

# Ultimate Prestige Classes

Volume 2

Supplementary Rulebook VII

**v3.5 Compatible**



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## Volume 2

Nobody needs to have prestige classes explained to him or her any more. The question has now become 'which one should I have?' rather than 'how exactly does this work?' Professional games designers and individual gamers alike have been working hard to realise their visions, whether they involved the creation of a class they have always wanted to play but have never been able to find, or the building of a non-player character whose abilities had to be just right.

*Ultimate Prestige Classes, Volume II* is our second serving of prestige classes, compiled from quality sources and carefully selected for detail, rules consistency, playability and originality. These sourcebooks are designed to be slotted seamlessly into any fantasy-based d20 games system and offer the best of the best that have appeared in terms of rules and options for fantasy d20 games, as well as new material that can both be easily included into any campaign. Players and Games Masters will find a wealth of options to enrich their characters and antagonists.

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# Ultimate Prestige Classes Volume II

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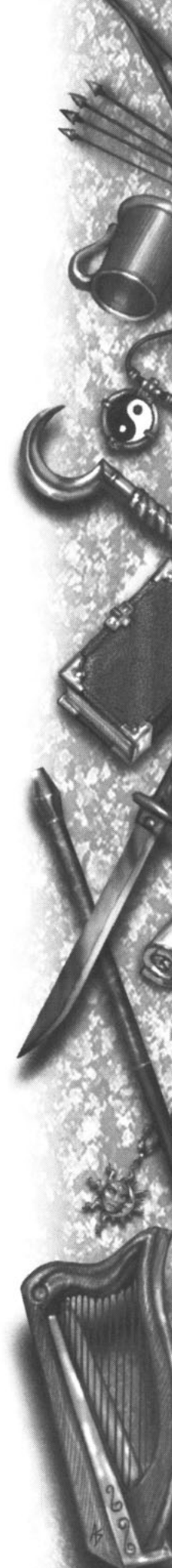
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# INTRODUCTION

Nobody needs to have prestige classes explained to him or her any more. The question has now become 'which one should I have?' rather than 'how exactly does this work?' Professional games designers and individual gamers alike have been working hard to realise their visions, whether they involved the creation of a class they have always wanted to play but have never been able to find, or the building of a non-player character whose abilities had to be just right.

Watching this take place has been a fascinating experience. Archetypal character types have been realised in different ways by different writers, in ways reminiscent of multiple artists working on a single model. (There are a great many 'knights' and 'swashbucklers' out there!) Completely new (and in some cases bizarre) character concepts have emerged, such as the infamous Bloated One.

In this book, we have kept to the same chapter designations as used before, with a couple of extra chapters included to accommodate character classes who we felt deserved a whole section to themselves. Way of the Warrior is the section for those classes whose main interest is in using a weapon, without much concern for matters spiritual or magical. This is where military-type, armour-wearing, battle-waging characters can be found. Open Hand and Closed Fist is a new development, a chapter devoted to those characters who prefer to fight unarmed. Here you will find many character classes drawn from the Wuxia genre, whose cinematic style and martial arts skills add a dimension of the exotic to any game. Secrets of the Arcane is the chapter for the magician, featuring variants on the wizard and sorcerer classes, from the cerebral student of astrology to the outrageously tattooed magician and the fire-blooded embermage. The Power of Faith is the chapter dealing with religion and those who work in its name; clerics, druids and most especially paladins will find prestige classes aplenty here. By Wits and Skill is for those characters who get by on technical knowledge, manual dexterity or sheer showmanship. This chapter is particularly rich in classes that rely on deception in order to ply their trade. Mind Over Matter is for those who work with psionics, presenting a selection of classes that capitalise on the rare and potent powers available to psions and psychic warriors. Crusaders of Light and Darkness is another new addition and details those rare characters whose motivation is found at one end of the moral spectrum or the other. Here you will find exemplars of all that is good and generous, matched against some of the darkest, most twisted minds imaginable. Finally, Monstrous Paths reminds us that

it is not only humanoid characters who can specialise. Instances are given of monster prestige classes that will not only give players a nasty shock when they think they are dealing with nothing more than a typical specimen of the race; they will also help the Games Master flesh out these monster races, giving some insight into their way of life. In addition, we have included a section on crafting prestige classes in which we look a little deeper into the mechanics of their construction, as well as suggesting several sources of ideas for new prestige classes.

## ULTIMATE COLLECTION

*Ultimate Prestige Classes, Volume II* is our second serving of prestige classes, compiled from quality sources and carefully selected for detail, rules consistency, playability and originality. These sourcebooks are designed to be slotted seamlessly into any fantasy-based d20 games system and offer the best of the best that have appeared in terms of rules and options for fantasy d20 games, as well as new material that can both be easily included into any campaign. Players and Games Masters will find a wealth of options to enrich their characters and antagonists.

## ULTIMATE PRESTIGE CLASSES, VOLUME II

The purpose of this sourcebook is to provide players with an even broader selection of prestige classes from which to select in developing their characters and to equip Games Masters with the necessary information to make non-player characters and monsters as well rounded as possible. The classes included here are either selected from Mongoose Publishing's own publications over the past year, compiled from Open Game Content produced by respected sources or created specially for this volume and unavailable elsewhere. These classes are arranged into broad categories for ease of reference but the reader should remember that the very nature of prestige classes means that they bridge established conventions of classification.

Ideas often stimulate other ideas. The Games Master may well find many of the prestige classes presented here set the creative juices flowing, even if a given class is not introduced right away or used exactly as given here. We have deliberately tried to make our choice as varied as possible, providing suggestions for adventure hooks and campaign episodes.



# A CLOSER LOOK AT PRESTIGE CLASSES

The prestige class concept has, by now, taken firm root in the minds of players using the d20 System. Everyone is familiar with the idea; so much so that there is something of a glut of prestige classes on the market and it is sometimes difficult to see exactly how or when a Games Master might use them. As for the players, they are spoilt for choice. Different designers have come up with essentially similar ideas, producing a hundred different ways to play (for example) a 'knight' and leaving it up to the player to decide which kind to play.

While this is excellent news from one point of view, in that a broad range of material gives the players and Games Master alike plenty from which to select, there is also the danger that what is produced may become too 'samey'. It is a great curse of fantasy that it is beset by cliché and a greater curse of fantasy gaming that many of its recurrent clichés are those of character concept. It has been observed that too many prestige classes really just come down to one of two alternatives – ways to deal more damage, or ways to heal more damage.

In this volume, we have tried to get away from this simplistic classification by presenting a selection of prestige classes that are not merely 'warrior of the mighty bonus' or 'cleric of the augmented healing spell' but that have some depth and originality to them. The point of a prestige class should be to fill a gap in the game world as it is, fleshing out the campaign milieu, not to offer players a chance to bypass the established game mechanics.

With that in mind, we are now going to take a second look at prestige class creation, paying just as much attention to the *why* as to the *how* involved in putting a new prestige class together.

## WHO IS THE CLASS INTENDED FOR?

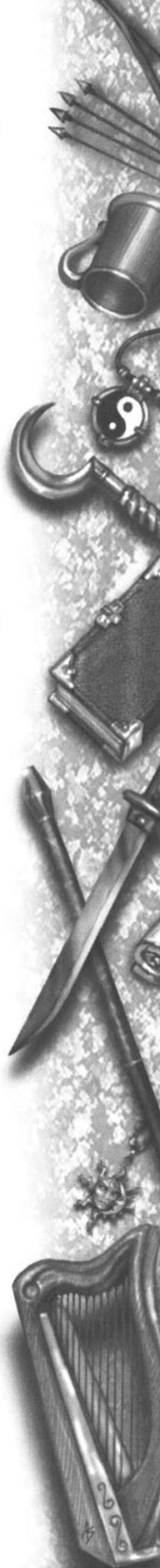
This is your first and most important question. Is the class going to be one which players will have access

to, or is this going to be restricted to the Games Master? The question is important because the powers, abilities and other aspects you select will be defined by how interesting they are to play as well as by how true they are to the character concept. Imagine for a moment that your campaign is set in a vast city, where traders come to sell their wares, sacks of gold change hands on a daily basis, nobles buy their lady loves expensive bespoke jewellery and corrupt officials take bribes, hiding the evidence in their voluminous ledgers. How is any of that going to function without an Accountant prestige class? Of course, you could simply assign an Expert to the job with a lot of ranks in Profession (accountant) but that wouldn't convey the *feel* of what an accountant does, nor would it begin to address his special abilities, such as accessing records, hiding evidence and possibly even forging documents. However, even if you did go to the trouble of creating an Accountant class, there is no way on earth any player would want to expend precious experience points on a level of Accountant. None of the Accountant's abilities, no matter how amazing in context, are going to equate to the reward of being able to cast new spells or inflict extra sneak attack damage.

We may therefore make a clear distinction between *prestige classes intended for players* and *prestige classes intended for non-player characters*. For the Games Master, the second type of class is by far the easiest to create. The main priority is that the class should be balanced, because players do not like to go up against non-player characters who seem to be overpowered or who can cancel their favourite offensive abilities without breaking a sweat. What the Games Master does *not* have to worry about in this instance is the problem of player reward. The non-player character (or monster) prestige class may involve something as banal as an increased circumstance bonus to a given Skill check with every level, or increased competence with a given attack. There need not be any of the variety or selection of multiple options that a player's class should have. In short, a non-player character prestige class can be fairly one-dimensional.

That is essentially the difference between classes available to players and classes created by the Games Master to fill out the campaign world. Players are rarely, if ever, specialists. Even the most pyromaniac mage will have other than Fire spells in his repertoire. Being accustomed to adapting to survive in the various environments encountered in the typical game – dungeon, wilderness and city are the classic three – players always realise that a one-trick pony is a dead pony.

By contrast, the Games Master may produce as many specialists as he or she desires. This is particularly necessary in urban settings, where the diversity of life





activities means that specialisation in a given field is not only possible but also desirable and also in those circumstances where a race or society is so populous that specialists *must* exist even if they have not been hitherto documented. A classic example of the latter case is the Orc; if there were nothing to orcdom but an endless succession of identical orcs, the society would not have survived for very long.

This is not to say that players do not sometimes want to narrow their field of expertise; often they do. In fact, the whole concept of a prestige class revolves around the trade-off in which one sacrifices advancement in a broad field in favour of advancement in a more specialist one. However, players will almost never want to tie themselves down to the sort of specialisations available to the Games Master, whose responsibility is to create a plausible world.

### PLAYER REWARD

Let us assume you are working on a class that you expect players to be interested in. While creating your

new prestige class, one thing should be uppermost in your mind: every time a level is advanced in this class, the player has given up a level of advancement in a known, trusted and rewarding class. The trade-off must therefore be so balanced that a player is *willing* to do this. Getting this balance right is no easy trick. Too much in the way of initial reward and the player may opt to take only the first level, especially if he is a powergamer, and 'max out' his character that way; too little and you will be hard pressed to interest any players in the class at all.

It is generally a good idea for the first level in a prestige class to include a few little extras, on the principle that once the player's foot is in the door, it is easier for him to keep on advancing and gaining new abilities than to leave the class once he has the first level. So, by all means make the first level a little bit more generous than the rest. After all, the player may have had to do some serious work to qualify for the prestige class in the first place. Some of the classes in this volume require the character to have been brought to the brink of death or over it!



In order to keep players interested in their prestige class, it is always a good idea to include abilities that increase from level to level, building on what has come before. Not only does this reflect the increasing depth of specialisation proper to a prestige class, it encourages the player to make the most out of the class he has taken on. As any Games Master knows, a player who can do 2d6 worth of damage with a sneak attack really wants to do 3d6; and once he can do 3d6, he does not think he will be happy until he can do 4d6.

In order to ascertain how balanced your prestige class is, take a look at the differences in power gain between advancing in the class and advancing in the original class to which a player would be likely to belong if they were to take your class. How much would they agonise over where to put their new level? You do *not* want them to plump for your class every time. If they do that, then your class is too heavily stacked with special abilities or high bonuses and you need to pare it down a little. Your ideal situation is one in which the



player with a new level sits for at least 15 minutes with a pencil in his hand, stressing about which class he wants to advance in.

## TYPES OF SPECIALISATION

All of the main character classes in d20 are inherently versatile and balanced. To reduce this point to its simplest possible expression, a fighter's versatility is in his selection of feats, a rogue's in his selection of skills and a spellcaster's in his selection of spells. A prestige class will *always* reduce that versatility by some degree, either by applying a restriction on what the character could already do or by refusing him the further choices traditionally associated with an advance in level. Any restriction will have to make sense in the light of the prestige class concept. As well as the restrictions implied by denying the player his customary choices when he makes a level advance, typical restrictions for the various character classes have included:

**Fighter-types:** limitation of available feats, reduction of Hit Die from d10 to d8 or even d6, prohibition of a given kind of armour, restriction to a specialist weapon, imposition of behavioural code, reduced saving throw bonuses.

**Spellcasters:** inability to use spells of a given domain or school, requirement to spend a certain amount of time each day in prayer or meditation, inability to assist characters of a given type/alignment, increased chance of spell failure, more costly spells (in terms of gold or XP), restriction to spells from a given list.

## PUTTING ON AND TAKING OFF

How do you tweak a prestige class in order to make it that little bit more (or less) enticing to the player? There are many subtle ways to do this.

To make a restrictive class *more* attractive, try including some of the elements of the original class that a player would have had to do without. For a fighter-type class, add bonus feats at set levels, even if you limit the list of available feats. For a spellcasting class, allow an extra bonus spell or two. Alternatively, where *any* class is concerned, allow the character to be very slightly better at something he already does, so that the prestige class not only grants him new abilities but also allows him to make better use of abilities he already has. An example of this would be an ongoing +1 inherent bonus to a cleric's rolls to turn or rebuke undead, a similar bonus to the DC of a mage's spells, a dodge bonus for a rogue, fighter, monk or ranger or an

increased number of uses of *lay on hands* or *smite evil* for a paladin. Players always welcome extra uses of standard abilities for the day.

## MAGICAL OR MUNDANE?

Without delving into the differences between arcane and divine magic, it is necessary to distinguish those prestige classes that are inherently magical from those that rely entirely on expertise of mind and body. Almost all of the standard classes are inherently magical inasmuch as they have either spellcasting potential or supernatural abilities; the exceptions are the fighter, the barbarian and the rogue. These rely on extraordinary abilities rather than supernatural or spell-like ones.

It is therefore a good idea to make sure your prestige class is either magical or mundane from the start; that is, to decide whether the abilities gained are going to be wholly in the realm of the extraordinary or whether there is any justification for including supernatural or spell-like abilities. This is a very useful rule of thumb when making prestige classes balanced and believable. If you are creating (say) a specialist rapier combatant along the lines of Fritz Lieber's Gray Mouser, there is *no sense at all in granting him the power to enchant his weapon temporarily or cancel opponents' spells with it*. His training will not have included anything so supernatural. Even if you decide to go for a ten-level class instead of a five-level one, resist the temptation to include supernatural abilities.

The only case where such abilities *might* be justified is at the very upper limits of the prestige class levels, when the character's specialist ability has progressed to such a degree that he is (literally) supernaturally good at what he does. For example, our theoretical rapier expert might be so good with the rapier that he becomes mystically one with it, gaining a sacred armour bonus dependent on the hardness of the weapon, or perhaps adding any magical bonus the weapon has to his own armour class. As Games Master, it is up to you whether or not you wish to do this, but for my part I find supernatural powers should be there from the start or not at all.

When supernatural powers *are* included, they should never just be stuck in there *in vacuo*. Make sure you have a logical, consistent reason why the character should have the power. There are two principal reasons for characters to have supernatural or spell-like abilities: either they cultivated them by themselves, or some higher force has vested the abilities in them. The former is more often the case with arcane spellcasters and monsters, who develop powers from their own research and insight. The latter is far more often





the case with paladins, clerics, monks and any other character whose concept involves submission to an authority greater than the character himself. In the case of paladin and cleric type characters, the authority is their church; in the case of monks, it is their monastic order.

In such cases, there is almost always a binding contract (implicit or explicit) between the institution and the individual, which states that the powers will be withdrawn if the individual should fail in his duties to the institution, as he might do by changing alignment, consciously committing an evil act or breaking the institution's internal laws. This kind of 'contractual restriction' is extremely common among prestige classes, especially among those having to do with religion.

Occasionally, a character who is mostly a fighter-type will be required to have just a little magical ability (such as a single level of wizard or sorcerer) in order to access a prestige class in which simple combat-related magic plays a very large part. The classic example here is the elven arcane archer, who is required only to be able to cast 1<sup>st</sup> level arcane spells but who can eventually fire off +5 arrows at will.

## PRESTIGE CLASS THEMES

Assuming that you do not already have a class in mind or a rough idea of the class you want to create, the next

most obvious question is where to get ideas for new prestige classes. These are some of the most useful approaches to this problem.

## CONSIDER WHAT THE GAME WORLD NEEDS IN ORDER TO WORK PROPERLY

Necessity is, as the old phrase has it, the mother of invention. Take a fresh look at the standard fantasy setting, with all its familiar aspects intact and think about what must be going on behind the scenes in order to keep it that way. For example, consider the familiar setting of the wizard's tower, in which he has several curious magical beasts chained up, ready to give any intruders a hard time. This is not an encounter that many players would think twice about. We are all intimately familiar with such things, having encountered them many times before.

However, if we pause for a second, we might wonder where the wizard *got* the magical beasts. Did he go out into the wilderness and catch them himself? This is hardly likely. Although he packs a mean *fireball*, he probably has neither the time nor the will to go hunting about for guardian beasts. He would much rather sit up in his tower pursuing his research. The whole reason for getting the beasts in the first place was to ensure he would not be disturbed. So, if he did not catch the

beasts himself, who did? Is there anyone else in the area who could afford a magical beast and would be interested in buying one alive? How about the arena, which always needs new monsters for the gladiators to fight? Perhaps a necromancer could make use even of the corpses of such creatures? All of this speculation points in one clear direction. There must, somewhere, be





someone who makes it his business to capture strange beasts and bring them back without harming them too much, so that those who have the right kind of money can get themselves exotic pets or watchdogs.

A prestige class begins to take shape, formed by nothing but necessity. We can also deduce some things about our specialist monster hunter. Given that we know the kind of situation he will be getting into, we expect he will probably have at least a few levels in ranger. There is no way he would survive without animal empathy, or at least some magical substitute for it, such as *charm monster*. Many magical beasts have supernatural attacks, such as gaze or poison. Our monster hunter would not have survived long without having built up some kind of tolerance for such things, so we can assume a small degree of resistance and improved saving throws – not too much, because we do not want to make him into a magical-type character. He is what he is through experience. Finally, we might conclude that, as his interest is in bringing monsters back alive, he should be able to attack them in such a way as to cause them extra subdual damage. However, we should not simply allow him an improved attack against all monsters or even against all beasts and magical beasts, as this would be a little too powerful. Besides, his knowledge is limited. There is nothing magical about his ability to subdue beasts. He just knows where to strike. We are therefore justified in tying the use of this ability in to his Knowledge (nature) skill. There is no reason why he should be able to find a nerve spot on a creature of which he has never heard; he will know nothing of its anatomy.

This is how the Monster Captor class in this volume was created. By focusing on apparent inconsistencies or absurdities in the game environment, a Games Master can create a satisfying and sensible set of prestige classes and buttress his own game world.

## FOCUS ON AN ITEM OR CREATURE

The standard exercise here is to take an item or creature with which everyone is familiar and imagine a character to whom it is of supreme importance. The most obvious example is the weapon specialist, a class idea that is quite stodgy and dull until one starts to think through its implications. Take, for example, the longbow. What kind of person would have one longbow of which they were proud, polish it every day, keep it safe from the elements and be an exquisite shot with it? There are two main contenders here. One is the character who thinks of his bow as a trusted ally, who perhaps had military training with it and now relies on it to defend hearth and home. The other, more sinister option is the person who uses the longbow to dispose of enemies from a safe distance,

while they are totally unaware of him. His devotion to his bow might be the attitude of an obsessive craftsman to his tools, not that of an old soldier to his comrade. Where the one character now seems to be a wholesome commoner, the other now comes across as a humourless perfectionist. We thus arrive at the Longbowman and Sniper classes in this book.

Prestige classes can be based around creatures in a similar way. Where the creature is an ally, the class could either be a specialist in working with the creature, as the Plains Rider is with his horse, or somehow a partaker in the creature's primordial nature as the Tribal Berserker is with his totem animal. Other classes dedicate themselves to single creatures or categories of creature in order to hunt them rather than to work with them. One can easily pick just about any monster from *Core Rulebook III* and envision an individual whose specialist trade is hunting down monsters of that kind and killing them. The class abilities will usually write themselves in response to the particular abilities of the monster. The best example to hand in this book is the Troll Hunter, a grim individual who has cultivated the ability to tear foes limb from limb. While this is clearly a response to the trolls' annoying habit of regenerating, one can also see the ability being extremely useful in regular combat with other foes. Enemies tend to think twice about battling an opponent who sends limbs flying in all directions. This is a particularly sound example of how an ability that clearly evolved out of necessity (fighting trolls well) has applications other than the obvious.

## FOCUS ON TYPICAL TASKS AND SITUATIONS AND WHAT THEY DO NOT COVER

Even in a fantasy environment, the everyday necessities of life still go on. While adventurers are adventuring, everyone else is trying to make sure the shops stay open, the kingdom runs smoothly and there is still meat on the table. What happens, then, when something goes wrong? Is it anybody's specific position to perform a specialist task in order to make things right again?

One particular kind of specialist is not in demand very often but when he is, he does the job better than anyone else. This is the specialist who deals in extraordinary cases of ordinary events. One example from this volume is the Cleaner. Rogues have a tendency to steal; everyone knows that. When one rogue is caught in the act, the consequences may be dire. What about the rogue whose screw-ups are likely to cause trouble for more than just himself alone? In that instance,





someone else needs to take a hand in order to limit the possible damage to the rest of the rogues' guild. That is what the Cleaner is there for. By focusing on what happens when the regular, reliable events go wrong or are outside of the ordinary people's capacity to cope, ideas for prestige classes can be generated.

Another good example here is the Arcane Custodian. In the ordinary run of things, a prisoner can be thrown into a jail cell and left there, then brought out when it is time for him to face trial. This would work perfectly well in a small border town, where frontier justice was the rule and where the most dangerous criminal was likely to be nothing more than a muscular bruiser. However, how would that border town cope with a criminal who could *teleport*? Obviously, they would need the help of a specialist if they wanted to hold the criminal at all. In a world with magic, one needs to think up more than just the regular pseudo-mediaeval buildings and specialists. If the larger cities have a way of dealing with lawless magicians, then what is it? Enter the Arcane Custodian, a spellcaster whose job is to keep fellow spellcasters in confinement.

## FOCUS ON AN ENVIRONMENT

People, like animals, adjust their behaviour according to their environment. The tactics and techniques one would use for fighting in the desert do not apply when fighting in a swamp, though one might be experienced with both. In a fantasy campaign, where the variety of environments is so rich and each one has so many resources, it is easy to craft prestige classes around the typical operations of an ordinary class in a specific type of region.

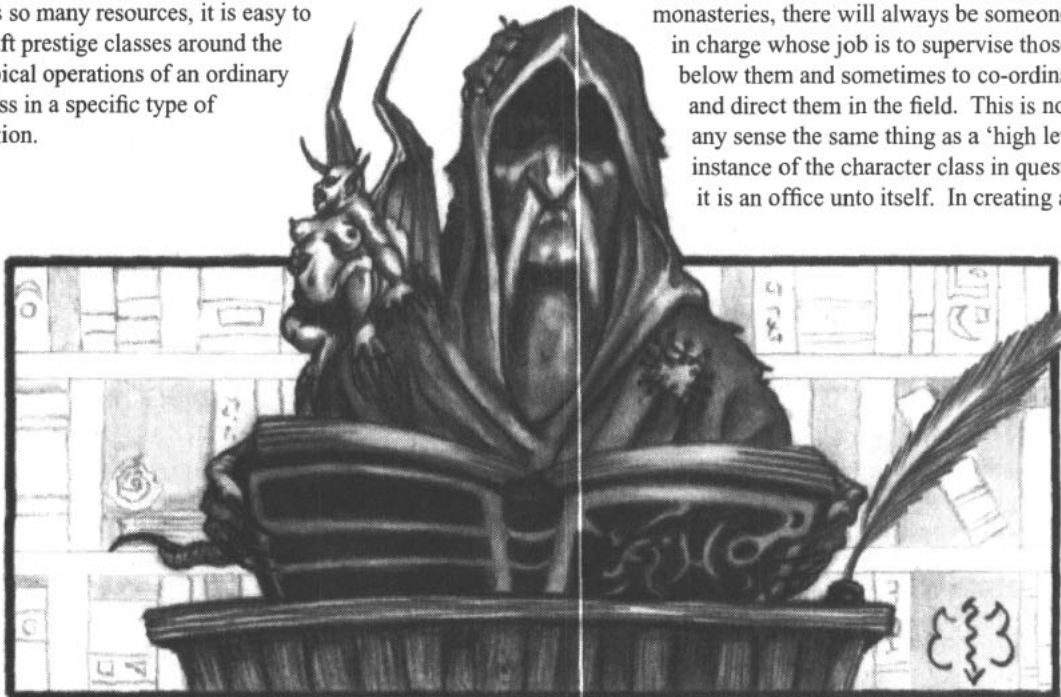
Take, for example, the Roofrunner in Ultimate Prestige Classes volume I, or the Sewer Rat in this volume. Each represents a rogue-type character who has made part of the city his special working environment. The roofrunner keeps to the upper parts of the city, receiving bonuses when fighting in that environment, whereas the sewer rat has a similar advantage on his own turf as well as the ability to tap the sewer's resources by scavenging out whatever he may need.

The easiest way to use this method is simply to take a class, drop it into an environment and then think about what would need to change. How, for instance, would a 'desert ranger' differ from a normal one? He might have the ability to sniff out water sources, ride a camel, read tracks in the sand, presage a sandstorm and have an intuitive sense of which way led out of the desert. He might also have a falcon as an animal companion, demons as a favoured enemy and use a scimitar instead of a sword.

This kind of thinking may lead on to other ideas which have nothing to do with environmental adaptation as such; for example, pondering what a 'sea cleric' might be like can lead one to speculate on what kinds of magic might be used by the various aquatic races, leading to the creation of monster classes such as the merfolk wavesinger.

## GO META

Who watches the watchmen? Whenever there is an organised system that trains its members, such as the military side of a kingdom or a chain of monasteries, there will always be someone in charge whose job is to supervise those below them and sometimes to co-ordinate and direct them in the field. This is not in any sense the same thing as a 'high level' instance of the character class in question; it is an office unto itself. In creating a





new class, one could look at the difference in abilities between a Bishop or Archbishop and a regular cleric (if the cleric's church worked in such a way.) One could also base a class around the idea of a General, a Tribal Leader, a Chief of the City Watch, or some similar authority figure. The best example of this to hand is the Guild Master from Ultimate Prestige Classes I, who was a rogue of rogues, the head of a secret clan of his own.

## TURN AN IDEA ON ITS HEAD

One of the most notorious classes, the blackguard, is effectively what you get if you make a negative paladin. All that was good turns to evil, holy powers turn to profane ones and the character ends up as a parody or a blasphemy of what he used to be. The same principle can be applied to other classes. The opposite of a cleric is not necessarily an evil cleric; one might come up with a class like the Atheist from Ultimate Prestige Classes volume 1, who was the logical contradictory of everything a cleric stood for. The opposite of an assassin might be a specialist healer who could draw venom out of a poisoned victim, stabilise dying creatures with a touch and (if arriving too late to help) cast *speak with dead* at will in order to find out what the last thing was that the victim saw.

## LOOK TO MYTH AND LEGEND

There are plenty of ideas for possible prestige classes in contemporary fantasy and in heroic legend. The classes that are most obviously taken from these sources in this volume are the Princely Hero, the Grey Knight of the Fey and the Giant-Killer. Many more exist out there to be tapped. Not all of these need be classes intended for players to use; there are plenty who would make interesting non-player characters, such as the smith who shoes the faeries' mounts or the wandering peddler who always seems to have the right item in his pouch.

## FUSE TWO IDEAS

The very simplest approach to prestige class crafting is to take two existing ideas and squash them together. This is exactly what has been done to create the Brother of the Shining Lotus and the Hallowed Mage classes in this book: one is a monk merged with a paladin, the other a wizard merged with a cleric.

When doing this, it is vital to include the *disadvantages* of each class as well as the advantages. For example, the Brother of the Shining Lotus cannot wear armour and retain his abilities. It is also important to detail the new, synergetic abilities that arise from the fusing

of these two ideas, such as the shining brother's ability to inflict a variety of critical hit upon undead or the hallowed mage's increasing transcendence of arcane spell failure. Without these new abilities, the character might as well just be a multiclass.

## EXTRAORDINARY, SUPERNATURAL OR SPELL-LIKE?

When designing prestige classes it is often necessary to stop and think about what category a special ability should fall into. Extraordinary abilities are relatively easy to designate. The point to remember is that an extraordinary ability, even if it is amazing, is still within the scope of conceivable human achievement. Thus, a rogue's sneak attack is an extraordinary ability. Less obvious examples of extraordinary abilities are the barbarian's natural armour rating and the assassin's killing attack. Extraordinary abilities function in an anti-magic field and cannot be targeted with *dispel magic* or other anti-magical actions.

When deciding whether an ability should be supernatural or spell-like, the most important practical consideration is whether the character's use of the ability should provoke an attack of opportunity or not. Is the ability something that the character would have to stop and concentrate on, so much so that he would be unable to defend himself adequately? If the answer is *yes* then it is best to consider the ability to be spell-like. Equally, abilities that duplicate or resemble standard spells from *Core Rulebook I* will usually be spell-like abilities.

Spell-like and supernatural abilities should also be restricted to a number of uses per day as a general rule. The power to use a spell-like ability 'at will' is a potent one and should not be used without serious forethought.

## FINE-TUNING SPECIAL ABILITIES

It is often necessary to place some additional restrictions upon supernatural abilities, particularly if they are powerful enough or innovative enough to be interesting to the average player. The very idea of a specialist prestige class implies that the character can do certain things extremely well under certain conditions. The trick is to define the conditions in such a way that the character does not have a ridiculously over stacked ability that he can only use once a month in the dark of the moon while standing on a basalt obelisk, nor a moderately powerful ability that can only be used when he makes a pathetically easy token ability or skill check.





The standard way to do this is to link the use of the special ability to a particular skill or similar check that the character can be counted on to have quite a good chance of succeeding at under normal circumstances. Take, for example, special abilities of the bardic kind that may only be utilised if the bard has a certain number of ranks in the Perform skill. It is a small step from recognising the importance of having several ranks in a skill before one can use a given ability to requiring that the character make an appropriate check either to use the ability at all or to see how well it has been used. The advantage of this method is that the skill check provides a variable numerical result, which may then be used (perhaps after a little modification) as the DC for a saving throw or an indicator of how powerful the ability's effect was.

The Games Master can always ensure that a character belonging to the prestige class has a decent amount of ranks in an important skill by making those ranks one of the prerequisites of the class. It is also quite justifiable to require the character to have ranks in some otherwise obscure or little-used skill if the abilities of the prestige class have a direct bearing upon that skill. For example, it is crucial for the arcane demolitionist (found in this volume) to have a good Knowledge (architecture & engineering) skill, because he needs to know how a building was put together in order to demolish it safely. This requirement finds practical application in the use of his Resonance Stress Amplification ability, which depends upon successful use of the skill in order to work at all.

By careful assignment of skills to abilities, the Games Master can bring a new level of importance to skills in the game, especially those skills which are very rarely used. To an ordinary adventurer, the need to use Knowledge (nobility & royalty) might not come up very often at all; to an elven noble warrior, it comes up all the time. The drow infernalist *has* to have a good Knowledge (the planes) in order to develop his abilities with demonology. When an obscure skill is not merely a piece of character ornamentation – ‘I suppose my sorcerer would know something about this’ – but the key to activating an enviable power, players are liable to take Knowledge skills much more seriously. They become worth the points invested in them

## WHAT TYPICAL SPECIAL ABILITIES MIGHT ACHIEVE

You've worked out the character concept and certain abilities now make sense. How do you go about turning the ideas into game mechanics? This list is by no means exhaustive. It is intended to illustrate several ‘tried and tested’ applications of special abilities and to give an idea of how prestige classes have been built in

the past. Original ideas are always more enticing and enriching for the game than ones built on a formulaic basis; nonetheless, even the best ideas have to be translated into rules for the game to work.

## BONUSES AND BOONS

The simplest special abilities serve to jack up the character's statistics in some way for a limited duration, usually defined in terms of a number of rounds or of a number of single actions. As the average character has a great many statistics to play with, there are hundreds of ways to apply this. Moreover, basing the approach on the philosophy that ‘there is no such thing as a free lunch’, it is justifiable to reduce some statistics while others are increased. This is particularly true when statistics are being boosted by a large amount.

The classic example of such a special ability is the barbarian's Rage. While it lasts, certain ability scores are raised and a bonus to saving throws is granted, while armour class is lowered to represent the barbarian's diminished ability to defend himself while he is howling and flailing about with his weapons. Another, less obvious example is the ability of the military archer (found in this volume) to aim with pinpoint accuracy. This may not seem to have any negative aspect, lacking such a penalty as the barbarian's reduced armour class, yet on closer examination it does; we find that the military archer must do nothing *but* aim in order to receive his increased bonus to hit. What is sacrificed here is time, rather than a numerical reduction from a statistic.

Bonuses to armour class are very common, particularly amongst monks and rogues who so often are unable to benefit from armour.

## TURN ONE RESOURCE INTO ANOTHER

Some special abilities improve the character's overall versatility by enabling him to use up a resource not needed at the time and convert it into one that is. The best example from the standard rules is the good cleric's ability to turn other spells into healing spells. Another slightly subtler example is found in the Power Attack feat, whereby accuracy may be traded in for extra damage. In this volume, we find such classes as the blood hunter's vampiric strike, whereby he may give up a stunning attack and make a vampiric strike instead, or the street-corner preacher who may use up a turning attempt in order to convert new people to his faith. The psynergist may convert psionic power points to stunning attacks and vice versa. The drow infernalist may consume summoned demons in order to power spells. The embermage may consume his own



hit points by cutting himself in order to inflict damage upon opponents.

When drawing up a new special ability of this kind, it is important to make sure that the trade-off makes sense. In most of the above cases, one can assume that the same power that drives the ordinary ability is simply being redirected to make the new ability work. There is however no logic in an ability that lets the character burn up a lay on hands usage for that day in return for a boost to a Knowledge skill.

## INFLICT SPECIAL DAMAGE

Rather a lot of gaming comes down to doing this; smashing the monster, the opponent and (once in a while) the fellow party member and doing extra damage because of your impressive abilities. The main question is how to make this ability as interesting and enticing as any of the established character abilities. One can be fairly sure that most ways of inflicting damage have been thought of already.

A good example here from the source rules is the paladin's ability to smite evil. This is restricted to a specific class of opponent and the damage is determined by the paladin's level, creating an ability that grows in potency as the paladin advances. Using this ability as a template, one can easily come up with similar abilities. One could smite good as easily as evil, or Law or Chaos for that matter; one could also smite monsters of a given type, such as outsiders, undead or giants.

Another ability that is frequently incorporated and tinkered with in prestige class character design is the rogue's sneak attack. One of the most popular abilities of them all, it is already so restricted in its use that tweaking these restrictions can result in a new type of ability. One could have a sneak attack that inflicted more dice per level but which was non-lethal, inflicting subdual damage; it could be a ranged sneak attack operative beyond the usual 30' limit, but not stacking with other sneak attack damage; it could even be a sneak attack that inflicted energy damage rather than ordinary damage, or that needed only a melee touch attack to hit successfully.

## MODIFY AN EXISTING CHARACTER ABILITY

Sometimes specialisation only means doing what you did before, only better. This is one of the easiest types of ability to work with, as you simply exaggerate the character's prowess in one field and disregard the others. The outstanding example in this book is the elven sharpeye, who really amounts to a walking sensor device; his Spot skill becomes vast while his other abilities atrophy.

## IGNORE OR REDUCE TYPICAL LIMITATIONS

Again, examples of this kind of ability are found in the standard character classes, with the rogue's Evasion ability allowing him to retain his Dexterity bonus to armour class when he would ordinarily be denied it. With prestige classes, other limitations may be overcome.



One kind of limitation that may be overcome is the dependence upon material resources. For example, bone archers have the ability, on reaching the appropriate level, to create arrows out of thin air. They no longer have to bother themselves with the business of crafting each and every one.

Another is the overcoming of the kind of limitation which, in game terms, is not so much an absolute bar to doing a given thing as an inconvenience so massive that nobody would seriously bother doing that thing. The classic example is arcane spell failure. A mage may wear plate armour if he wishes but he is going to be hard pressed to use any of his spells while so fortified. This limitation is the basis of the hallowed mage class, who gradually overcomes the inconvenience of arcane spell failure, ultimately giving him the power to cast arcane spells while in armour as easily as a cleric casts divine spells.

Yet another is the ability to ignore obstacles that stand between you and your goal and would make achieving that goal more difficult if not impossible. We find a ready example in armour, which prevents those with weapons from doing damage to the armoured person so easily. Bypassing armour is one of the imperial crossbowman's abilities. He has to think about it, but with enough preparation he can shoot a bolt through a thinly armoured patch on the target creature. A character who specialised in moving over rough terrain might be able to cross rocky ground without slowing his movement and one who was accustomed to dismantling dangerous devices on the battlefield might be allowed to disregard any circumstance penalties to technical tasks resulting from distracting activity going on around him.

Finally, there is the ability that seems to break a rule of the game. It is important to stress that these abilities *seem* to have this effect; the rules are the rules and are not there to be broken. For example, it is not possible to inflict critical hits upon undead, yet the Brother of the Shining Lotus has an ability which allows him to inflict extra damage to undead creatures exactly as if he were doing just that.

This latter kind of ability is the most potentially 'munchkinly' of all. It is a characteristic of badly designed prestige classes that they allow power-hungry players to have their cake and eat it, retaining the use of abilities they already had and discarding limitations. The Games Master should be *very* careful when using an ability that negates ordinary limitations. Here, more than anywhere else, it is crucial to set limits on such an ability and make sure it is logical and sensible.

Take, for example, the immunity of constructs to mind-affecting magic. It is easy to see the sense behind this

rule. Constructs have no mind, being mere automata assembled from parts, so they cannot be influenced by mind-affecting magic. It would therefore be ridiculous to grant a 'super-charmer' prestige class the ability to use mind-affecting magic on a construct. However, there are alternative ways of looking at the problem. A construct is animated by magical energies and has a form of rudimentary intelligence. It may not have a mind but it does have – for want of a better word – programming. Hence, it might be possible for a 'construct hacker' prestige class, who specialised in constructs and the systems which power them, to use a modified form of mind-affecting magic on a construct as a supernatural or spell-like ability. This would give us the effect we were looking for, without contravening the basic premise of the game. The downside would, of course, be that these construct-hacking abilities would not work on anything *but* constructs. Perhaps he would also run the risk of leaving part of himself trapped in the construct whose orders he was overriding, leading to a penalty to Intelligence being invoked if he was detected and expelled. Powerful special abilities should be associated with daunting risks.

## EARLY ACCESS TO POWERFUL SPELL EFFECTS

For a spellcasting character, the gold at the end of the rainbow is the ability to use the mighty spells of higher levels. This is almost always their goal. For some prestige classes, the higher-level effects can be reached more easily, though there is always a price.

## PULL OFF A FLASHY STUNT

This is more a quality of an ability than an ability in its own right but it still deserves to be mentioned, as many prestige classes are capable of deeds sufficiently impressive to cause others to stop in their tracks and gawp. It is also sometimes helpful when creating special abilities to think of what a true master of the craft could do and work backwards from there. For example, the knifemaster's ability to sever the straps on an enemy's clothing or armour is little more than an intimidating move designed to show people who they are messing with but it does also have a useful in-game effect. Some spellcasting and performing characters will also have showy abilities, designed to hold a crowd's attention, to cow the opposition or simply for self-promotion.



# THE WAY OF THE WARRIOR

The classes presented here all fall into the admittedly broad category of 'those whose primary role it is to fight with weapons'. The breadth and diversity of the classes will, we hope, give an idea of just how many applications such fighting can have. While many of these classes are relatively exotic or rare, such as the lycanthrope-stalking night hunter or the mysterious grey knight of the fey, we have made a special effort to provide the Games Master with classes representing military and civic warriors who deserve to have a class to themselves instead of being dealt with by means of the usual warrior, fighter or rogue templates. Such classes are not overly fancy or possessed of miraculous powers, but will add richness and plausibility to a game world.

## BARBARIAN OATHKEEPER

*'May the mountains crumble away and the seas dry to dust before I prove false to my word!'*

When a barbarian tribe requires a person, object or place to be protected above all else, one member will sometimes take a sacred oath to defend them to the last drop of blood in his body. Following this, he is expected to sacrifice his own life if need be to keep his charge safe. This ritual of obligation, sacred to the tribes as far back as they can remember, awakens certain ancestral powers.

The oathkeeper may be bound only to one person or place. Should the person be killed, the object be destroyed or the place be defiled, they may use none of their class features. They must gain a further experience level as a barbarian and must then be ceremonially purged and obligated anew before they may be counted as an oathkeeper again. A barbarian oathkeeper whose charge is kidnapped or stolen does not lose his class features, though many of them become useless to him, since they depend on the charge's proximity.

