer is in effect, the hierophant cannot use the transferred power. He can transfer any of his druidic special abilities except spellcasting and animal companions.

The *wild shape* ability can be partially or completely transferred. For example, he may transfer the ability to *wild shape* once per day to the recipient and retain the rest of his uses for himself. If the hierophant can assume the form of Tiny, Huge, or dire animals, the recipient can as well.

As with the *imbue with spell* ability spell, the hierophant remains responsible to his deity for any purpose the recipient uses the transferred abilities.

Spell Power +2: This ability increases by +2 the DC for saving throws against the hierophant's divine spells and for caster level checks for his divine spells to overcome spell resistance. This ability can be selected multiple times, and stacks with itself and other spell power effects that affect divine spells.

Spell-Like Ability: The hierophant can use one of his divine spell slots to permanently prepare one of his divine spells as a spell-like ability that can be used two times per day. The hierophant does not use any components when casting the spell, although a spell that costs experience points to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in experience points.

The spell normally uses a spell slot of the spell's level (or higher if the hierophant chooses to permanently attach a metamagic feat to the spell chosen). The hierophant can use an available higher-level spell slot to use the spell-like ability more than once per day. Allocating a slot three levels higher allows him to cast the spell four times per day, and a slot six levels higher lets him cast it six times per day. For example, Lonafin the hierophant is a follower of Velsharoon and

wants to be able to create undead whenever he has the opportunity, so he permanently uses a 9th-level spell slot to get *animate dead* as a spell-like ability usable six times per day.

If selected more than one time as a special ability, this ability can apply to the same spell or to a different spell.

purple dragon knight

The famous Purple Dragons of Cormyr are regarded across Faerûn as exemplars of disciplined, skilled, loyal soldiers. Their reputation is deserved partly because of the heroic actions of their leaders, the Purple Dragon knights.

Purple Dragon knights develop uncanny skills related to coordinating and leading soldiers. Most are fighters, rangers, or paladins, but a few bards, clerics, and rogues have been known to become Purple Dragon knights. Sorcerers and wizards tend to join the War Wizards, Cormyr's elite brigade of fighting spellcasters, while barbarians are too undisciplined, and druids and monks too "uncivilized" in Cormyr to enter this career.

In general, NPC knight commanders are responsible for leading the troops of the nation of Cormyr. Player character knights either are retirees, special liaisons to the army, or recipients of honorary titles. A character's level in this prestige class is irrelevant to his rank in the military, although higher-ranked knights tend to be of higher level. It is not necessary to have this prestige class to serve in the Purple Dragons at large.

This prestige class can be used as a model for officers in other countries, members of knightly orders, and so on. It is not necessary to have this prestige class to be an officer of the Purple Dragons, but most high-ranking officers do.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Purple Dragon knight (Prp), a character must fulfill all the following criteria.

Alignment: Any nonevil and nonchaotic.

Base Attack Bonus: +4.

Skills: Diplomacy or Intimidate 1 rank, Listen 2 ranks, Ride 2 ranks, Spot 2 ranks.

Feats: Leadership, Mounted Combat.

Special: Membership in the Purple Dragons.



Purple Dragon knight

TABLE 1-16: THE PURPLE DRAGON KNIGHT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Rallying cry, heroic shield
2nd	+2	+3	+0	+0	Inspire courage (1/day)
3rd	+3	+3	+1	+1	Fear
4th	+4	+4	+1	+1	Oath of wrath, inspire courage (2/day)
5th	+5	+4	+1	+1	Final stand

CLASS SKILLS

The Purple Dragon knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Purple Dragon knight prestige class.

Weapon and Armor Proficiency: A Purple Dragon knight is proficient with all simple weapons, light armor, medium armor, and shields.

Rallying Cry (Su): The knight can utter a powerful shout (typically "For Cormyr!") that causes all allies within 60 feet to gain a +1 morale bonus on their next attack roll and increases their speed by 5 feet until the knight's next turn. Traditionally, the rallying cry is used when a formation of soldiers is about to charge. This mind-affecting ability may be used up to three times per day.