**Hit Die:** d12.

### Requirements

To qualify to become a barbarian oathkeeper, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +2 or higher.

**Class:** Must possess at least one level in the Barbarian class.

**Special:** Must take a binding oath to protect his charge in the sight of the elders of his tribe. A ritual wound is then made upon the left side of the chest and ashes from a sacred fire rubbed into it. This causes the permanent loss of one hit point.

### Class Skills

The barbarian oathkeeper class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.



## The Barbarian Oathkeeper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Uncanny Zeal, Empathic Link, Loyal Shield +1
2	+2	+3	+0	+0	Ancestral Spirit Possession
3	+3	+3	+1	+1	Mystic Protection, Loyal Shield +2
4	+4	+4	+1	+1	Blood for Blood, Soul's Sanctuary
5	+5	+4	+1	+1	Loyal Shield +3

### Class Features

All of the following are class features of the barbarian oathkeeper prestige class.

**Weapon and Armour Proficiencies:** The barbarian oathkeeper gains no new weapon or armour proficiencies beyond those he already has. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Uncanny Zeal (Ex):** When fighting in defence of his sworn charge, the barbarian oathkeeper may continue to move and act as normal when reduced to fewer than 0 hit points. As soon as the charge is seen to be safe, the barbarian oathkeeper will lapse into unconsciousness if he is still at 0 or fewer hit points. If the barbarian oathkeeper reaches -10 hit points, he dies instantly.

**Empathic Link (Su):** The oath of defence creates a supernatural link between the barbarian oathkeeper and his charge. He instinctively knows when his charge is in danger, has been wounded or has been killed or destroyed. He receives no clear image of their circumstances, just a feeling that all is not well. This ability is not limited by distance.

**Loyal Shield (Sp):** The barbarian oathkeeper's unswerving devotion to his tribal duty shields him from a certain amount of physical danger. When within sight of his charge, he gains a sacred bonus to armour class as listed.

**Ancestral Spirit Possession (Sp):** By taking his oath, the barbarian oathkeeper is maintaining an ancient and honourable tradition of his people. His ancestors are willing to lend him their aid. He may call upon the ghosts of his forefathers to lend him their strength in pursuit of his duty. Once per day, when within sight of his charge, the barbarian oathkeeper may use *cat's grace*, *owl's wisdom* or *bull's strength* as a spell-like ability as the spell cast by a sorcerer of equivalent level to his own.

**Mystic Protection (Su):** At 3<sup>rd</sup> level, the supernatural link created by the oath is strengthened still further. If the charge is a person, the barbarian oathkeeper may add his ability modifiers to the charge's saving throws as an enhancement bonus. If it is an object, the barbarian oathkeeper's Constitution modifier is added to its hardness rating. This ability only applies when the barbarian oathkeeper and his charge are within 100 feet of each other.

**Blood for Blood (Sp):** If the charge is a person, the barbarian oathkeeper may shed his own blood to heal the charge. Every two hit points of damage which the barbarian oathkeeper inflicts upon himself voluntarily heals the charge of one hit point of damage. The shed blood must be applied directly to the charge's wounds within one round in order to be effective. Hit points lost by the barbarian oathkeeper in this way cannot be restored by any lesser magical healing than a *Heal* spell and must instead be healed naturally over time.

**Soul's Sanctuary (Su):** If the charge is a place, the barbarian oathkeeper's own natural healing rate is doubled while he remains there.

### Classic Play

An interesting variant on the regular barbarian, this class balances some very potent class features with the significant drawback of having a charge to look after. Barbarian oathkeepers who are bound to places are best kept as non-player characters, as they have practically no opportunity to go adventuring. The easiest type of barbarian oathkeeper to play is the one whose charge is an object. This is usually a small sacred item or weapon. A charge that is a person makes for the best role-playing opportunities, as they will usually be non-combatants and hazards are doubly dangerous when one is looking out for less competent people than oneself. Depending on his or her personality, the players may also find the charge's behaviour difficult to tolerate or a hindrance to their activities. It is also easy for the Games Master to spice up an adventure by having a kidnap attempt made.



## BLADE ARTIST

*'So, I told him to cheer up and I'd replace his drink if it was that important to him. He said he didn't see what there was to smile about and went for his axe. Well, I took offence at that, so my sweet lady carved a big happy grin right across his throat. She was back inside my jerkin before anyone saw what I'd done. The first they knew was when his head peeled back at the neck. By then I was away.'*

Close cousins to the knifemasters, the blade artists seek to cultivate a spiritual understanding and bond with a single bladed weapon by contrast to the knifemaster's showy and purely technical arts. Blade masters disdain swords, axes and missile weapons, choosing instead to develop their prowess with the dagger to the very peak of efficiency. Every blade is cherished as if it were a dear human companion. Blades are always named and to damage or steal one (while such is possible) is asking to be fished out of the nearest river with your arteries neatly opened.

Comrades and friends of the blade artist often have rather a hard time keeping company with him. At low level he is, to put it kindly, fixated; at high level he is frankly obsessed and were it not for his lethal ability with the blades he so adores he would probably be locked up in a therapeutic institution.

**Hit Die:** d8.

### Requirements

To qualify to become a blade artist, a character must fulfil all the following criteria.

**Base Attack Bonus:** +5 or higher.

**Skills:** Craft (weaponsmith) 2 ranks.

**Feats:** Stunning Fist (or stunning attack ability), Quick Draw, Point Blank Shot, Weapon Finesse (dagger), Weapon Focus (dagger).

### Class Skills

The blade artist's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Perform (Cha), Sense Motive (Wis), and Tumble (Dex).

**Skill points at each level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** Blade artists gain no additional proficiency with

weapons or armour. Wearing medium or heavy armour or wielding a shield prevents a blade artist from using any of his special abilities. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Dagger Specialization (Ex):** Blade artists gain the fighter's Weapon Specialization (dagger) feat at 1st level. If the character already has this feat, his base damage with a dagger increases to 1d6.

**Quick Attack (Ex):** The blade is drawn and used to strike in one fluid motion. If the character draws a dagger and immediately make a melee or thrown attack with it, his opponent cannot use any Dexterity modifier to armour class nor any other dodge bonus against that attack. This ability relies on surprise, and therefore only applies to the first such attack the character makes in a combat.

**Rapid Throw (Ex):** The character may make an extra attack with a thrown dagger. All of his attack rolls that round gain a -2 circumstance penalty and he must use the full attack action. If the character has the Rapid Shot feat, the penalty is reduced to -1.



## The Blade Artist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Dagger Specialisation, Quick Attack
2	+1	+0	+3	+0	Rapid Throw, Signature Blade
3	+2	+1	+3	+1	Blade Claw
4	+3	+1	+4	+1	Stunning Blade
5	+3	+1	+4	+1	Returning Blade
6	+4	+2	+5	+2	Magic Fang
7	+5	+2	+5	+2	Power Throw
8	+6	+2	+6	+2	Blade Parry
9	+6	+3	+6	+3	Keen Blade
10	+7	+3	+7	+3	Sentient Blade

**Signature Blade (Su):** The character may designate one particular dagger as his signature blade. The chosen dagger must be at least of masterwork quality and may be enchanted. This ability takes a full day to activate, during which the character must practice with the blade and become attuned to it through meditation. Once attuned, a signature blade can never be lost or stolen. Thieves find that the pilfered dagger simply disappears within one minute and returns to the owner. The character's bond to this weapon is broken only if he sells it or gives it away, fails to retrieve it within 24 hours after throwing it, or attunes a different dagger to be his signature blade.

The powers of the character's signature blade, including all other special abilities he gains as a blade artist, only work for him. For example, the *keen blade* ability gained at 9th level only works while he is wielding the dagger. Removing the bond to the signature blade also deactivates all the powers the dagger gains from the character's membership of this prestige class.

**Blade Claw (Su):** The character's signature blade is now considered to be a natural weapon. It cannot be removed by a disarm attack and the character may use his base unarmed damage when striking with the dagger, if it is higher than the dagger's base damage. If the character is a monk, his blade may be used in melee with his more favourable unarmed attack bonuses as if he were making an unarmed strike. The character's blade artist level stacks with his monk level for determining his unarmed attack bonus and number of unarmed attacks.

**Stunning Blade (Su):** The character may use the Stunning Fist or stunning attack ability when making a melee attack with his signature blade.

**Magic Fang (Su):** The character's signature blade gains a +1 enhancement bonus to attack and damage rolls, as if the dagger was a claw and the wielder were

enchanted with a *magic fang* spell. This bonus stacks with any other magical enhancement bonuses on the blade, up to a maximum of +5.

**Returning Blade (Su):** The blade artist's signature blade gains the *returning* special ability. It returns to him on the following round after it was thrown, just before the character's turn. This has no effect if the signature blade already has the *returning* special ability.

**Power Throw (Ex):** At the beginning of the character's turn, before taking any actions he may choose to subtract a number from his attack rolls and add the same number to his damage rolls on all his ranged attacks with daggers. These numbers may not exceed his base attack bonus. The penalty to the attack roll and bonus to damage apply for one round.

**Blade Parry (Ex):** The character has mastered the dangerous art of parrying with a dagger. As long as he wield a dagger in one hand and nothing in the other, he gains a +2 dodge bonus to his Armour Class.

**Keen Blade (Su):** The character's signature blade gains the *keen* special ability, doubling its critical threat range. This has no effect if the signature blade already has the *keen* special ability or if it is enchanted with the *keen edge* spell.

**Sentient Blade (Su):** Upon his reaching 10<sup>th</sup> level, the blade artist's current signature blade is imbued with part of his soul. He may never again break his bond with his signature blade. He is incapable of selling it or giving it away and it still cannot be lost. The blade becomes intelligent; roll on table 8-31 of *Core Rulebook II* and all other appropriate tables to determine its ability scores and powers. Its alignment is automatically the same as the blade artist's and it speaks any languages he can speak. Sentient blades reform and reappear into your possession in 24 hours



if they are destroyed. A sentient blade can only be destroyed permanently if the blade artist dies first.

### Classic Play

This is not a particularly powerful class in terms of abilities but nonetheless it makes a fine augmentation for a fighter or rogue (and a monk, most especially) who does not mind becoming rather intense and overly focused on things with sharp edges. Blade artists belong to the 'easy to underestimate' school of prestige classes; those players who enjoy lulling the opposition into a false sense of security, or who need to carry out 'wet jobs' in the kind of places where you cannot take a larger weapon, will benefit most from the blade artist's powers.

## CHAINSLINGER

*'Where I come from, we have a special name for uptown folk who come strollin' in sportin' their fancy swords. We call them 'crunchy candy'.'*

The chainslinger has done his time in some of the nastiest hives of crime in the world. Only a few people are tough enough to specialize in the spiked chain as a weapon of combat. Each one carries the scars to prove his experience. The chain is a versatile and unpleasant weapon to face at the best of times and chainslingers can wring more tricks out of them than any common fighter. They are most commonly found in the dockside areas of large city ports, where they will have started practising with heavy ropes before working up to the chains which are found in plenitude in such areas. By contrast, some chainslingers did not receive their training in dockside territory clashes but in much more civilized locales, having become proficient in the spiked chain as one of many exotic weapons in their repertoire.

**Hit Die:** d10.

### Requirements

To qualify to become a chainslinger, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Feats:** Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain).

### Class Skills

The chainslinger class skills (and the key ability for each skill) are

Climb (Str), Craft (Int), Jump (Str) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

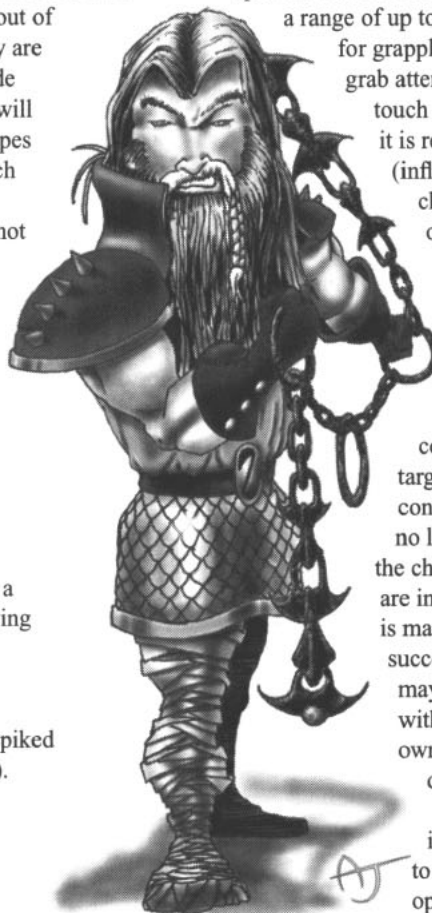
All of the following are class features of the chainslinger prestige class.

**Weapon and Armour Proficiency:** The chainslinger gains no new weapon or armour proficiencies in addition to any he may already have. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Metalworker:** The chainslinger receives a +4 competence bonus to any Craft check involving work with chains.

**Improved Trip:** The chainslinger gains a +2 competence bonus to any attempt to trip a single opponent with his spiked chain.

**Ensnare (Ex):** By looping his chain and using it to catch an opponent, the chainslinger may use his spiked chain to attempt to initiate a grapple attack at a range of up to 10 feet. See *Core Rulebook I* for grappling rules. Instead of the initial grab attempt being resolved as a melee touch attack with an unarmed strike, it is resolved as a melee touch attack (inflicting no damage) with the spiked chain. This provokes an attack of opportunity as usual. If the grab is successful, the chainslinger may either move in to the target's space as usual or opt to pull the target towards him with the spiked chain, in which case he must make a contested Strength check to pull the target into his space. If he loses the contested Strength check, the target is no longer considered grabbed. Once the chainslinger and his grapple target are in the same space, a Grapple check is made as usual. In the event of a successful grapple, the chainslinger may inflict the spiked chain's damage with his grapple attacks instead of his own unarmed strike. This is normal damage, not subdual damage: subdual damage may be inflicted if desired at the usual -4 penalty to the grapple attack. The grappled opponent suffers a -2 circumstance



## The Chainslinger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Metalworker, Improved Trip
2	+2	+3	+0	+0	Ensnare
3	+3	+3	+1	+1	Chain Swing
4	+4	+4	+1	+1	Toughness
5	+5	+4	+1	+1	Whirling Chain Sweep

penalty on attempts to escape or wriggle free, due to the constrictions of the spiked chain.

**Chain Swing (Ex):** The chainslinger may use his chain to make a special swing move. As part of a move action, if there is a suitable anchor point up to ten feet above the reach of his extended arm (such as a tree branch, a roof beam, a sign or a chandelier) he may roll to hit it as a melee touch attack, inflicting no damage. If this roll is successful, he may swing up to 50 feet in addition to his regular movement. He must however make a successful Dexterity check (DC 15) to free his spiked chain from its anchor point at the conclusion of the swing.

**Toughness:** Anyone who is accustomed to fighting with a length of spike-laden metal links is bound to have developed a thick skin over time. The chainslinger gains Toughness as a bonus feat at 4<sup>th</sup> level.

**Whirling Chain Sweep (Ex):** If the chainslinger makes a successful trip attack with his spiked chain, he may immediately make a further trip attack against another target. One additional person per level may be attacked in this way; failure to trip the opponent prevents all further trip attempts for the remainder of the round. All targets must be within a 10 foot arc. Each additional trip attempt after the first is at a -2 to hit.

### Classic Play

Very few players will have thought seriously about the spiked chain as a weapon choice. You have to use up a whole feat slot to become proficient in its use and even then it does not inflict particularly impressive damage. Such players are in for a shock the first time they meet a chainslinger. When encountered as non-player character toughs, chainslingers are likely to tag along with a group of ruffians rather than band together themselves. It only takes one experienced chainslinger to knock a whole room full of unprepared characters to their feet, after which his companions can batter them while they lie prone. Fighters and rogues are the most obvious classes to become chainslingers, though a human monk who had spent his starting feats on the requirements of this prestige class would find his monkish class features complemented nicely by those of the chainslinger.

## DAREDEVIL

*I'm always in trouble. I wouldn't know how to act if I weren't!*

Showy, audacious, admired by many and considered crazy by even more, the daredevil lives to take risks. Life is not worth living unless it is one death-defying challenge after another. He is attracted to anything that is dangerous, purely because it is dangerous. His motto is 'Cowards die many times before their deaths'. Daredevils are often quite vain and very arrogant, boasting of their deeds to anyone who cares to listen. When two or more are met at the same place, a furious contest of boasts is almost certain to begin, which will usually end with one daredevil challenging the other to perform some dangerous task with him right there and then. The challenges entered upon by daredevils are not limited by anything so mediocre as sanity. They may range from the conventional, such as the dispatching of an angry drunken minotaur who is rampaging in the next valley, to the bizarre, such as a challenge to drink a bottle of poison and then count out loud as high as one dares to before swallowing the antidote.

Daredevils come from all walks of life, from the peasant who started out by drinking a whole keg of grandpappy's rotgut for a bet to the nobleman who climbed the cathedral tower without rope or pitons because his mistress challenged him to do so to prove his love. They are more likely to be fighters or rogues than any other character class, purely because characters of these backgrounds are used to surviving danger on their own, one through physical toughness and endurance, the other through agility and skill. Characters with higher than 10 Wisdom are simply not reckless enough to be daredevils.

**Hit Die:** d8.

### Requirements

To qualify to become a daredevil, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Ability Scores:** Dexterity 12+, Wisdom 10 or less

**Skills:** Climb 5 ranks, Jump 5 ranks (or Balance 5 ranks, Tumble 5 ranks)





### Class Features

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

**Weapon and Armour Proficiency:** The daredevil is proficient in the use of light armour and all simple weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Iron Will:** The daredevil is focused on the challenge in front of him and will not let anything distract him from it. At 1<sup>st</sup> level, he gains Iron Will as a bonus feat.

**Cannot Resist A Challenge:** If challenged to perform a task which is clearly dangerous, not obviously fatal and within his own estimate of his abilities, the daredevil must make a Will saving throw as if he were the subject of a *suggestion* spell cast by a 6<sup>th</sup> level sorcerer. Particularly tempting or audacious challenges may carry a circumstance penalty to the saving throw at the discretion of the Games Master. If he fails, the challenge seems like a perfectly fine idea and he will do everything in his power (within reason) to achieve it. He may also accept the challenge voluntarily. The bonus to Will saving throws from the Iron Will feat does *not* apply when attempting to resist a challenge.

**Charmed Life (Ex):** To have survived this long and taken this many stupid risks, the daredevil must have some kind of outrageous good fortune going for him. When he is in a perilous situation and knows it, he receives a +2 competence bonus to all Reflex saving throws.

**Evasion (Ex):** At 3<sup>rd</sup> level the daredevil acquires Evasion as per the rogue class feature if he does not already have it. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the daredevil takes no damage with a successful saving throw. Evasion can only be used if the daredevil is wearing light armor or no armor. It is an extraordinary ability.

### Class Skills

The Daredevil class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Jump (Str), Tumble (Dex) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

### The Daredevil

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Iron Will, Cannot Resist A Challenge
2	+2	+1	+2	+1	Charmed Life
3	+3	+2	+3	+2	Evasion
4	+4	+3	+3	+2	Desperate Thrust
5	+5	+3	+4	+3	Flashy Moves

**Desperate Thrust (Ex):** His willingness to make risky moves means the daredevil is often the one to strike the single crucial blow that turns the tide during a hard combat. He may add a circumstance bonus equal to his level +3 to any one attack made during a combat in which he or his party are outnumbered by two to one or more. Such a move opens him up to attack; on the following round he is denied any Dexterity or dodge bonuses to Armour Class.

**Flashy Moves (Ex):** The daredevil is used to showing off his skills and basking in the appreciation of the crowd. While in the presence of an audience, defined as any person watching him who he does not know personally, he may add his Charisma modifier as a circumstance bonus to any attack rolls or Balance, Climb, Escape Artist, Jump or Tumble skill checks. For him to receive the modifier the audience cannot assist him or fight alongside him in any way. This does not stack with Desperate Thrust.

### Classic Play

There is often a daredevil in the party who just does not know it yet. He is the one who must always be first into the combat, kicking down the door or charging into the fray with scant regard for his personal safety. This class seeks to complement the natural tendencies of that kind of player. It is a slightly better option for fighters and barbarians than for rogues, as a rogue receives no particular benefit at 3<sup>rd</sup> level. Nonetheless, the rogue's lifestyle is just as likely to plunge him into situations that challenge his ability to think on his feet and confront danger. The daredevil would therefore be a good class for the 'Raffles' type of rogue who sees theft as an entertaining pastime and leaves a little emblem of his own behind so that the authorities will know who was responsible.

## DWARVEN HURLER

*'You have sown breezes with your boasts; now you shall reap the thunder!'*

### The Dwarven Hurler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Power Throw
2	+2	+0	+3	+0	Distance Throw
3	+3	+1	+3	+1	Catch Thrown Weapon
4	+4	+1	+4	+1	Combat Throw
5	+5	+1	+4	+1	Returning Throw
6	+6	+2	+5	+2	Arcing Throw
7	+7	+2	+5	+2	Spinning Throw
8	+8	+2	+6	+2	Double Throw
9	+9	+3	+6	+3	Return Thrown Weapon
10	+10	+3	+7	+3	Heroic Throw

The dwarves have many approaches to battle. One of the most well known is the 'ironclad' approach, in which the dwarven warrior is plated thickly with armour and carries a shield, stomping forth to form a living barrier against the foe and cleave them with axes when opportunity presents itself. Other dwarves find themselves positions among the nooks and crannies of their stony homes and loose missiles at invaders. Hurlers are more mobile than their fellows, bringing down enemies with thrown weapons from whatever vantage points they can find, often flinging their weapons over the heads of the armoured dwarves in front of them.

Hurlers are mostly fighters to begin with, as these are more likely to reach the requisite base attack and feat requirements. Sometimes, they will have levels of ranger as well as fighter, benefiting considerably from the ability to inflict greater damage upon favoured enemies with their hurled missiles. Some very experienced rogues have also been known to take this class, with spellcasters being the least likely to enter it.

**Hit Die:** d8.

### Requirements

To qualify to become a hurler, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +7 or higher.

**Race:** Dwarf.

**Feats:** Far Shot, Point Blank Shot, Precise Shot, Quick Draw.

### Class Skills

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



**Skill Points At Each Level:** 2 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Hurlers gain no new proficiency with any weapons, armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Power Throw (Ex):** At 1<sup>st</sup> level, the hurler may make a throw that relies upon raw power rather than upon hand-eye co-ordination for its accuracy. He may elect to add his Strength modifier to his attack roll in place of his Dexterity modifier. Such an attack is made as a standard action.

**Distance Throw (Ex):** At 2<sup>nd</sup> level, the hurler can throw ranged weapons with greater accuracy over distance. When he throws a ranged weapon, the range increment is doubled. This ability stacks with the increased range granted by the Far Shot feat. As this feat is a requirement for this class, the hurler's thrown weapon attack range is effectively tripled. This ability does not apply to attacks made with projectile weapons, such as crossbows.

**Catch Thrown Weapon (Ex):** At 3<sup>rd</sup> level, the hurler may attempt to snatch weapons that have been thrown at him out of the air. To use this ability he must have one hand free. Whenever he is the target of a thrown weapon attack, the hurler may make a Reflex save (DC 20) If the save is successful, he catches the weapon and suffers no damage from the attack. Catching a thrown weapon in this way is a free action. As he needs to be able to see the attack coming in order to react to it, the hurler may not use this ability if he is unaware of the attack or flat-footed. He may not catch a weapon that he could not normally wield in one hand.

**Combat Throw (Ex):** From 4<sup>th</sup> level onward, the hurler does not provoke an attack of opportunity when making a ranged attack with a thrown weapon while within an enemy's threatened area.

**Returning Throw (Su):** At 5<sup>th</sup> level, the hurler may draw a thrown weapon back to his hand. At any time when the hurler has missed with a thrown weapon

attack, the weapon automatically returns to his hand on the round following that on which it was thrown, just before the hurler has his turn. It counts as 'readied' on the hurler's turn and may be used immediately. Note that this ability only applies if the hurler misses. The weapon does not return if it hits its target unless it has a special property that allows it to do so.

**Arcing Throw (Ex):** From 6<sup>th</sup> level, the hurler develops the ability to throw his weapon in a high arc, bringing it down to land on foes who are behind barriers. Any targets of a thrown weapon attack made by the hurler gain only half the normal benefit from any cover if they are within two range increments. Unavoidable obstacles, such as a floor-to-ceiling wall with a window in it through which the foe is looking, may not be bypassed in this way.

**Spinning Throw (Ex):** At 7<sup>th</sup> level, the hurler can cause a weapon to spin through the air as it flies, making it more likely to knock foes off their feet on impact. If a spinning throw deals more than 10 points of damage to the target, the target and the hurler make an opposed Strength check, with modifications applying for size and stability as with a Trip attempt.



If the target loses, he is knocked prone. If the hurler loses, there is no effect; he is not knocked prone nor disadvantaged in any other way. Making a spinning throw attack is a standard action.

**Double Throw (Ex):** At 8<sup>th</sup> level, the hurler may throw one weapon from each hand as a standard action. Each attack is resolved using the hurler's highest attack bonus, with a -2 penalty to each attack.

**Return Thrown Weapon (Ex):** At 9<sup>th</sup> level, the hurler's ability to react to thrown weapons improves substantially. Any time he catches a thrown weapon (see above) he may immediately throw it back at the attacker using his highest attack bonus. He may return as many thrown weapons per round as he may make attacks of opportunity. Each returned throw counts as an attack of opportunity for that round.

**Heroic Throw (Su):** Once per day, on reaching 10<sup>th</sup> level, the hurler may make a single ranged attack with a thrown weapon that ignores all penalties for range, cover and concealment. Unavoidable obstacles still block this attack. The maximum range for the attack is six times the weapon's range increment after

adjustment for the Far Shot feat and the distance throw ability.

## Classic Play

One for dwarven fighter types who are already fairly advanced in their ways, the hurler is neither a heavy assault warrior nor a sniper. As far as group combat is concerned, he belongs in much the same category as a battle mage; a mobile maker of ranged attacks within a relatively small distance, as compared to the ranges available to missile weapon users. His main shortcoming is his tendency to run out of ammunition. While it is possible to carry quite a few throwing axes and other such weapons, even the most lethal hurler can only throw what he has to hand. (The returning throw ability only works if the hurler misses. The more accurate a hurler, the more likely it is that he will run out of ammunition fast.) Once he has expended all of his thrown weapons, he is likely to want to wade in and join the fray.

## DWARVEN IRONCLAD

*'You shall not pass!'*

Taking the defensive approach in combat to extremes, the dwarven ironclads make optimum use of the armour they use, seeking to become small fortresses in their own right. Ironclads can take blows that would leave lesser opponents torn in pieces on the floor. They model themselves on the cliff against which waves may break and break but never prevail. The way to defeat a foe, they argue, is simply to outlast him. They are not cowards, hiding behind walls of metal plating; they are rather stalwart defenders, only fortifying themselves so that they might better protect that which is dear to them. Ironclads are frequently found as the very last line of defendants when a dwarven stronghold is being protected from invasion.

To an ironclad, heroism consists not of travelling far afield and slaughtering monstrous foes but of staying at one's post and refusing to go down, come what may. They are intensely proud of their membership of this prestige class, which is seen as a privilege rather than a mere statement of expertise. One resolute ironclad may block a passageway for hours, driving back wave after wave of foes while others escape to safety or rally the forces for a counterattack.

**Hit Die:** d10.





## The Dwarven Ironclad

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Exotic Armour Proficiency, Ready Shield
2	+1	+3	+0	+0	AC Bonus (+2)
3	+2	+3	+1	+1	Exotic Armour Proficiency, Armoured Comfort (-7)
4	+3	+4	+1	+1	Fortress of One, Shield of Faith
5	+3	+4	+1	+1	Exotic Armour Proficiency, AC Bonus (+3)
6	+4	+5	+2	+2	Dual Shield
7	+5	+5	+2	+2	Exotic Armour Proficiency, Armoured Comfort (any)
8	+6	+6	+2	+2	Unhindered, Magic Vestment
9	+6	+6	+3	+3	Exotic Armour Proficiency, Armoured Mind
10	+7	+7	+3	+3	Untouchable

### Requirements

To qualify to become an ironclad, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Feats:** Armour Proficiency (heavy), Exotic Armour Proficiency (any).

### Class Skills

The ironclad class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), and Ride (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** Ironclads gain no proficiency in any new weapons but are proficient with light, medium and heavy armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Exotic Armour Proficiency (Su):** At 1<sup>st</sup> level and every other level following, the ironclad gains a bonus Exotic Armour Proficiency.

**Ready Shield (Ex):** At 1<sup>st</sup> level, the ironclad may equip a stowed shield as a free action but may only take one such free action per round.

**AC Bonus (Ex):** At 2<sup>nd</sup> level, the ironclad gains a +2 armour bonus to his Armour Class while wearing armour. At 5<sup>th</sup> level, this bonus increases to +3. This bonus tacks with the normal bonuses provided by the

character's armour and shield. Purely magical armour bonuses, such as those gained from the *mage armour* spell or *bracers of armour* do not trigger this ability. The armour must be a physical suit of armour with which the character is proficient.

**Armoured Comfort (Ex):** At 3<sup>rd</sup> level, the ironclad may sleep in armour that has an armour check penalty of up to -7 without suffering the effects of fatigue on the next day. At 7<sup>th</sup> level, the ironclad is *never* fatigued after sleeping in armour of any kind, regardless of its armour check penalty.

**Fortress of One (Ex):** At 4<sup>th</sup> level, the ironclad becomes especially skilled in defensive fighting. Whenever he takes the total defence action, the dodge bonus to armour class is +6 instead of the usual +4. If he also has 5 or more ranks in the Tumble skill, the dodge bonus increases to +8. The ironclad is only granted this bonus if he is wearing medium or heavy armour.

**Shield of Faith (Sp):** At 4<sup>th</sup> level, the ironclad may cast *shield of faith* once per day as a cleric of a level equal to the ironclad's class level.

**Dual Shield (Ex):** At 6<sup>th</sup> level, the ironclad may use two shields at once (one on each arm) and gain armour bonuses from each of them. He gains the benefits of any enhancement bonuses from both shields as well as other properties of both. This prohibits the ironclad from making any attack other than a shield bash, even if he has more than two limbs. However, he may use two bucklers and still make normal attacks, though with difficulty. One buckler normally imposes a -1 penalty on an attack roll but to use two at once greatly hinders movement and increases this penalty to -4.

**Unhindered (Ex):** At 8<sup>th</sup> level, the ironclad may treat any suit of armour worn as if its armour check penalty were 1 better (less hindering) than it is.

**Magic Vestment (Sp):** At 8<sup>th</sup> level, the ironclad may cast *magic vestment* once per day as a cleric of a level equal to the ironclad's class level.

**Armoured Mind (Su):** Once per day on attaining 9<sup>th</sup> level, the ironclad may apply the armour bonus from a suit of armour he is wearing as a resistance bonus on one Will saving throw. He must decide to apply this bonus before he makes the saving throw. This resistance bonus takes into account only the ironclad's armour and any accompanying enhancement bonus. It does not include armour bonuses from the character's shield, the AC Bonus class ability, nor purely magical sources such as the *mage armour* spell or *bracers of armour*.

**Untouchable (Ex):** At 10<sup>th</sup> level, the ironclad may apply half of his total armour bonus to his touch armour class. This includes bonuses from his armour and shield (plus any appropriate enhancement bonuses) as well as that from the AC Bonus class ability. It does not include armour bonuses from the character's shield, the AC Bonus class ability, nor purely magical sources such as the *mage armour* spell or *bracers of armour* (although such bonuses still add to the ironclad's touch armour class if applicable.) This bonus may be applied even if the ironclad is flat-footed.

### Classic Play

Indomitable as an ally, frustrating as an opponent, the dwarven ironclad embodies everything one has ever heard about the stubbornness of the dwarves. So long as there is not too much magic on the side of an invading force (try using *heat metal* on an ironclad sometime and watch the fun) they can stand up to a monstrous amount of battering. They are best deployed as living barricades, filling tunnels completely with no room on either side, as any opponent who is willing to suffer one attack of opportunity is likely to do so and dash past them rather than try to hammer them down the hard way. The ironclad is not very mobile even with his reduced armour check penalties, so pursuing foes is not really an option.

## ELITE CAVALRYMAN

*'Down there in that valley, there's a line of little men with swords and shields. They have everything to lose and they're very scared. We are what they're scared of. Let's give them good reason.'*

Elite cavalrymen represent the most feared mounted troops of historical and mythical warfare. Not merely soldiers on horses (or other mounts as appropriate for the race) but proud and daring veterans, they are given the tasks of breaking battle lines, bearing down on heavy fortifications and in general forming the mailed fist of an army's strong arm.

Note the 'elite' in the prestige class title. Many mounted warriors are not yet elite cavalrymen but 1<sup>st</sup> level warriors, aspiring to ranks of the elite cavalryman some time in the future. The bulk of the elite cavalryman's numbers come from warriors and fighters, with some from the other fighting classes. Rangers are especially common amongst the elven elite cavalryman.

**Hit Die:** d8

### Requirements

To qualify to become elite cavalryman, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Skills:** Handle Animal 6 ranks, Ride 6 ranks

**Feats:** Martial Weapon Proficiency, Mounted Combat, Ride-By Attack, Spirited Charge

**Special:** The elite cavalryman must have been trained in the cavalry unit of any standing army.

### Class Skills

The elite cavalryman class skills (and the key ability for each skill) are Animal Empathy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Profession (groom), Ride (Dex) and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

## The Elite Cavalryman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Man of the Horse +1, Fast in the Saddle
2	+2	+3	+0	+0	Man of the Horse +2, Mounted Team
3	+3	+3	+1	+1	Man of the Horse +3, Barding Specialisation
4	+4	+4	+1	+1	Man of the Horse +4, Bonus Feat
5	+5	+4	+1	+1	Man of the Horse +5, Mounted Cleave



## Class Features

All of the following are class features of the elite cavalryman prestige class.

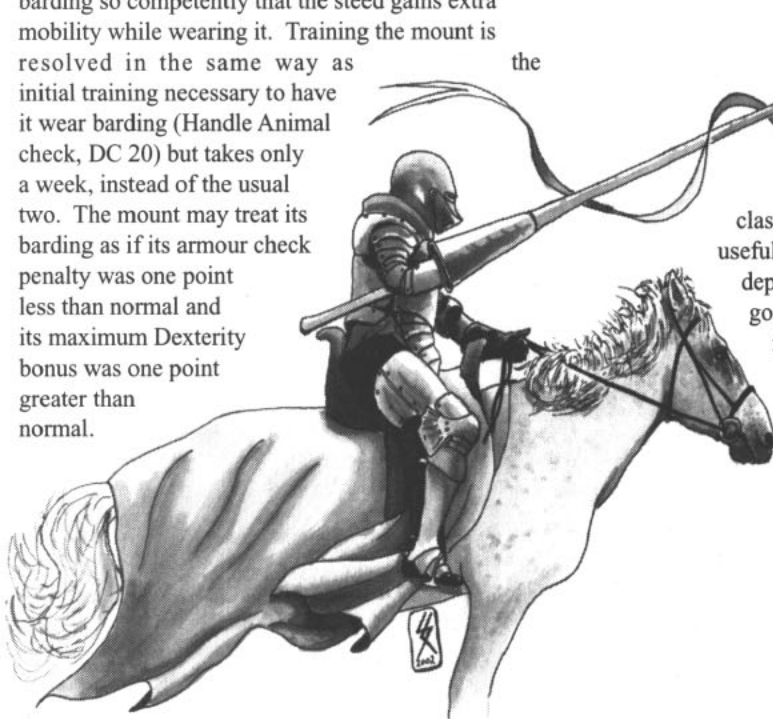
**Weapon and Armour Proficiency:** Elite cavalrymen are trained in the use of all simple and martial weapons and with light, medium and heavy armour as well as with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Man of the Horse (Ex):** Extensive training on horseback grants the elite cavalryman a competence bonus to all Ride checks equal to his class level.

**Fast in the Saddle (Ex):** From 1<sup>st</sup> level, the elite cavalryman no longer needs to make a Ride check in order to mount or dismount from a steed as a free action.

**Mounted Team (Ex):** The 2<sup>nd</sup> level elite cavalryman learns how to fight to his best advantage with a mount under him, making full use of the increased mobility, power and altitude while simultaneously keeping the steed out of harm's way and guiding it to more vulnerable targets. The elite cavalryman thus benefits from cover and a +1 competence bonus to all attack rolls.

**Barding Specialisation (Ex):** If he has sufficient time (twice the normal time needed to outfit a steed with barding) an elite cavalryman of 3<sup>rd</sup> level may arrange the placement and attachment of his mount's barding so competently that the steed gains extra mobility while wearing it. Training the mount is resolved in the same way as the initial training necessary to have it wear barding (Handle Animal check, DC 20) but takes only a week, instead of the usual two. The mount may treat its barding as if its armour check penalty was one point less than normal and its maximum Dexterity bonus was one point greater than normal.



When masterwork barding is employed in conjunction with this ability, a powerful charger may become virtually unencumbered by barding.

**Bonus Feat:** At 4<sup>th</sup> level the elite cavalryman gains any one feat that has a Mounted Combat as a prerequisite as a bonus feat. If the elite cavalryman already has all feats that require Mounted Combat, he may instead select any feat from the Fighter's bonus feat list, subject to the usual prerequisites. This bonus feat is granted in addition to the feats that a character ordinarily gains through advancement in level.

**Mounted Cleave (Ex):** The elite cavalryman may follow through on a powerful blow, using the inertia of his mount to drive the blow on. If an elite cavalryman of 5<sup>th</sup> level strikes down an opponent (such as by knocking it unconscious, killing it and such like) during a Ride-By Attack, he is granted an extra melee attack at the same bonus as the blow that struck down his initial target. Before making this second attack, he may continue the movement of his mount as per the Ride-By Attack feat, using this extra melee attack anywhere along the course of his mount's movement.

## Classic Play

Forward the light brigade! This is another of those prestige classes I appreciate most as a Games Master. No exorbitant special powers, no wanton immunity to damage of any sort, just a realistic attempt to portray a type of soldier who is bound to exist in any fantasy environment. On balance, it is more likely that elite cavalry will be encountered as non-player characters

— escorts for important nobles and mounted city guards come to mind — but paladins and rangers would do well to consider giving this prestige class a try. Mounted Cleave is a fairly useful feat. More importantly (or not, depending on your style of play) it looks good. There is nothing like ploughing into a writhing mass of goblin soldiery, sending heads flying to the left and right. Such attacks are the stuff of poetic legend!

## ELVEN NOBLE WARRIOR

*'If you cannot conduct yourself like a gentleman around the dinner table, then we must unfortunately call upon you to defend yourself like a gentleman upon the field of honour. Butler, kindly attend us upon the front lawn. We will require rapiers for two and coffee for one.'*

Those highborn elven families who have retained their wealth and status with the passage of time are able to choose the occupations their children will adopt. Whatever station in life they may be destined for, their training will be the best available. Accordingly, those elven youths whose path is a military one are not trained in the use of weapons or in strategy and tactics alone but in diplomacy, etiquette, statecraft and all the other necessary skills that a commander must learn. They grow up surrounded by the ebb and flow of familial power, learning who is allied to whom and what is given and what received with each new treaty and transaction.

They are not, however, mere ambassadors. They fight when the occasion calls for fighting, not fearing

to accompany their troops into the thick of the fray. Their noble blood lends them confidence and bearing, attributes that often inspire those around them, since courage is contagious. They are not bluffers; they know their own strength and one can be certain that any threat they make, they are quite capable of carrying out.

It is undeniable that they enjoy their calling. Some prefer intrigue, some warfare, but all elven nobles seek to distinguish themselves and make themselves indispensable in the service of their family or their nation.

**Hit Die:** d6.

### Requirements

To qualify for the elven noble warrior class, a character must fulfil all the following requirements:

**Base Attack Bonus:** +5.

**Alignment:** Any.

**Skills:** Diplomacy 8 ranks, Knowledge (nobility & royalty) 8 ranks, Innuendo 5 ranks, Sense Motive 5 ranks, Gather Information 5 ranks, Listen 3 ranks, Spot 3 ranks.  
**Feats:** Leadership, Amour Proficiency (medium or heavy), Weapon Finesse (any).

**Special:** To qualify for the noble warrior prestige class, the elf in question must be a member of a noble family, either by birth or adoption.

### Class Skills

Noble Warrior Class Skills (and the key ability for each skill) are as follows: Bluff (Cha), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (nobility & royalty) (Int), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 6 + Int modifier.

### Class Features

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





## The Elven Noble Warrior

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	+3 to Diplomacy checks
2	+2	+3	+0	+0	Authority
3	+3	+3	+1	+1	+2 to Sense Motive checks
4	+4	+4	+1	+1	Nobility
5	+5	+4	+1	+1	+2 to Listen checks
6	+6	+5	+2	+2	+5 to Diplomacy checks
7	+7	+5	+2	+2	Inspire Heroics
8	+8	+6	+2	+2	+4 to Sense Motive checks
9	+9	+6	+3	+3	+4 to Listen checks
10	+10	+7	+3	+3	

**Weapon and Armour Proficiency:** The elven noble warrior is proficient in the use of all simple and martial weapons, all forms of armour and shields. He may also take proficiency in one exotic weapon of his choice. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**+3 to all Diplomacy checks:** The first lesson any politician must learn is the art of successful negotiation. Here the noble warrior learns that the spoken word can be more effective than a swung sword. They can be masters of persuasion, capable of changing the most stubborn individuals with a few smooth sentences and a carefully-chosen mode of delivery. No matter who they set their sights on, whether their target is a peasant, merchant or king, they are able to pick the best approach and can cement the most unlikely of deals. The noble warrior gains a +3 competence bonus to all Diplomacy skill checks.