Heroic Shield: A knight can use the aid another action (see page 135 of the *Player's Handbook*) to give an ally a +4 circumstance bonus to AC instead of the normal +2.

Inspire Courage (Su): This ability has the same effect as the bard ability of the same name. The knight makes an inspirational speech, bolstering his allies against fear and improving their combat abilities. To be affected, an ally must hear the knight speak for a full round. The effect lasts as long as the knight speaks and for 5 rounds after the knight stops speaking (or 5 rounds after the ally can no longer hear the knight). While speaking, the knight can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Fear (Su): Once per day, a knight can evoke a fear effect (DC 13 + the officer's Charisma modifier). His allies are immune to the effect.

Oath of Wrath (Su): Once per day, a knight can select a single opponent within 60 feet and swear an oath to defeat him. For the duration of the encounter, the knight has a +2 morale bonus on melee attack rolls, weapon damage rolls, saves, and skill checks made against the challenged target.

The effect is negated immediately if the knight makes an attack or casts a spell targeted at any creature except the challenged opponent (attacks of opportunity do not count) or if the knight uses a full-round action to move away from the challenged opponent.

Final Stand (Su): Once per day, a knight can inspire his troops to a heroic effort, temporarily increasing their vitality. All allies within 10 feet of the knight gain 2d10 temporary hit points. This ability affects a number of creatures equal to the knight's class level + his Charisma modifier and lasts an equal number of rounds.

Red wizard

The Red Wizards are the masters of Thay, the conquerors of that land's native Rashemi, and the would-be magical overlords of Faerûn. They focus on a school of magic more intently than any specialist, achieving incredible mastery of magic within a very narrow focus. Seen as cruel and evil tyrants by people across Toril, a few choose to leave their region, assume secret identities, and practice magic without having to worry about political alliances and possible slave uprisings.

Early in their careers, would-be Red Wizards specialize in a school of magic and acquire the Tattoo Focus feat that prepares them for entry into the full Red Wizard prestige class. All Red Wizards have some skill as a specialist wizard, and most follow that path exclusively, but a few dabble in other sorts of learning (such as combat or divine magic). While it is possible for a sorcerer or bard to become a Red Wizard, such misfits are ridiculed in their homeland and are incredibly rare.

Hit Die: d4.

REQUIREMENTS

To qualify to become a Red Wizard (Red), a character must fulfill all the following criteria.

Alignment: Any nongood.

Race: Human from Thay.

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

Skills: Spellcraft 8 ranks.

Feats: Tattoo Focus and a total of three metamagic feats or item creation feats.

CLASS SKILLS

The Red Wizard's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the Red Wizard prestige class.

Weapon and Armor Proficiency: Red Wizards gain no proficiency in any weapon or armor.

Spells per Day: A Red Wizard's training focuses on arcane spells. Thus, when a new Red Wizard level is gained, the character gains new spells per day as if he had also gained a level in whatever arcane spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on). This essentially means that he adds the level of Red Wizard to the level of whatever other arcane spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one arcane spellcasting class before he became a Red Wizard, he must decide to which class he adds each level of Red Wizard for the purpose of determining spells per day.



Zulkir Aznar Thrul, Red Wizard

Enhanced Specialization: Upon becoming a Red Wizard, the character increases his devotion to his wizard school of specialization. In exchange for this, the Red Wizard must sacrifice study in one or more schools. The Red Wizard must choose an additional prohibited school or schools using the rules on page 54 of the *Player's Handbook*. He can never again learn spells from those prohibited schools. He cannot choose the same prohibited schools he chose as a 1st-level wizard. He can still use the prohibited spells he knew prior to becoming a Red Wizard, including using items that are activated by spell completion or spell trigger.