**Authority (Ex):** As an elf of high rank who has been raised to command and direct others, a noble warrior is at his most confident when in a leadership role. They believe everyone is better off when they are in charge, so they will never pass on an opportunity to take command of a situation. If the party accepts them as leader, the noble warrior gains a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls, due to their vast self-confidence. The noble warrior only receives these bonuses while he is leader of a group. He will not lightly give up that position once he is in it.

**+2 to all Sense Motive checks:** As the Noble Warrior associates with more people, he spends an increasing amount of time making mental notes on how these people act and react to different situations. Attitudes, personality, body language, characteristics, all manner of psychological hints may now be read. At their best,

they could almost be telepathic. At the very least, they stand a good chance of deciding what kind of person they are looking at, or of uncovering a crafty deception. Politicians are renowned for 'expanding upon the truth' and it always pays to know the trustworthy from the traitorous. The noble warrior receives a +2 Insight bonus to all Sense Motive checks.

**Nobility (Ex):** The noble warrior's confidence only grows as time passes; by now, it is catching. Their very presence and sense of self-worth inspires those they lead, granting valour and courage in the face of danger. They are so sure of themselves, of their abilities and of their noble blood, that the noble warrior becomes immune to fear effects, both mundane and magical. So long as the noble warrior is in a position of leadership authority (see above), any allies within 20 feet gain a morale bonus equal to the noble warrior's Charisma modifier to saving throws against all fear effects.

**+2 to all Listen checks:** The road to political power is not all flowery words and having 'a way with people'. It also involves paying attention to what is going on around you. Opportunity comes to those who are aware and knowledge comes to those who listen. Although they prefer to be in the thick of debates, using their diplomatic charm and wit to its full potential, noble warriors know that some things you can only gain by listening instead of talking. Many crucial events take place at the courts and palaces that one might easily miss if one were not on the 'need to know' list. Who knows what you might pick up just by listening in? The noble warrior gains a +2 competence bonus to all Listen checks.

**+5 to all Diplomacy checks:** Some people just do not want to co-operate. No matter what you say, they flatly refuse to change their mind. If you press the issue, they tend to get angry. This is where a diplomatic approach may work miracles. Noble warriors are always striving to learn from their interactions and

negotiations with others, seeking always to improve their techniques of persuasion. Talking a swordsmith into discounting his wares by ten per cent is one thing; convincing a hostile troll that it would do better smashing rocks in a quarry than breaking heads along the public highway is a true feat of diplomacy. The noble warrior's competence bonus to Diplomacy checks increases to +5.

**Inspire Heroics (Ex):** Noble Warriors occasionally feel the need to give their followers inspiring little speeches. It comes with being a leader. If they can talk their enemies into making alliances, they can definitely find the right words to encourage their friends into doing something suitably heroic (or stupid!). A Diplomacy skill check with a DC of 15 (+1 for each extra person if using this ability on a group) can inspire heroics in a follower, which temporarily allows them to fight on when reduced to fewer than 0 hit points and gives them a morale bonus of +2 to attack rolls and +1 to saving throws.

Inspire Heroics may only be used once a day, regardless of how many people the noble warrior uses it on. It takes some time to prepare a stirring speech.

**+4 to all Sense Motive checks:** Intuition is a wonderful thing. Noble warriors are excellent judges of character. They have to be, as they spend so much time in the rich arena of the nobility, where the air is thick with empty promises, veiled threats and treacherous intent. When an alliance is sealed, they have to be sure it is with someone they can trust. When help is offered, they must be certain it is not a trap. When dinner is served, it is always useful to have a nagging suspicion that the host may be handing you death on a gold-rimmed platter. The noble warrior's Insight bonus to all Sense Motive checks increases to +4.

**+4 to all Listen checks:** Noble warriors eventually attain such status that caution becomes their byword. Every highborn family has its enemies and every enemy wants a good target. A target that has risen in power and prestige, such as the character, is particularly apt; his death will send a clear statement to his remaining relatives. The noble warrior's skills are with words and weapons. In a battle of wills or swords, they are supremely confident. However, the deadly games of politics, rife with the foul undercurrents of nobles' jealousy, are rarely obvious and seldom played with honour. If noble warriors fail to listen to all that goes on around them, they may find an enemy moving to checkmate them before it is even their turn to move. The noble warrior's competence bonus to Listen checks increases to +4.

## Classic Play

Half the time, elven noble warriors will be fighting alongside the other military leaders of their lands, defending the realm from foes both foreign and local. The other half, they will be fighting each other. The rivalry existing between elven dynasties is spectacular, intricate and intense. If ordinary human families can maintain dynastic grudges over decades, how much more true that is for families of elves who have such an extended lifespan. The Games Master should bear all this in mind when dealing with elven noble warrior characters. There will always be someone out there waiting to trip them up. Some noble warriors escape their family background and become adventurers, associating with rowdy types of which their parents would definitely not approve. A Games Master wanting an entertaining session should have a noble warrior's family suggest he bring his 'new friends' home. Barbarians drinking tea out of dainty china cups (or trying to) is a sight that lingers long in the memory.

## GIANT-KILLER

*'Those are my mother's sheep and you can't have them.'*

The most ordinary people sometimes become heroes of their communities. One does not have to be highborn or a dragon-slaying knight to gain renown. A giant-killer is not necessarily a high-level warrior but simply a common man or woman whose skill and daring have prevailed time after time against a monstrous enemy. They work well together, often teaming up to bring down a particularly fearsome specimen. Giant-killers often wander from place to place, seeking to pit their wits against any giant-class monsters who are making a nuisance of themselves in the area. Communities are often happy to dig deep into their coffers to reward such a hero.

**Hit Die:** d10.

### Requirements

To qualify to become a giant-killer, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Ability Scores:** Dexterity 13+. Wisdom must be at least 4 points higher than Intelligence.

**Special:** Must have killed at least one giant-class creature. Note that 'giant' is a class of monster, covering creatures such as ogres and ettins as well as the named giant types such as hill giant and stone giant. See *Core Rulebook III* for full information on the giant class of monster.

**Special:** Must be of common origin with no noble blood.



## The Giant-Killer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Crafty Ruse, Run, Speak Giant
2	+2	+2	+1	+0	Fearless
3	+3	+2	+2	+1	Jack's Cunning
4	+4	+3	+2	+1	Head Chop
5	+5	+3	+2	+1	The Harder They Fall

### Class Skills

The giant-killer class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Hide (Dex), Jump (Str) and Survival (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The giant-killer is proficient in the use of light armour and all simple and martial weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Crafty Ruse (Ex):** The giant-killer is accustomed to tricking giant-class creatures. He knows what to say to goad, tempt or intimidate them and how to draw their attention away from things he does not want them to notice. He receives a +4 circumstance bonus on any Bluff, Diplomacy, Forgery, Intimidate or Hide checks made in order to deceive, baffle or frighten a giant-class creature.

**Run:** A giant-killer needs to be able to move quickly when he is up against opponents twice his size. At 1<sup>st</sup> level he receives Run as a bonus feat.

**Speak Giant:** All giant-killers are able to speak the Giant language.

**Fearless:** Being of stout heart and used to facing down creatures much larger than himself, the giant-killer is contemptuous of fear. He receives a +6 morale bonus to Will saving throws to resist fear effects and to any roll made to oppose an Intimidate skill check directed at him.

**Jack's Cunning (Ex):** The giant-killer may add his Wisdom modifier to any damage rolls made when fighting a giant-class creature.

**Head Chop (Ex):** Under certain very specific circumstances, the giant-killer may attempt to decapitate a giant-class creature outright. He must have a weapon ready, which must be large and inflict slashing damage. The giant-class creature must be denied any Dexterity bonus to its armour class, whether or not it has one. If the giant's head is not within reach (which it might be if the giant-killer were perching on top of a dresser or hiding in a tree) the giant-killer must first succeed in a Jump check (DC 30) to launch himself from the ground and attack the target. He must then make an attack roll. If the result is a successful critical hit, the giant-class creature's head is severed with one blow. The head chop attack is a full attack action and provokes attacks of opportunity.



If the creature has two or more heads, only one of its heads may be severed at once by this attack.

**The Harder They Fall (Ex):** The giant-killer knows how to aim a sling bullet or sword thrust so as to strike a vital area. When fighting giant-class creatures, any weapon he uses automatically benefits from the effects of the Improved Critical feat, doubling its critical threat range.

### Classic Play

As with most of the prestige classes that specialise in hunting and disposing of specific kinds of monster, the usefulness of a giant-killer is dependent on the kind of campaign the Games Master is running. They are a splendid class to use when on a wilderness adventure, or when helping a settlement against attack from humanoids, who are frequently led or assisted by giant-class creatures. Any class but a wizard or sorcerer could become a giant-killer with relative ease. Rogues will find themselves with far fewer skills to play with but the class features of the giant-killer complement their own extremely well. Jack's Cunning, Head Chop and The Harder They Fall can make a sneak attack against a giant-class creature a very messy business indeed.

## GREY KNIGHT OF THE FEY

*'Madam, I would dally longer but the Court rides tonight; and there are duties to which I must attend. No, keep your kisses, I pray you. I am pledged to a Lady of great renown, and a jealous lover is she.'*

Grey knights of the Fey are those rare mortals who have been chosen by a Queen of the Fey. (There may be one or more of these, depending on the campaign;

background details are left to the Games Master to determine.) Their role is to serve her and to act as intermediaries between the earthy realm and the pleasant lands of faerie. In order to be selected, the knight must be physically handsome and of good renown. Most of them are men, though this is not a stringent prerequisite. The Fey Queen presides over the Seelie Court, a gathering of good-aligned fey. In contrast, the Unseelie Court consists of Fey of evil alignment; the two courts are often at loggerheads.

Grey knights have a difficult task to fulfil, often being caught between their duty to the Fey realms and their responsibilities in the world of men. By way of some slight compensation, their lives are guaranteed never to be dull. The life of a grey knight is not one of laborious martial battle but of intrigue, derring-do and desperate swordfights between lordly gentlemen. Although they may sometimes sigh at the demands of their position, the truth is no grey knight would wish for any other life; it would simply be too dull by comparison.

The Fey Queen is most fond of humans as candidates for grey knighthood, though she will also sometimes lay her hand upon half-elves or elves.

This version of the grey knight presupposes a Fey Queen of a race akin to the pixie (see *Core Rulebook III*) and the class features are given accordingly. The class could easily be adapted for a Queen of a loftier Fey race, or otherwise adjusted to suit the campaign.

**Hit Die:** d8.

### Requirements

To qualify to become a grey knight, a character must fulfil all the following criteria.

**Base Attack Bonus:** 5+.

**Alignment:** Any Good.

**Feats:** Any one from the following list: Weapon Focus (shortbow), Weapon Finesse (rapier), Weapon Finesse (dagger) or Skill Focus (diplomacy).

**Skills:** Perform (storytelling and singing must be two of the chosen forms) 4 ranks, Diplomacy 6 ranks.

**Special:** Must be selected by the Fey Queen and accept the Fey Queens' Oath.

### The Grey Knight of the Fey

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Fey Friend, Clear Mind
2	+2	+0	+3	+3	Detect Evil, Fey Blood
3	+3	+1	+3	+3	Pixie Shot, Court Intrigue
4	+4	+1	+4	+4	Invisibility
5	+5	+1	+4	+4	
6	+6	+2	+5	+5	Minor Image
7	+7	+2	+5	+5	
8	+8	+2	+6	+6	Polymorph Self
9	+9	+3	+6	+6	Major Image
10	+10	+3	+7	+7	Fey Lord



## Class Skills

The grey knight's class skills (and the key ability for each skill) are: Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (nature) (Int), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Profession (Wis) and Use Magic Device (Cha).

**Skill Points at each level:** 2 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Grey knights are proficient with all simple and martial weapons, with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Fey Queen's Oath:** A grey knight must accept the Fey Queen's Oath during a solemn and mystical ceremony. During this magical event, the Fey Queen gains an empathic connection to the knight. She can determine if the knight has abandoned the oath simply by concentrating, regardless of how far he is from her.

The Oath binds the grey knight to the following ongoing duties:

- Help the poor with small favours.
- Serve the Seelie Court.
- Punish evil.
- Commit no evil act.
- Remain celibate, unless with the Fey Queen.

**Fey Friend (Ex):** The grey knight is a member of the Fey Queen's court, in good standing. As a result, he gains a bonus equal to your class level to all Charisma ability checks and Charisma based skill checks when dealing with non-evil fey.

**Clear Mind (Ex):** The experience of close mental contact with the Fey Queen strengthens the grey knight's mind. He gains a +4 circumstance bonus to all saving throws against enchantment, illusion and mind influencing magic and against fear effects from any source. At 5th level, this bonus increases to +8.

**Detect Evil (Su):** The grey knight can detect evil in the same manner as a paladin. Furthermore, if the source of evil is of the Fey type or an item strongly associated with the fey, he will also know this during the first round of concentration. This ability tends to quickly alert the grey knight to unseelie involvement.

**Fey Blood (Su):** The soul of the grey knight becomes imbued with Fey magic. He gains Spell Resistance equal to his grey knight class level plus 12.

**Pixie Shot (Su):** The denizens of the Seelie Court teach the grey knight some of their secrets. He gains the knowledge of how to craft sleep arrows as used by pixies. Crafting one arrow requires an hour and a Craft (bowmaking) check at DC:20. The arrow may be crafted as a masterwork arrow first if desired but the extra hour and skill check are still required. A failed check to make a sleep arrow does not harm the arrow. Only one attempt to craft a sleep arrow may be made per day. Sleep arrows revert to ordinary arrows after ten days if not used, or if used by a non-fey creature other than the grey knight.

Sleep arrows turn to dust on impact (even if they miss) and deal no damage. However, the target, regardless of its Hit Dice, must make a Fortitude saving throw (DC 15) or be affected as though by a *sleep* spell.

**Court Intrigue:** The grey knight's presence begins to attract a significant level of scrutiny from other members of the court. As power is constantly shifting, he must be especially careful to stay in favour. At least once per month, he must make a Diplomacy check against a DC of 20 plus his grey knight class level. A successful Sense Motive check against the same DC provides a +2 synergy bonus to the check. If the skill check is failed, the grey knight has lost standing within the court. He may regain his lost standing by performing a special quest or favour for the Fey Queen. The exact details of the quest are up to the Games Master to determine but should include the defeat of an appropriately challenging opponent from the unseelie court, either in single combat or in some sort of competition or mental challenge.

Until the service is complete, a disfavoured grey knight loses any benefits from the Fey Friend, Clear Mind and Fey Mind abilities. Furthermore, a grey knight in disfavour may not advance to a higher level in the class.

If the check is made by ten or more, the grey knight has actually enhanced his standing within the court. He gains a +4 bonus to any one Charisma ability check or Charisma based skill check within the next two weeks. In all cases, at least one court intrigue check must be made before he may gain each new class level, starting with fourth level. The enhanced favour bonus may only be gained once per level.

This game mechanic is a simplified way to sum up the dalliances, gossiping, power plays and social climbing that goes on within the Fey Queen's court. At the Games Master's discretion, the skill checks could be substituted for a wholly roleplayed session.



**Spell Like Abilities (Sp):** The grey knight gains several spell-like abilities as he advances in level. They all function as spells cast by an 8th level sorcerer. *Invisibility:* cast once per day at 4th level and twice per day at 7th level.  
*Minor image:* cast once per day at 6<sup>th</sup> level.  
*Polymorph self:* cast once per day at 8th level.  
*Major image:* cast once per day at 9th level.

**Fey Lord:** While a 9th level grey knight, the character must make a special visit to the Fey Queen before he is permitted to advance to 10th level. During this visit, he re-affirms his vows in a formal ceremony.

At the conclusion of the ceremony, he becomes a Fey Lord (or Lady). A Fey Lord is a powerful member of the Court and stands as a proxy for the Queen herself. This promotion grants significant political and magical power to the grey knight but also greatly increases the political complications of his life.

The Fey Lord may use each of his spell-like abilities one additional time per day. He may also summon 1d4+1 pixies once per day, as if he were casting a *summon monster VII* spell. His caster level for this ability is his character level. One out of ten pixies summoned have the ability to cast *irresistible dance*: determine this by rolling a d10 for each pixie, with a result of 1 meaning that the pixie can cast the spell as an 8<sup>th</sup> level sorcerer.

These pixies are relatives of the Fey Queen, and their safety is important. The death of any of them will cause the grey knight's next court intrigue Diplomacy check (see above) to be made at a -2 circumstance penalty. On rare occasions, the Fey Queen may refuse to allow a petitioner to advance to the status of a Fey Lord. If she refuses, the grey knight must either gain a level in some other class, or choose not to advance until he has proven himself worthy by completing additional favours for the Fey Queen.

**Ex-Grey Knights:** A grey knight who is no longer of good alignment, or who grossly violates the Oath he took to the Fey Queen, becomes an ex-grey knight. The only way to regain his class abilities is to return to a good alignment or perform some special favour for the Fey Queen. This is always an extremely difficult task, which the grey knight's political enemies will try to sabotage. A grey knight who willingly commits an evil act becomes an ex-grey knight forever and may never recover the use of any class abilities.

Ex-grey knights cannot use any of their supernatural or spell-like class abilities.

## Classic Play

The old ballads of Britain have told many tales of the grey knights of the fey. The most notable of all of these was Tam Lin, who was seized by a covetous Faerie Queen when he fell from his horse and was only brought home to the mortal world by the help of the devoted Janet. Also worthy of mention is Thomas the Rhymer, or 'True Thomas', the famous minstrel whose fate was to serve the Queen of Elfland for seven years.

Player characters who take the romantic, gallant path of the grey knight are in for some dramatic and exciting roleplaying. There is always a ready adversary in the form of the Unseelie Court and its minions. Fey politics are as tricky and deceptive as the Fey themselves. The quests set by the Fey Queen are often quite epic in their scope. One might be sent to catch a tear fallen from the moon, or pluck a feather from a phoenix's wing. If these seem like the exaggerated tasks of children's stories, remember that there is a reason why they are called *fairy tales*. The Fey are simply *like* that to deal with. Just keep telling yourself her favour is worth all this trouble...

## IMPERIAL CROSSBOWMAN

*'Look at the arrogant beggar, surveying our lands from his horse like he owns the place already. Hasn't got a clue. Doesn't even know we're here. I tell you, lads, if that's the best these Khazians have to offer, it'll be a short war. Ah, here he comes. Heads down. Chalky? Bag him at sixty paces, there's a good lad.'*

At times of war, it is said that the Gods are not on the side of those with the biggest weapons, but of those with the best shots. The crossbow packs quite a punch in the right hands; more so if one takes the time to perfect one's competence with it. Imperial crossbowmen are often of common stock. Their military experience is usually limited to having served in the village militia or the city watch. Having been trained up thoroughly and well, they will have put in the hours where it counts, practicing on the village green and standing in defence of their community. Small wonder, then, that their services are called upon whenever the borders of a kingdom are threatened.

**Hit Dice:** d8.

### Requirements

To qualify to become an imperial crossbowman, a character must fulfil all the following criteria.



**Base Attack Bonus:** +2 or greater.

**Feats:** Point Blank Shot, Weapon Focus (any crossbow).

**Skills:** Spot 6 ranks.

## Class Skills

The imperial crossbowman's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Listen (Wis), Profession (Int), and Spot (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

**Skill Points per level:** 4 + Int modifier

## Class Features

All of the following are class features of the imperial crossbowman prestige class.

**Weapon and Armour Proficiency:** The imperial crossbowman is proficient with all simple weapons and with light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Accomplished Crossbowman (Ex):** The imperial crossbowman gains proficiency with all types of crossbow. This includes exotic or peculiar models, such as the hand crossbow and the repeating variety of the weapon. He may use any crossbow-type weapon he finds without practice or training, irrespective of how unusual it may be. If he is ever called upon to operate siege machinery (and has the appropriate skill to do so) his team gains a +2 circumstance bonus to its Profession (siege engineer) check when making a roll to hit with a ballista.

**Rapid Reload (Ex):** When you have done it every day of your life for years, reloading even a heavy crossbow is as straightforward as breathing. The imperial crossbowman may reload a heavy or repeating crossbow as a move-equivalent action instead of a full-round action. To do so still provokes an attack of opportunity, as usual.

**Pinpoint Accuracy (Ex):** At 3rd level and higher, the imperial crossbowman may take a full round action to

do nothing else but steady his aim at one target. Upon making his eventual attack, which must itself be a full-round action, he receives a +2 circumstance bonus to the attack roll against that target. He may spend one round aiming per point of his Wisdom modifier (if positive) and all circumstance bonuses to the attack roll will of course stack with each other. The circumstance bonus or bonuses count only for one shot and do not carry over to any subsequent attack.

To use this ability, the imperial crossbowman may not be threatened by an enemy. If an enemy moves and threatens him while he is aiming, the ability is negated and any accumulated bonuses from aiming are lost.

**Penetrating Shot (Ex):** If he has a chance to line up his shot perfectly, the imperial crossbowman may aim for an unprotected or vulnerable spot on the target. He may take a full round action to make a single attack with his crossbow that is resolved for attack roll purposes as if it were a ranged touch attack.

**Vital Shot (Ex):** By this stage in his career the imperial crossbowman knows exactly where to place a bolt in order to drop his target quickly and quietly. He gains the Sneak Attack ability, exactly as per the rogue class feature, with the sole exception that he may only add this sneak attack damage if he is inflicting it with a crossbow attack. This ability stacks with any other sneak attack damage ability the character may have, such as from having levels in the rogue class.

## Classic Play

This is a good, solid, unpretentious prestige class with plausible abilities. Better still, he is easily placed in just about any fantasy game environment. As a non-player character, you can find him in numerous places; the lower ranks of the city watch, keeping an eye on the city below from his guard tower; at the head of a hunting party off shooting game birds in the woods; in the military, where he will have received most of his training and where he and his comrades can inflict massive amounts of damage to enemy troops; and, in a few rare cases, committing heists or robbing rich institutions. This is only to be expected, as the crossbow is in many ways the shotgun of the fantasy genre!

## The Imperial Crossbowman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Accomplished Crossbowman, Rapid Reload
2	+2	+0	+3	+0	Vital Shot +1d6
3	+3	+1	+3	+1	Pinpoint Accuracy
4	+4	+1	+4	+1	Vital Shot +2d6
5	+5	+1	+4	+1	Penetrating Shot



## KNIFEMASTER

*'You see that fly up there on the roof beam? Okay, do you see its left front leg? Watch.'*

One can tell there's something exceptional about them as soon as they are encountered. Their eyes are sharp, their hands are steady and they are as nimble as cats. They always wear long leather coats or jackets in whose lining dozens of razor-sharp blades are concealed. Even more knives are tucked into their boots or hidden behind their backs.

Whether they find employment as carnival entertainers, bounty hunters or specialist killers, there is no mistaking the skill of a knifemaster. They take pride in their ability to hit whatever they aim at, spending long hours training themselves by hurling knives at increasingly tiny targets. Never without a blade to hand, they achieve more with their collection of small daggers than more doughty fighters can do with a large sword.

**Hit Die:** d8.

### Requirements

To qualify to become a knifemaster, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Ability Scores:** Dexterity 16+

**Feats:** Weapon Focus (dagger), Quick Draw

### Class Skills

The knifemaster class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (any) (Int), Intimidate (Cha), Perform (Cha), Spot (Wis) and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The knifemaster is proficient in the use of light armour and all simple weapons. He is also proficient in the use of the specially balanced throwing knife, which unlike an ordinary dagger is crafted for throwing rather than stabbing. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Juggle Knives (Ex):** With a successful Dexterity check (DC 10 + number of throwing knives) the knifemaster may keep one throwing knife per level in the air. This juggling is a move-equivalent action and provokes attacks of opportunity. Each round, as a full action, any or all of these knives may be thrown one after another as an attack. All such attacks are resolved at a -2 circumstance penalty to hit. With this move, the knifemaster may make more attacks in a round than are normally allowed by his base attack bonus. He may direct these attacks at different targets.

**Hurled Blade (Ex):** The knifemaster has studied the technique of knife throwing and has learned to put the strength of his arm behind a thrown weapon. He may add his Strength modifier to any one thrown weapon attack per round.

**Sever Strap (Ex):** The Knifemaster may attempt to cut any visible non-metallic straps worn by the target, such as a leather belt or the fastenings on a breastplate. Such an attack is made with a -8 penalty to hit and is resolved as a melee touch attack. One strap is cut per successful attack. Armour that has had at least

### The Knifemaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Juggle Knives
2	+2	+3	+3	+0	Hurled Blade, Sever Strap
3	+3	+3	+3	+1	Deflect Arrow
4	+4	+4	+4	+1	Sneak attack +1d6, Evasion
5	+5	+4	+4	+1	Miraculous Reflexes
6	+6	+5	+5	+2	Sneak attack +2d6
7	+7	+5	+5	+2	Fistful of Blades
8	+8	+6	+6	+2	Sneak attack +3d6
9	+9	+6	+6	+3	Chink in the Armour
10	+10	+7	+7	+3	Sneak attack +4d6



one of its straps severed counts as hastily donned (see *Core Rulebook I*); should they be completely severed, the armour falls off. The amount of straps involved will depend on the type of armour worn. A character wearing trousers or britches whose belt has been severed, or who is otherwise impeded by clothing that has had its straps severed, becomes effectively entangled until he can remove the problematic garment. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but cannot run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell. A knifemaster will ordinarily use this feature with a melee attack. If it is done as a ranged attack, the target has an 80% chance of suffering damage.

**Deflect Arrow (Ex):** The knifemaster's reflexes and instinct for self-preservation have bred in him the ability to knock projectiles out of the air before they hit him. This ability functions as the Deflect Arrow feat (see *Core Rulebook I*) with the exception that the knifemaster must have a dagger or throwing knife in his hand with which to deflect the projectile. He cannot use this ability with an open hand.

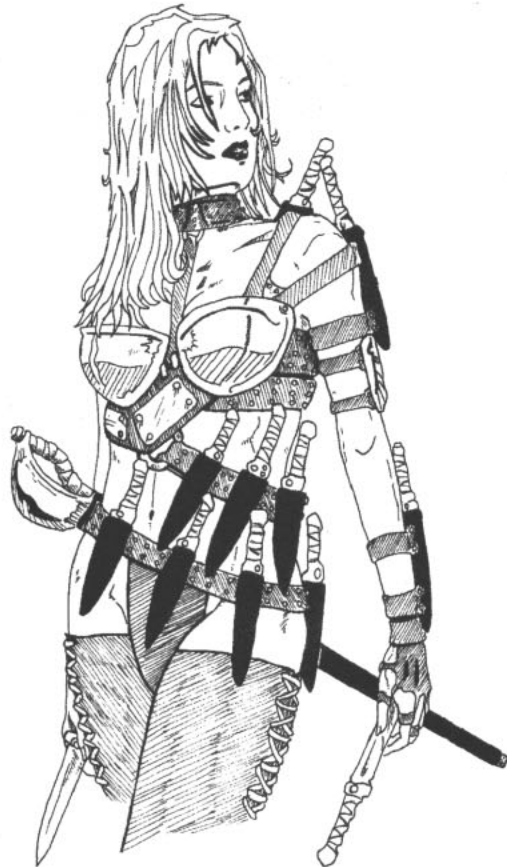
**Sneak Attack:** This ability functions exactly as the rogue class feature. At any time the knifemaster's target would be denied his Dodge bonus to AC (whether he actually has a Dexterity bonus or not) or when the knifemaster flanks the target, the knifemaster's attack does extra damage. The knifemaster gains an additional 1d6 of sneak attack damage at levels four, six, eight and ten. This bonus damage stacks with sneak attack damage gained from other classes, such as rogue.

**Evasion (Ex):** By this stage, the knifemaster's ability to dodge danger is formidable. He acquires Evasion as per the rogue class feature if he does not already have it. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the knifemaster takes no damage with a successful saving throw. Evasion can only be used if the knifemaster is wearing light armor or no armor. It is an extraordinary ability.

**Miraculous Reflexes (Ex):** If he has a free empty hand, the knifemaster may attempt to catch an incoming thrown weapon of small size or less (this must be thrown by hand and cannot be an arrow, bolt, bullet or other missile) and throw it back at the attacker. A Reflex saving throw (DC 20) must be made to catch the weapon safely. The knifemaster suffers a -4 circumstance penalty if he is attempting to catch the weapon with his off hand. The throw-back attack is made with a -4 circumstance penalty to hit.

**Fistful of Blades (Ex):** In one of the most lethal attacks of which he is capable, the knifemaster may ready a number of throwing knives in one hand equal to his Dexterity modifier and hurl the whole fistful at a single target. The roll to hit is made as if this was a single attack. If one blade hits, they all hit: if one misses, all miss. Damage is rolled separately for each throwing knife. Each knife benefits from any Strength modifier that may have been added to it by use of the Hurling Blade class feature (see above) and from any other modifiers that apply to the weapon such as magical enhancement. However, if *Fistful of Blades* is used as a sneak attack, only one set of extra damage applies, as the multiple knives count as a single attack.

**Chink in the Armour (Ex):** After studying an armoured target for 3 rounds and making a successful Spot check (DC 25) the knifemaster may locate tiny gaps in the armour through which a dagger blade might be thrust. Any subsequent attacks which the knifemaster makes upon that target with a dagger, throwing knife or other tiny weapon dealing piercing damage are made with a -2 penalty to hit but ignore any armour bonus to the target's armour class. This ability cannot be combined with *Fistful of Blades*, as multiple knives cannot jointly penetrate a single vulnerable spot.



### Classic Play

The knifemaster's great strength lies in other people's tendency to underestimate him. Players and non-player characters alike tend to feel contemptuous of anyone who is not armed with anything more than a little dagger. For the fighter or ranger who sometimes needs to travel incognito without too much armour or weapons, the knifemaster is a perfect prestige class. Even a paladin might consider having a few sharp pointy tricks up his sleeve. Rogues will probably find a few too many of the class features duplicate abilities of their own but might find the class appeals because of its obvious underworld prestige. There is something enviably *cool* about a guy who can skewer an adversary through the eye socket from the other side of the bar room.

## KNIGHT OF JUBB

*'What do I do for a living? Well, this morning I put a small village to the torch, fired the mayor from a specially adapted siege catapult of my own invention, tipped rocks on to a merchant caravan on the way home and drank a half a crate of sacramental wine before heading for the tavern. But enough about me, let's talk about – hey, where are you going?'*

Named after one of the most ancient, insane and destructive deities of Chaos, one with the deliberately absurd title of Grand High Jubb Li Ming, the knights of Jubb live for constant variety, pointless combat and the freedom to do whatever they feel like doing at any given time. Though most people that encounter them refer to them as 'knights of Jubb', they do not use the title for themselves, disdaining prescriptive labels of any kind. They just call themselves 'vagabonds', 'warriors' or 'warlords' or by more personalised names such as 'the skullcrusher', 'black mortis' or 'law's bane'.

They actively enjoy battle, signing up as mercenaries to have more of a chance to participate in it. They revel in the smoke, din and confusion of the battlefield. Whereas others consider a mad muddy ruckus to be the antithesis of proper military combat, to the knight of Jubb it is paradise on earth. They get into fights wherever they can, spilling drinks here and dishing out insults there. The thrill of conquest is the only reward necessary.

The knight of Jubb will often wear excessively ornate or overblown armour and clothing. Large spikes on any conceivable edge are preferred, as are chains, snarling faces with too many teeth, chequerboard patterns, runic inscriptions and excessive amounts of black garments. Weaponry is usually of large size, the larger the better; a true knight of Jubb will aspire to own and wield a weapon taller than himself. Those

knights of Jubb who do not use overlarge weapons will usually use contrived and exotic versions of martial weapons, such as a bastard sword with curled hooking blades up the side (the infamous Sword of Jubb), a black double-bladed sword covered in crimson runic inscriptions or a mace with several spiked heads. Some will sport enormous tattoos or have multiple piercings in various parts of their bodies.

The most likely candidate to become a knight of Jubb is a barbarian of half-orc stock. Tragically, some fallen paladins may also take the path of Jubb, in order to spite their former deities and tread underfoot the ideals of law and order that they once served.

**Hit Dice:** d12.

### Requirements

To qualify to become a knight of Jubb, a character must fulfil all the following criteria.



**Base Attack Bonus:** +6

**Alignment:** Any chaotic.

**Feats:** Exotic Weapon Proficiency (any), Toughness.

**Skills:** Intimidate 5 ranks.

**Special:** The knight of Jubb must either have the barbarian's ability to rage or be an ex-paladin. Knights of Jubb swear to no Code of Conduct, except to oppose law and order but are sometimes called to service by chaotic neutral outsiders.

### Class Skills

The class skills of a knight of Jubb (and key ability scores of each) are Climb (Str), Intimidate (Cha) and Ride (Dex).

### Class Features

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

**Weapon and Armour Proficiency:** Knights of Jubb are proficient with all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

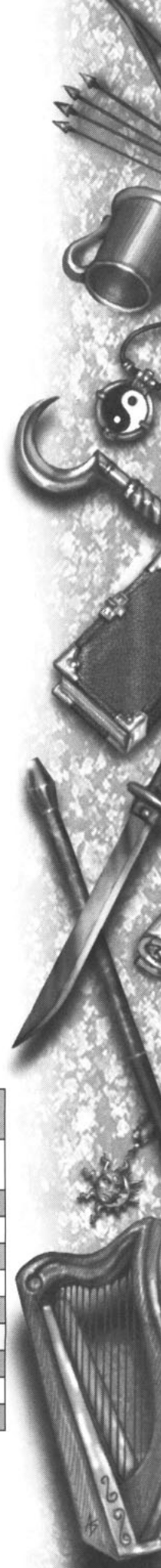
**Spike Expertise (Ex):** Most knights of Jubb cannot resist the appearance of spiked armour and spiked gauntlets. Such equipment is however not prized just

### Former Paladins

Former Paladin Level	Extra Ability
1-2	Rage (Ex): The character gains the ability to rage once per day as if he were a 1 <sup>st</sup> level barbarian. If he had this ability already, he may now rage one extra time per day.
3-4	Smite Law (Su): The knight of Jubb may use this ability once per day in addition to those uses granted to all knights of Jubb at second level.
5-6	Lay on Hands (Sp): The knight of Jubb may use the paladin's lay on hands ability to heal a number of points of damage equal to his Charisma modifier multiplied by his level as a knight of Jubb. This ability only works on the knight himself or on those of non-lawful alignment. The ability may only be used while raging.
7-8	Summon Magmin (Sp): The knight of Jubb has a close personal bond with the planes of chaos. Once per day he may summon a magmin (see <i>Core Rulebook III</i> ) as if he were casting a <i>summon monster VI</i> spell with a 40% chance of success. His caster level is his level as a knight of Jubb plus 5. This ability may be used whilst raging.
9-10	Polymorph Self (Sp): Once per day, the knight of Jubb may use <i>polymorph self</i> . He may use this ability while raging.
11+	Truly Favoured of High Lord Jubb Li Ming of Chaos. The character may immediately trade levels as an ex-paladin for an equal number of levels in knight of Jubb, becoming up to a 10 <sup>th</sup> level knight of Jubb in the process. Note that any ex-paladin levels traded away in this way may not be counted towards gaining other abilities from this table.

### The Knight of Jubb

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Spike Expertise, Uncontrollable Rage, Smell Oppression
2	+2	+3	+0	+0	Smite Law, Winds of Change
3	+3	+3	+1	+1	Additional Rage
4	+4	+4	+1	+1	Spontaneity
5	+5	+4	+1	+1	Incite Panic
6	+6	+5	+2	+2	Additional Rage
7	+7	+5	+2	+2	
8	+8	+6	+2	+2	Incite Panic (+4 to DC)
9	+9	+6	+3	+3	Additional Rage
10	+10	+7	+3	+3	Immune to Transformation, Primal Rage





for the sake of appearances. Whenever the knight of Jubb is in a grapple, he gains a free attack with armour spikes or spiked gauntlets at the beginning of his turn. This is in addition to any other actions he takes when grappling, and does not count as an action.

**Uncontrollable Rage (Ex):** The knight's devotion to chaos has required him to give up some control of himself. Whenever he takes damage from any source while not using rage, there is a 50% chance that he will lose control and rage as a barbarian of the same Class level. The knight of Jubb may not voluntarily end a rage brought on in this way.

**Smell Oppression (Sp):** At will, the knight of Jubb may *detect law* as a spell-like ability. This ability works just like the spell but draws upon the knight's sense of smell.

**Smite Law (Su):** When chaos strikes it strikes hard. Once per day, a knight of Jubb can smite lawful opponents with one melee attack. When smiting law, he adds his Charisma modifier (if positive) to the attack roll and deals 1 extra point of damage per class level as a knight of Jubb. If he attempts to use his smite law ability against an opponent who is not actually lawful, it has no effect and is wasted for the day.

**Winds of Change (Su):** The knight of Jubb can bend the laws of probability to give himself an extra edge. A number of times equal to half his knight of Jubb class level, rounded down, he may re-roll the result of a single melee attack. This ability may only be used once per round and the results of the second roll are always kept even if they are worse than the first. The knight of Jubb may only use this ability while raging.

**Spontaneity (Su):** Act first, plan later. The knight of Jubb and all allies within 10ft. gain a +2 luck bonus to initiative rolls. This bonus stacks with other bonuses except those derived from the spontaneity ability of another chaos knight.

**Incite Panic (Su):** While raging, whenever the knight of Jubb strikes someone in melee with a critical hit, the target is automatically affected as if he had cast a *cause fear* spell upon them. His knight of Jubb class level is the caster level for this spell effect. At 8th level, the saving throw DC for this ability increases by +4.

**Additional Rage (Ex):** Frenzy comes naturally to the advocates of chaos. The knight of Jubb may use his barbarian rage ability one additional time per day.

**Immune to Transformation (Su):** Despite the curious truth that all knights of Jubb appear to be 'chaotic' and 'individual' in much the same kind of way (a perception which apparently occurs to everyone except them) they firmly believe in their own individuality.

This intense conviction of their own uniqueness suppresses attempts to warp their form without their consent. They are immune to any spell effect that changes their form. *Polymorph other* or petrification may change their form for a moment but they may take a free action to resume their normal form.

**Primal Rage (Su):** The knight of Jubb achieves the power of manifesting the essence of raw chaos on the material plane, through his own body. Whenever he rages, he transforms into a mass of shifting primal matter. While in this state he gains damage reduction 2/magic, fast healing 3 and resistance 5 to all energy types. The state lasts as long as his rage does. While the knight of Jubb is in chaotic form, his writhing features, clothes, armour and equipment are unrecognisable.

**Ex-Knights of Jubb:** If the character's alignment changes to become non-chaotic, then he becomes an ex-knight of Jubb and loses all spell-like and supernatural abilities of this class. Returning to a chaotic alignment restores all lost abilities. Changing to a lawful alignment causes the character to become an ex-knight of Jubb forever, with no hope of restoring any lost abilities.

**Ex-Paladins:** Those who lost their paladinhood by changing to a chaotic alignment make especially powerful knights of Jubb. Ex-paladins who become knights of Jubb gain extra powers as shown on the table below. Ex-paladins who become knight of Jubb may never again regain their paladinhood.

### Classic Play

'Classic' is about right for this prestige class.

Everyone is familiar with the archetypal figure of the chaos warrior, covered in spiky armour and bellowing in the full frenzy of rage. The knight of Jubb represents one of the best and most playable attempts to bring this figure to life. An obviously tempting class for the power gamer or the kind of player who is a little over-fond of smashing up churches, institutions of law and other artefacts of civilisation (we all know them) the knight of Jubb is nonetheless a legitimate class to have in a fantasy campaign. The place where they truly excel is, of course, in combat. They are excellent shock troops on the field, making better individual skirmishers than leaders of units, since their chaotic tendencies lead them to consider the idea of leadership repugnant. The trouble faced by anyone who would recruit knights of Jubb to his cause is to hold their interest for long enough. The promise of money, beer and food usually works in the short term but unless there is plenty of fighting to do, the knight of Jubb will probably become bored very quickly and head to the local village with his friends to wreak a little havoc.

## Longbowman

*'Mildred! Fetch down my bow and quiver! That ruddy ettin's going after the cider apples again.'*

Longbowmen take the art of archery to new heights of specialization. In essence nothing more than well-trained bowmen, often from a rural background, they have evolved a fraternal spirit between themselves that is the envy of more formal military organizations. Many villages, particularly those in nations at war or with an island mentality, have compulsory bow practice for all males of a certain age and upwards. Such training is overseen by the village's longbowmen. Most members of a given unit will have grown up together and would trust their comrades with their lives. The simplicity of the longbow's construction makes it the weapon of choice for the poor and forest-dwelling people to defend themselves, which may be as part of a standing army readied against invasion or (unfortunately the more likely scenario in some countries) as a peasant force armed against the injustice and greed of a corrupt nobility.

Most longbowmen come from a fighter background, with the warrior as the second most likely candidate. Even rangers and rogues may take up the longbow when need drives them to it. Those who yearn for the close-up clash of steel on steel, such as the paladin or barbarian, eschew this prestige class as it is not sufficiently heroic or satisfying for them.

Longbowmen are perfectionists when it comes to selecting equipment, favouring mighty composite longbows of yew, which they will keep carefully seasoned and protected from the damp. A longbowman's bow is personal to him; no other longbowman will use it or even handle it without permission. They have a profound respect for wood and all things of the wood. Woe betide any one of their number who neglects his bow, for his punishment will come at the hands of his fellows sooner than it comes from any superior officer.

**Hit Dice:** d8.

### Requirements

To qualify to become a longbowman, a character must fulfil all the following criteria.

**Base Attack Bonus:** 4+

**Feats:** **Far Shot**, Point Blank Shot, Martial Weapon Proficiency (any bow)

**Special:** Must have received training from another longbowman (any level.)

### Class Skills

The longbowman's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Listen (Wis), Spot (Wis) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points Per Level:** 2 + Int Modifier

### Class Features

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

**Weapon and Armour Proficiency:** The longbowman gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Primary Weapon (Ex):** At 1<sup>st</sup> level, the longbow becomes the longbowman's primary weapon. At this level he receives a +2 competence bonus to all attacks made with his primary weapon. At 4<sup>th</sup> level, the bonus increases to +3, at 7<sup>th</sup> level it increases to +4 and at 10<sup>th</sup> level it increases to +5. This competence bonus stacks with bonuses gained from the Weapon Focus feat.

**Increased Range (Ex):** Beginning at 2<sup>nd</sup> level, the longbowman may use his bow to fire arrows further than is ordinarily possible. The base range increment of his longbow increases by a factor of 50% of its base value. This increase in range stacks with that gained from the Far Shot feat if the longbowman has it, in which case the range increment is double the base value.

**Pinpoint Accuracy (Ex):** At 3<sup>rd</sup> level and higher, the longbowman may take a full round action to do nothing else but steady his aim at one target. Upon making his eventual attack, which must itself be a full-round action, he receives a +2 circumstance bonus to the attack roll against that target. He may spend one round aiming per point of his Wisdom modifier (if positive) and all circumstance bonuses to the attack roll will of course stack with each other. The circumstance bonus or bonuses count only for one shot and do not carry over to any subsequent attack.

To use this ability, the longbowman may not be threatened by an enemy. If an enemy moves and threatens him while he is aiming, the ability is negated and any accumulated bonuses from aiming are lost.

**Distance Shot (Ex):** From 5<sup>th</sup> level, the longbowman may fire arrows at targets as if they were one range increment closer to him than they actually are. This



## The Longbowman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Primary Weapon +2
2	+1	+0	+3	+0	Range Increase
3	+2	+1	+3	+1	Pinpoint Accuracy
4	+3	+1	+4	+1	Primary Weapon +3
5	+3	+1	+4	+1	Distance Shot +1
6	+4	+2	+5	+2	Extreme Range +2
7	+5	+2	+5	+2	Primary Weapon +4
8	+6	+3	+6	+3	Distance Shot +2
9	+6	+3	+6	+3	Massive Range +4
10	+7	+3	+7	+3	Primary Weapon +5

completely cancels the  $-2$  range penalty for shooting at a target in the second range increment. The penalties for shooting at targets at further distances are likewise reduced by 2. The longbowman may not, however, fire at a target further away than the standard 10 range increments allow.

At 8<sup>th</sup> level, this ability is developed even further and the longbowman may shoot at targets as if they were two range increments nearer to him than they actually are.

**Extreme Range (Ex):** From 6th level, the longbowman learns the technique of shooting targets with his primary weapon when they are phenomenal distances away. He may now shoot at a target that is up to 2 range increments further away than the normal 10. Essentially, he now has a maximum of 12 range increments. From 9th level he may add a further 2 range increments to his allowed weapon range, creating a new maximum of 14 range increments. In all cases, the standard range modifiers to his attack roll still apply.

### Classic Play

Another of the prestige classes based around a very simple concept, this one is likely to appeal only to very dedicated fighters and rangers who are already enamoured of the longbow. It is easy to underestimate such a weapon or to see it as the sole province of such flashy classes as the elven arcane archer. In truth, the longbow is the mainstay of many a kingdom's defence. It is also the weapon of ambush *par excellence*, suiting it to criminal applications as well as patriotic ones. For players wishing to take full advantage of this class, a Games Master could easily create a 'Robin Hood' style campaign in which all the characters had levels of longbowman in addition to their main class levels.

## MILITARY ARCHER

*'I said it because I meant it, sir. You can always trust a bowman to speak his mind, sir. That's how we are. Arguments and debates, well, they're more the swordsman's way. We don't go in for all that thrust and parry. Straight to the point, sir, that's us.'*

Most soldiers are trained in melee combat as the standard way to dispatch an opponent, whereas the military archer has had the use of the bow drilled into him. By the end of his training, the bow will no longer ever feel like a cold hunk of carved wood, but will be like an additional limb. A well-disciplined archery division is essential to any army; those that neglect the bow's use are apt to find themselves lacking means to harry, deter and decimate their foes at range on the field. The military archer is no fair-weather sportsman or hunter. He has been trained in the use and maintenance of his bow in all weather conditions, from torrential rain to driving sleet to blistering heat that brings sweat trickling into the eyes.

The military archer is likely to have come from a warrior background. Some are fighters, rangers or rogues.

**Hit Dice:** d8.

### Requirements

To qualify to become a military archer, a character must fulfil all the following criteria.

**Feats:** Point Blank Shot, Rapid Shot, Martial Weapon Proficiency (any bow).

**Special:** Military training in an Archery unit.

**Base Attack Bonus:** 1+

### Class Skills

The Military Archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft



## The Military Archer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Primary Weapon +2
2	+1	+0	+3	+0	Volley Fire
3	+2	+1	+3	+1	Pinpoint Accuracy
4	+3	+1	+4	+1	Primary Weapon +3
5	+3	+1	+4	+1	Improved Rapid Shot
6	+4	+2	+5	+2	
7	+5	+2	+5	+2	Primary Weapon +4
8	+6	+2	+6	+2	Improved Point-Blank Shot
9	+6	+3	+6	+3	Extreme Range
10	+7	+3	+7	+3	Primary Weapon +5

(Int), Intimidate (Cha), Spot (Wis), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points Per Level:** 2 + Int Modifier

### Class Features

All of the following are class features of the military archer prestige class.

**Weapon and Armour Proficiency:** The military archer is proficient in all basic weapons and also with shortbows, longbows and composite short and longbows. They are proficient in the use of light armour but not that of shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Primary Weapon (Ex):** At 1<sup>st</sup> level, the military archer may select one ranged weapon to be his primary weapon from the following list: heavy crossbow, light crossbow, longbow and shortbow. He receives a +2 competence bonus to all attacks made with his primary weapon. At 4<sup>th</sup> level this bonus increases to +3, at 7<sup>th</sup> level it increases to +4 and at 10<sup>th</sup> level it increases to +5. This bonus stacks with any gained from the Weapon Focus feat.

**Volley Fire (Ex):** Military archers are trained to function as a unit against other units in the field. When firing at targets more than 100 feet away, the military archer can elect to target the enemy unit instead of individual enemies. This increases the effective size of the target area and thus makes the attack more likely to hit. However, arrows will strike random soldiers in the enemy unit instead of a chosen target. Use of this ability results in a circumstance bonus of +1 to the attack roll for every 3 targets in the enemy unit, to a maximum bonus of one-half the military archer's level. Successful attacks are randomly allocated within the enemy unit.

**Improved Rapid Shot (Ex):** Having to draw and fire swiftly is a fact of military life, not a fancy trick. A military archer of 5<sup>th</sup> level or higher no longer suffers the -2 penalty to the attack roll when using the Rapid Shot feat.

**Pinpoint Accuracy (Ex):** At 3<sup>rd</sup> level and higher, the military archer may take a full round action to do





nothing else but steady his aim at one target. Upon making his eventual attack, which must itself be a full-round action, he receives a +2 circumstance bonus to the attack roll against that target. He may spend one round aiming per point of his Wisdom modifier (if positive) and all circumstance bonuses to the attack roll will of course stack with each other. The circumstance bonus or bonuses count only for one shot and do not carry over to any subsequent attack. This ability may be combined with Volley Fire (see above.)

To use this ability, the military archer may not be threatened by an enemy. If an enemy moves and threatens him while he is aiming, the ability is negated and any accumulated bonuses from aiming are lost.

**Improved Point-Blank Shot (Ex):** A military archer has to be able to plant an arrow in the target whether it is across the field or bearing down on him. At 8th level, his ability to hit targets within 30 feet with his primary weapon improves. When making such attacks, he gains a +2 competence bonus to attack and damage rolls. This bonus overlaps and does not stack with that gained from the Point-Blank Shot feat.

**Extreme Range (Ex):** From 9th level, the military archer learns the technique of shooting targets with his primary weapon when they are phenomenal distances away. He may now shoot at a target that is up to 2 range increments further away than the normal 10. Essentially, he now has a maximum of 12 range increments. The standard range modifiers still apply.

### Classic Play

Another one for those players who really want to specialise in a single ranged weapon, the military archer is a narrowly defined class but a wholly justifiable one. These are the guys who will be dispatched to patrol the castle, pepper enemy cavalry with arrows and even be the first to try to take down any particularly large monsters that should happen to rampage their way into the vicinity. A good Games Master does not forget the rank and file when detailing a kingdom's defences.

In the preparation for a large battle, players of exceptionally high level may sometimes be placed in

charge of a unit of their own, and military archers are an excellent choice for this. They are an interesting unit to command, requiring forethought and a good sense of tactics. When directed well, so that they are in a position to fire without being fired upon, they can often make the difference between defeat and victory.

## MONSTER CAPTOR

*'Into the crate. That's it. Good girl. No, we don't want to see your snakes. Put the snakes away...'*

Bring them back alive! That is the maxim by which the monster captor lives. The arena, the wizard's laboratory, the dungeons of the local warlord – all of them need live monsters and they do not grow on trees. The monster captor has many scars, a solid reputation and a good livelihood trading in the strangest creatures he can bring home.

Not all monster captors are ethical, of course. They do not necessarily bring their creatures back in one piece because they are concerned for their welfare. There are those who are, to all intents and purposes, slavers. Good-aligned monster captors specialise in neutralizing the threat posed by unintelligent creatures who have caused trouble for locals merely by hunger or by being in the wrong place, while evil-aligned members of this class have no compunctions about capturing intelligent creatures and selling them as exotic pets, slaves or gladiatorial combatants.

**Hit Die:** d8.

### Requirements

To qualify to become a monster captor, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +4 or higher.

**Skills:** Animal Empathy 4 ranks (or see below), Handle Animal 4 ranks, Move Silently 2 ranks, Survival (6 ranks)

**Spells:** Instead of skill in Animal Empathy (see above) the character may instead have the ability to cast *charm monster*.

### The Monster Captor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+1	+1	Knockout, Nerve Spot +1d6
2	+2	+2	+2	+1	Poison Resistant, Hogtie
3	+3	+3	+2	+1	Nerve Spot +2d6
4	+4	+3	+3	+1	Gaze Resistant
5	+5	+4	+3	+2	Nerve Spot +3d6

## Class Skills

The monster captor class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Heal (Wis), Hide (Dex), Knowledge (nature) (Int), Ride (Dex), Survival (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the monster captor prestige class.

**Weapon and Armour Proficiency:** The monster captor is proficient with light and medium armour and becomes proficient in the use of the whip and the net if he was not already. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Knockout (Ex):** When tacking a monster which you intend to bring back still breathing, it is best to inflict subdual damage if you possibly can. The monster captor only suffers a –2 penalty to the attack roll when inflicting subdual damage with a weapon that ordinarily inflicts normal damage, instead of the usual –4 penalty.

**Nerve Spot (Ex):** The monster captor is experienced in striking nerve clusters and unarmoured parts of a monster's body that will hasten it toward unconsciousness. When facing a monster of the Animal, Beast, Monstrous Humanoid, Magical Beast or Aberration class, as a free action the monster captor may make a Knowledge check: Knowledge (nature) for Animals, Beasts and Monstrous Humanoids, Knowledge (arcana) for Magical Beasts or Aberrations. The DC is 20. If the check is successful, he may add additional subdual damage as listed in addition to his regular damage when fighting that creature. Each Knowledge check applies only to one creature and only one attempt may be made per creature. A separate roll must be made for any other creatures either in the same combat or encountered later, even if they are of the same species.

**Poison Resistant (Ex):** The monster captor has been bitten more times than he can count. He receives a +2 resistance bonus to any saving throws made to avoid poison effects.

**Hogtie (Ex):** Even unconscious monsters need to be properly bound to ensure they do not cause havoc when they wake up. The monster captor receives a +4 competence bonus to any Use Rope checks made to tie up an unconscious creature.



**Gaze Resistant:** It is possible to become injured even to the supernatural attacks that some monsters are able to use. The monster captor receives a +2 resistance bonus to any saving throws made against a creature's gaze attack.

## Classic Play

This is an ideal and obvious class choice for a ranger, who can make ample use of the class features on offer in conjunction with his other abilities. A less obvious but nonetheless effective class to become a monster captor is the druid, whose philosophy will usually support subduing a dangerous creature rather than killing it, especially if it is only following its instincts. Having a monster captor in the party, whether as a player or non-player character is one of the easiest adventure hooks for a Games Master to use. The



party can either be assigned the task of recapturing a valuable escaped monster without harming it, or sent to exotic far-off places to capture bizarre beasts for some eccentric merchant's collection.

## NIGHT HUNTER

*'Yes, I've just killed the village priest. I've also killed the Beast of Paveley, as I said I would. They were one and the same. If you don't believe me, look under the floorboards; but you'd better have a strong stomach.'*

Many grotesque things move under cover of darkness. Those who wore human forms by day may sometimes twist and contort into monsters by night and go out in search of sweet flesh. Many a small town on the fringes of civilisation has suffered the horrors of a lycanthrope. There is often no recourse other than bravery and the determined hunting-out of the creature, an undertaking in which the lycanthrope often comes off best, as pitchforks and clubs do not harm them.

The night hunter's task is to hunt down and kill those evil lycanthropes that prey on ordinary people. He is a trained specialist, well versed in the lore of these creatures and tempered by many a deadly tussle with them. Their stealth and precision enables them to cripple a lycanthrope target more swiftly than even the most competent of ordinary hunters. Most night hunters come from the rogue class, as these are already practiced in the arts of silent stalking and attacking from the shadows. The hunting of a lycanthrope is not the kind of noble combat that a paladin craves; it is a nasty, snarling, dirty-fighting ruck, more suited to the rogue's way than any other. Combatant classes, such as monks and barbarians, also take up the path of the night hunter, with spellcasters being the least likely to take the class.

**Hit Die:** d6.

### The Night Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Sneak Attack +1d6, Imbue Weapon
2	+1	+3	+3	+0	Bane of Lycanthropes +1
3	+2	+3	+3	+1	Sneak Attack +2d6
4	+3	+4	+4	+1	Scent the Unnatural
5	+3	+4	+4	+1	Sneak Attack +3d6
6	+4	+5	+5	+2	Bane of Lycanthropes +2, Healing Techniques
7	+5	+5	+5	+2	Sneak Attack +4d6
8	+6	+6	+6	+2	Scentless
9	+6	+6	+6	+3	Sneak Attack +5d6
10	+7	+7	+7	+3	Bane of Lycanthropes +3, Immunity

## Requirements

To qualify to become a night hunter, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +6 or higher.

**Special Ability:** The night hunter must have the sneak attack ability.

**Skills:** Craft (alchemy) 3 ranks, Hide 8 ranks, Knowledge (lycanthropes) 3 ranks and Move Silently 8 ranks.

**Feats:** Track.

**Special:** The character must hunt and kill a lycanthrope of any type. He must do this on his own and may have no assistance during the hunt or the kill.

## Class Skills

The night hunter class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (lycanthropes) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Just as a rogue's weapon training focuses on weapons suitable for stealth and sneak attacks, so to do the martial disciplines of the night hunter. The night hunter is proficient with the crossbow (hand or light), dagger

(any type), dart, light mace, sap, shortbow (normal and composite) and short sword. The night hunter is proficient with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment or loot carried.

**Sneak Attack:** At any time when the night hunter's target would be denied a Dexterity bonus to armour class (whether the target actually has a Dexterity bonus or not) or when the night hunter flanks the target, the night hunter's attack deals extra damage. The extra damage is +1d6 at 1<sup>st</sup> level and an additional +1d6 at every odd numbered level thereafter. Should a night hunter score a critical hit with a sneak attack, this damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The night hunter cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or unarmed strike, the night hunter can make a sneak attack that deals subdual damage instead of normal damage. The night hunter cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack, even with the usual -4 penalty.

A night hunter can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The night hunter must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The night hunter cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. If a night hunter is entitled to a sneak attack bonus from another source (such as having levels in rogue) the bonuses to damage stack.

**Imbue Weapon (Su):** The trial of hunting and slaying a lycanthrope unaided qualifies the night hunter for entrance into one of the organisations dedicated to the training and guidance of night hunters. The group's first act is to formally initiate the night hunter into its mysteries. The first secret to be learned is that whereby the night hunter may grant his weapons additional power to pierce the unnatural hide of lycanthropes. At 1<sup>st</sup> level, all of the night hunter's melee and ranged attacks count as attacks with silver weapons for the purposes of overcoming a lycanthrope's damage reduction.

**Bane of Lycanthropes (Ex):** The night hunter values information. For him, knowledge is power. He is often physically weaker than the lycanthropes he hunts and must use his wit rather than his brawn against

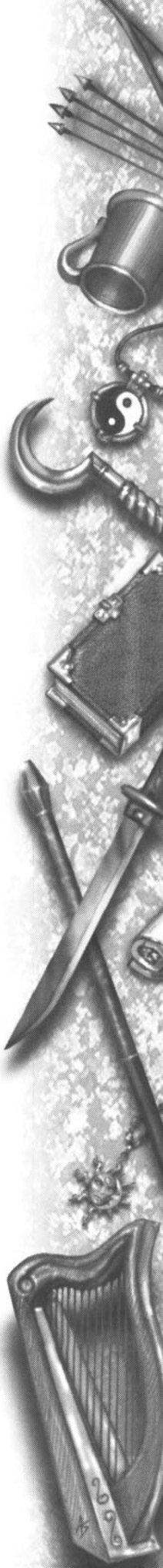
them. The initiatory group with whom the night hunter works teaches him many secrets of the path to aid him in destroying his hated enemies. He is familiar with the various lycanthropes' strengths, weaknesses and habitual tactics. From 2<sup>nd</sup> level, the night hunter gains a +1 competence bonus to all attack rolls and weapon damage rolls made when in combat with a lycanthrope. This is a reflection of the skill and knowledge the night hunter possesses. At 6<sup>th</sup> level, this competence bonus increases to a total of +2. Finally, at 10<sup>th</sup> level, the bonus increases to its maximum level of +3.

**Scent the Unnatural (Sp):** The night hunter's desire to see evil lycanthropes wiped out is a personal matter. He detests them with a passion. This hatred runs so deep that the night hunter develops an almost supernatural ability to sense when a lycanthrope is near. At 4<sup>th</sup> level, the night hunter can use a spell-like ability at will that allows him to detect lycanthropes. This ability functions as the spell *detect undead*, as cast by a cleric of the night hunter's class level, with 'lycanthrope' substituted for 'undead' throughout.

**Healing Techniques (Ex):** The affliction of lycanthropy is a disease, to be cured or burned out of the victim like any other illness. The night hunter's expert knowledge allows him to administer healing techniques to cure the first onset of lycanthropy while the disease is still in its early stages. Many of these techniques are not known to the general public but wherever the night hunter travels he will always attempt to share this information and gift with those who need it. At 6<sup>th</sup> level, the night hunter may use the following techniques to avert the affects of contracted lycanthropy. Normally, administering belladonna to an infected victim within one hour aids him in resisting the onset of lycanthropy. Through knowledge of precise dosages and proper application, the night hunter grants the infected victim a +2 circumstance bonus to his Fortitude saving throw to resist the effects of the affliction. Also, the victim receives no ill effects from consuming the belladonna as he normally would. If the night hunter administers the belladonna, the victim receives two chances to resist the lycanthropy.

**Scentless (Ex):** Night hunters know that lycanthropes hunt by tracking a victim's scent. Depending on the circumstances, an experienced lycanthrope can track a victim over any territory just by following his scent. Over time, the night hunter's regular consumption of specially selected herbs allows him to develop the extraordinary ability of being completely scentless. At 8<sup>th</sup> level, the night hunter cannot be detected with the Scent special ability.

**Immunity (Su):** From years of training, discipline and the regular consumption of the proper herbal concoctions made according to the ancient recipes,



the night hunter becomes immune to the effects of lycanthropy. At 10<sup>th</sup> level, he gains a supernatural immunity to infection by any kind of lycanthropy.

### Classic Play

Unless the players happen to have levels to spare (an enviable position) it is unlikely they will want to take up such a specialised path as that of the night hunter. Lycanthrope hunting can form the basis of a story arc or two but it would be a very competent Games Master who could provide adventures that would keep a night hunter happy while simultaneously keeping the rest of the party entertained and involved.

Players are more likely to cross paths with a night hunter in the course of pursuing similar goals, such as hunting out the source of the evil that afflicts a village or tracking a known lycanthrope down to his lair. Given that the night hunters are dedicated to wiping out evil lycanthropes altogether, there could be problems if the players have a different agenda, such as capturing the creature alive or even rescuing him. Night hunters are not people to cross if you can help it.

## PLAINS RIDER

*'Our ways part here. I shall not be coming to the city with you. The plains are my home, this horse is as dear to me as a brother and this life is the only life I know. You had best pledge your heart to someone else.'*

Out on the borderlands where the vegetation is sparse, the riding hard and the signs of civilization few, the plains riders make their tireless circuits of the kingdom. Nomadic, spartan and impatient with prissy city ways, they form the first line of defence between the towns and cities and the monstrous creatures of the wilderness. They are used to doing without the comforts of a settled life. They sleep under the stars and eat when food is available; if not, they go without.

Usually, the only concession they will make to the urban world is to patronise a tavern or two and even then it is only those in the most outlying villages that

will see any sign of them. At all other times, they are out patrolling the plains, carrying the news from place to place and watching the edge of enemy lands. They are a wild brotherhood, loyal to one another and respectful of each other's privacy. Though they will tolerate music when well played, they would rather appreciate the silence than have it filled with noise and chatter.

### Requirements

To qualify to become a plains rider, a character must fulfil all the following criteria.

**Base Attack Bonus:** 5+.

**Race:** Elf, Half-Elf or Human.

**Feats:** Alertness, Medium Armour Proficiency, Mounted Archery, Mounted Combat, Track.

**Skills:** Ride 8 ranks, Sense Motive 5 ranks, Survival 5 ranks.

### Class Skills

The plains rider's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (local) (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str).

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

### Class Features

All of the following are class features of the plains rider prestige class.

**Weapon and Armour Proficiency:** Plains riders are trained with all simple and martial weapons but receive no additional training with armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Favoured Enemy (Ex):** At 1<sup>st</sup> level, a plains rider must select a type of creature as a favoured enemy.

### The Plains Rider

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favoured Enemy, Track from the Saddle
2	+2	+3	+0	+0	Coordinated Attack +1
3	+3	+3	+1	+1	Travelling Shot
4	+4	+4	+1	+1	Second Favoured Enemy, Coordinated Attack +2
5	+5	+4	+1	+1	Slayer
6	+6	+5	+2	+2	Coordinated Attack +3, Higher Ground
7	+7	+5	+2	+2	Third Favoured Enemy, Night Watch



Due to his training, the plains rider gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against this type of creature. Likewise, he receives the same bonus to weapon damage rolls against this creature. The rider also gains the damage bonus with ranged weapons, but only when they are used on targets within 30 feet.

At levels 4 and 7, the rider must select a new favoured enemy and the bonus associated with every previously selected favoured enemy goes up by +1, exactly as with the ranger class ability of the same name. The new favoured enemy may be the same creature as a previous favoured enemy, in which case the bonuses stack. Unlike the ranger ability, the plains rider must select a specific creature as a favoured enemy and not a creature type. For example, while a ranger might have Beasts as a favoured enemy, a plains rider would have (for example) Owlbears instead. The creatures available as favoured enemies include Dire Animals (all), Ettins, Hill Giants, Ogres, Otyugh, Owlbears, Trolls, or any Humanoid race (taken individually). The Games Master may adjust this list to suit an individual campaign.

**Track from the Saddle (Ex):** Rarely dismounted, a plains rider gains an eye for tracking, even from horseback. A level 1 rider may use the Track feat from a mount walking at normal speed without penalty to his Survival check. A plains rider also gains this benefit to all Search checks made from the saddle.

**Coordinated Attack (Ex):** The plains riders take full advantage of the mobility, size and speed of their mounts. If multiple mounted Riders charge the same target in the same round, each rider after the first gains a +1 competence bonus on attack rolls against that target as they swarm at it and past it, striking from all sides. In the case of flanking attacks, this stacks with the bonus provided for flanking the target. The initial attack does not have to be from someone with this ability, but must have come from someone charging the target from horseback. The competence bonus for a Coordinated Attack increases to +2 at level 4 and +3 at level 6.

**Travelling Shot (Ex):** As scouts and border patrol, often the plains riders have to engage a fleeing enemy, or one at extreme range. They are therefore trained in shooting from the saddle of a rapidly moving mount. When using a missile

weapon from the saddle, the plains rider suffers no penalty when attacking during a double move, and only a -2 circumstance penalty to hit when his mount is running. This supersedes the normal penalties associated with shooting from a moving mount, as well as those granted by the Mounted Archery feat.

**Slayer (Ex):** Level 5 plains riders are exceptionally skilled at taking down their foes. Whenever a plains rider scores a critical threat with a weapon (within 30 feet, in the case of ranged weapons) he deals additional 1d6 damage to the target, regardless of whether or not the attack resolves as a critical hit. This bonus is not multiplied in the case of a critical hit. Creatures that are immune to critical hits are immune to this ability.

**Higher Ground (Ex):** A level 6 rider has learned how best to use his elevated position in the saddle to aid himself in his patrols. As long as he is mounted, he gains a +4 altitude bonus on Spot checks.

**Night Watch (Ex):** Constantly working against creatures that travel under cover of night increases the plains rider senses to an almost preternatural level. A level 7 plains rider gains a 50% increase to his low-light vision. For creatures that lack low-light vision,



this ability means they now can see 50% further than most creatures in a low-light condition. For riders who already have low-light vision, this increases the range by a factor of 50%. For example, a level 7 elven rider can see 3 times further in the dark than a normal human.

### Classic Play

This class is an absolute staple of heroic fantasy fiction. Everyone recognises the plains rider, rugged, taciturn and dedicated to killing things that ought not to have been so stupid as to cross the border. For a player, the sight of a band of plains riders thundering over the horizon can be the best or the worst sight imaginable. If they are your allies come to help you in your hour of need, you may breathe a sigh of relief; if you are an outlaw or a traitor and they have picked up your trail, you had best start praying. Without being too disrespectful to a certain classic trilogy, one may point out that his prestige class is especially recommended for players who are the sons of kings and have fallen out of favour, or who are potential kings themselves and have just not been crowned yet....

## SISTER OF THE LASH

*'You pathetic, heinous, cowering little man.'*

Centuries of violence against women have brought forth the Sister of the Lash from the shadows. In a secret grove sacred to a forgotten faceless goddess, a clan of sisters was formed whose aims were ruthlessly simple: mutual defence and vengeance against males for the wrongs done to women. There can be no discussion, no coming to terms. Pain has been given and now pain will be received – with interest. The Sisters usually operate under cover of the night, holding clandestine meetings in secret chambers to decide who the next target shall be, then emerging from the dark to strike before vanishing once more.

All sisters wear masks when acting as such. One can never tell if the woman beneath the mask is not someone one already knows, living a second life as a dark avenger. In any place where the Sisterhood surfaces, the men tend to be a little more cautious about how they conduct themselves. The homely wife peeling potatoes in the kitchen may keep a set of oiled black leather armour and a mask under the bedroom floorboards. Who knows?

The sacred weapon of the Sisterhood is the whip. It is an instrument of punishment and of correction.

**Hit Die:** d10.

### Requirements

To qualify to become a sister of the lash, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Ability Scores:** Charisma 12+

**Gender:** Must be female.

**Feats:** Exotic Weapon Proficiency (whip)

**Special:** Must have been initiated into the Sisterhood by two other sisters. Must also refuse assistance to males while functioning as a sister of the lash and avoid conversing with them, even if they are considered friends in personal life, on pain of expulsion from the Sisterhood.

### Class Skills

The sister of the lash class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex) and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### The Sister of the Lash

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+1	Shared Pain, Lash of Vengeance, Masked
2	+2	+1	+2	+2	Lashing Tongue
3	+3	+1	+3	+2	Kick of Agony
4	+4	+2	+3	+3	Break The Male Will
5	+5	+2	+3	+4	Command Males
6	+6	+2	+4	+4	Night's Comfort, Brand the Beast
7	+7	+3	+4	+5	Kick of Crippling
8	+8	+3	+4	+5	Lash of Venom
9	+9	+3	+4	+5	Awaken the Night
10	+10	+4	+5	+6	Glare of the Ice Queen

## Class Features

All of the following are class features of the sister of the lash prestige class.

**Weapon and Armour Proficiency:** The sister of the lash is proficient in the use of light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Shared Pain (Su):** As a free action, a sister of the lash who has suffered damage (normal or subdual) may transfer up to half of any damage taken to a willing female within 50 feet. This must be done immediately if at all. Only hit point damage may be transferred. Conditions such as being dazed or entangled may not.

**Lash of Vengeance (Su):** A whip ordinarily inflicts subdual damage but a sister of the lash may use it to inflict normal damage without incurring any penalty to hit. She adds her Charisma modifier as an enhancement bonus to all damage inflicted to a male target.

**Masked (Su):** By covenant with the faceless goddess who is the patron of the Sisterhood, the sister of the lash must always wear a full-face mask when acting as such. There are no set rules for how this should look but full-face leather masks are a popular choice. While the mask is worn, the sister receives the benefits of the Iron Will feat and the *undetected alignment* spell. Should the mask be removed or her face otherwise be rendered visible, all supernatural and spell-like abilities are unusable until the sister's face is hidden once again. A sister may remove her mask willingly in order to carry out the normal business of her life (which is quite usual for the Sisterhood) but she may not draw upon the supernatural or spell-like abilities of the prestige class while doing so.

**Lashing Tongue (Sp):** Once per day the sister may utter a torrent of scalding insults designed to tear the self-esteem of a male opponent to tatters. He may make a Will saving throw to resist the effect (DC 10 plus the sister's level plus her Charisma modifier.) If he fails, he suffers a morale penalty to all attack rolls, damage rolls, checks and saving throws equal to the sister's level, to a maximum of 5. The effect lasts for five rounds.

**Kick of Agony (Sp):** The sister may focus her anger into a directed burst. This spell-like ability requires a melee touch attack to discharge, which must be delivered as a kick. The target receives 1d8 points of damage +1 per level of the sister. This ability may be used once per level per day.

**Break the Male Will (Su):** Once per day the sister may attempt to inflict repeated Wisdom damage to a male target with a whip attack. The attempt is commenced with a normal melee attack with the whip. If the attack is successful and damage is inflicted, as well as taking damage the target must make a Will saving throw (DC 10 plus the sister's level plus her Charisma modifier) or suffer 1d3 points of Wisdom damage. The sister may attempt this again upon the next round and if successful, she deals Wisdom damage as before. However, if the attack should miss, fail to inflict damage or not be carried out at all, or if the Will saving throw is successful at any point, the sister may not use her Break the Male Will ability against that target again for the remainder of the day, as the man's willpower has not been broken. A sequence of successful attacks, round after round, are necessary to keep on inflicting Wisdom damage with each attack. Failure on the target's part to make his Will saving throw will probably lead to repeated failures, as the cumulative Wisdom damage leaves the target with a penalty to these saving throws. A target reduced to 1 point of Wisdom is a blubbling, spineless mess. Wisdom damage taken in this way recovers at the rate of 1 point per hour.

**Command Males (Su):** A sister may *command* a male target as the spell cast by a sorcerer of equivalent level to her own. She may use this ability three times per day.

**Night's Comfort (Su):** Darkness is a mother and a friend to the Sisterhood. A sister who is in total darkness during the night recovers a number of hit points equal to her level per hour of complete rest. This ability is extremely useful for those sisters who lead a double life and need to hide the evidence of their nocturnal combats.

**Brand the Beast (Su):** Once per day a sister may choose to leave a lasting mark upon a male target. She makes a melee attack as normal. If the attack inflicts damage, the target must make a Will saving throw (DC 15 plus the amount of damage received.) If the saving throw is failed, the wound will not heal naturally unless and until the sister dies or gives her permission for the wound to heal. She may do this at any time, simply by giving her consent mentally. No magical healing short of a *wish* or *miracle* can erase the mark, though *atonement* coupled with an alignment change might conceivably cause it to disappear at the Games Master's discretion. A sister may not leave such a brand upon more than one male at once. She must withdraw any existing brand before making another.

**Kick of Crippling (Sp):** This ability functions as a kick of agony with the added feature of causing nausea in the target if he fails a Fortitude saving throw (DC 15 plus the sister's Strength modifier). Nauseated





creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn. The nausea effect lasts for five rounds.

**Lash of Venom (Sp):** Once per day, by concentrating, the sister may channel the energy of spite through her whip and coat it with magical venom. This is a standard action and provokes attacks of opportunity. The contact poison has a DC of 16 to resist, inflicts 2-12 hit points of initial damage and 1d6 points of secondary Constitution damage.

**Awaken the Night (Sp):** This ability functions in all respects as the *summon shadow* ability of the shadowdancer prestige class (see *Core Rulebook II*).

**Glare of the Ice Queen (Sp):** The sister of the lash may attempt to direct a glare of pure hatred against a male target a number of times per day equal to her Charisma modifier. Her eyes emit twin rays of bluish frosty energy. A ranged touch attack must be made to affect the target, who is allowed a Fortitude saving throw (DC 10 plus the sister's level plus her Charisma modifier) for half damage. The rays inflict 5d8 points of ice damage and have a range of 60 feet.

## Classic Play

Be afraid; be very afraid. The sister of the lash is not a prestige class to be introduced lightly into an established campaign. In some respects, she redresses an imbalance which has existed for a long time in stock fantasy, which has had more than its fair share of sexist clichés; in another, she is simply a great fun class to play, turning the usual biases of the game world on their heads. The appropriateness of the class is largely dependent upon how gender relations are conducted in the campaign; there is less of a place for a shadowy female avenger in a world where men and women enjoy equal status.

Just about any established female character can start a second career as a sister of the lash, with her true identity concealed behind her mask. Fighters will probably come off best, but even clerics or wizards could conceivably take up the fight for vengeance.

## TRIBAL BERSERKER

*'I wear the wolf skin because I am brother to wolf. See me now, I am like you. See me then, when the red mist is upon me, we would not be eating together like this. I would be eating your heart. Probably.'*

There are barbarian tribes who have links to the animal kingdom in the form of totems or power animals honoured by individuals; there are those whose entire

membership claim spiritual kinship with one particular animal; and then there are those whose link with the animal kingdom is in their very blood. These are the lycanthrope-affiliated tribes, the most savage, fearless and bestial of them all.

The tribal berserker is a member of such a tribe. He has sustained partial infection from a lycanthrope and survived, his were-blood mingling in his veins with the roots of his own raw barbarian fury. To his fellow tribesmen, he is to be given reverence, yet viewed with a certain fear.

## Requirements

To qualify to become a tribal berserker a character must fulfill all the following criteria.

**Alignment:** Any non-lawful.

**Base Attack Bonus:** +6 or higher.

**Base Fortitude Save:** +5 or higher.



**Skills:** Intimidate 6 ranks.

**Feats:** Power Attack, Cleave.

**Special:** The tribal berserker must have been bitten by or have consumed the blood of a lycanthrope in the heat of combat. He must also have been formally accepted as a tribal berserker within one of the barbarian tribes with a lycanthropic totem.

**Special:** Must have the ability to rage.

### Class Skills

The tribal berserker's class skills (and the key ability for each skill) are Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), and Survival (Wis).

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

### Class Features

All of the following are class features of the tribal berserker prestige class.

**Weapon and Armour Proficiency:** Tribal berserkers are proficient with all basic and martial weapons except projectile weapons (bows, crossbows and such like) and shields. They are not trained in the use of any

armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Berserk Rage (Ex):** The tribal berserker's Berserk Rage ability is almost identical to the Barbarian's rage class feature, except as follows: the Berserk Rage lasts for a number of rounds equal to the Barbarian's new Constitution modifier plus five. If the tribal berserker is still in his Berserk Rage when all opponents have fallen, there is a flat 11% chance each round that he will turn on a friendly character. This chance is reduced by 1% per level in the tribal berserker prestige class. During a Berserk Rage, a tribal berserker with the Cleave feat who is wearing light or no armour is treated as if he had the Great Cleave feat. If the tribal berserker has the Great Cleave feat already and is wearing light or no armour, then treat him as having the Whirlwind Attack feat.

Berserk Rages are always distinguishable from normal Barbarian Rages. Most tribal berserkers can choose to use either their berserk rage ability or draw upon their more usual barbarian rage ability.

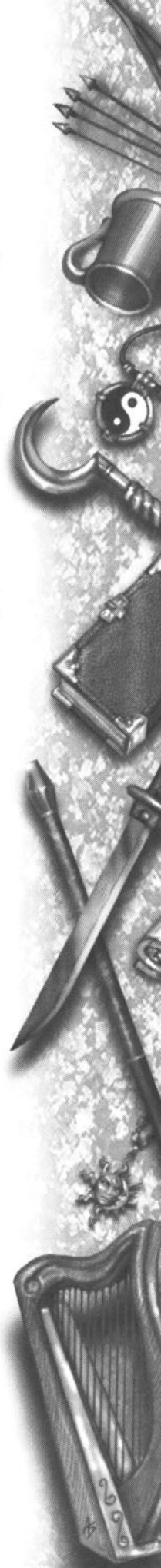
**Damage Reduction (Ex):** A tribal berserker's

## The Tribal Berserker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Berserk Rage once per day
2	+2	+3	+0	+0	Damage Reduction 1/-
3	+3	+3	+1	+1	Heightened Senses, Fearsome Rage
4	+4	+4	+1	+1	Berserk Rage twice per day
5	+5	+4	+1	+1	Damage Reduction 2/-
6	+6	+5	+2	+2	WereRat Shape, Detect Invisible
7	+7	+5	+2	+2	WereWolf Shape, Berserk Rage 3 times per day
8	+8	+6	+2	+2	WereBoar Shape, Damage Reduction 3/-
9	+9	+6	+3	+3	WereTiger Shape, Great Berserk Rage
10	+10	+7	+3	+3	WereBear Shape, Berserk Rage 4 times per day

### Effects of Fearsome Rage

Level Difference	Effect
5+	-4 morale penalty to all attack rolls, Concentration checks and saving throws; -2 morale penalty to the same rolls to target's allies within 40'
+1 to +4	-3 morale penalty to all attack rolls, Concentration checks and saving throws; -1 morale penalty to the same rolls to target's allies within 40'
0	-2 morale penalty to all attack rolls, Concentration checks and saving throws
-1 to -4	-1 morale penalty to all attack rolls, Concentration checks and saving throws
-5	No effect



damage reduction (gained at level 2) does not stack with damage reduction provided by other sources or classes except the Barbarian class. For Barbarian Tribal Berserkers, one half the tribal berserker damage reduction may be stacked with the character's Barbarian damage reduction if the result would produce a higher damage reduction rating than the tribal berserker damage reduction alone.

**Heightened Senses (Ex):** Due to his acute animal-like senses, the tribal berserker gains a +2 competence bonus to Spot, Listen and Search checks. This bonus does not stack with racial modifiers to the same checks.

**Fearsome Rage (Ex):** The tribal berserker's Berserk Rage is sufficiently blood-chilling in its savagery to cause enemies to suffer morale penalties to certain checks and rolls. Compare the tribal berserker's level to the opponent's level or Hit Dice on the Effects of Fearsome Rage table when a tribal berserker undergoing Fearsome Rage makes an attack. For purposes of this table only, treat the Tribal Berserker as being two levels higher if he is wearing no armour other than a shield, or four levels higher if he is completely naked (excluding any shield carried) and in war paint.

**Detect Invisible (Ex):** The tribal berserker's senses are phenomenally acute. Even invisible opponents cannot rely on going undetected. He now treats invisible foes as if they had concealment. See *Core Rulebook I* for concealment rules.

**Great Berserk Rage (Ex):** As with the Barbarian 'Great Rage' ability, at this level the berserker's ability score bonuses are even greater during a Berserk Rage (but not during a Barbarian Rage).

**WereShape (Su):** From the level indicated, the tribal berserker gains the ability to change his form into that of his lycanthropic totem during his Berserk and regular Rages. Treat this in all ways as the Druidic wild shape abilities. Each tribal berserker may assume only one wereshape and the Lycanthropic tribe of which the berserker is a member determines this shape. For example, a tribal berserker of the wererat tribe gains the wereshape ability at level 6, whereas a tribal berserker of the weretiger tribe would only gain his wereshape ability at level 9.

## Classic Play

Barbarian tribes are often associated with animals but this symbolic siblinghood does not usually manifest very much beyond a taboo on what the barbarian may kill and an obvious choice of body art. Here is a very potent class which makes the animal totem concept much more real and significant. Barbarian rage is daunting enough in and of itself, but when the

character is channelling atavistic bloodlust through his body and spirit, there is even more to be afraid of. Your teammates may be dismayed the first time they find you tearing the soft entrails from the body of a downed foe but they should be aware that this does not make you evil – no more so than the animal you are bound to.