For example, Ghorus Toth is specialized in the school of Transmutation. His prohibited schools are Abjuration and Enchantment (option 3). When he becomes a Red Wizard, he must choose one of the other categories of prohibited schools for Transmutation listed in the School Specialization sidebar in the *Player's Handbook*. His options are (1) Conjunction, (2) Evocation, or (4) any three schools. He cannot choose option (3) because there is no way to select that option without selecting schools from which he is already prohibited. If he chooses option (4), he cannot choose Abjuration or Enchantment because those are already prohibited schools for him. He decides to select Conjunction as his additional prohibited school.

Specialist Defense: Add this value to the Red Wizard's saving throws against spells from his specialist school.

Spell Power: For spells involving the Red Wizard's specialist school, add this value to the DC for saving throws and to caster level checks to overcome spell resistance. The value starts at +1 at 1st level and goes up to +2 at 4th level, +3 at 6th level, +4 at 8th level, and +5 at 10th level. This ability stacks with other spell power effects that affect spells from the Red Wizard's specialist school.

Bonus Feat: The Red Wizard can choose an item creation feat,

metamagic feat, or Spell Mastery (see page 54 of the *Player's Handbook*).

Circle Leader: The Red Wizard gains the ability to become a circle leader, who is the focus person for Red Wizard circle magic. See Chapter 2: Magic for information on circle magic.

Scribe Tattoo: The Red Wizard gains the ability to place the Thayan wizards' magic tattoos upon willing and qualified novices, giving them the Tattoo Focus feat and inducting them into his circle.

Great Circle Leader: The Red Wizard can be the center of a great circle, which can have up to nine assistants instead of just five. See Chapter 2: Magic for information on circle magic.

Runecaster

A skill originally developed by the dwarves and giants, the ability to create runes of power has spread beyond the hills and mountains. Those that choose to master this ability are runecasters, creating incredibly potent symbols that last for multiple uses and can be triggered without being touched. An established runecaster's goods are usually adorned with many runes, making his equipment very impressive-looking and a true threat to thieves.

Most runecasters are clerics or adepts because a majority of the practitioners of this ability are dwarves and giants. Some rangers and paladins have chosen to become runecasters, particularly since the Thundering has resulted in many young dwarves leaving home to explore the wilderness. A few rare druids have chosen the path of the runecaster as well, although generally only in areas where druids are so scarce that they have to rely on runes to protect a large area. Runecasting clerics and paladins use their abilities to protect their temples and holy items, while ranger runecasters use them to guard trails, lairs of threatened animals, and natural refuges.

Hit Die: d8.

REQUIREMENTS

To qualify to become a runecaster (Rnc), a character must fulfill all the following criteria.

Spellcasting: Ability to cast 3rd-level divine spells.

Skills: Spellcraft 8 ranks, Craft 8 ranks (see the Rune Magic section of Chapter 2: Magic for appropriate Craft skills).

Feats: Inscribe Rune.



Runecaster

TABLE I-17: THE RED WIZARD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Enhanced specialization, specialist defense +1	+1 level of wizard
2nd	+1	+0	+0	+3	Spell power +1	+1 level of wizard
3rd	+1	+1	+1	+3	Specialist defense +2	+1 level of wizard
4th	+2	+1	+1	+4	Spell power +2	+1 level of wizard
5th	+2	+1	+1	+4	Bonus feat, circle leader	+1 level of wizard
6th	+3	+2	+2	+5	Spell power +3	+1 level of wizard
7th	+3	+2	+2	+5	Specialist defense +3, scribe tattoo	+1 level of wizard
8th	+4	+2	+2	+6	Spell power +4	+1 level of wizard
9th	+4	+3	+3	+6	Specialist defense +4	+1 level of wizard
10th	+5	+3	+3	+7	Great circle leader, spell power +5	+1 level of wizard

CHARACTERS

TABLE I-18: THE RUNECASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1st	+0	+2	+0	+2	Rune craft +1	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rune power +1	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Improved runecasting	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Rune craft +2	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Rune power +2	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Maximize rune	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	Rune craft +3	+1 level of existing divine spellcasting class
8th	+6/+1	+6	+2	+6	Improved runecasting	+1 level of existing divine spellcasting class
9th	+6/+1	+6	+3	+6	Rune power +3	+1 level of existing divine spellcasting class
10th	+7/+2	+7	+3	+7	Rune chant	+1 level of existing divine spellcasting class

CLASS SKILLS

The runecaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana), (Int), Knowledge (religion) (Int), Profession (Wis), Scribe (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Runecasters gain no proficiency in any weapon or armor.