## TROLL HUNTER

*'I done slaughtered two of them scumsacks before breakfast. See, boy, you just gots to hit them so's they don't get back up an' start comin' back together on ya. Get 'em down quick, keep 'em down and chop the never-you-mind out of 'em. That's the ticket.'*

There's a strange kind of pride that exists among those whose stock in trade is the doing of crazy deeds. Some break into cursed tombs, some walk on tightropes between high buildings and some specialize in the stalking and killing of trolls. They are not altogether sane; it is not good to be completely in possession of one's wits if you are going to take up the career of a troll hunter. Otherwise, you might realize just how much peril you are putting yourself in.

Troll hunters do not deal craftily with their foes. There are no lengthy drawn-out bouts of weapon against weapon. Their method is far more direct; enormous amounts of damage delivered as swiftly as possible, with precious little thought given to self-defence. This fast-strike fighting style kills a lot of trolls, but it also makes for a very high mortality rate among troll hunters. The survivors are usually gnarled, scarred old warriors, often missing a limb or two and with plenty of tales to tell to any willing to listen to them. As a brotherhood, they have a 'drink and be merry for tomorrow we may die' philosophy and are as proud of their ability to take their liquor as they are of the number of troll skulls they have amassed. This makes them some of the rowdiest drinking companions one could wish for.

## Requirements

To qualify to become a troll hunter a character must fulfil all the following criteria.

**Base Attack Bonus:** 7+.

**Skills:** Survival 5 ranks.

**Feats:** Power Attack, Toughness, Weapon Focus with any weapon that is at least one category size larger than the character and has a critical multiplier of x3 or greater.

**Special:** Must have encountered and slain at least two regenerating creatures in single combat.



## The Troll Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Greater Power Attack
2	+2	+3	+0	+0	Rending Blow +1d6
3	+3	+3	+1	+1	Mighty Charge
4	+4	+4	+1	+1	Rip Wide Open
5	+5	+4	+1	+1	Rending Blow +2d6
6	+6	+5	+2	+2	
7	+7	+5	+2	+2	Devastating Power Attack
8	+8	+6	+2	+2	Rending Blow +3d6
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Rend Limbs

### Class Skills

The troll hunter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), and Swim (Str). See *Core Rulebook I* for skill descriptions.

**Skill Points per level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** Troll hunters have proficiency with all simple and martial melee weapons and with all types of armour, though not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Greater Power Attack (Ex):** The first lesson of troll hunting, which must be learned quickly if the hunter is to survive at all, is to take the opposition down as fast as possible. When wielding a weapon at least one size category larger than himself, a troll Hunter using the Power Attack feat gains +3 to damage for every -2 taken to his attack roll. This ability supersedes and does not stack with the extra damage normally granted by the Power Attack feat.

**Rending Blow (Ex):** Whenever a 2<sup>nd</sup> level troll hunter successfully strikes a critical hit with a weapon with which he has the Weapon Focus feat, he inflicts additional 1d6 damage above and beyond the normal damage dealt by the attack. This bonus damage increases by 1d6 at levels 5 and 8.

**Mighty Charge (Ex):** When a 3<sup>rd</sup> level troll hunter makes a charge attack against a foe, he may declare it to be a Mighty Charge. Mighty Charges gain a

+4 circumstance bonus to hit and a +2 circumstance bonus to damage but reduce the charging troll hunter's armour class by a -5 circumstance penalty for the round. This ability supersedes and does not stack with the normal bonuses and penalties for making a charge attack.

**Rip Wide Open (Ex):** The troll hunter learns to inflict wounds that tear the flesh apart in great bloody ruts, rip hanks of living flesh from the skeleton or smash the bones beneath the surface to tiny fragments. From 4<sup>th</sup> level, half of any damage dealt by the troll hunter's Rending Blow ability is exceedingly hard to heal, even for a monster that can regenerate. Each point of damage dealt in this way is treated as 5 points of damage for the creature to regenerate. For example, a creature with regeneration of 3 will take 5 rounds to heal 3 points of damage dealt with this ability.

**Devastating Power Attack (Ex):** When wielding a weapon at least one size category larger than himself, a 7<sup>th</sup> level troll hunter using the Power Attack feat gains a circumstance bonus of +2 to damage for every -1 taken on his attack roll. This ability supersedes and does not stack with the extra damage granted by the Power Attack feat or the Greater Power Attack ability. In addition, half the bonus damage dealt by this ability will always take the form of damage that is hard to heal as per the Rip Wide Open ability.

**Rend Limbs (Ex):** Now at the peak of his craft, the troll hunter may make snarling attacks of such unremitting ferocity that the target has a chance of being dismembered by his blows. Whenever the 10<sup>th</sup> level troll hunter successfully inflicts a critical hit, the target not only suffers extra damage as normal but must roll to see if it has lost an extremity. The target must make a Fortitude saving throw with a DC equal to the total damage dealt by the critical hit. If the saving throw is failed, roll a d6 on the table below to determine what has been torn from the creature's body.

The Games Master may rule that certain body parts may not be severed under certain circumstances, such as when the creature is behind cover.

1	Hand
2	Arm
3	Arm
4	Leg
5	Leg
6	Ear/Eye/Jaw

## Classic Play

I love the smell of burning troll flesh in the morning – smells like victory! This guy is a simple, happy soul. There is one thing he is extremely good at and it is about all he is interested in, with the possible exception of beer. He is therefore an excellent prestige class for the party maniac. If the campaign is likely to head into places where humanoid monsters dwell, as most of them do, then having a few levels in troll hunter will not go amiss. He is likely to tire out the party healers with his constant need to be stitched up and stabilised but he is still better on your side than the other. Fighters and barbarians who really want to be able to rend their opponents limb from limb should give this class a try.

## URBAN DEFENDER

*'YOU, my son, are NICKED!'*

Urban defenders are those brave, dedicated and frequently overlooked souls who make it their business to keep the streets of a city safe for decent law-abiding folk. They have usually grown up in their city and whether they serve as full-time or part-time watch, they do so out of a sense of duty as much as for a pay packet. They know their home city inside out, being familiar not only with the streets and houses but also

the little crawlways, secret spaces, message drops, cubbyholes, safe houses and unmarked structures that are so useful to them in their work. Many an upcoming thief will happen upon some feature of the city that he thinks he is the first to exploit, only to find an urban defender waiting for him on the night he goes too far and steals something too valuable for them to overlook.

The typical class for an urban defender to come from is the fighter, as it is a strong arm that is most needed in the city's defence. Some come from a rogue background, turning the skills so often used to break the law into means whereby the lawless can be tracked down, apprehended or eliminated outright if no other alternative is possible. A few come from a spellcasting class, whereas druids and rangers are far too rural in their outlook to ever sign up with the urban defenders.

## Requirements

To qualify to become an urban defender, a character must fulfil all of the following criteria.

**Alignment:** Any non-chaotic.

**Base Attack Bonus:** +3 or higher.

**Skills:** Knowledge (local) 4 ranks.

**Special:** The city must commission the character into service and the character must come from a recognisable and friendly race that the locals know and do not fear. A character who has helped to save the city from danger might be eligible (at the Games Master's discretion) to ignore this restriction.

## Class Skills

The urban defender class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Knowledge (local) (Int), Search (Int) and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

## The Urban Defender

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Loyalty, Street Fighter
2	+2	+3	+0	+0	Lawgiver
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Lieutenant
5	+5	+4	+1	+1	Expert Street Fighter
6	+6	+5	+2	+2	Bonus Feat
7	+7	+5	+2	+2	Riot Control
8	+8	+6	+2	+2	Investigator
9	+9	+6	+3	+3	Bonus Feat
10	+10	+7	+3	+3	Streetwise

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the urban defender prestige class.

**Weapon and Armour Proficiency:** Urban defenders are proficient with all simple and martial weapons and with all forms of armour, though not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Loyalty:** Nobody ever becomes an urban defender without feeling a moral obligation to protect his or her city. When fighting to defend their city, urban defenders gain a +1 morale bonus to attack rolls, damage rolls, skill checks and saving throws. This bonus applies only when they are defending their home city and its populace from an outside force, not when they are simply on the regular beat.

**Street Fighter (Ex):** Urban defenders are trained to take advantage of their familiarity with the local terrain. When fighting in an area of the city with which they are familiar, urban defenders gain a +1 insight bonus to their armour class, attack rolls, skill checks and Reflex saving throws.

**Lawgiver (Ex):** At 2nd level, the urban defender gains a +4 circumstance bonus to all Diplomacy, Gather Information and Intimidate checks made while in his city, as a result of his familiarity with the city and its denizens.

**Bonus Feat:** At 3rd level and every three levels thereafter, the urban defender gains a bonus feat from the fighter's list of bonus feats.

**Lieutenant:** At 4th level, a unit of lower-ranking constables is placed under the urban defender's command. Up to five characters whose total levels do not exceed the urban defender's are placed at his disposal; the Games Master should create and control these constables as non-player character followers. To determine their level, consider the urban defender to have a Leadership score of 10 (for the purposes of this ability) that never increases.

**Expert Street Fighter (Ex):** At 5th level, the urban defender knows the city so well that his insight bonus when fighting in a familiar urban area increases to +2.

**Riot Control (Ex):** At 7th level, the urban defender learns non-lethal fighting techniques for crowd suppression. He no longer suffers any penalty to hit when inflicting subdual damage with a normal weapon.

**Investigator (Sp):** The urban defender is so attuned to the heartbeat of his city that upon reaching 8th level he may *detect chaos* 3 times per day within the city limits, with the caster level equal to his own class level.

**Streetwise (Ex):** At 10th level, the urban defender has fought so many small battles in all the different quarters of his city that what he does not know about street combat in an urban setting is not worth knowing. His insight bonus (see Expert Street Fighter above) applies in any area of any city, regardless of his familiarity with the region.

## Classic Play

All too often, a Games Master has to resort to the good old warrior or fighter non-player character templates when creating members of the city watch; odd, really, that the class has not been tackled much before. In the urban defender, the Games Master has a 'policeman' class (particularly useful when the party's rogues start doing what comes naturally) with a simple and sound set of class features. Players may want to be urban defenders, though this is not all that likely as it is likely to tie them to one place for long spans of time. A campaign based around a whole group of urban defenders, on the other hand, could work well.





# OPEN HAND AND CLOSED FIST

There are far too many excellent martial artist classes now extant for them not to have a whole chapter to themselves. The standard monk is extremely versatile as he stands, yet he does not have the cinematic appeal of such classes as the Ki Master or the Storm Lord from this chapter. The classes you will find here are those who do not depend on weaponry to achieve their ends. They are, themselves, honed weapons; trained combatants with body and mind in harmony, armoured with discipline and often armed with nothing more than their bare hands.

## BLOOD HUNTER

*'Of course I'm not going to kill you. That would be like throwing a banquet down a sewer. My Master would never thank me for that.'*

It is fortunate that blood hunters are rare, for they represent a lethal amalgamation of abilities resulting from a curious and unlikely set of circumstances. The blood hunter specialises in the *sangoth* school of martial arts, a bizarre and cruel style that at its highest levels has the seeming effect of transforming a limb into a honed blade. This style is restricted entirely to a certain order of vampires claiming descent from an all-vampire monastery, now destroyed and its teachers scattered throughout the world.

To progress as a blood hunter, a character must enter into a compact with a vampire who knows the *sangoth* style. The master trains the aspirant and the aspirant serves the master for the duration of the training. It occasionally happens that an advanced student will seek to break away from his master's control and will challenge him to combat. Those who fail become vampires themselves, usually going on to become masters of *sangoth* and teachers to the next generation of willing students. Those who succeed are known as freebloods. These retain the powers developed while under their vampire tutors and often use them to destroy the undead under which they used to serve. Vampire clans keep careful track of these strayed prodigals and will often band together to destroy them before they are themselves destroyed.

**Hit Die:** d10.

### Requirements

To qualify to become a blood hunter, a character must fulfil all the following criteria.

**Alignment:** Any evil.

**Base Attack Bonus:** +6 or higher.

**Feats:** Improved Unarmed Strike, Stunning Fist or stunning attack ability, Track.

**Special:** The character must have made peaceful contact with a vampire who knows the *sangoth* style of martial arts. (Such a being will be a high-level blood hunter with the vampire template.) The would-be blood hunter must subsequently have sworn allegiance to the vampire in return for a contract of training and a dose of the vampire's blood.

### Class Skills

The blood hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot



## The Blood Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Blood Bond, Sangoth Style, Detect Blood
2	+1	+3	+0	+0	Unarmed Finishing Move +1d6
3	+2	+3	+1	+1	Painful Strike
4	+3	+4	+1	+1	Unarmed Finishing Move +2d6
5	+3	+4	+1	+1	Wounding Strike
6	+4	+5	+2	+2	Unarmed Finishing Move +3d6
7	+5	+5	+2	+2	Vampiric Strike
8	+6	+6	+2	+2	Unarmed Finishing Move +4d6
9	+6	+6	+3	+3	Heart Strike
10	+7	+7	+3	+3	Unarmed Finishing Move +5d6, Severed Bonds

(Wis), Survival (Wis), Tumble (Dex), and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** Blood hunters gain no proficiency with weapons or armour.

None of a blood hunter's special abilities, with the exception of the blood bond, function if any type of armour is worn or a shield is wielded. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Blood Bond (Su):** Every time the character gains a level as a blood hunter, he feels a supernatural pull toward his vampire master. If the character has been a loyal and competent servant, the vampire master allows him to drink a little more blood to strengthen the bond. Once a level has been gained in the blood hunter class, this rite must be performed before any new special abilities are gained.

The blood bond lets the character know the general location of his master at all times, whether he or she is far away or near, and in what direction. The vampire master possesses the same ability with a greater degree of strength. He may also appear to the character in his dreams to pass messages on to him. If the master is destroyed, the blood bond is also destroyed and the character may no longer advance as a blood hunter until and unless a new bond is made with a different vampire.

**Sangoth Style (Su):** At first level, a blood hunter learns the basic sangoth martial art style. His unarmed strikes are now treated as slashing or piercing attacks

and he gains a +1 circumstance bonus to damage dealt with unarmed attacks. The style is not one in which it is easy to pull one's blows. When attempting to cause subdual damage while unarmed, he now has a -4 penalty to his attack roll.

**Detect Blood (Su):** The character can smell blood, whether it be fresh or old, on an object or flowing from a creature. As a result, he gains Alertness as a free bonus feat. He also gains a +4 competence bonus to any Survival checks made when tracking a wounded creature, or a vampire or vampire spawn.

**Unarmed Finishing Move (Ex):** Starting at 2nd level, once per round the character may make a powerful and precise melee attack called a finishing move. By giving up his Dexterity modifier to armour class and all other dodge bonuses to armour class for one round, including his dodge bonus to armour class for any levels as a monk, the character may use the attack action to make a single finishing move. A finishing move is a standard melee attack action made with an unarmed strike or a weapon for which one may take the Weapon Finesse feat (see *Core Rulebook I*) that targets vital areas of an opponent's anatomy. If successful, the attack causes additional bonus damage determined by the blood hunter's level.

This damage is added last, after adding other damage bonuses for Strength or for critical hits. Other feats and abilities can be used to enhance or modify a finishing move. For instance, an unarmed finishing move may also be used with the Stunning Fist ability and a finishing move may simultaneously be a sneak attack. Non-living items and creatures that are immune to critical hits suffer no extra damage from a finishing move. A finishing move may not be made with a weapon for which one cannot take the Weapon Finesse feat nor may it be made while in a grapple or while wearing armour or using a shield.

**Painful Strike (Su):** Once per round, before making the attack roll against an opponent in unarmed combat, the character may choose to do minimum damage (as if all damage dice had rolled a 1) and inflict in a more painful if less serious injury. If this option is taken, the opponent is shaken and suffers a -2 morale penalty on all skill checks, attacks and saving throws for one round.

**Wounding Strike (Su):** When making an unarmed strike, the character may give up one of his stunning attacks for the day to cause damage as a weapon with the *wounding* special ability. See *Core Rulebook II* for rules covering the *wounding* special ability.

**Vampiric Strike (Su):** By giving up one of his stunning attacks for the day, the blood hunter may make an unarmed strike into a vampiric strike. A vampiric strike causes an additional +1d8 damage. The blood hunter is healed by the same amount as this extra damage, up to his maximum hit points.

**Heart Strike (Su):** A heart strike is a special type of unarmed strike. The character must declare that an unarmed strike is a heart strike before making the attack roll. If he hits, he does not make a damage roll. Instead, his opponent must make a Fortitude saving throw (DC 5 + the blood hunter's class level + his Wisdom modifier.) If the saving throw fails, the blood hunter has ripped out his opponent's heart (or some other vital organ of the blood hunter's choice) and killed him instantly. If the saving throw is successful, the attack only does 1 point of piercing damage. To use this ability, the opponent must have a heart or some other singular vital organ to grab and must be vulnerable to critical hits. Heart Strike may only be attempted once per day.

**Severed Bonds (Su):** At 10th level, a blood hunter may attempt to slay his vampire master. To do so successfully breaks the blood bond forever and grants the following abilities:

- **Increased Attributes (Ex):** The blood hunter's Strength and Charisma ability scores are each permanently increased by +2.
- **Resistance to Vampires (Su):** The blood hunter becomes immune to a vampire's *domination* and *energy drain* abilities.
- **Vampire Slaying (Su):** The blood hunter may ignore a vampire's damage reduction when using unarmed strikes and causes +2 damage to vampires and vampire spawn when doing so.

Though the powers gained by severing the bond are formidable, most blood hunters do not enter into their

initial compact with a vampire with the intention of betraying them; indeed, one who did so would probably be detected and dealt with very early on.

## Ex-Blood Hunters

If the character's alignment is no longer evil for whatever reason, he becomes an ex-blood hunter. His blood bond is broken and he may no longer advance in the class. All special abilities are, however, retained. Ex-blood hunters are tracked down and slaughtered by their former masters wherever and whenever possible.

## Classic Play

On first scanning this class, one is immediately struck by the appeal of playing a character who has trained under a vampire master for years before severing the bond and becoming a specialist vampire hunter. While the Games Master can (and should) use blood hunters in conjunction with vampires as very dangerous adversaries (the Heart Strike in particular is a *vicious* class feature) it is far more likely that players will want to take up the mantle of the slayer. It is not as if there were no examples from popular culture of formerly evil vampire-slayers to draw upon! Although the blood hunter belongs to the Wuxia genre and thus has more in common with the gentleman known as 'D' than with vampire-staking former cheerleaders, he would still fit into a more occidental campaign with ease.

## BROTHER OF THE SHINING LOTUS

*'Terror bares its teeth / blossoms fall in early dusk / I stand unafraid.'*

Some who started out on the monk's path of contemplation and discipline have later chosen to armour their bodies instead of their minds, taking up a sword and laying down the rice bowl, heeding a Kingdom's call to arms and joining other soldiers in the service of their deity. Others have tired of the warrior's life and have turned to the spiritual solace of a monastery, to turn their attentions within. In either case, martial training and spiritual discipline may fuse into a coherent new order of ability beyond what has previously been learned. When a paladin's abilities are conjoined with those of a monk, fearlessness in the face of the powers of hell and undeath is coupled with resilience of spirit strong enough to inflict crippling blows and resist wounds.

Those who are called to this life initially feel a great yearning for a place they have never seen, a remote and almost inaccessible place, from within whose secure carven walls comes low chanting and curling clouds of incense. They see visions in dreams, guiding them



## The Brother of the Shining Lotus

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Improved Ki Strike (+1), Empower Weapon
2	+2	+3	+0	+3	Penetrating Fist, Disrupt Core (Fist)
3	+3	+3	+1	+3	Smite the Profane, Butterfly's Peace
4	+4	+4	+1	+4	Improved Ki Strike (+2), Penetrating Blade, Disrupt Matrix (Weapon)
5	+5	+4	+1	+4	Soul's Sanctuary, Force Manifestation

to find one of the hidden Shining Lotus monasteries. Admission is not guaranteed. The aspirant must face punishing ordeals of body and mind, standing under icy waterfalls and suffering hours of stifling confinement, before he is considered worthy.

Initiates of the Shining Lotus inherit the Order's collective experience of the forces of the undead and the ranks of evil outsiders. They are permitted to consult ancient manuscripts and scrolls within which the nature of these foes and their weaknesses are described. The focus of their teaching is now no longer combat, be that with or without a weapon, but the training of the mind.

The members of the Order are ruthlessly opposed to evil and all that which threatens good-aligned religion. They are not associated with any one religious body but will rather act in the interests of all against a common enemy, expecting no thanks and never waiting to receive a reward. They view their adversaries not with hatred, for that is an emotion that unbalances the mind. Instead, they respect them for what they are, and proceed on their mission to eradicate them dispassionately.

**Hit Die:** d8.

### Requirements

To qualify to become a shining brother, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +10 or higher.

**Alignment:** Lawful Good.

**Skills:** Knowledge (undead) and Knowledge (the planes): 10 ranks in one of these, 6 ranks in the other. The player may choose which.

**Feats:** Weapon Focus, Improved Unarmed Strike.

**Special:** Must be able to channel positive energy, smite evil and make a Ki Strike. (These are all class features.)

**Special:** The character must locate one of the hidden monasteries of the Shining Lotus and be accepted as an initiate, passing the required tests.

### Class Skills

The shining brother class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the shining brother prestige class.

**Weapon and Armour Proficiency:** The shining brother is proficient in the use of light, medium and heavy armour, all shields, and simple, martial and monkish weaponry. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

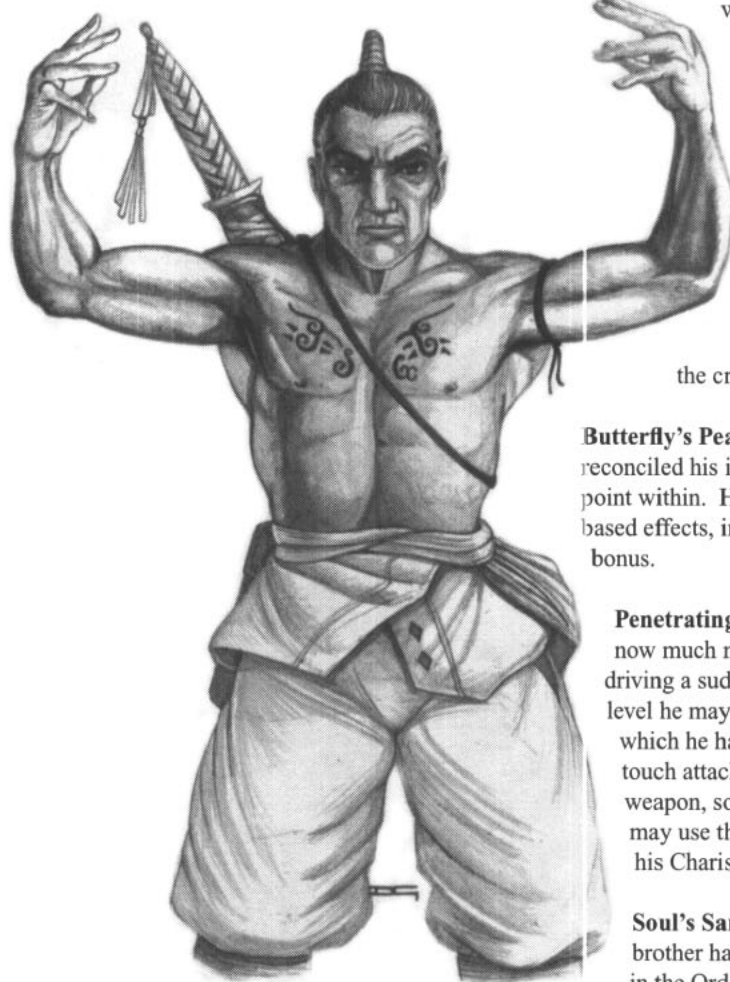
**Unarmed Damage (Ex):** The background of their monkish training enables a shining brother to deal much more damage unarmed than others. This damage is scaled as normal for shining brothers whose size class is larger or smaller than medium. If the shining brother has another ability that increases his unarmed attack damage, then use the greater of the two abilities. Those abilities that add directly to unarmed damage (rather than changing the type of die) still stack with this damage.

**Armour Class Bonus (Su):** The shining brother must learn to defend himself as well as smiting his rapacious foes. He gains a Sacred bonus to Armour Class as indicated. This bonus represents a divine blessing and ability to foresee danger an instant before it occurs. It is not lost even in situations when he cannot use his Dexterity modifier, though he does lose the bonus when immobilised. This armour class bonus stacks

with the similar bonus gained as a monk class feature, though this bonus is not negated by armour.

**Improved Ki Strike (Su):** As many of the enemies of the Order are resistant to damage, the Shining Brethren are taught to intensify their Ki strikes. The bonus of the shining brother's unarmed attacks is effectively increased for the purposes of overcoming damage resistance. This bonus stacks with the bonus given by the ordinary Ki Strike ability.

**Empower Weapon (Su):** When wielding any weapon for which the shining brother has the Weapon Focus feat, the brother may attempt to use his Ki Strike ability to bypass the creature's Damage Resistance. If the weapon in use is already magical, add the shining brother's combined Ki Strike and Improved Ki Strike, or the weapon's magical bonus plus the shining brother's improved Ki Strike bonus. Count the total as if the weapon in use had a magical bonus equal to that amount for the purpose of determining whether Damage Resistance has been overcome.



**Penetrating Fist (Ex):** The shining brother may, on occasion, drive a blow right through much of his opponent's armour. From 2<sup>nd</sup> level he may attack with an unarmed strike as a melee touch attack, inflicting normal damage. This ability may be used a number of times per day equal to the shining brother's level plus his Charisma modifier.

**Disrupt Core (Su):** The shining brother's knowledge of undead physiognomy grants him the enviable ability to attempt strikes against undead creatures that violently disrupt the matrix of negative energy holding them together. With a successful Knowledge (undead) check (DC 20) taken as a free action he may inflict critical hits upon an undead creature despite its usual immunity to critical hits, each such check affecting that creature only. (Attacks are not automatically critical hits; the threats must be rolled as normal, and the usual second roll made to qualify the hit as a critical.) He may only attempt this check once upon any one creature. From 2<sup>nd</sup> level onwards, by use of this ability the shining brother may inflict critical hits upon undead and evil outsiders with an unarmed strike. From 4<sup>th</sup>

level onwards, he may do the same using any weapon for which he has the Weapon Focus feat.

**Smite the Profane (Su):** The refinement of the Ki Strike ability involves its focusing to optimum intensity against evil undead and evil outsiders. When in combat with these targets, a shining brother of 3<sup>rd</sup> level or higher may ignore their damage resistance (or hardness rating) completely, dealing damage directly to the creature or object.

**Butterfly's Peace (Ex):** The shining brother has reconciled his inner turmoil and arrived at a balance point within. He is immune to all fear and morale-based effects, including effects that grant him a morale bonus.

**Penetrating Blade (Ex):** The shining brother is now much more accomplished at the manoeuvre of driving a sudden stroke right through armour. At 4<sup>th</sup> level he may resolve an attack with any weapon with which he has the Weapon Focus feat as if it were a touch attack. He may use this ability with a ranged weapon, so long as the target is within 30 feet. He may use this ability a total of twice per day plus his Charisma modifier.

**Soul's Sanctuary (Su):** The heart of the shining brother has become the shining lotus referred to in the Order's title. It is constantly surrounded by the energies of the positive energy plane. At 5<sup>th</sup> level he has an 80% chance of completely resisting the

effects of negative levels or ability drain, should such attacks be directed against him as a spell, spell-like ability or supernatural ability.

**Force Manifestation (Su):** When facing an adversary who does not exist altogether upon the same plane, the shining brother may attempt to force it to manifest on the plane where he is. The target creature must make a Will saving throw (DC 10 plus the shining brother's level plus his Charisma modifier) or be drawn into the plane and forced to assume physical form. Unless the shining brother is killed, the creature will be unable to depart the plane for one hour per level of the shining brother. At the Games Master's discretion, outsiders who are destroyed while under the effects of this power may be treated as if they had been killed on their own home plane.

**Ex-members of the Order:** Should the shining brother ever change his alignment from lawful good, he loses all extraordinary and supernatural abilities granted by his levels in this prestige class. He may not regain these abilities until and unless his alignment is once more lawful good and he has undergone *atonement*.

### Classic Play

I say, I say, I say, what do you get if you cross a paladin with a monk? In this case, you get a logical if arguably slightly excessive set of class features. The shining brother is undoubtedly a specialist in his chosen field, but what a specialist he is. The playing field is levelled considerably when demons, devils or undead are the villains of the piece. The one ability a Games Master might want to adjust, depending on the nature of the campaign, is that significant little sentence at the end of the Force Manifestation ability in which creatures forced to manifest and then killed may be treated as if they had been killed on their own plane. If it is important to the players to send demons to eternal oblivion, then by all means keep this power;

if you believe they would use it to go on a munchkin crusade against named outsiders, then feel free to revoke it unless that is the kind of campaign you want.

## GENTLE BROTHER

*'You may be interested to know that I am applying pressure to the twenty-third key meridian of your body. This is why you are currently screaming in agony and unable to move your arms.'*

The gentle brethren are a school of martial artists whose technique in combat derives from their study of healing practices. They were originally formed when two schools combined their members, one being devoted to healing, the other to combat. Much wisdom was exchanged on both sides and an altogether new school of fighting techniques was born. The title of 'gentle brother' was awarded to those who achieved mastery in this school, not because they were always intrinsically gentle but as a note of respect to their healing abilities and their unwillingness to cause undue harm to an opponent.

To qualify as a gentle brother requires lengthy study of the anatomy of many humanoid races, both the physical and the subtle. Absolute precision is required whether one is making a strike, diagnosing a complaint or cauterising a wound. Some (thankfully few) gentle brethren give the lie to their name by using the knowledge gained from their studies to perfect the art of killing. They are only 'gentle' in that their targets do not suffer for very long.

**Hit Dice:** d10.

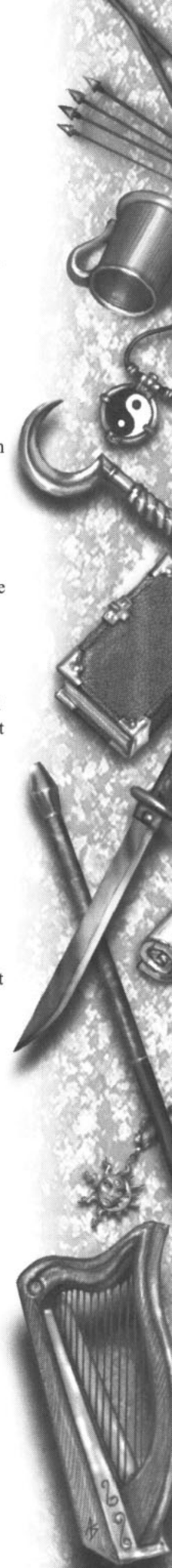
### Requirements

To qualify to become a gentle brother, a character must fulfil all the following criteria.

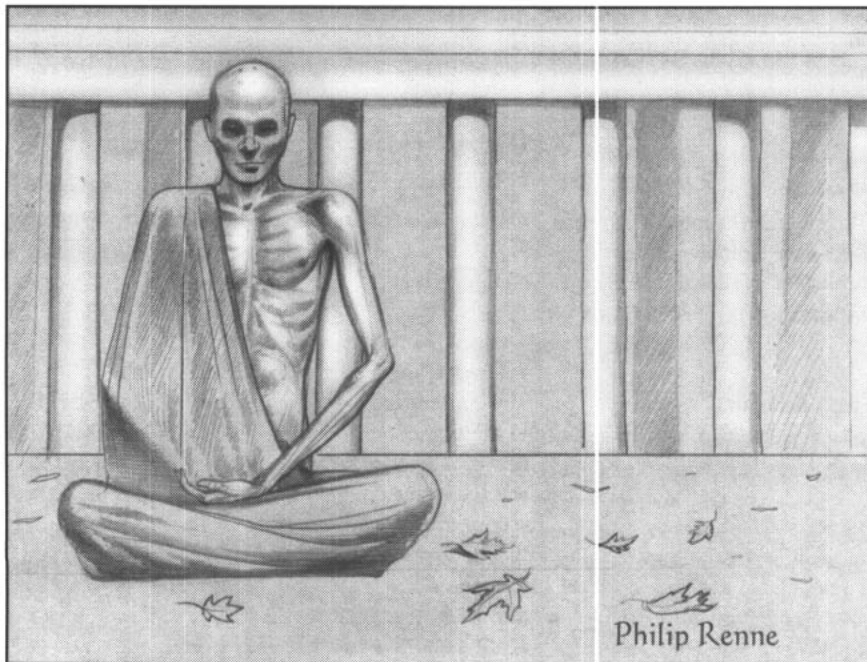
**Base Attack Bonus:** +5.

### The Gentle Brother

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Stunning Attack, Gentle Style, Healing Touch
2	+1	+3	+3	+3	Unarmed Finishing Move +1d6, Stunning Specialist
3	+2	+3	+3	+3	Disarming Touch
4	+3	+4	+4	+4	Unarmed Finishing Move +2d6
5	+3	+4	+4	+4	Spasm Touch
6	+4	+5	+5	+5	Unarmed Finishing Move +3d6
7	+5	+5	+5	+5	Weakness Touch
8	+6	+6	+6	+6	Unarmed Finishing Move +4d6
9	+6	+6	+6	+6	Paralysing Touch
10	+7	+7	+7	+7	Unarmed Finishing Move +5d6







**Gentle Style (Ex):** The gentle brother has an exceptional amount of knowledge of the anatomy of humanoid creatures and his fighting style takes advantage of it. When attacking a humanoid or monstrous humanoid with an unarmed attack, he gains a +2 circumstance bonus to attack rolls. He also gains a +2 synergy bonus to Healing skill checks.

**Healing Touch (Ex):** The gentle brother uses esoteric techniques such as chiropractic therapy, acupressure, acupuncture and the administration of medicinal herbs to heal

**Alignment:** Any Lawful.

**Skills:** Heal 5 ranks, Profession (herbalist) 5 ranks.

**Feats:** Improved Unarmed Strike, Stunning Fist or stunning attacks ability, Endurance.

### Class Skills

The gentle brother's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Healing (Wis), Jump (Str), Knowledge (nature) (Int), Profession (Wis), Sense Motive (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are class features of the gentle brother prestige class.

**Weapon and Armour Proficiency:** Gentle brothers gain no extra proficiencies with weapons or armour and cannot use any of their special abilities while wearing armour or using a shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Stunning Attack (Su):** A gentle brother has the monk's stunning attack ability (see *Core Rulebook I*.) His level as a gentle brother stacks with that of any monk levels he may have for determining how many stunning attacks per day he has.

with unusual effectiveness. By giving up one of his stunning attacks for the day, he can heal a creature by a total number of hit points equal to twice his level as a gentle brother. He requires a healer's kit to use this ability and he must make a healing skill check at DC 20 to achieve the effect. If the check fails, he cannot use this ability on that creature again for 24 hours. It takes 10 minutes to apply the healing touch.

**Unarmed Finishing Move (Ex):** Once per round the character may make a powerful and precise melee attack called a finishing move. By giving up his Dexterity modifier to armour class and all other dodge bonuses to armour class for one round, including his dodge bonus to armour class for any levels as a monk, the character may use the attack action to make a single finishing move. A finishing move is a standard melee attack action made with an unarmed strike that targets vital areas of an opponent's anatomy. If successful, the attack causes additional bonus damage determined by the gentle brother's level.

This damage is added last, after adding other damage bonuses for Strength or for critical hits. Other feats and abilities can be used to enhance or modify a finishing move. For instance, an unarmed finishing move may also be used with the Stunning Fist ability and a finishing move may simultaneously be a sneak attack. Non-living items and creatures that are immune to critical hits suffer no extra damage from a finishing move. A finishing move may not be while in a grapple or while wearing armour or using a shield.

Finishing move damage stacks with other finishing move damage to which the character may be entitled by dint of membership of other classes.

**Stunning Specialist (Su):** Gentle brothers study the location of nerve points on the body and know how to strike them in order to stun with optimum effect. The gentle brother may add +2 to the DC of the saving throw to resist the effects of his stunning attacks.

**Disarming Touch (Su):** By giving up one of his stunning attacks for the day and making an unarmed finishing move, the gentle brother may cause your opponent to drop everything he is holding unless he makes a successful Fortitude saving throw (DC 10 + the character's gentle brother class level + his Wisdom modifier.) This effect is in addition to normal damage inflicted. Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

**Spasm Touch (Ex):** Your unarmed finishing moves strike nerve clusters, causing victims to take 2 points of temporary Dexterity damage in addition to normal damage. The victim may make a Fortitude saving throw (DC 10 + one-half the character's gentle brother class level + his Wisdom modifier) to restore all Dexterity lost to this ability at the beginning of their turn each round. (This recovery attempt is a free action.) Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

**Weakness Touch (Ex):** Your unarmed finishing moves are executed with such precision that the victim also takes 2 points of temporary Strength damage. The victim may make a Fortitude saving throw (DC 10 + one-half the character's gentle brother class level + his Wisdom modifier) to restore all Strength lost to this ability at the beginning of their turn each round. (This recovery attempt is a free action.) Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

**Paralysing Touch (Su):** A gentle brother can immobilise an opponent merely by applying pressure to the right spots. By giving up three of his stunning attacks for the day and making a successful unarmed finishing move, he can make an unarmed strike that causes no damage but paralyzes an enemy unless they make a successful Fortitude saving throw (DC 10 + the character's gentle brother class level + his Wisdom modifier). The opponent is paralysed for one round (see *Core Rulebook II*, Chapter 3, Condition Summary). Only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected by this ability.

**Quivering Palm (Su):** The gentle brother's knowledge of anatomy and the healing sciences reaches its most potentially lethal level of application. He gains the monk's quivering palm ability (see *Core Rulebook I*) with the exceptions that the saving throw is

DC 20 + his Wisdom modifier and only humanoids and monstrous humanoids that are not immune to stunning attacks can be affected.

## Classic Play

This class is that of the archetypal 'inoffensive looking little old guy' who suddenly seizes the enormous drunken barbarian, tweaks something and watches impassively as his foe slumps to the ground. His healing powers and vicious combat abilities make him a good ally to have in the field, rather resembling a paladin with an eastern flavour. Most gentle brothers are as pacifistic as the name would suggest but if the Games Master wishes to throw in a foe who will probably go undiscovered for a good while, we suggest creating a gentle brother tuned as an assassin. Deaths caused by such people do not leave a mark on the body, making them extremely hard to connect with the perpetrator.

## GHOST-EATER

*'Lips and tongue and teeth and taste, show to me what time effaced!'*

Abhorred by most civilized peoples, the Ghost-eater follows a mystic path for which few people have the stomach. Choosing to accept and embrace decay instead of avoiding it, the Ghost-eater has the uncanny ability to use the remains of the dead as a resource. It is not the soul of the dead person but the psychic residue left behind after them that the Ghost-eater consumes. By doing this, they are able to take on the memories, the attributes and sometimes the powers of the dead. They do not see this as exploitation. They remain reverent towards the dead and appreciative of their gifts.

**Hit Die:** d10.

## Requirements

To qualify to become a ghost-eater, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Alignment:** Any non-good.

## Class Skills

The ghost-eater class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (history) (Int), and Search (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.



## The Ghost-Eater

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Taste the Past, Unto Ashes +1
2	+2	+3	+0	+0	Lick the Bones
3	+3	+3	+1	+1	Unto Ashes +2
4	+4	+3	+2	+1	Death Affinity
5	+5	+4	+2	+2	Unto Ashes +3, Warrior Feast

### Class Features

All of the following are class features of the ghost-eater prestige class.

**Weapon and Armour Proficiency:** The ghost-eater is proficient with all simple and martial weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Taste the Past (Sp):** By smelling and tasting the remains of a dead person or creature and making a successful Wisdom check (DC15) the Ghost-eater may interrogate the deceased as per the *Speak with Dead* spell. The corpse does not actually speak, so nobody else present may put questions to it, nor does it need an intact mouth. The questions and answers are given in the psyche of the Ghost-eater. This ability may only be used once upon a given set of remains, after which the memory residue has been consumed.

**Unto Ashes (Su):** The Ghost-eater may rub himself with the ashes of the dead so that their essence may strengthen him. This practice grants him a sacred bonus to armour class as listed. The ashes need to be spread on to exposed skin, so when the ghost-eater is wearing armour this ability is lost.

**Lick the Bones (Su):** The ghost-eater may carry up to three large bones with him, at least the size of a femur or a skull, each one formerly belonging to a person who possessed considerable skill in a given area of expertise. The ghost-eater must decide which specific skill is associated with each bone. When the bone is thoroughly licked (a full-round action) the Ghost-eater is granted a +6 insight bonus to skill checks for that skill. By use of this ability, the ghost-eater may even use skills in which he has no training or which have been forbidden to him on grounds of class. Each bone is good for 1d3 licks only. The number of remaining uses is determined when the bone is first acquired. To find a new bone associated with a specific skill, the ghost-eater must pick over the remains in a large churchyard, ossuary, mausoleum or other similar repository and succeed in a Search check (DC 25). Failure means there are no remains of the required kind within the area.

**Death Affinity (Ex):** The ghost-eater is less troubled by the dead and undead than his more squeamish associates. A ghost-eater receives a +2 circumstance bonus on any Will saving throws to resist fear effects caused by undead creatures and a +2 circumstance bonus on any Fortitude saving throws to resist energy drain effects from undead creatures.

**Warrior Feast (Su):** The remains of those who have fallen in war may nourish the ghost-eater with a fierce martial energy. By thoroughly licking the skull of a fallen warrior of at least 3<sup>rd</sup> level (this is a full-round action and provokes an attack of opportunity) the ghost-eater may add a +3 enhancement bonus to all attack and damage rolls. The effect lasts for 10 rounds, after which the ghost-eater may not commence another Warrior Feast until six hours have elapsed.

### Classic Play

An affinity with death and the dead does not necessarily make one evil. Characters of neutral alignment are just as likely to become ghost-eaters as evil ones. The discipline of a monk and the intense spirituality of his point of view makes him the most likely candidate to take up the path of the ghost-eater. Monks are already accustomed to doing without armour, so the Unto Ashes ability is a welcome addition to their existing abilities. The benefits of being able to draw upon skills that he would ordinarily not be able to use at all make a ghost-eater a very versatile class, suited to solitary adventuring or travelling in small groups. His antisocial habits mean he will not usually be found in the company of many people at the best of times!

## KI WARRIOR

*'To be truly awake, to be present in the eternal Now... that is the challenge. That is what our lazy minds will not allow us to do and that is why discipline is necessary.'*

The ki warrior takes the monk's affinity with the body's internal energy and brings it to unprecedented levels of refinement. This requires a level of discipline that would horrify most mystics, even those who are aware of the rigours of a monastic path. Focus is



everything for him; he is utterly precise in even his smallest and most trivial actions. At all times he is aware of the transcendental in the mundane. He does not see the spiritual as something above the physical but as something to be accessed through the physical. This can only be achieved by being aware at all times.

It is not usual for a ki warrior to go out adventuring; his ongoing battle is against the demons of his own mind, the demons of sloth, temptation, appetite and habit. When they do venture forth into the world, they are most usually seeking to partake in the endless variety of the universe, finding new challenges against which they may test their self-discipline. This is a slightly unorthodox way to proceed, as the monk's path so often teaches that retreat from the world is the key to mastering it, but some are of the opinion that only by entering the world on its own terms will its illusions and temptations ever be overcome by spiritual truth.

**Hit Die:** d8.

### Requirements

To qualify to become a ki warrior, a character must fulfil all of the following criteria.

**Feats:** Deflect Arrows, Improved Unarmed Strike, Skill Focus (concentration), Stunning Fist.

**Skills:** Concentration 6 ranks.

### Class Skills

The ki warrior class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str) and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** A ki warrior is not proficient with any armour or shields and is proficient with the same weapons as a monk: club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham and sling. Ki warriors cannot use their special abilities, unarmed attacks, unarmed damage, AC bonus or unarmoured speed while wearing armour heavier than leather.

**Monk Abilities:** Beginning at 1<sup>st</sup> level, the ki warrior advances in the unarmed damage, AC bonus and unarmoured speed monkish abilities as if he had gained a level as a monk. In effect, his monk levels and ki warrior levels stack for the purpose of determining these three abilities.

**Graceful Waterfall (Ex):** This ability allows the ki warrior to land safely when falling a distance up to his unarmoured speed in feet. He does this by spinning his cloak around and letting the winds guide him down safely. A ki warrior who does not have a cloak or similarly sized cloth to hand cannot use this ability.

**Fists of Iron (Ex):** At 2<sup>nd</sup> level, the ki warrior gains the ability to cause massive damage to inanimate objects with his fists. As a full round action, the character can use one of his stunning attacks to break an object. This allows the character to ignore the hardness of an object for purposes of damaging it. The character deals his normal unarmed strike damage to the object, possibly breaking it. This ability may not be used on creatures. If it is accidentally used on a creature (such as by striking a mimic disguised as a chest or a statue that turns out to be a stone golem) then it deals no damage.

**Swinging Monkey (Ex):** At 3<sup>rd</sup> level, the ki warrior gains the ability to swing from and hold on to vines,

### The Ki Warrior

Class Level	Base Attack	Unarmed Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	+2	Graceful Waterfall, Monk Abilities
2	+1	+1	+3	+3	+3	Fist of Iron, Ki Strike (+1)
3	+2	+2	+3	+3	+3	Swinging Monkey
4	+3	+3	+4	+4	+4	Asp's Venom
5	+3	+3	+4	+4	+4	Falcon Dance
6	+4	+4/+1	+5	+5	+5	Chameleon Eyes, Ki Strike (+2)
7	+5	+5/+2	+5	+5	+5	Wholeness of Body
8	+6	+6/+3	+6	+6	+6	Hydra Kick
9	+6	+6/+3	+6	+6	+6	Turtle Shell
10	+7	+7/+4/+1	+7	+7	+7	Dragon Touch, Ki Strike (+3)





trees and ropes. Provided the necessary handholds are present, the ki warrior can swing at half his normal speed, or his full speed with a successful Climb check (DC 10 +1 for every 5 ft. of movement.) If he fails this Climb check, he moves at half speed only. Failing the check by 5 or more means that he has fallen from the rope.

**Asp's Venom (Su):** At 4<sup>th</sup> level, the ki warrior can attempt to poison an opponent by forfeiting one of his stunning fist uses for the day. On a successful hit, the victim must make a Fortitude saving throw (DC 10 + the ki warrior's level) or take poison damage (initial damage 1d6 Constitution, secondary damage 1d6 Strength.) The ki warrior must declare a use of asp's venom before making the roll to hit; if he misses, the ability use is wasted.

**Falcon Dance (Su):** At 5<sup>th</sup> level, the ki warrior gains the ability to glide with this special ability. He simply jumps from a high place (at least 10 feet high) and then glides, moving 100 feet per round and losing 10 feet of altitude per round. He can make 90-degree turns, losing an additional 5 feet from his altitude when doing so.

**Chameleon Eyes (Su):** At 6<sup>th</sup> level the ki warrior is able to extend her visual senses by condensing and focusing his internal energy. After one full round of concentration, he gains several abilities for 10 minutes per level. Firstly, he can see with darkvision to a distance of 30 ft. and gains a +4 circumstance bonus to all Search checks and Spot checks. Secondly, he gains

360-degree vision, which makes him impossible to flank.

**Wholeness of Body (Su):** At 7<sup>th</sup> level, the ki warrior gains the ability to focus his ki to heal his own wounds. He can cure up to twice his current level in hit points each day. Not all of this healing potential need be tapped at once; some can be saved for later.

**Hydra Kick (Ex):** At 8<sup>th</sup> level, the ki warrior gains the ability to kick all opponents within melee range as a full attack action. Each

kick uses the ki warriors full base attack bonus and inflicts normal unarmed damage.

**Turtle Shell (Su):** On reaching 9<sup>th</sup> level, the ki warrior learns to project an extremely dense field of ki energy cut from his body to a distance of several inches. He may activate this ability as a free action once per day. To do so grants the ki warrior a +5 natural armour bonus to armour class for one minute per level.

**Dragon Touch (Su):** At 10<sup>th</sup> level, the ki warrior learns his most notorious mode of attack, the ability to throw a fizzing ball of pure ki energy at his adversaries. The ki warrior may throw a ball of either fire or electrical energy at one opponent as a full round action. This is resolved as a ranged touch attack. The energy ball deals 1d6 points of damage per ki warrior level to the creature struck. This ability is usable three times per day.

## Classic Play

This is one of the best put together of the Wuxia-type classes, involving all that wonderful 'crouching tiger, hidden flying harness' combat that one would expect from such a warrior. He is only marginally less versatile than the regular monk, adding some useful aerial manoeuvrability to the monk's usual grace and agility. Games Masters should not forget the bonuses that accrue from having a higher vantage point; these things add up! Adversarial ki warriors can give the players a nasty surprise – flying monks that throw balls of electricity? – and in any campaign where they are

accepted, there will probably be several players eager to take the class.

## MONK OF THE CROOKED PATH

*'Nature does not move in straight lines. The water flows round the rocks in a thousand myriad ways; the butterfly dances at random in the air; the roots of the tree twist and turn in the earth. All are the better for it.'*

Monks of the crooked path are startling people to encounter if you are not familiar with their ways. It is immediately apparent that they are pliable physically, able to stretch their bones like rubber. They move with quick erratic motions and always seem to be hurrying.

Like monks of all paths, they aspire towards enlightenment. Most monks achieve this by lawful discipline but the monk of the crooked path takes a diametrically opposite route; he is chaotic in the extreme. Their concept of enlightenment involves the belief in doing everything at least once as a mystical technique, done in order to increase one's appreciation of the infinite variety of the universe. It is futile to point out the flaw in their logic and explain how this approach will leave them with no experience of discipline, thus making their appreciation of the universe flawed in at least one area; they do not really respect logic very much.

The monk of the crooked path is not one for patience or sustained focus. He becomes bored easily and loves to travel, congregating with other monks of his school in any one of their shabby, dilapidated monasteries to practice the combative arts and share stories.

It is uncommon for a monk of the crooked path to be evil. It is very common for them to be anarchic and troublesome. Their spontaneity and willingness to do just about anything for novelty's sake leads them to pick fights with total strangers, rescue ravaging monsters from helpless villagers, exorcise clerics from their own temples and other such odd deeds. There is a tale of one monk of the crooked path who attempted to paint an entire mountain pink, but he got bored after the first day's work and wandered off.

Despite this bewildering behaviour, the monk of the crooked path can be counted upon to do one thing; to speak the truth. He might have interfered with your life in a dozen infuriating ways but he will never pretend not to have done so or lie about who was responsible, unless you are a sworn enemy. This curious habit has not been fully explained but it is believed by theologians to be a reflection of the monks' interest in coming into contact with reality. There is no point, they would say, in going out of your way to

experience the astounding variety of the world as it truly is if you are then going to create a false world by telling lies. To lie to an enemy is a different matter; it is a defence mechanism, no different than the use of a feint in a fight, or an animal's natural camouflage.

Monks of the crooked path are extremely loyal to their friends. Once they have found travelling companions who are willing to tolerate their eccentric ways, they do not let them go lightly.

**Hit Dice:** d8.

### Requirements

To qualify to become a monk of the crooked path, a character must fulfil all the following criteria.

**Alignment:** Any chaotic. Most monks of the crooked path are chaotic neutral.

**Feats:** Improved Unarmed Strike.

**Skills:** Escape Artist 10 ranks.

**Special:** Monks of the crooked path must be willing to try anything. To become a monk of the crooked path, the character must first have levels in at least three different core (not prestige) classes.

### Class Skills

The monk of the crooked path's skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are class features of the monk of the crooked path prestige class.

**Weapon and Armour Proficiency:** Monks of the crooked path are proficient with all simple weapons, the nunchaku, siangham, kama, and shuriken. They are not proficient with any armour or shields and cannot use any of their special abilities while wearing armour or using a shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Monk Abilities (Su):** The monk of the crooked path has the unarmed damage, slow fall ability, and fast movement of a monk of the same level. At 9<sup>th</sup> level





## The Monk of the Crooked Path

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Contortionist, Cross Class Affinity, Flurry of Blows
2	+1	+3	+3	+3	Crooked Charge
3	+2	+3	+3	+3	Frantic Defence
4	+3	+4	+4	+4	Long Grasp
5	+3	+4	+4	+4	Leap of the Clouds
6	+4	+5	+5	+5	Abundant Step
7	+5	+5	+5	+5	Constrict
8	+6	+6	+6	+6	Ki Strike +1
9	+6	+6	+6	+6	Haste
10	+7	+7	+7	+7	Freedom of Movement
11	+8	+7	+7	+7	Cloak of Chaos
12	+9	+8	+8	+8	Ki Strike +2
13	+9	+8	+8	+8	Imperfect Self

and higher, his fast movement becomes a supernatural ability.

**Contortionist (Ex):** The 1<sup>st</sup> Level monk of the crooked path becomes a master of flexibility. Through painful and strenuous training, he actually becomes double-jointed and able to bend in ways impossible for a normal member of his race. He gain the Contortionist feat as a free bonus feat. If he already has the Contortionist feat, he gains Skill Focus (escape artist) instead.

### Contortionist (General)

**Prerequisite:** Dex 13+

**Benefit:** You gain a +4 competence bonus to all Escape Artist checks made to escape a grapple attack or to be avoid being swallowed whole by a large monster

**Cross Class Affinity (Ex):** The monk of the crooked path gains 2 extra skill points whenever he gains a level in this prestige class. These points must be spent on cross class skills. Standard rules for purchasing cross class skills apply; one skill point can only purchase one-half a rank in a cross class skill.

**Flurry of Blows (Ex):** The character gains the monk's flurry of blows ability when using unarmed strikes or monk weapons. See *Core Rulebook I* for rules regarding the flurry of blows ability.

**Crooked Charge (Ex):** The monk of the crooked path has an affinity with curves, spirals and other non-linear forms. He no longer has to move in a straight line when initiating a charge attack.

**Frantic Defence (Ex):** Due to his flailing, erratic, unpredictable fighting style, the monk of the crooked path gains a +1 dodge bonus to Armour Class for every three levels he has as a monk of the crooked path, rounded down. He loses this dodge bonus whenever

he loses his your Dexterity bonus to armour class. For example, a 9<sup>th</sup> level crooked monk would have a +2 dodge bonus to Armour Class.

**Long Grasp (Su):** The monk's limbs become supernaturally extensible. They are capable of stretching to extreme lengths at will, giving his unarmed attacks an additional 5ft. of reach. He may still strike adjacent targets.

**Leap of the Clouds (Su):** Gravity is only another law to be circumvented. The character's jumping distance (horizontal or vertical) is no longer limited by his weight.

**Abundant Step (Sp):** The world is full of shortcuts from place to place if you know where to find them. The monk of the crooked path may *dimension door* once per day. His caster level is his class level as a monk of the crooked path.

**Constrict (Su):** Seemingly boneless and rubbery, the monk's limbs are as effective as a python at squeezing the life out of a foe. If he makes a successful grapple check to cause damage, he inflicts an extra 1d6 in bludgeoning damage.

**Ki Strike (Su):** Despite their crazy ways, the monks of the crooked path develop access to Ki powers, possibly because of their resolute truth-telling. The character gains the monk's ki strike ability as listed.

**Haste (Sp):** Once per day, as a standard action the monk of the crooked path may become *hasted*, as the spell. The caster level is the character's class level in this prestige class.

**Freedom of Movement (Su):** The monk of the crooked path aspires to become as unfettered as the air itself. He is permanently affected by a *freedom of movement* spell, allowing him to ignore effects that

impede his movement, such as a *web* or *hold person* spell, or even underwater movement or paralysis.

**Cloak of Chaos (Sp):** Once per day, as a standard action the monk of the crooked path may create a *cloak of chaos*. His caster level is equal to his class level in this prestige class.

**Imperfect Self (Su):** At this stage, the monk of the crooked path achieves that path's primary goal and arrives at a chaotic form of enlightenment. A 13<sup>th</sup> level monk of the crooked path becomes a magical being and is treated as a native outsider (an extra-planar creature) instead of a humanoid. He is unaffected by spells that affect humanoids, such as *charm person*, but he may still be raised from the dead. He gains damage reduction 2/- and instantly regenerates the first 10 points of damage from non-magical attacks. His state of enlightenment and self-awareness has become so acute that both he and the universe alike accept his imperfect form as a constant factor. As a result, he becomes immune to transformation. No mortal magic can alter his form. Effects such as *polymorph* or petrification force him into a new shape for a moment but he may return to his original form, if desired, as a free action on his turn. Healing magic affects him normally.

### Lapsed Monks of the Crooked Path

If the character's alignment becomes non-chaotic, he becomes an Ex-Monk of the crooked path and loses the use of all supernatural and spell-like special abilities. Should he change back to a chaotic alignment, he regains the use of his lost abilities.

### Classic Play

A thirteen level prestige class? Yes indeed; in this case it is justified. The monk of the crooked path is almost a core class in its own right. Taking one of the basic premises of the game (the lawfulness of monks) and turning it completely on its head results in a completely new concept of monkish enlightenment, with a set of class features which make the monk of the crooked path a dangerous and unpredictable opponent. Players might find this class much more enjoyable to play than their team-mates do; players who enjoy making mischief will find this class very rewarding. Monks

of the crooked path can easily get their comrades into all sorts of trouble with their constant desire for new experiences. They are also completely disrespectful of personal space and personal property. One can only tolerate having one's potion bottles emptied out and filled with maple syrup so many times before one is tempted to violent action.

## PIT FIGHTER

*'I want you to hit me as hard as you can.'*

A long, long way from the gallantry of the jousting field or the grace of the duelling societies is the bloody, punishing, sawdust-floored world of the pit fighter. A seasoned competitor in the seamy (and often illegal) arena of the bare-knuckle prize-fight, he has had all softness kicked out of him long ago and knows all the tricks in the book. Many famous warriors began their career fighting in bare-knuckle contests in city basements or country barns, cheered on by the crowd around them. It's a fine education to have had when it comes to survival in a cruel world. Unlike other prestige classes concerned with unarmed combat, the pit fighter is a professional and his abilities are those of the ring.

**Hit Die:** d12.

### Requirements

To qualify to become a pit fighter, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Feats:** Improved Unarmed Strike.

### Class Skills

The pit fighter class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Spot (Wis) and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2+ Int modifier.

### Class Features

All of the following are class features of the pit fighter prestige class.

## The Pit Fighter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+1	+0	Roar Of The Crowd, Slippery Customer
2	+2	+3	+1	+0	One-Two Punch, Second Wind
3	+3	+3	+2	+1	Sucker Punch, Thick Skull
4	+4	+3	+2	+1	Blind
5	+5	+4	+3	+2	Wind-up





**Weapon and Armour Proficiency:** The pit fighter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Roar of the Crowd (Ex):** Pit fighters thrive on applause. The noisy support of loyal friends or those whose money is at stake can often make the difference between a bout won or lost. For every five people (Max. 25) in the audience who are cheering the Pit Fighter on, he gains a +1 morale bonus to attack rolls, Will saving throws and Fortitude saving throws.

**Slippery Customer (Ex):** When stripped to the waist and rubbed with oil in preparation for a fight (a process which takes 4 rounds) the pit fighter gains a +1 dodge bonus to his Armour Class.

**One-Two Punch (Ex):** When making an unarmed strike with both hands in succession, the pit fighter may divide his overall melee attack bonus between the strike with the main hand and that with the off hand. This may be done with multiple attacks.

**Second Wind (Ex):** The pit fighter is used to pacing himself and may take a round to 'catch his breath'. In an actual pit fight, this will happen between bouts but it is sometimes useful to be able to do this in ordinary melee combat. On making a successful Constitution check (DC 15) the Pit Fighter may recover 1d4 points of subdual damage per level. This is a full-round action, during which the character may take no other action than a 5-foot step. It does not provoke an attack of opportunity.

**Sucker Punch (Ex):** The pit fighter knows how to hit where it hurts. He may aim for a sensitive spot with an unarmed strike, incurring a -2 penalty to his roll to hit. If the strike connects, it inflicts an extra 1d4 points of subdual damage plus 1 extra point per level.

**Thick Skull (Ex):** Having been pummelled many times in the course of his professional career, the pit fighter is difficult to stun. He is granted a +3 resistance modifier to any saving throws made to resist Stun effects.

**Blind (Ex):** The pit fighter may attempt to strike an opponent so as to cause blood to flow into his eyes and partially blind him. The roll to hit is made at a -2 penalty and the blinding effect begins on the next round after a successful strike. A player with blood flowing into his eyes is effectively dazzled, receiving a -1 penalty on attack rolls until the effect ends. The effect continues for 10 rounds or until the wound is healed or staunched.

**Wind-up (Ex):** The pit fighter may spend a round 'powering up' a blow, during which he may move and defend himself as normal but may not make any attacks. The attack is then launched on the next round. If it connects, it inflicts double damage as if it had been a critical hit. Should the blow happen to be a critical hit in its own right, triple damage is inflicted.

## Classic Play

Much like his close cousin, the sideshow wrestler, the pit fighter is a suitable class for relatively low-level characters who want to be able to pull a few surprise moves on unsuspecting foes. He would fare well against a monk at lower levels but would not be able to hold his own against one once the monk had developed a few more of his higher-level class abilities. The pit fighter excels at one-on-one combat and inflicting subdual damage, which makes the class an obvious choice for urban or maritime campaigns. Retired pit fighters sometimes take employment as city watchmen,



debt collectors, bodyguards or security operatives. Their ability to get by without weapons qualifies them particularly well for duties in which they might need to attack a foe at any moment but cannot carry visible weaponry, such as undercover security work or covert operations. Pit fighters often form the muscle of the smaller rogue gangs who are as yet not established enough to attract more competent fighters.

## SHADOW TIGER

Not all practitioners of the monk's art engage in combat in open courtyards with the sounds of ki cries and bones breaking like dry wood ringing all around. Some keep to the shadows, silently making their way from one target to the next, striking like the tigers from which they take their name. Completely without mercy and with a fanatical contempt for the weak, the shadow tiger is a martial artist who keeps his true motives carefully hidden from all. Though many might think him evil, this is not necessarily so: he is simply an enigma.

The shadow tiger is often taciturn if not completely silent, preferring to convey his meaning through his expression and his gestures, or simply from his unsettling presence. One does not often see them unless they wish it; and in that instance, one will almost always know already why they have come. There are not many people who can keep a secret from a shadow tiger. They have a way of looking at a person that assures them of unspeakably dreadful things to come if they do not cooperate. This ability often means that shadow tigers are found at the heart of secret societies and intrigue-laden conspiracies. They keep their own secrets and are very good at finding out those of others.

**Hit Die:** d8.

### Requirements

To qualify to become a shadow tiger, a character must fulfil all of the following criteria.

**Skills:** Animal Empathy 4 ranks, Hide 8 ranks, Tumble 8 ranks.

**Feats:** Deflect Arrows, Improved Unarmed Strike, Spring Attack, Stunning Fist.

**Special:** The shadow tiger must break the thumbs on both his hands in order to use the techniques of this particular style.

### Class Skills

The shadow tiger's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Str), Concentration

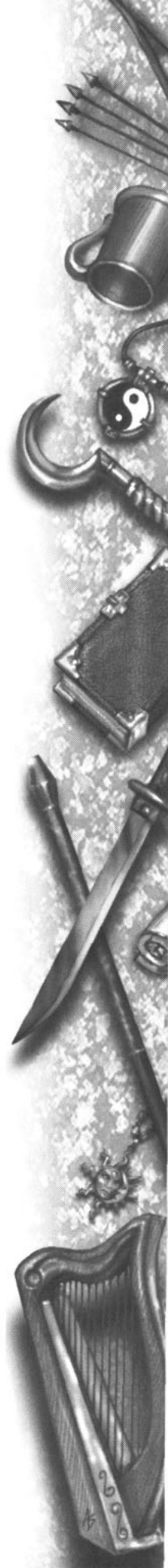
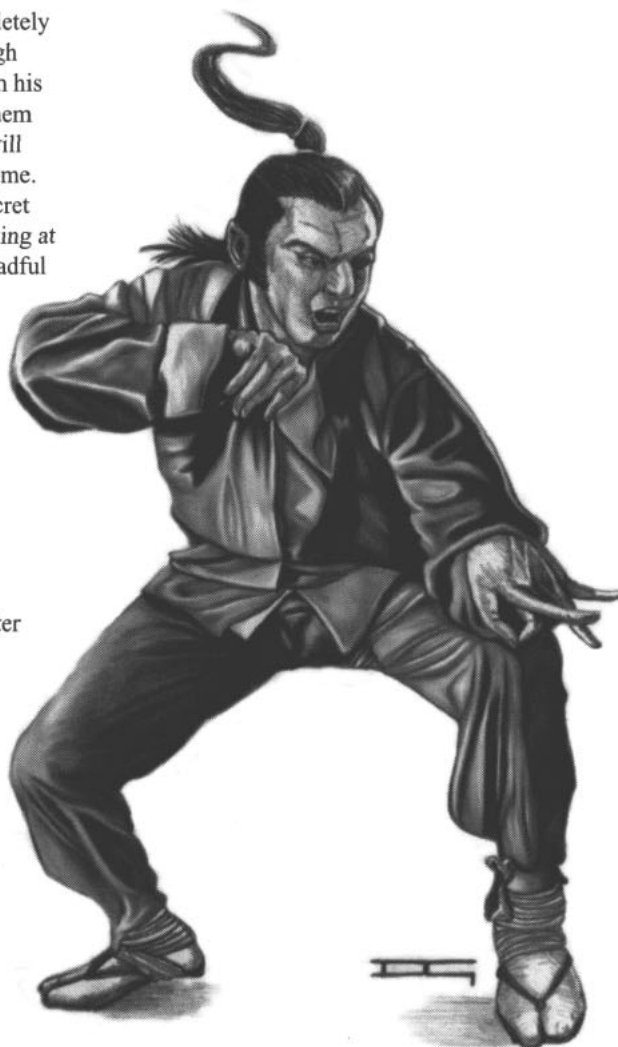
(Con), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Spot (Wis), Swim (Str) and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** A shadow tiger is not proficient with any armour or shields and is proficient with the same weapons as a monk: club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham and sling. Shadow tigers cannot use their special abilities, unarmed attacks, unarmed damage, AC bonus or



unarmoured speed while wearing armour heavier than leather.

**Monk Abilities:** Beginning at 1<sup>st</sup> level, the shadow tiger advances in the unarmed damage, AC bonus and unarmoured speed monkish abilities as if he had gained a level as a monk. In effect, his monk levels and shadow tiger levels stack for the purpose of determining these three abilities.

**Hook Thumb (Ex):** The shadow tiger novice must have both of the bones in each thumb broken, repositioned and allowed to grow back as a hooked claw. His thumb is now immobile, imposing a -2 circumstance penalty upon all Climb and Tumble checks and a -4 circumstance penalty to all attack rolls with weapons. His unarmed strikes do not suffer this penalty. Those who are determined to learn the inner arts of this prestige class are not usually put off by this agonizing ordeal.

**Gliding Shadows (Su):** It is whispered amongst the peasants that an initiate of the shadow tiger's arts can shimmer in and out of the shadows, sometimes emerging from a different shroud of darkness from that into which he first vanished, appearing and disappearing at will. These rumours are quite true. Beginning at 1<sup>st</sup> level, a shadow tiger learns to step into shadows, allowing him to move through space instantaneously as if by a *teleport* spell. He can move up to the distance shown as a move-equivalent action, bypassing any barriers as if they did not exist. Thus, a

character hiding behind a boulder could shadow glide to the other side of the boulder to avoid foes who were searching for him, so long as there was darkness on either side. Moving in this way never provokes an attack of opportunity. It may not be performed in or through areas lit by the equivalent of full sunlight.

**Claws of the Tiger (Ex):** Upon reaching 2<sup>nd</sup> level, the shadow tiger's fingers grow sharp claws, allowing him a +2 circumstance bonus to the damage dealt by his unarmed strikes. In addition, the shadow tiger learns how to inflict wounds upon the denizens of the ghost-worlds, acquiring the ability to strike incorporeal opponents as effectively as if they were normal creatures. For up to one round per point of his Wisdom modifier per day, the shadow tiger's unarmed strikes receive the benefit of the *ghost touch* ability.

**Shadow Companion:** Upon reaching 3<sup>rd</sup> level, the shadow tiger gains the ability to call a shadow companion. This companion is a tiger from another plane that follows the character and obeys his commands, issued via a two-way telepathic link between the companion and the character. If the shadow companion is killed, the character may not call another for a year and a day. See the accompanying box for details on the shadow companion.

**Tiger's Leap (Ex):** Once per combat, the shadow tiger may make a full attack even if he has already taken a move action.

<p><b>Shadow Companion</b>  <b>Shadow Tiger</b>  <b>Medium-size Outsider</b>  <b>Hit Dice:</b> 5d8+10 (33 hp)  <b>Initiative:</b> +4 (Dex)  <b>Speed:</b> 40 ft., climb 20 ft.  <b>AC:</b> 18 (+4 Dex, +5 natural)  <b>Attacks:</b> Bite +9 melee, 2 claws +4 melee  <b>Damage:</b> Bite 1d6+3; claw 1d3+1  <b>Face/Reach:</b> 5 ft. by 5 ft./5 ft.  <b>Special Attacks:</b> Pounce, Improved grab, rake 1d3+1  <b>Special Qualities:</b> Blindsight 30 ft., shadow phasing  <b>Saves:</b> Fort +6, Ref +8, Will +5  <b>Abilities:</b> Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6  <b>Skills:</b> Balance +12, Climb +11, Hide +13*, Listen +6, Move Silently +13, Spot +9  <b>Feats:</b> Weapon Finesse (bite, claw)</p> <p><b>Climate/Terrain:</b> Any  <b>Organization:</b> Solitary or pack (5-10)  <b>Challenge Rating:</b> 4  <b>Treasure:</b> None  <b>Alignment:</b> Always neutral  <b>Advancement:</b> 6-8 HD (Medium-size)</p>	
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## The Shadow Tiger

Class Level	Base Attack	Unarmed Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	+2	Hook Thumb, Gliding Shadows 10 ft, Monk abilities
2	+1	+1	+3	+3	+3	Claws of the Tiger
3	+2	+2	+3	+3	+3	Shadow Companion
4	+3	+3	+4	+4	+4	Gliding Shadows 15 ft.
5	+3	+3	+4	+4	+4	Tiger's Leap
6	+4	+4/+1	+5	+5	+5	Tiger's Form
7	+5	+5/+2	+5	+5	+5	Gliding Shadows 20 ft.
8	+6	+6/+3	+6	+6	+6	Tiger's Savagery
9	+6	+6/+3	+6	+6	+6	Killing Strike
10	+7	+7/+4/+1	+7	+7	+7	Gliding Shadows 40 ft.

**Tiger's Form (Sp):** At 6<sup>th</sup> level, the shadow tiger gains the ability to transform into a tiger once per day. This ability works exactly like the druid's *wild shape* ability except that the shadow tiger may only choose to transform into a tiger. The shadow tiger may retain this form for up to one hour before transforming back into his natural shape. See *Core Rulebook III* for the tiger's statistics.

**Tiger's Savagery (Ex):** At 8<sup>th</sup> level, the shadow tiger learns to make a vicious attack whose main function is to take down a single opponent quickly. At any time when he hits with a stunning attack (regardless of whether or not the opponent makes his saving throw) he may immediately start a grapple as a free action that does not provoke an attack of opportunity.

**Killing Strike (Ex):** At 9<sup>th</sup> level, the shadow tiger is permitted to learn the most lethal secret of his class. He may use his hooked thumbs to tear out an opponent's vital organs, causing horrific damage in all cases and instant death in most. Once per day, the character can attempt a killing strike against a Medium-size or Small opponent as a full attack action or as the result of a Grapple check. Any creature hit by the attack must make a Fortitude saving throw (DC 18) or take 1 point of Constitution damage per round until he dies or receives either a *heal*, *mass heal* or *regenerate* spell. Creatures that are immune to critical hits cannot be the target of a killing strike.

The shadow tiger is a denizen of another, darker plane, a ghostly and translucent version of its distant relative on the prime material. It can operate without difficulty on the prime but prefers to avoid light whenever it can, spending the daylight hours in a closed room or underground lair. It cannot tolerate any environment brighter than shadow and will flee to its own plane if forced to endure too much light.

**Pounce (Ex):** If a shadow tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the shadow tiger must hit with its bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A shadow tiger that gets a hold can make two rake attacks (+6 melee) with its hind legs, inflicting 1d3+1 damage per attack. If the shadow tiger pounces an opponent, it may also rake.

**Shadow Phasing (Ex):** The shadow tiger exists in a state of constant flux between the prime material plane and its own smoky, indistinct home plane. This gives the creature the equivalent of one-half concealment against all attacks. If the shadow tiger is grappling with a foe, the shadow phasing ability is temporarily negated.

**Skills:** Shadow tigers receive a +4 racial bonus to all Hide and Move Silently checks and a +8 racial bonus to Balance checks.

\* In areas of shadow or darkness, the Hide racial bonus improves to +8.

### Classic Play

Members of this class are so conveniently enigmatic that the Games Master may assign them to any role within the campaign world suited to their abilities. They make very fine exotic assassins, using their shadow-gliding ability to slip inside even the most fortified of buildings. They are competent thieves for much the same reason, though mere theft for profit is too shallow a motive for a shadow tiger. At the Games Master's discretion (and with suitable adjustments to the class requirements to allow for alignment) they might either be agents serving a powerful demonic force, or a benign conspiracy dedicated to keeping it at bay. Alternatively, they might be a powerful criminal organisation serving some unknown master or mistress, steadily growing and assimilating other smaller criminal cartels into an overarching power network.



## SIDESHOW WRESTLER

*'It's okay. There are only five of them. I can handle five.'*

Found in many a travelling carnival and dockside bunco booth, the sideshow wrestler is a hulking, heavyset figure. More than likely considered a freak in his place of origin, he has turned his height and weight to his advantage and has learned to fight against multiple opponents for the amusement of the crowds. These opponents are usually fellow showmen or volunteers from the audience. It may not be the most dignified way to make a living but it pays the bills. He and his friends tend to be served first at the bar, too.

If a sideshow wrestler has a gimmick, so much the better; it makes him more readily identifiable to the crowd and ensures his fame will precede him should the sideshow move on. Many sideshow wrestlers fight in masks or make a point of some bodily feature, such as their scars, their tattoos or evidence of orcish ancestry.

**Hit Die:** d12.

### Requirements

To qualify to become a sideshow wrestler, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +2 or higher.

**Ability Scores:** Strength 16+

**Size:** Must be at least 6ft. 6 in. in height.

**Feats:** Improved Unarmed Strike

### Class Skills

The sideshow wrestler's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Intimidate (Cha) and Jump (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the sideshow wrestler prestige class.

**Weapon and Armour Proficiency:** The sideshow wrestler gains no proficiency in any weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Improved Grapple (Ex):** The sideshow wrestler does not provoke an attack of opportunity when initiating a Grapple attack.

**Bear Hug (Ex):** Years of wrestling experience combined with ape-like strength make the grip of the sideshow wrestler a fearsome weapon. When inflicting damage to a grappled opponent, the sideshow wrestler may inflict additional damage as listed. This may be regular or subdual damage according to the standard rules of grappling in *Core Rulebook I*.

**Many At Once (Ex):** The sideshow wrestler is used to facing off multiple opponents and is often more comfortable doing so than facing a single one. He gains a +1 competence bonus per level to all attack rolls when he is fighting more than one opponent at once. This bonus only applies when he is aware of these opponents. One in front of him and another sneaking up from behind would not trigger the bonus.

**Double Grab (Ex):** At 4<sup>th</sup> level, the sideshow wrestler gains the ability to grab and grapple one additional opponent of his own size class or smaller. His arms are so large and brawny he can effectively pin two people at once. The attack with the main hand (assuming it is not already holding an opponent) is made at a -4 penalty to hit, while that with the off hand is made at a -6 penalty to hit. Grapple checks made when grappling two opponents simultaneously are made at a -2 penalty.

**Bang Their Heads Together (Ex):** At 5<sup>th</sup> level, the sideshow wrestler masters one of the most useful and crowd-pleasing moves in his repertoire. When he has grabbed or is grappling two opponents at once he may attempt to strike their heads together as a standard action. To do so requires two opposed Strength checks,

### The Sideshow Wrestler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Improved Grapple, Bear Hug +1d6
2	+2	+3	+0	+0	Many At Once
3	+3	+3	+1	+1	Bear Hug +2d6
4	+4	+4	+1	+1	Double Grab
5	+5	+4	+1	+1	Bang Their Heads Together, Bear Hug +3d6

one for each opponent. If either opposed check fails, the move fails. If the opponents' heads are successfully struck together, each one immediately sustains damage as if the sideshow wrestler had hit them with an unarmed strike and must succeed in a Fortitude saving throw (DC 10 +1 per point of damage taken from head collision) or be stunned for the next round. A stunned character loses his Dexterity bonus to AC (if any) and can take no actions. Foes receive a +2 bonus to attack stunned characters. If a character is wearing a helmet and is struck by another character's head, he receives a circumstance bonus to his save to avoid stunning equal to the helmet's armour bonus.

## Classic Play

This class works best when the accompanying party is relatively low-level and engaged upon the type of adventuring activity which pits them against numerous human-sized natural enemies, such as kobolds, orcs and hobgoblins, rather than more solitary and potent creatures. It depicts a type of fighter who is used to getting by with very little in the way of equipment, which is a useful factor given the penury of the average beginning party. This class is also an excellent choice for a city-based campaign, as it relies upon a method of combat (grappling) which few take the time to master and which can easily render an opponent unconscious through subdual damage rather than dead. Cities are not good places to leave a trail of dead bodies lying about.

Ordinarily, only one player in any given group should be allowed to play a sideshow wrestler. They are uncommon, because of unusual their size and their singular background; they are also a natural focal point for group combat, as their size and lack of obvious weaponry tends to draw multiple opponents to them, who the other team members can then engage.

## STORM LORD

*'Thunder above the mountains; the omen of Breaking Through. The swords of the people are keen. Our numbers are as the drops of rain. Success follows.'*

Even as the humanoid form is a microcosm, a bridge between heaven and earth, so too is the lightning flash that connects the land and the sky. It is upon this primordial force of nature that the storm lord seeks to model himself. Distinguished warriors, the storm lords have an affinity with violent elements and see themselves as the kinsmen of the thunder and lightning. They model their own fighting style on the uproar of the tempest, even drawing supernatural powers from the archetype of the storm.

Most commonly, they are members of the sorcerer or druid class who have blended their spellcasting ability with the discipline of an external martial art. They

enjoy good relations with other creatures of the wind, the lightning and the thunder, such as storm giants and arrowhawks.

**Hit Die:** d8.

## Requirements

To qualify to become a storm lord, a character must fulfil all the following criteria.

**Alignment:** Any non-lawful.

**Feats:** Improved Unarmed Strike, Stunning Fist or stunning attack ability.

**Skills:** Survival 8 ranks.

**Special:** The must be able to cast at least one spell with the [electricity] descriptor. Alternatively, he may have been hit by lightning during a storm.

## Class Skills

The class skills of the storm lord (and the key ability for each) are: Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Intimidate (Cha), Jump (Str), Knowledge (nature) (Wis), Jump (Str), Knowledge (nature) (Int), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

## Class Features

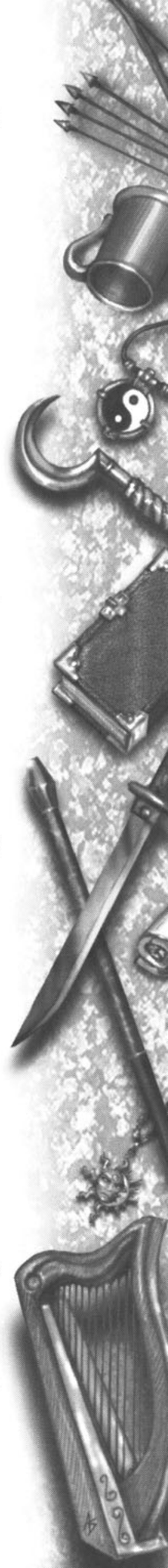
All of the following are class features of the storm lord prestige class.

**Weapon and Armour Proficiency:** Storm lords gain no extra proficiencies with weapons or armour and cannot use any of their special abilities while wearing armour or using a shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Storm Resistance (Su):** They that walk with the storm have little to fear from it. The storm lord gains electrical and cold resistance equal to twice his class level as a storm lord

**Stunning Attacks (Ex):** The force of the thunderclap can rattle a foe's brains in his skull. The storm lord gains a number of stunning attacks per day equal to his class level.

**Weather Sense (Ex):** Due to his affinity with tempests, the storm lord can sense when a storm is coming. He feels it stirring in his blood before there is any physical sign. He gains a +10 competence bonus when using Survival checks to predict the weather, even when indoors.



## Storm Secrets

Wisdom bonus + Storm Lord level	Storm Secret
4	<i>Obscuring mist</i> (Sp)
6	<i>Fog cloud</i> (Sp)
8	<i>Sleet storm</i> (Sp)
8	<i>Air walk</i> (Sp)
10	<i>Control winds</i> (Sp)
10	<i>Ice storm</i> (Sp)
12	<i>Control weather</i> (Sp)
12	Electricity immunity (Su)
12	Cold immunity (Su)

## The Storm Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Storm Resistance, Stunning Attacks, Weather Sense
2	+1	+3	+0	+0	Innate Shocking Grasp
3	+2	+3	+1	+1	Call Lightning
4	+3	+4	+1	+1	Storm Secret
5	+3	+4	+1	+1	
6	+4	+5	+2	+2	Storm Secret
7	+5	+5	+2	+2	
8	+6	+6	+2	+2	Storm Secret
9	+6	+6	+3	+3	
10	+7	+7	+3	+3	Anchored, Storm Secret

**Innate Shocking Grasp (Sp):** Tiny arcs of lightning may be called forth from the storm lord's flesh. Beginning at 2<sup>nd</sup> level, he may use *shocking grasp* once every other round. This ability is part of his fighting style and does not provoke an attack of opportunity. His storm lord level is your caster level as far as this ability is concerned.

**Call Lightning (Sp):** Greater bolts of lightning answer the storm lord's call, causing wanton destruction wherever he directs them. At 3<sup>rd</sup> level, he may use *call lightning* as a spell-like ability once per day.