Spells per Day: A runecaster's training focuses on divine spells. Thus, when a new runecaster level is gained, the character gains new spells per day as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This essentially means that he adds the level of runecaster to the level of whatever other divine spellcasting class the character has, then determines spells per day accordingly.

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

Rune Craft: Add this bonus to the runecaster's Craft checks made to inscribe runes.

Improved Runecasting: As a runecaster rises in level, he can create runes that function more than once and have different means of being triggered. The extra features increase the cost of the rune, however, as shown on the table below.

Works When Read or Passed: Any attempt to study, identify, or fathom a rune's meaning counts as "reading" the rune. Passing through a portal that bears a rune counts as "passing" the rune. A rune must have an unbroken line of effect to a target to affect that target, and the target must be within 30 feet.

Number of Uses/Trigger

One	—
Chargest	3
Charges per day†	8
Permanent (until dispelled)††	8
Works when touched	—
Works when read or passed	3

*A 0-level spell counts as 1/2 level.

**The minimum runecaster level to inscribe a rune of this type. "—" indicates the default ability granted by the Inscribe Rune feat.

†If the spell has a component or XP cost, add that cost times the number of charges to the base price of the rune.

††If the spell has a component or XP cost, add 100 times that cost to the base price of the rune.

Runecaster Base Price

Spell level* × caster level × 50 gp	—
Spell level* × caster level × charges × 50 gp	3
Spell level* × caster level × charges × 400 gp	8
Spell level* × caster level × 2,000 gp	8
Base cost	—
Base cost × 2	3

Level**

A rune that is triggered when passed can be set to almost any special conditions the runecaster specifies. Runes can be set according to physical characteristics (such as height or weight) or creature type, subtype, or species (such as "drow" or "aberration"). Runes can also be set with respect to good, evil, law, or chaos, or patron deity. They cannot be set according to class, Hit Dice, or level. Runes respond to invisible creatures normally but are not triggered by those who travel past them ethereally. When placing a rune with a "pass" trigger, a runecaster can specify a password or phrase that protects a creature using it from triggering the rune.

Rune Power: For runes created by the runecaster, add this value to the DC of all saves and attempts to erase, dispel, or disable the rune, and to caster level checks to overcome the spell resistance of a target.

Maximize Rune: The runecaster can create runes that are maximized, as if under the effects of a Maximize Spell feat, without altering the level of the spell being used to create the rune. Maximizing a rune adds +5 to the DC of the Craft check required to inscribe it.

Rune Chant: Whenever the runecaster casts a divine spell, he may trace a rune in the air as an extra somatic component for the spell. This allows the runecaster to gain the benefit of his rune power ability for the spell. For spells with a casting time of 1 action, this increases the casting time to 1 full round. All other spells have their casting time increased by 1 round. This ability cannot be used on stilled spells, and it does not function with the maximize rune ability.

shadow adept

Some spellcasters who discover the existence of the Shadow Weave are cautious, altering their magic slowly. Others are more reckless, and hurl themselves into the abyss of the Shadow Weave, immediately acquiring all the gifts available to the casual student and discovering secrets unavailable to all but the most dedicated. These spellcasters are the shadow adepts, who make great sacrifices in some aspects of the Art in order to reap greater benefits elsewhere.

Most shadow adepts are sorcerers or wizards, and they gain the greatest power from this path. However, any spellcaster can tap the Shadow Weave, and a few bards, druids, and rangers have been known to make this choice. Among clerics, only the followers of Shar are common in the ranks of the shadow adepts.

Hit Die: d4.

REQUIREMENTS

To qualify to become a shadow adept (Sha), a character must fulfill all the following criteria.