**Storm Secret (Sp or Su):** Storm lords gain the ability to use storm secrets; see the table below. The storm lord's class level plus his Wisdom modifier, if any, limits which secrets can be chosen. Each secret may only be gained once. To activate a storm secret that is a spell-like ability, the storm lord must give up a number of stunning attacks for the day equal to its druidic, air, or water spell level.

**Anchored (Su):** The storm lord is brother to the hurricane. No wind, no matter how powerful, can move the storm lord unless he allows it to do so.

## Classic Play

Not the easiest of classes to qualify for, this, so it might be best kept for non-player characters. In the ordinary run of things, one would have to be a wizard/monk or sorcerer/monk multiclass character, or a monk that had been hit by lightning. This is just as well, because the class is a very potent one. Having *call lightning* at 3<sup>rd</sup> level is not an ability to be sneezed at. One imagines that storm lords will be fairly solitary, inhabiting high towers or striding the battlements of ruined castles, which is where most Games Masters will want to site them. They could also be deadly opponents at sea, bringing down the lightning to strike the masts of an opponent's ship and confusing their navigation with *obscuring mists* and *fog clouds*.

## SYLVAN MONK

*'As the reed bends before the wind only to spring up afresh, so do I evade your brutish and thoughtless attack. You shall find in me no solid place to strike. By all means, continue to try.'*

Sylvan monks do not fight by opposing force with force. Instead of 'rock wisdom', as they call this approach, they use 'water wisdom'. They offer no resistance to kinetic forces and instead permit them to flow freely around them and through them. By



doing this, they are able to subtly redirect them, using the inertia of an opponent's attack to throw him off balance. They are centred themselves, so anything that seeks to upset them is intrinsically out of balance and it is an easy thing to upset that imbalance still further.

As the name implies, sylvan monks study nature at close quarters. Their monasteries are always found on the borders of wild places or in the heart of the deep woodland. They derive more wisdom from the study of a nodding bluebell or the path taken by an industrious ant than from poring over old scrolls or studying anatomical charts. They seek to learn to yield as much as they learn to strike.

Schools of sylvan monks often name themselves after the natural phenomena commonly seen around their monasteries. Several different groups may exist in any one monastery. These may be called by such names as 'Steel Roses', 'Leaping Salmon' or 'Gracious Cranes'.

The most likely races to adopt this prestige class are elves, half-elves, humans and gnomes. We suggest that any monks who take this prestige class be permitted to continue to gain levels as monks, should they desire it.

**Hit Die:** d8.

### Requirements

To qualify to become a sylvan monk, a character must fulfil all the following criteria.

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

**Skills:** Tumble 9 ranks, Knowledge (nature) 4 ranks.

**Special:** Sylvan monks must have the evasion ability, as they might do from having levels as a rogue or monk.

## The Sylvan Monk

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Improved Evasion
2	+1	+0	+3	+3	Counter-Move, Secrets of Nature
3	+2	+1	+3	+3	Willow Technique
4	+3	+1	+4	+4	Redirection
5	+3	+1	+4	+4	Abundant Step
6	+4	+2	+5	+5	Defensive Roll
7	+5	+2	+5	+5	Power Throw
8	+6	+2	+6	+6	Elusive Soul
9	+6	+3	+6	+6	Bend But Not Break
10	+7	+3	+7	+7	Not There

### Class Skills

The sylvan monk class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Sense Motive (Wis), Swim (Str), Spot (Wis), Survival (Wis), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points at each level:** 4 + Int modifier.

### Class Features

All of the following are class features of the sylvan monk prestige class.

**Weapon and Armour Proficiency:** Sylvan monks gain no additional proficiencies with any weapons or armour and may not use any of their special abilities while wearing armour or using a shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Monk Abilities:** The sylvan monk has the unarmed damage, fast movement, and slow fall abilities as a monk of a level equal to his sylvan monk level plus any monk levels he may have.

**Improved Evasion (Ex):** At 1<sup>st</sup> level the sylvan monk gains the monk's improved evasion ability. When wearing light or no armour, he takes no damage when he has made a successful Reflex saving throw against attacks such as a *fireball* or dragon's breath and takes only half damage if the saving throw is failed.

**Counter-Move (Ex):** The character gains a circumstance bonus equal to his sylvan monk class level to both his attack roll and any opposed Strength check made when engaged in grappling.

**Secrets of Nature (Su):** Through his intense study of animals and plants in the wild, the sylvan monk learns

subtle secrets of defence. For example, he may learn to roll with a blow from the way the grass flows with the wind, or to move unpredictably by watching a wild pig being chased by a tiger. For every 4 ranks



he has in the Knowledge (nature) skill, he gains a +1 dodge bonus to Armour Class up to a maximum of half his sylvan monk class level.

**Willow Technique (Ex):** The sylvan monk learns to minimize the damage taken from a blow by completely accepting it and bending as a willow branch does. As a result, he gains damage reduction of 1/- at 3rd level. This increases to 2/- at 6th level, and 3/- at 9th level. As this ability is used when making a conscious response to the attack, it is lost whenever the sylvan monk loses his Dexterity modifier to armour class. This ability does not stack with damage reduction from any other source.

**Redirection (Su):** The sylvan monk can redirect his opponent's attack, sending them flying to the ground. Starting at 4<sup>th</sup> level, whenever an opponent within 5 ft. misses the sylvan monk by 10 or more with a melee attack, they provoke an attack of opportunity from him that may only be used to make a trip attack at a +2 circumstance modifier to the attack roll. At 6<sup>th</sup> level, this attack of opportunity is provoked whenever the opponent's attack misses by 8 or more. At 8<sup>th</sup> level, the attack need only miss by 6 or more and at 10<sup>th</sup> level, the attack of opportunity is provoked if the opponent misses by 4 or more.

**Abundant Step (Sp):** The sylvan monk learns of the presence of hidden pathways within the material world. At 5<sup>th</sup> level, he may *dimension door* once per day. His caster level is his sylvan monk class level. At 10<sup>th</sup> level, he may use this ability twice per day.

**Defensive Roll (Ex):** The sylvan monk can roll with a potentially deadly strike in order to take less damage from it. Once per day, whenever he would be reduced to zero hit points or less by damage in combat (from a weapon or other strike but not from a spell or special ability) he may attempt to roll with the damage. He must make a Reflex saving throw, the DC of which is equal to the total damage dealt. If he succeeds, he only takes half damage from the blow. He must be aware of the attack and able to react to use this ability. If he cannot use his Dexterity modifier to Armour Class for any reason, for example if flatfooted or immobilized, then he cannot use the defensive roll ability. The sylvan monk's evasion and improved evasion abilities have no effect on the results of the Reflex saving throw for a defensive roll.

**Power Throw (Ex):** When the sylvan monk successfully makes any trip attack, he may automatically deal his unarmed strike damage to the tripped opponent.

**Evasive Soul (Su):** The sylvan monk's ability to avoid an incoming force by permitting it to wash over him now extends into the realm of magic. He gains spell resistance equal to his sylvan monk class level +15.

**Bend But Not Break (Su):** The sylvan monk may no longer be tripped or affected by a bull rush. All attempts to do so fail automatically. The character simply rolls with the attack and remains in place.

**Not There (Su):** In the final perfection of his evasive technique, the sylvan monk masters the art of avoiding an attack by entering the great Void beyond material existence and temporarily ceasing to exist. By giving up one of his uses of the abundant step ability (see above) for the day, when he would normally be struck by an opponent's attack, a trap or a spell effect, he may instantly disappear, becoming non-existent. This ability negates the effects of any attack or spell effect targeting him and allows him to avoid area effects. Non-existent creatures are completely safe and cannot be affected by anything. They are not simply on another plane. They have no location at all. A character has no knowledge of anyone else's actions or any game events while *not there*. Upon returning, he only remembers what happened up to the moment of the attack that triggered the ability's use. At the beginning of his next turn, he returns to reality by means of a *dimension door* as cast by a 10th level caster. He may reappear in the same spot or up to 300ft. away.

A *dimensional anchor* cast on the character before he uses *not there* can stop him from using *dimension door* to travel upon his return but cannot stop him from disappearing or returning to reality with *not there*. For game purposes, it is suggested that the player of a sylvan monk using *not there* declare where they will be reappearing, then leave the room until it is his or her turn.

Use of this ability is not considered an action. It may be used at any time when the sylvan monk is about to suffer the effects of an attack, trap, or spell effect. It may only be used once per day.

### Classic Play

It is pleasant to come across a character class whose abilities are primarily defensive and evasive rather than yet another engine of incarnate destruction doling out simultaneous sneak attacks, undead turnings killing attacks and stunning attacks. The sylvan monk is a character on the path of peace, more a follower of the Tai Chi style of 'soft' martial arts than the more 'hard' variety, such as thai boxing or kendo. Characters playing sylvan monks should bear this in mind. The character's approach to adventuring situations (not just to combat but to other types of difficulty and obstacle) is likely to be a non-violent one. Is there any way the problem can be avoided rather than confronted? Is there any imbalance in the enemy that could be turned against him? Is there any way to win by surrendering? As a great man once said, if it is a fight you cannot win, then there are alternatives...

# SECRETS OF THE ARCANE

Those who have the most inherent potential are often those who can specialise most effectively. Arcane spellcasters, to whom this chapter is devoted (though there is also at least one class that uses bardic magic) lend themselves very well to specialisation in a prestige class. So vast is the realm of magic that it is easy to imagine mages who base their entire study and practice around one narrow field, such as the elements or time, or in the case of this collection, mirrors, fire or destruction. Magic in the fantasy realm is a technology, and like any other technology it adapts to find new uses and applications.

## ARCANE CUSTODIAN

‘It’s no good bellowing, sir. As I keep trying to tell you, your magic isn’t going to work. Yes, they are very strong chains, aren’t they.’

When an evil sorcerer is finally caught and brought to justice, who is assigned to watch him before his trial? Who ensures that a captive demon – or archon – remains captive? Whose job is it to keep the yuan-ti wizard who the party have been pursuing for the last six months from vanishing with a cackle and a plume of green smoke *again*? The answer to all of these is that most patient of specialists, the Arcane Custodian. Trained specially in the art of keeping magic-using beings constrained and under control, he is a vital part of any city’s law enforcement system or the research department of any magician’s guild.

**Hit Die:** d4.

### Requirements

To qualify to become an arcane custodian, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Alignment:** Any non-chaotic.

### The Arcane Custodian

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+0	+2	Resolute, Inherent Dispel, Pre-Empty	
2	+1	+0	+0	+3	Sharp-eyed, Iron Will,	+1 level
3	+2	+1	+1	+3	Counterspell Expertise	
4	+2	+1	+1	+4	Circle Crafting	+1 level
5	+2	+2	+2	+4	Unimpressed	

**Spells:** Ability to cast *dispel magic*, *magic circle against evil/chaos* and *dimensional anchor*

**Skills:** Spellcraft 8 ranks, Concentration 8 ranks

### Class Skills

The arcane custodian class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (the planes) (Int), Listen (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The arcane custodian is proficient in the use of the net. See *Core Rulebook I* for a description of the net and its use. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells Per Day:** An arcane custodian continues training in magic as well as his own field of research. Thus, when the arcane custodian reaches 2<sup>nd</sup> and 4<sup>th</sup> level, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. However, he does not gain any other benefit a character of that class would have gained with that level advancement (hit points, feats, special abilities etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming an arcane custodian, he must decide to which class he adds the new level for the purpose of determining spells per day.

**Resolute (Ex):** Having trained his mind to think logically and clearly, the Arcane Custodian may add his Intelligence modifier as a circumstance bonus to saving throws against Enchantment spells and effects.







**Inherent Dispel (Sp):** The arcane custodian is so used to cancelling out the magic of others that he may use *dispel magic* as a spell-like ability a number of times per day equal to his Intelligence modifier +3, cast at a level equal to his level as a wizard or sorcerer plus his level as an arcane custodian.

**Pre-Empt (Ex):** When facing a character who is beginning to cast a spell with a verbal component, if the arcane custodian can see the caster's face he may add his ranks in the Read Lips skill as a synergy bonus to any Spellcraft roll made to identify the spell being cast.

**Sharp-Eyed (Ex):** The arcane custodian does not miss a trick. He receives a +2 competence bonus to all Spot and Listen checks.

**Iron Will:** The arcane custodian has had to fortify himself against all manner of devilish tricks and deceptions. At 2<sup>nd</sup> level he gains the Iron Will feat for free.

**Counterspell Expertise (Ex):** The arcane custodian is adept at countering attempts to escape. He receives a +4 circumstance bonus to his Dispel check when using *dispel magic* as a counterspell against the following spells: *expeditious retreat, fog cloud, invisibility, rope trick, phantom steed, sleet storm, blink, gaseous form, fly, solid fog, improved invisibility, dimension door, seeming, magic jar, passwall, stone shape, teleport, transmute rock to mud, repulsion, mislead, veil, phase door, shadow walk, simulacrum, teleport without error, etherealness, gate, astral projection, teleportation circle* and *time stop*.

**Circle Crafting (Ex):** The arcane custodian knows how to make the inwardly focused, imprisoning version of a *magic circle* good and sound. He receives a +4 competence bonus to his attempts to overcome a creature's SR when attempting to keep it inside a *magic circle*.

**Unimpressed (Su):** The arcane custodian has heard it all before and he does not want anything you might have to offer him, even if you flutter your eyelashes and try to induce him to look in your eye. He is now completely resistant to all Charm spells and effects.

## Classic Play

Though their usual modus

operandi is to stay in one place, supervising a prison, summoning chamber or similar place of containment, arcane custodians sometimes travel and join adventuring groups. They work extremely well as bounty hunters when the person they are hunting has magical abilities. The ability to fire off powerful counterspells is a godsend when facing a hostile wizard or sorcerer. Their other principal vocation (if good-aligned) is to accompany paladins and clerics who are questing to wipe out evil of an extraplanar origin. Though demons and devils do not cast spells as a rule, their mortal cohorts do. An arcane custodian working on the side of evil will gladly help with any plan to capture and destroy a good-aligned outsider.

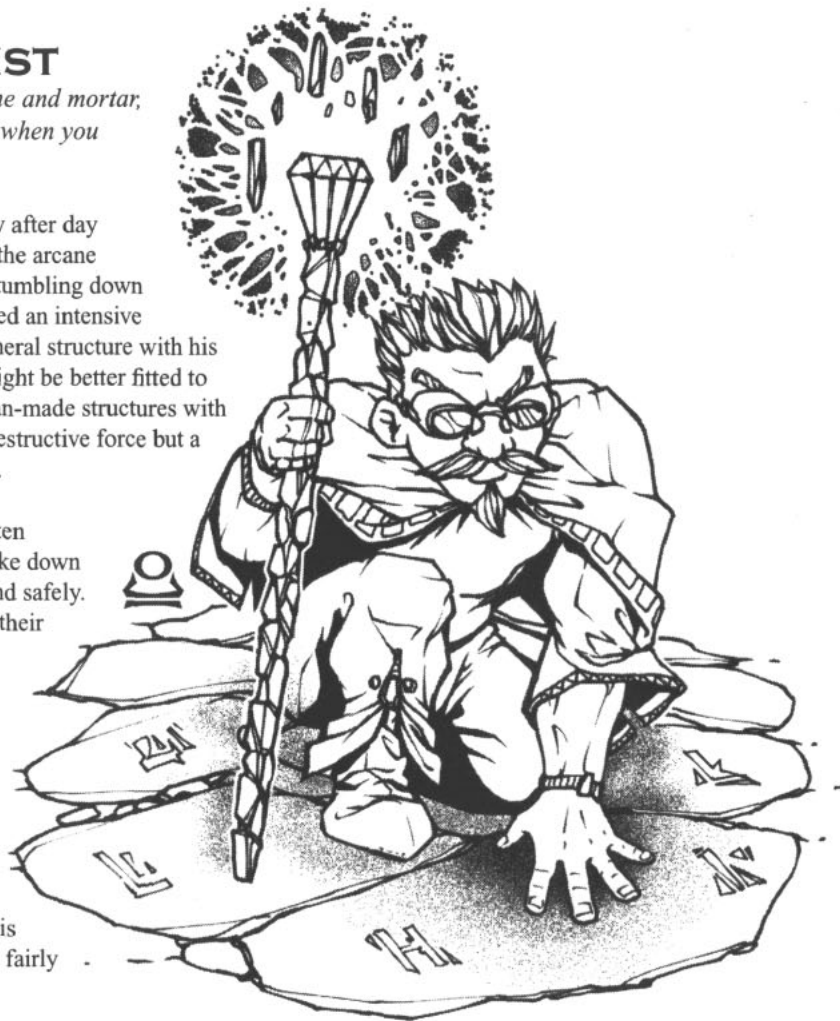
# ARCANE

## DEMOLITIONIST

*'Like a house of cards. Stone and mortar, it all comes down so easily when you know where to push...'*

What many men sweated day after day to raise up from the ground, the arcane demolitionist seeks to bring tumbling down in an instant. He has combined an intensive study of architecture and mineral structure with his arcane pursuits, so that he might be better fitted to the task of breaking apart man-made structures with his magic. He is not a mad destructive force but a controlled, orderly specialist.

Arcane demolitionists are often employed by city rulers to take down unstable buildings quickly and safely. Military tacticians call upon their aid during sieges to smash bigger and better holes in the walls. Unfortunately, some arcane demolitionists 'go rogue' and lend their assistance to antisocial or even to demonic forces. If an arcane demolitionist threatens to bring down a major civic building unless his demands are met, one can be fairly sure he is not bluffing.



**Hit Die:** d4.

### Requirements

To qualify to become an arcane demolitionist, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Skills:** Knowledge (architecture & engineering) 6 ranks, Knowledge (geology) 3 ranks

**Feats:** Spell Mastery must enable the character to memorise *shatter* without reference to a spellbook.

### Class Skills

The arcane demolitionist class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy), Knowledge (arcana) (Int), Knowledge (architecture & engineering) (Int), Spellcraft (Int) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### The Arcane Demolitionist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spell-casting
1	+0	+0	+2	+0	Enchant Siege Projectile I	+1 level
2	+1	+0	+3	+0	Resonance Stress Amplification	
3	+2	+1	+3	+1	Cripple Construct, Enchant Siege Proj. II	+1 level
4	+2	+1	+4	+1	Contingent Destruction	
5	+2	+2	+4	+2	Imbue Siege Proj. Enchant Siege Proj. III	+1 level

## Class Features

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

**Weapon and Armour Proficiency:** An arcane demolitionist gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells Per Day:** An arcane demolitionist continues training in arcane magic as well as in the astrological sciences. Thus, when a new arcane demolitionist level is gained, the character also gains spells as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. However, he does not gain any other benefit a character of that class would have gained with that level advancement (hit points, feats, special abilities etc.) beyond an effective level of spellcasting. If the character had more than one arcane spellcasting class before becoming an arcane demolitionist, he must decide to which class he adds the new level for the purpose of determining spells per day.

**Enchant Siege Projectile (Sp):** The Arcane Demolitionist may enchant a catapult's rock or a ballista's bolt, granting its crew an enchantment bonus to their Profession (siege engineer) checks to hit the target and the projectile itself an enhancement bonus to damage. This is a standard action that does provoke attacks of opportunity. The arcane demolitionist must touch the projectile in order to enchant it. It must be fired in the next round or the enchantment will dissipate. See *Core Rulebook I* for rules regarding the use of siege weapons. At stage I, the bonus to hit is +1 and the bonus to damage +3. At stage II, the bonus to hit is +2 and the bonus to damage +6. At stage III, the bonus to hit is +3 and the bonus to damage +9.

**Resonance Stress Amplification (Su):** By studying a composite structure (even one as small as a door or a chest) or part of a composite structure (such as a wall) as a full-round action for one round and making a successful Knowledge (architecture & engineering) check (DC 15) the Arcane Demolitionist may locate a spot where the structure is weaker than elsewhere. The Arcane Demolitionist may then strike a tuning fork and set it to that spot. The resulting frequency interference compounds the inherent weakness of the area; any attack upon the stressed spot treats the material as if its hardness were reduced by 1 point per level of the Arcane Demolitionist. The tuning fork will vibrate for five rounds before needing to be struck again. This effect may not influence a spot more than ten feet in diameter. This ability only works upon composite structures, defined as constructions made from more

than one component. It would not work upon a single solid piece of material.

**Cripple Construct (Ex):** The arcane demolitionist's knowledge of destruction extends to artificial creatures as well as buildings. He may add his Intelligence modifier as an insight bonus to any damage dealt when fighting a construct. Those of his allies who are able to hear his detailed advice (a successful Listen check at DC 20 is needed to achieve this) may benefit from the same bonus.

**Contingent Destruction (Su):** The arcane demolitionist may use a very limited form of *contingency* when employing *shatter*, *fireball*, *disintegrate* or *transmute rock to mud* spells. He may set the spells to activate after a set amount of time or on pronouncement of a command word. (He must stay within 100 feet of the point of spell activation in order for the spells to work.) This enables him to prepare several destructive spells so that they will go off simultaneously, ensuring a structure collapses as he wishes it to. The time delay may not be longer than 3 rounds per level. If the command phrase option is used, the spells must be triggered within a time period no longer than 3 rounds per level or the spells dissipate harmlessly.

**Imbue Siege Projectile (Sp):** The Arcane Demolitionist may place an area spell upon a catapult's rock or a ballista's bolt. When the projectile is discharged, the spell is centred upon the spot where it lands, even if it would ordinarily be centred on the caster. The projectile must be launched in the round when the spell is cast, or the spell is wasted.

## Classic Play

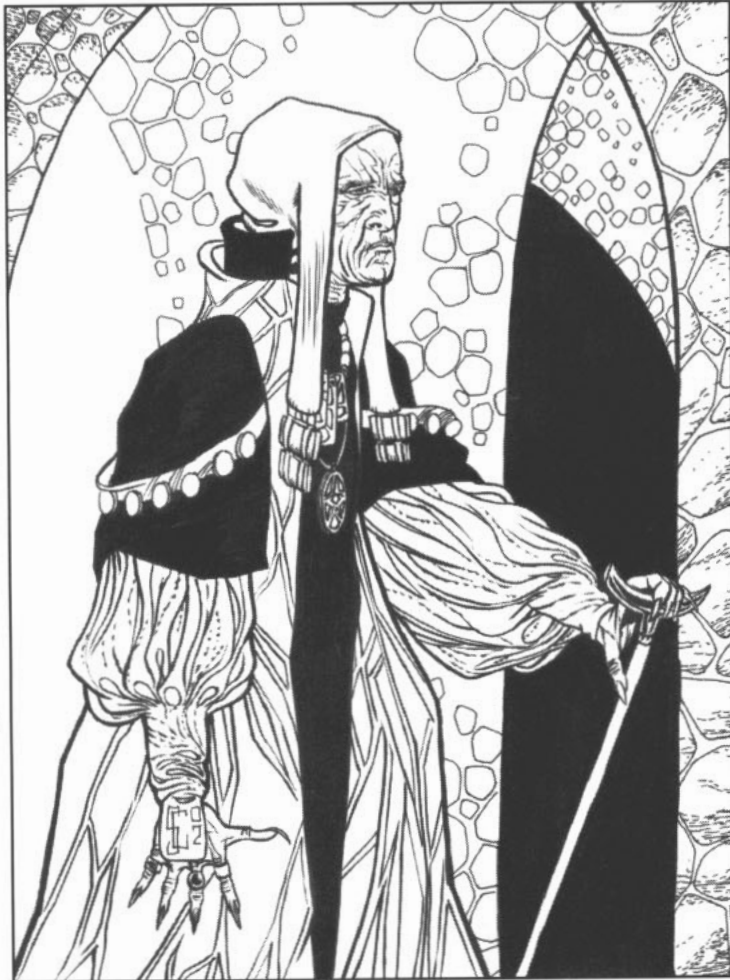
It is said that all wizards and sorcerers harbour a desire, deep in their hearts, to blow things up. Without wishing to endorse this simplistic statement, one may observe that for those who wish to inflict the kind of damage involved in siege warfare, the arcane demolitionist is the perfect choice of prestige class. Their most usual choice of career is in the military but some choose an adventuring path. Though this affords little opportunity for them to use their Enchant Siege Projectile abilities, the tactical uses of Resonance Stress Amplification and Contingent Destruction can wreak havoc in a dungeon environment.

## BOKOR

*'Soon, you will be dead. Then, when your mouth is stitched shut so that you can no longer offend my ears with your plaintive whining, you will enter my service.'*



The bokor is a master of malefic sorceries, a specialist in the art of cursing. Using dark folk magics long since erased from many civilized lands, he cocoons himself in layers of fear and superstition, capitalizing upon the beliefs of the ignorant. He will often surround himself with dramatic paraphernalia, ceremonial implements and macabre relics in the belief that these will strengthen and focus his power. A bokor's lair is instantly recognisable, from the skulls of his former enemies (and relatives) on the wall to the designs traced on the floor in flour and salt. The coppery smell of blood always fills the place, noticeable from some distance away. The sorceries of a bokor often require the spilling of fresh blood.



Though it is often those from a sorcerous or wizardly background who tread the twisted road of the bokor, some clerics worship deities compatible with the bokor way. Bards, too, have been known to enter upon this path, attracted to the fierce power of the drums and ululations with which the bokor accompanies his awful rituals.

**Hit Die:** d4.

### The Bokor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+0	+2	Terrifying Presence -1, Poison Use	+1 level of existing class
2	+2	+0	+0	+3	Sympathetic Image (Enchantment)	+1 level of existing class
3	+3	+1	+1	+3	Sympathetic Image (Transmutation)	
4	+4	+1	+1	+4	Terrifying Presence -2	+1 level of existing class
5	+5	+1	+1	+4	Sympathetic Image (Abjuration)	+1 level of existing class
6	+6	+2	+2	+5	Sympathetic Image (Necromancy)	
7	+7	+2	+2	+5	Terrifying Presence -3	+1 level of existing class
8	+8	+2	+2	+6	Sympathetic Image (Evocation)	+1 level of existing class
9	+9	+3	+3	+6	Sympathetic Image (Conjuration)	
10	+10	+3	+3	+7	Terrifying Presence -4	+1 level of existing class

## Requirements

To qualify to become a bokor, a character must fulfil all of the following criteria.

**Alignment:** Any evil.

**Intimidate:** 5 ranks.

**Skills:** Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Spellcraft 10 ranks

**Feats:** Craft Wondrous Item

**Spellcasting:** Ability to cast at least two spells of the Necromancy school and *bestow curse*.

## Class Skills

The bokor's class skills (and the core ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points per level:** 4 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** The bokor is proficient with all simple weapons but with no armour nor with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** The bokor continues to gain ability as a spellcaster as well as calling down supernatural malice upon the unwary and increasing the ranks of his undead servants. At the indicated levels, the bokor gains new spells as if he had gained a level in whatever spellcasting class he belonged to before becoming a bokor. The bokor does not, however, gain any other benefits of his former class, such as improved chance of turning or rebuking undead. Characters with more than one spellcasting class must decide which class to assign each level of bokor to for purposes of determining spells per day.

**Terrifying Presence (Ex):** The bokor exudes an aura of authority that bespeaks complete self-confidence and promises terrible retribution for the disobedient. He may inspire obedience through fear, making those who live in fear of him hardly capable to stand against him. Those who have been successfully Intimidated by the bokor, or who serve under him or answer to his authority suffer a morale penalty on attack rolls, skill checks and Will saving throws directed against the bokor. At 1<sup>st</sup> level, the penalty is -1. At 2<sup>nd</sup> level it increases to -2. At 7<sup>th</sup> level is -3 and at 10<sup>th</sup> level it is -4.

**Poison Use (Ex):** The bokor are skilled in the use of poisons, often using various toxins themselves to instil fear. They never risk accidentally poisoning themselves when applying poison to a blade or other device.

**Sympathetic Image (Su):** The bokor learns to use the most infamous magical technique of his class, namely the creation of small dolls or poppets which represent living people. The dolls are used as links for sympathetic magic, allowing the bokor to direct spells at a doll in order to affect the person it represents.

A sympathetic image permits the bokor to use magic in such a way that he may cast spells against a target not currently within the spell's range. To create a sympathetic figure, the bokor must incorporate items that have a strong connection to the person. Bodily substances are best, such as hair, teeth and nails, but the bokor may also use an item that has been worn or held for many years. The objects are worked into a tiny image of the target, a process that takes one day and costs 1,000 gp per level per level of the person represented. Activation of the sympathetic image costs 40 XP per level of the target.

A sympathetic image is good for 10 uses before it must be recharged. To do so requires at least one new item from the target person and a ritual performed as before, but requiring only half of the previous amounts of time, gold and XP to carry out.

Any spell may be cast upon a sympathetic image. Provided the target is on the same plane as the image and is not undergoing such effects as that of an *antimagic field*, he undergoes the full effects of the spell cast upon the image, making the usual saving throws and spell resistance rolls (if appropriate) to avoid the spell's effects. Spells cast on the image that normally have an area of effect are limited in their effect to that person represented by the image.

A bokor of 2<sup>nd</sup> level may only cast Enchantments through a sympathetic image. He gains the ability to cast Transmutations through the figure at 3<sup>rd</sup> level, Abjurations at 5<sup>th</sup> level, Necromancies at 6<sup>th</sup> level and Conjurations at 9<sup>th</sup> level.

## Classic Play

The power to cast spells at a person who is not even present is one of the most formidable in this whole book. One could easily find oneself vaporised in one's sleep. The Games Master should only admit this class if he feels the players will be able to use it in the spirit in which it has been designed. If it is felt that the sympathetic image is too powerful an item, feel free to reduce its uses. As a side note, remember that spells

cast through a sympathetic image need not be intended to harm the target. A bokor may use such an image to beef up an ally with magic at a distance while he sits securely in his lair.

## BONE ARCHER

*'Shaft, cleave unto flesh; bone, cleave unto bone; death, cleave unto life. May this pale finger stop the heart's clock ere its full time is run.'*

Bone archers are expert crafters who have learned (or happened upon) an ancient craft of fashioning arrows from bones. Such arrows are very light and wickedly barbed, seeming almost to home in on living targets when loosed from their crafter's bow. Those with prior experience in the arts of necromancy find these sculpted shafts of bone hold a brief necromantic spell charge extremely well.

Since it is necessary to know some necromantic magic in order to follow the path of the bone archer for more than a few steps, all of its adherents are at least minor spellcasters, mostly multi-classed necromancers or clerics. Elves, who have inherent skill with bows, are more likely to qualify for the class with nothing more than some levels of wizard.

**Hit Die:** d8.

### Requirements

To qualify to become a bone archer, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +4 or higher.

**Alignment:** Any non-good.

**Spellcasting:** Must have the ability to cast four or

more necromantic spells, including at least one of 2<sup>nd</sup> level.

**Feats:** Point Blank Shot, Weapon Focus (any bow).

**Skills:** Craft (fletcher) 8 ranks, Knowledge (arcana) 6 ranks, Spellcraft 6 ranks.

**Special:** Must have been taught the arts of bone fletching from a bone archer.

### Class Skills

The bone archer class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Spot (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

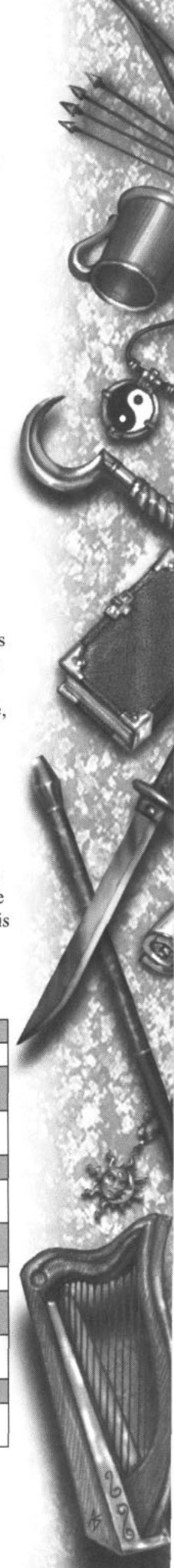
All of the following are class features of the bone archer prestige class.

**Weapon and Armour Proficiency:** The bone archer is proficient with all simple weapons and with all bows (e.g. longbow, shortbow) but with no armour, nor with any shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Bone Archery (Ex):** As the bone archer makes progress in levels, he becomes more skilful in the use of his personally crafted bone arrows. Whenever he makes an attack using a ranged weapon with which he is skilled and which is loaded with bone arrows that he has himself crafted, he gains a competence bonus to his attack roll as shown.

## The Bone Archer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Fletchings Known					Fletchings Per Day				
						1	2	3	4	5	1	2	3	4	5
1	+0	+0	+2	+2	Bone Archery +1	1					2				
2	+1	+0	+3	+3	Archery Feat	2					4				
3	+2	+1	+3	+3		2	1				4	2			
4	+3	+1	+4	+4	Bone Archery +2	2	2				6	4			
5	+3	+1	+4	+4	Archery Feat	3	2	1			6	4	2		
6	+4	+2	+5	+5		3	2	2			6	4	4		
7	+5	+2	+5	+5	Dark Materials	3	2	2	1		6	6	4	2	
8	+6	+2	+6	+6	Archery Feat	3	3	2	2		6	6	4	4	
9	+6	+3	+6	+6		3	3	2	2	1	6	6	4	4	2
10	+7	+3	+7	+7	Bone Archery +3	3	3	3	2	2	6	6	6	4	4







**Archery Feat (Ex):** At the indicated levels, the bone archer gains one bonus feat from the following list: Improved Critical (any bow)\*, Weapon Focus (any bow)\*, Far Shot, Mounted Archery, Precise Shot, Rapid Shot, Shot on the Run and Skill Focus (craft - fletcher). Note that some of these bonus feats may not be gained until the bone archer has acquired one or more prerequisite feats. A bone archer may select feats marked with an asterisk (\*) more than once but the feat must refer to a different weapon each time. A bone archer must still meet all prerequisites before taking a feat, such as minimum ability scores or base attack bonuses.

**Dark Materials (Su):** From 7<sup>th</sup> level, the bone archer gains the ability to spontaneously create a number of bone arrows equal to his Constitution modifier per day, to a minimum of one. Each such creation is a free action. The arrows are drawn directly from the negative energy plane and count as personally crafted bone arrows for the purposes of his bone archery and fletchings. They remain in existence for a maximum of one round per level of the bone archer.

**Fletchings (Su):** Bone archers have the ability to imbue personally crafted bone arrows with negative energy, giving rise to a variety of effects. As they advance in level they learn further techniques and may trigger them a greater number of times per day. A fletching is essentially a spell

that is transmitted by a bone arrow. To imbue a bone arrow with a fletching and fire it is a standard action and provokes an attack of opportunity. If the arrow hits, the effects of the fletching are discharged on the target. The DC for the saving throw to resist the fletching's effect is equal to 10 plus the level of the fletching plus the bone archer's Constitution modifier. A bone archer does not gain any additional fletchings per day because of high ability scores. Only one fletching may be placed on any one bone arrow.

### 1<sup>st</sup> level Bone Archer Fletchings

#### *Sanguine Arrow*

This fletching causes the arrow to seethe with baneful energies that cause any wound it inflicts to bleed profusely. A creature struck by such an arrow suffers an additional point of damage each round thereafter for one round per level of the bone archer. Creatures that are immune to critical hits are also immune to this

effect.

#### *Cranial Snare*

Upon impact, the head of an arrow on which this fletching has been placed becomes a human skull that bites the target, dealing an additional point of damage and gripping tightly with its jaws. The target's speed is reduced by a factor of one-half until the skull is destroyed. It has AC 10, hardness 2 and 1 hit point.

#### *True Flight*

An arrow bewitched by this fletching alters course in the air so as to strike with more accuracy. The attack roll is made with a +10 profane bonus.

### 2<sup>nd</sup> level Bone Archer Fletchings

#### *Icebite Arrow*

By means of this fletching, the chill of negative energy is driven into the target's flesh. Any living creature struck by such an arrow takes 1d6 points of cold damage in addition to normal damage and must make a Fortitude saving throw to avoid taking 2 points of Strength damage.

#### *Shaft of Terror*

This fletching induces fear in the target struck. If the creature succeeds in a Will saving throw, it becomes shaken for one round. If the saving throw

is failed, it flees from the bone archer as best it can for 1d4 rounds. If flight is impossible, it fights with a -2 morale penalty to all attack and damage rolls and saving throws.

#### *Darkblast*

This fletching causes the arrow to explode in a rippling mass of negative energy upon impact. All creatures within 10 feet of the point where the arrow struck take 1d4+1 points of negative energy damage. Any undead in this area are healed by the same amount.

### 3<sup>rd</sup> Level Bone Archer Fletchings

#### *A Thousand Shards*

This fletching causes the arrow to detonate, throwing out a blast of razor-sharp slivers. All creatures within 10 feet of the point of impact suffer 2d6 points of piercing damage. A Reflex saving throw may be made to take half this amount. Living creatures without immunity to critical hits who fail their saving throw also bleed for one point of damage per round. This bleeding continues until they receive medical aid, either in the form of magical healing or a successful Heal check (DC 15.)

#### *Arrow of Arrested Motion*

This fletching causes the target to freeze in place. He must succeed at a Will saving throw or suffer the effects of a *hold person* spell for one round per level of the bone archer.

#### *Hungry Shades*

This fletching envelops the target in a writhing cloud of negative energies, which deals 1d4 Strength damage and causes the target to be stunned for the next round. A successful Fortitude saving throw negates both these effects. The target also suffers a -2 morale penalty to attack rolls, ability checks, skill checks and saving throws for 1 round per 2 levels of the bone archer.

### 4<sup>th</sup> Level Bone Archer Fletchings

#### *Vampiric Shaft*

This fletching causes an additional 1d6 points of negative energy damage per two levels of the bone archer. Damage dealt in this way may never reduce the target's hit points below 1. The total damage dealt is transferred to the bone archer as temporary hit points, which disappear an hour later.

#### *Dart of Foulness*

The target of this fletching is exposed to Filth

Fever. The DC of the saving throw is 14 plus the bone archer's Constitution modifier. There is no incubation period and the primary effects take place immediately.

#### *Soul Gnaw*

The bone arrow leaves an ice-cold fragment of negative energy lodged in the body of the victim. (A Will saving throw may be made to resist this effect.) At first this may feel like a solid, physical chip of bone but it is in fact a taint upon the soul with no material analogue. It cannot be removed with magical healing. All necromantic spells and effects, including other fletchings, receive a +2 bonus to the DC of saving throws made to resist them. Those that deal damage inflict an extra point per die. This effect lasts until *remove curse* is cast upon the victim.

### 5<sup>th</sup> Level Bone Archer Fletchings

#### *Enervation*

The target of this fletching receives 1d4 negative levels. These linger for one hour per level of the bone archer. Note that these will never result in a permanent loss of levels, as they cannot remain for the necessary 24 hours.

#### *Shrieking Shaft*

This fletching tears through the disembodied spirits of countless dead on its flight towards the target, howling as it flies with the screams of their eternal torment. This has an unnerving effect on those nearby. Any person within close range (25 ft. + 5 ft. per 2 levels of the bone archer) of the target of the fletching suffers the effects of a *fear* spell.

### Bone Fletching

Bone fletching is the art of sculpting razor-sharp, barbed arrows from bone as instruments for 'negative energy channelling'. The bone archers teach this art to very few other than those who they are intending to adopt into their craft. Crafting a bone arrow is resolved the same way as crafting a masterwork arrow (value 7 gp) with the difference that materials are free, so long as there is a ready supply of bones. A creature of the same size as the archer will yield only a single arrow. Those of a creature one size category larger than him will yield four, one of two sizes larger will yield eight and so forth; each increase in size category multiplies the arrow yield by 4.

The light weight and peculiar construction of bone arrows makes their effective range somewhat



shorter than the wooden metal-tipped variety; subtract 20 ft. from the normal range increments of the bow with which they are used. They are still masterwork weapons, benefiting from the usual +1 bonus on attack rolls. They also have a critical hit multiplier one higher than usual, owing to their lethal sharpness and almost sentient desire to rend living flesh.

### Classic Play

Those elven arcane archers are not the only ones who can wreak utter havoc with a bow. Definitely on the darker side of the prestige classes, the bone archer is a splendid class to have backing you up in a fight. Depending on his original class, he may be slightly weak on his own. A crew of bone archers working in concert with undead (who can be reinforced easily with the *darkblast* fletching) under the overall command of a high-level necromancer would be a force to challenge any paladin. As a solo class, a bone archer with some additional levels as a rogue would be a first-rate thief, freezing unwary guards in their tracks and swiftly dispatching them before moving on.

## COURT ASTROLOGER

*'The planet Astrophel will be excellently dignified in the first decan of the sign of the Centaur, while simultaneously the moon is quincunx with Ashedii, portending victory by water. The heavens have declared it, sire: you should invade Cannovia on the eighth day of the month, preferably around four o'clock in the afternoon.'*

To many of the questions which mortals struggle with, the answer is written in the heavens. Monarchs, emperors and governors throughout history have sought the counsel of astrologers to determine the best

times for their undertakings. A court astrologer has steeped himself in the lore of the skies and has built up such a reputation for accuracy that the crowned heads of the land are prepared to trust him with the fate of their dominions.

Although court astrologers do not often go off on adventures, it is not unknown for a wizard or sorcerer who is taking a break from roving for a while to take up the astrologer's path as a way to earn some safe money and make some useful contacts in the royal court. Conversely, if a mission is of paramount importance to a royal or noble house, a court astrologer may be sent along to keep an eye on its progress and give day-by-day advice.

**Hit Die:** d4

### Requirements

To qualify to become a court astrologer, a character must fulfil all the following criteria.