- Alignment:** Any nongood.
- Spellcasting:** Ability to cast 3rd-level arcane or divine spells.
- Skills:** Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.
- Feats:** Shadow Weave Magic and any metamagic feat.

CLASS SKILLS

The shadow adept's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the shadow adept prestige class.

Weapon and Armor Proficiency: Shadow adepts gain no proficiency in any weapon or armor.

Spells per Day: A shadow adept's training focuses on magic. Thus, when a new shadow adept level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. 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 shadow adept to the level of whatever other spellcasting class the character has, then determines spells per and caster level accordingly.

If a character had more than one spellcasting class before he became a shadow adept, he must decide to which class he adds each level of shadow adept for the purpose of determining spells per day.

Shadow Feats: A shadow adept gains the Insidious Magic, Pernicious Magic, and Tenacious Magic feats.

Low-Light Vision (Su): A shadow adept gains low-light vision if he doesn't already have it.

Shadow Defense: Add this value to a shadow adept's saving throws against spells from the schools of Enchantment, Illusion, and Necromancy, and spells with the darkness descriptor.



Shadow adept Aeron Morieth

Darkvision (Su): A shadow adept can see in the dark as though he were permanently affected by a *darkvision* spell.

Metamagic Feat: The shadow adept can choose any one metamagic feat.

Spell Power: Add this value to the DC for saving throws and to caster level checks to overcome spell resistance for spells the shadow adept casts from the schools of Enchantment, Illusion, or Necromancy, and spells with the darkness descriptor. This stacks with other spell power effects that affect the specified spells.

Shield of Shadows (Su): A shadow adept can create a mobile disk of purple-black force as a standard action. The shield of shadows has the effects of a *shield* spell and also provides three-quarters concealment (30% miss chance) against attacks from the other side of the shield. As with the *shield* spell, the shadow adept can change the defensive direction of the shield of shadows as a free action once per round on his turn. The shadow adept can see and reach through the shield, so it does not provide cover or concealment to opponents.

The shield of shadows lasts 1 round per caster level per day and need not be used all at once. Creating or dismissing the shield of shadows is a standard action.

At 8th level, the shield also grants spell resistance of 12 + the character's shadow adept level on attacks against the shadow adept that originate from the other side of the shield, as if the shadow adept were under the effect of a *spell resistance* spell.

Shadow Walk (Sp): A shadow adept can cast the *shadow walk* spell once per day.

Shadow Double: Once per day, a shadow adept can use a standard action to create a double of himself woven from shadowstuff. The double has the ability scores, base AC, hit points, saves, and attack bonuses as its creator, but no equipment. (Any apparent clothing or equipment is nonfunctional.) The double can attack the creator's enemies if given a weapon or items (since it can use anything its creator can) or function as the target of a *project image* spell, duplicating the creator's actions and acting as the origin of the creator's spells when it is within a direct line of sight. Mentally commanding the double is a free action. Using it as the originator of a spell counts as an action for the creator and the double. Causing the creator or the double to leave the plane they share dismisses the double.

The double lasts 1 round per caster level. The death of the double does not affect the shadow adept or vice versa. The double still lasts to the end of its duration if its creator dies.

TABLE 1-19: THE SHADOW ADEPT

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Shadow feats	+1 level of existing class
2nd	+1	+0	+0	+3	Shadow defense +1, low-light vision	+1 level of existing class
3rd	+1	+1	+1	+3	Spell power +1	+1 level of existing class
4th	+2	+1	+1	+4	Shield of shadows	+1 level of existing class
5th	+2	+1	+1	+4	Metamagic feat, shadow defense +2	+1 level of existing class
6th	+3	+2	+2	+5	Spell power +2	+1 level of existing class
7th	+3	+2	+2	+5	Shadow walk, darkvision	+1 level of existing class
8th	+4	+2	+2	+6	Shadow defense +3, greater shield of shadows	+1 level of existing class
9th	+4	+3	+3	+6	Spell power +3	+1 level of existing class
10th	+5	+3	+3	+7	Shadow double	+1 level of existing class