**Skills:** Knowledge (arcana) 10 ranks, Search 5 ranks.

**Read Language:** Elven & Draconic.

**Feats:** Any one metamagic feat.

**Spellcasting:** Ability to cast at least 2 arcane divinations and 2 arcane enchantments of level 3 or higher.

### Class Skills

The court astrologer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Decipher Script (Int - exclusive skill), Gather Information (Cha), Heal (Wis), Knowledge (all skills - taken individually) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

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

### The Court Astrologer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Astrological Studies	+1 Spellcaster Level
2	+1	+0	+0	+3	Night Casting +1	+1 Spellcaster Level
3	+1	+1	+1	+3	Heavenly Lore	
4	+2	+1	+1	+4	Astrological Studies	+1 Spellcaster Level
5	+2	+1	+1	+4	Night Casting +2	+1 Spellcaster Level



## Class Features

All of the following are class features of the court astrologer prestige class.

**Weapon and Armour Proficiency:** Court astrologers gain no additional training with weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spellcasting:** At the indicated levels, the court astrologer gains the ability to cast a number of new spells per day as if he had also gained a level in the arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as an improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on) except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a court astrologer, he must decide to which class he adds the new level for purposes of determining spells per day.

Whilst the number of spells of a given level that are available per day is determined as above, 'Spells Known' is handled differently. The character does not learn new spells from the standard lists for his former class. For example, if a wizard, he does not gain access to two new spells for his spellbook from the standard list; if a sorcerer, he does not gain the ability to use the single new spell as standard. Instead, he gains access to new spells as indicated in the Astrological Studies ability below.

**Astrological Studies (Ex):** At the indicated levels, the court astrologer must select one astrological feature from which he gains his learned magical abilities. This grants the court astrologer knowledge of a total of nine spells associated with the heavenly body or astrological feature studied.

**Night Casting (Su):** Empowered by the stars above, whenever casting spells under the night sky, the level 2 court astrologer increases the DC of all saves against his spells by one. This bonus increases to +2 at level 5 and +3 at level 8. This does not apply when the character is underground or in a

building, as he must be exposed to the night sky.

**Heavenly Lore (Ex):** The knowledge gathered through the stars is diverse indeed. At third level, members of the court astrologer prestige class gain the ability to uncover legends and information regarding various topics as a bard with the Bardic Knowledge ability. The court astrologer adds half his level and his Intelligence modifier to the Bardic Knowledge check, as per the ability description for the bard class in *Core Rulebook 1*.

**Lesser Conjunction (Su):** Once per night, a level 6 court astrologer may cast a single spell, spontaneously using a known metamagic feat on it without increasing the level of the spell slot required. The metamagic feat used cannot be one that would increase the spell slot by more than two levels. Using this ability increases the casting time of the spell to a full round action.

**Greater Conjunction (Su):** Once per night, a level 9 court astrologer may cast a single spell, spontaneously using any known metamagic feat on it without



increasing the level of the spell slot required. Using this ability increases the casting time of the spell to a full round action.

### Astrological Studies of the Society

Each planet and constellation is given its own spell list of nine spells. Herein are included the classic 12 signs of the zodiac familiar to Terran astrology along with several planets in the solar system and the sun and moon. The Games Master is encouraged to customise these for use in her own campaign, renaming the constellations and planets or even reassigning their associated spells based on the perceived personalities of these heavenly bodies.

When creating new spell lists for alternate heavenly bodies, the best method is to select domains that best suit the supposed personas of these luminaries and use these, leaving out the granted power from the domain spell list.

### Aquarius

1. *Endure Elements*. Ignore 5 points of damage per round from one energy type.
2. *Soften Earth & Stone*. Turn stone to clay or dirt to mud.
3. *Water Breathing*. Subjects can breathe underwater.
4. *Solid Fog*. Blocks vision and slows movement.
5. *Commune with Nature*. Learn about terrain for one mile / level.
6. *Freezing Sphere*. Freezes water or deals cold damage.
7. *Control Weather*. Changes weather in local area.
8. *Horrid Wilting*. Deals 1d8 damage / level within 30 ft.
9. *Summon Monster IX*. Water elementals only.

### Aries

1. *Pass without Trace*. One subject / level leaves no tracks.
2. *Bull's Strength*. Subject gains 1d4+1 Str for 1 hr / level.
3. *Meld into Stone*. You and your gear merge with stone.
4. *Stoneskin*. Stops blows, cuts, stabs, and slashes.
5. *Wall of Stone*. 20 hp / 4 levels, can be shaped.
6. *Summon Nature's Ally VI*. 1d3 dire boars or earth elementals.
7. *Summon Nature's Ally VII*. Earth elementals only.
8. *Earthquake*. Intense tremor shakes 5 ft / level radius.
9. *Summon Nature's Ally IX*. Earth elementals only.

### Cancer

1. *Mage Armour*. Gives subject +4 armour bonus.
2. *Bull's Strength*. Subject gains 1d4+1 Str for 1 hour

/ level.

3. *Magic Vestment*. Armour or shield gains +1 / 3 levels.
4. *Sleet Storm*. Hampers vision and movement.
4. *Stoneskin*. Stops blows, cuts, stabs, and slashes.
6. *Summon Monster VI*. Fiendish Chuul only.
7. *Iron Body*. Body becomes living iron.
8. *Regenerate*. Subject's severed limbs grow back.
9. *Implosion*. Kills one creature / round.

### Capricorn

1. *Magic Fang*. Natural weapon gets +1 bonus.
2. *Speak with Animals*. Communicate with natural animals.
3. *Summon Nature's Ally III*. Calls creature to fight.
4. *Greater Magic Fang*. Natural weapon gets +1 / level (max +5).
5. *Animal Growth*. One animal / two levels doubles in size, HD.
6. *Summon Nature's Ally VI*. Calls creature to fight.
7. *Liveoak*. Oak becomes treant guardian.
8. *Animal Shapes*. One ally/level polymorphs into chosen animal.
9. *Summon Nature's Ally IX*. Calls creature to fight.

### Gemini

1. *Charm Person*. Makes one person your friend.
2. *Mirror Image*. Creates decoy duplicates of you.
3. *Charm Monster*. Makes one creature your friend.
4. *Scrying*. Spies on subject from a distance.
5. *False Vision*. Fools scrying with an illusion.
6. *Mislead*. Turns you invisible and creates illusory double.
7. *Shadow Walk*. Step into shadow to travel rapidly.
8. *Reverse Gravity*. Objects and creature fall upward.
9. *Shapechange*. Transform into any form, change form 1/rnd.

### Leo

1. *Faerie Fire*. Outline subject with light.
2. *Flame Blade*. Touch attack deals 1d8+1 per 2 levels.
3. *Flame Arrow*. Shoots flaming projectiles or fiery bolts.
4. *Summon Nature's Ally IV*. Lion.
5. *Summon Nature's Ally V*. d3 lions, 1 dire lion or fire elemental.
6. *Commune with Nature*. Learn about terrain for one mile / level.
7. *Fire Storm*. Deals 1d6 fire damage / level.
8. *Incendiary Cloud*. Cloud deals 4d6 fire damage / round.
9. *Summon Monster IX*. Fire elementals.

### Libra

1. *Magic Weapon*. Weapon gains +1 bonus.
2. *Bull's Strength*. Subject gains 1d4+1 Str for 1

hr./level.

3. *Keen Edge*. Doubles normal weapon's threat range.
4. *Divine Power*. You gain attack bonus, 18 Str, and 1 hp / level.
5. *Righteous Might*. Your size increases and you gain +4 Str.
6. *Heroes' Feast*. Food for one creature / level cures and blesses.
7. *Sword*. Magic blade strikes opponents.
8. *Symbol*. Triggered runes have array of effects.
9. *Summon Monster IX*. Calls creature to fight.

## Pisces

1. *Know Direction*. You discern north.
2. *Invisibility*. Invisible for 10 min/ level or until attacks.
3. *Haste*. Extra attack.
4. *Dimension Door*. Teleports you and up to 500 lb.
5. *Ice Storm*. Hail deals 5d6 damage / level.
6. *Find the Path*. Shows most direct way to a location.
7. *Plane Shift*. Up to eight subjects travel to another plane.
8. *Horrid Wilting*. 1d8 damage / level within 30 ft.
9. *Astral Projection*. Project self and companions to the astral.

## Sagittarius

1. *Goodberry*. 2d4 berries each cure 1 hp (max hp/24 hours).
2. *Warp Wood*. Bends wood (shaft, handle, door, plank).
3. *Speak with Plants*. Talk to normal plants and plant creatures.
4. *Antiplant Shell*. Keeps animated plants at bay.
5. *Commune with Nature*. Learn about terrain for one mile/level.
6. *Ironwood*. Magical wood is strong as steel.
7. *Changestaff*. Staff becomes a treant on command.
8. *Sunburst*. Blinds all within 10 ft., deals 3d6 damage.
9. *Storm of Vengeance*. Storm rains acid, lightning, and hail.

## Scorpio

1. *Chill Touch*. 1 touch / level deal 1d6 damage / level.
2. *Summon Swarm*. Swarm of small crawling or flying creatures.
3. *Poison*. Touch deals 1d10 Con damage, repeat in 1 minute.
4. *Giant Vermin*. Turns insects into giant vermin.
5. *Insect Plague*. Limits vision, inflicts damage, creatures flee.
6. *Acid Fog*. Fog deals acid damage.
7. *Creeping Doom*. Carpet of insects attacks at your command.
8. *Horrid Wilting*. Deals 1d8 damage / level within 30 ft.
9. *Implosion*. Kills one creature / round.

## Taurus

1. *Bless*. Allies gain +1 attack and +1 saves against fear.
2. *Bull's Strength*. Subject gains 1d4+1 Str for 1hr/ level.
3. *Magic Vestment*. Armour or shield gains +1 / three levels.
4. *Divine Power*. Gain attack bonus, 18 Str, an 1 hp per level.
5. *Wall of Stone*. 20 hp / four levels; can be shaped.
6. *Stoneskin*. Stops blows, cuts, stabs, and slashes.
7. *Earthquake*. Intense tremor shakes 5 ft / level radius.
8. *Shield of Law*. +4 AC, +4 Resistance, & SR 25 vs Chaos.
9. *Crushing Hand*. Provides cover, pushes, or grapples.

## Virgo

1. *Charm Person*. Makes one person your friend.
2. *Detect Thoughts*. Allows "listening" to surface thoughts.
3. *Charm Monster*. Makes monster believe it is your ally.
4. *Emotion*. Arouses strong emotion in subject.
5. *Dominate Person*. Controls humanoid telepathically.
6. *Mass Suggestion*. As suggestion, plus one / level subjects.
7. *Sympathy*. Object or location attracts certain creatures.
8. *Antipathy*. Object or location repels certain creatures.
9. *Dominate Monster*. As dominate person, but any creature.

## Planets

The planets have each been assigned a clerical domain that best suits each planet. As with the constellations, when converting a domain into a spell list for the court astrologer, remove the 'granted power' of the domain.

Mercury - Travel domain spells

Venus - Love domain spells

Mars - War domain spells

Saturn - Plants domain spells

Jupiter - Storms domain spells

Neptune - Water domain spells

Uranus - Destruction domain spells

Pluto - Death domain spells

Sun - Sun domain spells

## Moon

1. *Faerie Fire*. Outline subject with light.
2. *See Invisibility*. Reveals invisible creatures and objects.
3. *Charm Monster*. Makes monster believe it is your





ally.

4. *Emotion*. Arouses strong emotion in subject.
5. *Shadow Evocation*. Mimics evocation less than 5th level.
6. *Permanent Image*. Includes sight, sound and smell.
7. *Insanity*. Permanent confusion on one target.
8. *Animal Shapes*. One ally/level polymorphs into chosen animal.
9. *Gate*. Connects two planes for travel and communication.

### Classic Play

This is a complicated variant on the standard spellcasting classes but one with the weight of myth behind it. It is easy to see how astrology can be incorporated into a fantasy game setting; indeed, it is surprising to find it done so infrequently, perhaps because it seems like a fairly daunting task to dream up one's own Zodiac. Court astrologers need not be tower-

locked greybeards endlessly poring over their books. Younger and more adventurous characters may take up the profession. As they are especially effective after dark, a wizard or sorcerer who has levels in rogue (and perhaps pursues two careers, one far more respectable than the other) would do well to consider adding astrological magic to his talents.

## EMBERMAGE

*'The man who smote flint against flint, conjuring the first spark into being, bringing the gift of flame to the gathered races at the dawn of time – I like to believe he was one of us.'*

Many spellcasters work with the powers of fire, though only the embermages may truly call themselves fire wizards. Their fiery power comes from within; they become walking furnaces, their blood aflame, their bodies engines of magical fire. This makes them hardy and resilient, as they must be to draw upon their inner fire with impunity.

Embermages are usually drawn from those of the sorcerer and wizard classes, with bards also contributing an occasional member. All embermages have endured great harm from fire and have made this into a transformative experience, taking the external fire within them. They have no kind of an order structure, clustering together in small groups should their work require it. Every embermage works with a purpose and towards an end, though their individual goals are disparate.

**Hit Die:** d6.

### Requirements

To qualify to become an embermage, a character must fulfil all the following criteria.

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

**Feats:** Endurance, Spell Focus (evocation), Spell Penetration.

**Spellcasting:** Must be able to cast 3<sup>rd</sup> level arcane spells. The character must be able to cast five spells of the fire type and may cast 0 spells of the cold type.

**Special:** To become an embermage, the character



## The Embermage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Burning Touch	+1 level of existing class
2	+1	+3	+0	+3	Burning Blood	
3	+1	+3	+1	+3		+1 level of existing class
4	+2	+4	+1	+4	Fingers of Fire	
5	+2	+4	+1	+4		+1 level of existing class
6	+3	+5	+2	+5	Burning Blood Backlash	
7	+3	+5	+2	+5		+1 level of existing class
8	+4	+6	+2	+6	Tongue of Fire	
9	+4	+6	+3	+6	Eyes of Fire	+1 level of existing class
10	+5	+7	+3	+7	Implosion	

must have been reduced to negative hit points entirely through damage by fire, or killed by a fire attack.

**Special:** A character can use no spell or item that provides protection against fire (doing so prevents the use of embermage abilities until the protection ends.)

### Class Skills

The embermage's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are class features of the embermage prestige class

**Weapon and Armour Proficiency:** Embermages gain no weapon, armour, or shield proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** When a character reaches an odd-numbered embermage level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive 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 embermage to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly. If a character had more than one spellcasting class before becoming an embermage, he must decide which class receives each level of embermage, for the purposes of determining spells per day.

**Burning Touch (Sp):** The embermage can call flames to the tips of his fingers as a free action, inflicting

1d4 + 1 point per class level of damage (maximum +5) if touched to a foe. (The touch attack is handled normally.) The flames can set flammable objects like paper alight. The flames last 1 round. These flames come from within the character, inflicting 1 point of damage upon him each time he uses this ability.

**Burning Blood (Sp):** The embermage can cut himself (a standard action), inflicting 1 to 5 points of damage upon himself (his choice). His flaming blood gushes from the wound, causing everyone within 5 feet to suffer 1d4 points of fire damage for each point the embermage suffered. A Reflex saving throw may be made (DC 20) to take only half damage from this eruption. The embermage suffers damage only from the original cut, not from the flaming blood.

**Fingers of Fire (Sp):** Calling fire to the tips of his fingers, the embermage can launch one to five spurts of flame in a single round up to 30 feet away. If firing multiple spurts, the embermage can target different foes, but no two can be more than 10 feet apart. Each spurt requires a ranged touch attack and inflicts 2d6 points of damage. Each spurt inflicts 2 points of damage on the embermage as well.

**Burning Blood Backlash (Su):** Whenever the 6th-level embermage suffers damage from a slashing or piercing attack, the resulting spurt of inner fire and burning blood inflicts 1 point of fire damage upon the attacker, if he is within 5 feet.

**Tongue of Fire (Sp):** Once per day, the 8th-level embermage can spit two gouts of flame as a standard action. One forms a flaming shield with no check penalty or spell failure chance; it provides a +3 armour bonus. The other forms a *flame blade*, as the spell of the same name. These weapons last for 10 minutes.

**Eyes of Fire (Sp):** Once per day, the embermage can shoot from his eyes a blast of fire 5 feet wide and 100 feet + 10 feet per class level long. All within this area must make Reflex saving throws (DC 10 + embermage's Intelligence modifier + embermage's



class level) or suffer 1d6 points of fire damage per embermage class level (maximum 10d6). This fire is so hot that even creatures immune to fire suffer half damage, and characters with fire resistance are allowed only half their normal resistance (so a character with 12 points of fire resistance from *resist elements [fire]* gets only 6 points of resistance.)

**Internal Explosion (Sp):** Once per day, at 10<sup>th</sup> level, the embermage can call upon his most dreaded power. He can temporarily transfer the superheated flame within himself to some other victim(s). This works exactly like the spell *implosion*, except that the target explodes in flame. Creatures immune to fire suffer no damage, but characters with fire resistance have no special protection.

### Classic Play

Clichéd comments about phoenixes rising from ashes aside, this character class has the potential to be absurdly dangerous both to his enemies and his allies, which is part of what makes him so much fun. Players may be reluctant to sacrifice advancement in spellcasting ability for fire-related powers but the trade-off works well in this case, particularly if the party is the kind that loves to wade in and deal monstrous amounts of damage.

Many other uses for the embermage's volatile blood suggest themselves, from dripping it on a lock to melt it to biting one's tongue and spitting flame at adversaries. The truly cruel might consider using a captured enemy embermage as a siege projectile, hurling him over the foe's battlements in the hope that he will burst on impact and cause a vast explosion.

## GRAND DIVA

*'Maestro, I do not wish to question your authority, but... don't you find Wallerstein a little too – how may I phrase this delicately – bucolic for an audience such as this? These citizens are accustomed to the soaring*

*epics of Tervolio, the intricate tragedies of La Rogaine, the baroque and byzantine plots of Sontash Varm. Remember how many of them trace their descent to the old elven houses. I think Wallerstein's thunderous dwarves might be best reserved for the Pokesbury playhouse at holiday season, not the Cisternian Grand Opera.'*

The grand diva is accustomed to be the centre of attention; not only does this not trouble her, it is a condition which she considers to be her right, so much so that if she feels she is being neglected or treated lightly she is apt to fly into a tempestuous rage. She is an accomplished mistress of her art, often dazzlingly beautiful and graceful in her movements as well as having a voice to make angels weep. She lives in a constant spotlight and is treated as well as royalty by her admirers, if not better.

This career is not really compatible with the adventuring life as most female characters would see it, as it involves a considerable degree of public exposure and ready recognition. Stationed among the very highest of society, the diva derives some protection from her visibility and the patronage of powerful friends but may also make equally powerful enemies who will know exactly where to find her on any given night. Being beautiful, enchanting and socially accomplished, she is apt to find out all manner of secrets, whether from those who confide in her or from conversations 'accidentally' overheard. She achieves her ends through manipulation and the subtle art of politics, arts more deadly than the bow or blade. In these games, secrets are both the treasure and the key to the strongbox, contacts and patrons are her allies and the shadows are the labyrinth where hidden foes might be lurking. All of this intrigue dissolves away when it is time for her performance, as once she is upon the stage she lives only in the moment, living for the perfect delivery of each note of tremulous purity.

**Hit Die:** d6.

### The Grand Diva

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Experienced Performer	+1 level of existing class
2	+1	+0	+3	+3	Tuned Ear	+1 level of existing class
3	+2	+1	+3	+3	High Note	+1 level of existing class
4	+3	+1	+4	+4	Social Graces	+1 level of existing class
5	+3	+1	+4	+4	Breaking the Barriers	+1 level of existing class
6	+4	+2	+5	+5	Mastery of Sound	+1 level of existing class
7	+5	+2	+5	+5	Shrill Note	+1 level of existing class
8	+6	+2	+6	+6	Captivating Performance	+1 level of existing class
9	+6	+3	+6	+6	Social Diva	+1 level of existing class
10	+7	+3	+7	+7	Heartbreak Wail	+1 level of existing class



## Requirements

To qualify to become a grand diva, a character must fulfil all of the following criteria.

**Abilities:** Charisma 15+

**Spellcasting:** Ability to cast 2<sup>nd</sup> level bardic spells.

**Skills:** Gather Information 3 ranks, Perform 8 ranks, Sense Motive 3 ranks.

**Feats:** Skill Focus (perform).

**Special:** Must be female. The character must earn a position of fame or notoriety within an arena of public musical performance, such as the opera, theatre or orchestral recital and so on.

## Class Skills

The grand diva's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for ski descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the grand diva prestige class.

**Weapon and Armour Proficiency:** The grand diva gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** Whenever a new grand diva level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class to which she belonged before taking the prestige class. However, she does not gain any of the other benefits that would have been gained from advancement in that class. If the character possessed more than one spellcasting class before she became a grand diva, she must decide in which class to advance her new spells with each new level as a grand diva.

**Experienced Performer (Ex):** The grand diva learns the 'masterclass' secrets to perfecting her performance over the course of her career, secrets that the young and inexperienced have no chance of learning. At 1<sup>st</sup> level, the grand diva gains a +4 competence bonus to all Perform (sing) and Profession (singer) skill checks.

**Tuned Ear (Ex):** The trained ear of the grand diva



is accustomed to seeking out tiny variances in sound and filtering out background noise or sources of disharmony or distraction. At 2<sup>nd</sup> level, she receives a +2 circumstance bonus to all Listen checks and a +2 circumstance bonus to all saving throws against sonic based attacks, such as spells and natural sonic attacks.

**High Note (Sp):** The grand diva's exceptional skill in music, whether she works with her voice or with an instrument, allows her to produce a note so high that the vibration damages objects around her. At 3<sup>rd</sup> level, the grand diva can create a sonic effect that functions similarly to a *shatter* spell, with the following variations:

- If she so wills, by making a successful Concentration check (DC 20) the grand diva can increase the area of effect to a maximum of 10 feet.
- The grand diva can only destroy objects weighing no more than two pounds per level.
- If targeted against a crystalline creature (of any weight) the grand diva's high note inflicts 1d8 points of damage (to a maximum of 10d8) with a Fortitude saving throw allowed for half damage.

**Social Graces (Ex):** The grand diva is properly trained in all the appropriate skills of conversation, debate, flattery and etiquette to a woman of her social station and following. At 4<sup>th</sup> level, she gains a +2 circumstance bonus to all Diplomacy, Gather Information and Knowledge (nobility & royalty) checks.

**Breaking the Barriers (Su):** In order to be able to entertain and keep company with members of all the different intelligent races, the grand diva develops the uncanny ability to communicate in all forms of verbal language. Beginning at 5<sup>th</sup> level, she may understand and speak all forms of intelligent verbal-based language at will. (This applies only to verbal communication; the diva does not gain literacy in all languages.) In game terms, treat this as if the grand diva had a *tongues* spell active at all times.

**Mastery of Sound (Sp):** The grand diva has become extremely accomplished in the use of sound, both in her virtuoso performances and in the use of the magical abilities she possesses. The mysteries of sound manipulation begin to open up to her. At 6<sup>th</sup> level, she may cast *sculpt sound* a number of times per day equal to her Charisma modifier.

**Shrill Note (Sp):** From 7<sup>th</sup> level, the grand diva can emit a terrific shriek at high decibels in a similar fashion to her high note ability. This note functions as a *shout* spell, with the following modifications:

- Creatures within the area of effect who fail their saving throws are deafened for 2d8 rounds and suffer 2d8 points of damage. Creatures who succeed at the saving throw are still shaken for one round after the shriek has ceased.
- Any exposed brittle or crystalline objects and crystalline creatures take 1d8 points of damage per level of the diva to a maximum damage of 10d8. Crystalline creatures are allowed a Fortitude saving throw to take half damage.

The grand diva may use this ability a number of times per day equal to half her Charisma modifier, rounded up.

**Captivating Performance (Su):** Beginning at 8<sup>th</sup> level, the grand diva can produce an improvised version of the bard's *fascinate* ability. This ability functions as normal, with the following modifications:

- The grand diva can target one creature per level. This creature need not pay any attention to the diva in order for the ability to work. Distractions, such as nearby combat, do not interfere with this ability or prevent it from working.

- If the diva's use of the ability is successful, the target's penalty to Spot and Listen checks is set at -6 rather than the standard -4.
- The target is only entitled to a second saving throw if the diva stops her performance. If the target fails the second saving throw, it remains captivated for an additional 1d3 rounds (from the memory of the performance alone) or until the diva begins her performance again. Drawing a weapon or casting a spell near the target does not break the effect but it does entitle the target to a new saving throw.

**Social Diva (Ex):** At 9<sup>th</sup> level, the diva is immersed in high society, completely in her element. She is unswayed by any display of wealth or power, no matter how ostentatious and may take the most reclusive of nobles into her confidence. As a result, she gains a permanent +10 competence bonus to all uses of any one of the following skills: Bluff, Diplomacy, Gather Information or Knowledge (nobility and royalty.) The diva must choose to which skill she will apply the bonus.

**Heartbreak Wail (Sp):** The diva has performed in many epic tragedies and now knows the dark power that may be conjured out of melancholy notes. At 10<sup>th</sup> level she may bring forth from the depths of her soul a lamenting wail of utter desolation so potent that it can strike dead those living creatures that hear it – other than herself, of course. This ability may be used once per day and functions as a *wail of the banshee* spell with the following modifications:

- The grand diva may, on making a successful Concentration check (DC 25) reduce the area of effect to a minimum of 10 feet. She may, for example, do this so as to eliminate only those spectators in the royal box rather than giving coronaries to the orchestra.
- The wail only affects one living creature for every three levels of the diva.

## Classic Play

The diva will only fit into a certain kind of campaign. It is not really feasible for her to lead a double life, delving in dungeons one week and being showered with roses on the stage of the Grand Opera the next. She is more likely to be a non-player character, a very potent ally and useful contact who the players can call upon to dig up vital information. Player divas are a possibility and the class is in its way as rewarding as progression in the Bard class but they cannot stay away from high society for long if they are to maintain their network of contacts.

## GRAVEN ONE

*'Short is the pain, long is the ornament; and fierce is the power.'*

According to the legends, there is a breed of sorcerer with skin as tough as elephant hide or tree bark. The whole surface of these sorcerers' bodies is covered with arcane designs, illustrations, hieroglyphics and other strange patterns. They have enchanted themselves as one would enchant a scroll or a magic item, turning their very bodies into implements of magic. This is no easy process. The flesh must first be seasoned before it may be engraved; in so doing, the graven ones become resilient and strong in other ways.

The most common classes to become graven ones are wizards and sorcerers, though particularly adventurous bards sometimes opt to take the path. It is usual for the graven ones to be solitary and itinerant. Some, however, are recognised for the potent magicians they are and enter the service of warlords or other influential patrons.

**Hit Die:** d6.

### Requirements

To qualify to become a graven one, a character must fulfil all the following criteria.

**Skills:** Knowledge (arcana) 5 ranks, Spellcraft 7 ranks.

**Feats:** Scribe Scroll, Toughness.

**Spellcasting:** Must be able to cast 4th-level arcane spells, including at least three spells with the word 'mark' in the title, *erase*, *explosive runes*, and *sepia snake sigil*.

**Languages:** Must be fluent in Draconic, Celestial and Infernal.

**Special:** Character must find a third party who can cast *permanency* and will partake in a ritual that lasts an entire day. The character loses 4 hit points permanently but when the ritual is over he has a tough, almost stonelike skin with an inherent +1 natural armour bonus.

### Class Skills

The graven one's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Search (Wis) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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

### Class Features

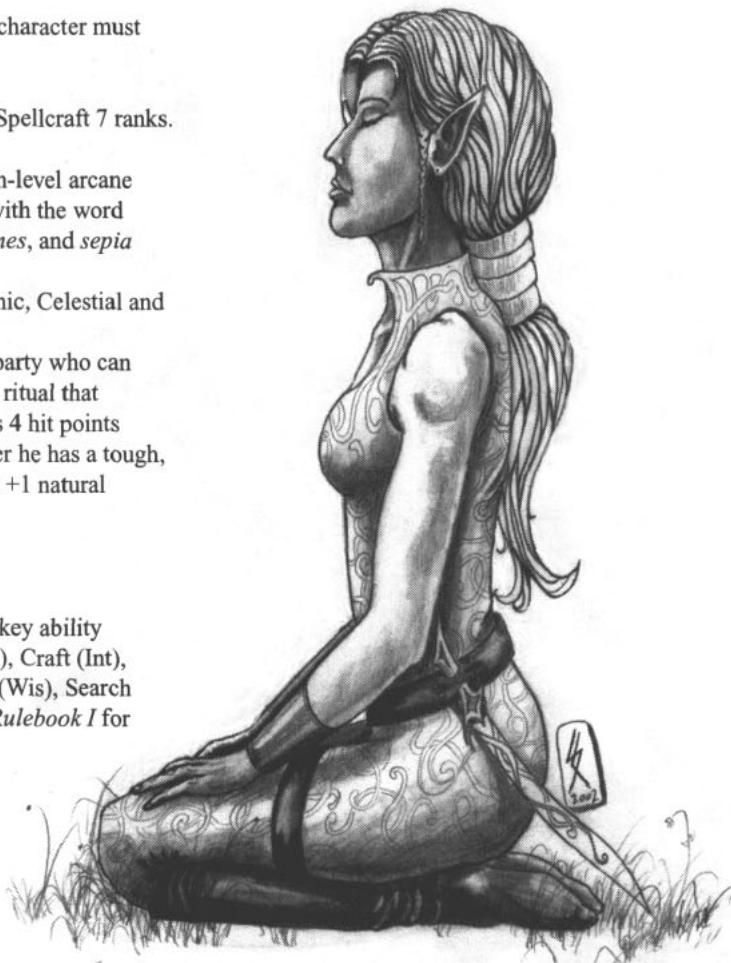
All of the following are class features of the graven one prestige class.

**Weapon and Armour Proficiency:** Graven ones are proficient with no weapons, armour, or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** When a character reaches an odd-numbered graven one level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive 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 graven one to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly.

If a character had more than one spellcasting class before he became a graven one, he must decide which class receives each level of graven one, for the purposes of determining spells per day.

**Flesh Rune (Sp):** The graven one gains the ability





to etch runes into his own flesh using a variant of the Scribe Scroll feat. Each rune functions as a spell scroll. The graven one's body can bear as many as four runes at once, no matter what his size. In cultures where skin markings are strange, or among those who fear or distrust magic, these obvious runes (as well as the tattoos of power and the graven images) give the graven one a -2 circumstance penalty to Diplomacy, Bluff, and other Charisma-related skill checks. One possible exception is Intimidate, which the Games Master may rule gets a +2 circumstance bonus in some

situations.

**Tattoo of Power (Su).** A graven one can inscribe a tattoo on his body that lasts for 24 hours. It requires 10 minutes to inscribe it, and he can bear only one tattoo of power at a time. This in no way interacts with any flesh runes he might have. When he gains this ability at 2nd level, he chooses a tattoo of power inscription that he knows from the table below. The graven one's level plus his Intelligence modifier determine which of the tattoos he can learn. When he gains this ability

### Tattoos of Power

Level + Int Modifier	Tattoo	Effect
1	Endurance	+2 enhancement bonus to Constitution
2	Strength	+2 enhancement bonus to Strength
3	Dexterity	+2 enhancement bonus to Dexterity
4	Defence	+3 natural armour bonus to armour class
5	Silent Shadow	+10 enhancement bonus to all Move Silently and Hide checks
6	Fortification	25% chance to negate all critical hits inflicted upon the graven one
7	Change Self	As the spell
8	Wounding	All attacks dealing damage (even spells) made by the graven one inflict a wound that bleeds for 1 point of damage per round as a weapon with the same ability (see <i>Core Rulebook II</i> )
9	Holy or Unholy	All attacks dealing damage (even spells) made by the graven one inflict an additional +2d6 points of damage to all creatures of evil alignment (if Holy is chosen) or good alignment (if Unholy is chosen)
10	Lawful or Chaotic	All attacks dealing damage (even spells) made by the graven one inflict an additional +2d6 points of damage to all creatures of chaotic alignment (if Lawful is chosen) or lawful alignment (if Chaotic is chosen)
11	Spell Resistance	The graven one has an SR of 11 + his class levels
12	Damage Reduction	The graven one has DR of 10/+2

### The Graven One

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Flesh Rune	+1 level of existing class
2	+1	+3	+0	+3	Tattoo of Power	
3	+2	+3	+1	+3	Tattoo of Power	+1 level of existing class
4	+3	+4	+1	+4	Graven Image (5 HD)	
5	+3	+4	+1	+4	Tattoo of Power	+1 level of existing class
6	+4	+5	+2	+5	Graven Image (10 HD)	
7	+5	+5	+2	+5	Tattoo of Power	+1 level of existing class
8	+6	+6	+2	+6	Graven Image (15 HD)	
9	+6	+6	+3	+6	Tattoo of Power	+1 level of existing class
10	+7	+7	+3	+7	Graven Image (20 HD)	

again, at 3rd level and at alternating levels after that, he can choose another tattoo.

**Graven Image (Su).** The graven one can inscribe an image of an animal, beast, or magical beast on his flesh. This in no way interacts with any flesh runes or tattoos of power he might have. Inscribing this image takes 10 minutes and it can be activated at any time afterward as a free action. When activated, the image leaps from the graven one's body and becomes a real version of that creature. It remains for one minute per level or until slain, obeying the graven one's mental commands (issued as free actions.) As the graven one goes up in levels, the number of HD of the creatures he can make into images increases.

## Classic Play

Various different versions of the 'tattooed mage' have been attempted in the past; here is a tough version without too many over-the-top abilities. The character concept is a fascinating one; not all of his tattoos need be magical and every one should tell a story.

If there is enough time for him to prepare and he is willing to pay the material cost and sacrifice the XP he can be an exceptional battle mage, packing additional spells into his skin. (Note also the relatively high base attack bonus.) These should be last resort spells; Tattoos of Power and Graven Images are much cheaper to use and should be the first to discharge.

## HALLOWED MAGE

*'O Lady that art beyond the limits of reason,  
hearken to thy poor servant. Bless the intelligence  
with which I have been gifted, by Thy grace.  
Enlighten my understanding. Encourage my  
heart. Let Thy light formulate itself in my blood,  
that I might repair what evil has rent asunder.'*

One very rarely hears of spellcasters who have successfully devoted themselves to the study of both arcane and divine magic. Such a path is believed by many to be paradoxical and untenable. Nonetheless, it can be done. An arcanist who is simultaneously strong in his faith in his Gods and keeps himself firmly on the path of the righteous may benefit both from his arcane studies and the Gods' favour. Benevolent Gods welcome belief and service, irrespective from whence they may come; more welcome still is a willingness to advance the faith, to fight for it against its enemies and advance the general good. Such champions as use arcane magic to serve their Gods may become hallowed mages.

To become a hallowed mage, a character must have experience with both the divine and

the arcane sides of magic. They are most usually multiclassed wizard/clerics or sorcerer/clerics. More rare but still occasionally encountered are those hallowed mages with druidic spells, bardic backgrounds, or even higher-level abilities as paladins or rangers. They are most often found assisting an establish church as 'arcane consultants' or on-hand experts in magic, lending their strength to clerical expeditions against the church's foes. Some of them come together in enclaves to study the vicissitudes of their path, exploring the ways in which the arcane and divine approaches interrelate. For their own worship, they are likely to favour those Gods whose province is magic above other deities.

**Hit Die:** d6.

## Requirements

To qualify to become a hallowed mage, a character must fulfil all the following criteria.

**Alignment:** Any good.

**Skills:** Knowledge (arcana) 8 ranks, Knowledge (religion) 8 ranks.

**Spellcasting:** Must have the ability to cast 3rd-level arcane spells *and* the ability to cast 3rd-level divine spells.

**Special:** The hallowed mage must pledge himself to a religious authority figure and swear to obey the general dictates and edicts of his church.



## The Hallowed Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						4	5	6	7	8	9
1	+0	+0	+0	+2		2	-	-	-	-	-
2	+1	+0	+0	+3	Arcana Dei	2	1	-	-	-	-
3	+1	+1	+1	+3	Divine/Arcane Fusion I	3	2	-	-	-	-
4	+2	+1	+1	+4		3	2	1	-	-	-
5	+2	+1	+1	+4	Consecrate Spell	4	3	2	-	-	-
6	+3	+2	+2	+5		4	3	2	1	-	-
7	+3	+2	+2	+5	Purify Spell	4	4	3	2	-	-
8	+4	+2	+2	+6		5	4	3	2	1	-
9	+4	+3	+3	+6	Sanctify Spell	5	4	4	3	2	-
10	+5	+3	+3	+7	Divine/Arcane Fusion II	5	5	4	3	2	1

### Class Skills

The hallowed mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any) (Int), Profession (Int), and Spellcraft (Int). See Chapter Four: Skills in *Core Rulebook II* for skill descriptions.

**Skill Points at Each Level:** 2 + Intelligence modifier

### Class Features

All of the following are class features of the hallowed mage prestige class.

**Weapon and Armour Proficiency:** The hallowed mage is proficient with no new weapons, nor any armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** These are divine spells, prepared and cast just as a cleric casts his spells (though a hallowed mage may not substitute a cure spell for a prepared spell). If the entry for a given level of spells is '-', the character may not cast any spells of that level regardless of any bonus spells to which he might have been entitled. If the entry is a number, the character may cast that many spells plus any bonus spells.

Bonus spells for hallowed mages are based on their Wisdom modifier. Hallowed mages must have a Wisdom ability score of at least 10 plus a spell's level to cast that spell. The hallowed mage's spell list appears below.

**Arcana Dei (Ex):** A hallowed mage of 2<sup>nd</sup> level and higher adds his spellcasting class levels together (including his hallowed mage levels) to determine his caster level when spellcasting.

**Divine/Arcane Fusion I (Ex):** At 3<sup>rd</sup> level the

hallowed mage learns to cast his arcane spells in a markedly similar way to that in which divine spells are cast. As his arcane spells are buttressed by spiritual energy, with less of a focus on the intricacies of casting, he may ignore arcane spell failure chances of 50 percent or less.

**Consecrate Spell (Su):** Evil creatures suffer a -1 morale penalty to saving throws against any spells cast by a hallowed mage of 5<sup>th</sup>-level or higher.

**Purify Spell (Su):** Starting at 7<sup>th</sup> level, the hallowed mage's spells have no power to harm or adversely affect creatures of good alignment. In practical terms, the hallowed mage may freely cast dangerous area spells when his good-aligned allies are in the area of effect and have no fear that they will suffer.

**Sanctify Spell:** A hallowed mage of 9<sup>th</sup> level and higher gains a bonus equal to his Charisma modifier (if positive) on checks to overcome the spell resistance of evil creatures.

**Divine/Arcane Fusion II:** At 10<sup>th</sup> level, the hallowed mage learns to cast his arcane spells entirely as if they were divine spells: He may ignore arcane spell failure chances altogether.

### Hallowed Mage Spell List

**4<sup>th</sup> Level:** *Confusion, Cure Critical Wounds, Detect Scrying, Dimension Door, Dimensional Anchor, Ice Storm, Minor Creation, Solid Fog, Summon Monster IV, Wall of Fire, Wall of Ice.*

**5<sup>th</sup> Level:** *Cone of Cold, Fabricate, Hallow, Hold Monster, Improved Invisibility, Major Creation, Polymorph Other, Polymorph Self, Scrying, Summon Monster V, Telekinesis, Wall of Stone.*

**6<sup>th</sup> Level:** *Banishment, Chain Lightning, Contingency, Control Water, Eyebite, Greater Dispelling, Permanency, Spell Resistance, Stone to Flesh, Summon Monster VI, Teleport, True Seeing.*

**7<sup>th</sup> Level:** *Greater Scrying, Holy Word, Phase Door,*



*Plane Shift, Power Word Stun, Resurrection, Reverse Gravity, Spell Turning, Summon Monster VII.*

**8<sup>th</sup> Level:** *Antimagic Field, Discern Location, Etherealness, Greater Planar Ally, Mass Heal, Mind Blank, Polymorph Any Object, Power Word Blind, Prismatic Wall, Summon Monster VIII, Symbol.*

**9<sup>th</sup> Level:** *Foresight, Gate, Meteor Swarm, Miracle, Prismatic Sphere, Refuge, Storm of Vengeance, Summon Monster IX, Temporal Stasis, True Resurrection.*

### Classic Play

It is just as well for the rest of the population that this prestige class is restricted to those of good alignment (though I am sure an enterprising Games Master could engineer an opposite number if it was required.) What begins as little more than a collection of useful advantages for a difficult multiclass (arcanist/divine spellcaster) eventually becomes a seriously powerful class in its own right. We all know the benefits of getting rid of the arcane spell failure limitation on spells. Finally, a way to cast arcane magic while armoured up like a cleric! We do recommend that hallowed mages be extremely rare, as if there were many more of them, the forces of evil and the undead would be hard pressed to gain any ground at all.

## JESTER

*'I wish to make a complaint concerning this familiar what I purchased not 'alf an hour ago from this very boutique... what do you mean, what's wrong with it? It's dead, that's what's wrong with it!'*

There is a curious tradition that jesters, like circus clowns, are not actually very funny. They have the reputation of being motley fools providing limp and predictable 'entertainment' to bored nobles, or mere bumbling idiots whose idea of humour is a pie in the face or an inflated bladder on the chair. While this

cruel caricature is certainly true of some of the less successful jesters, there are those whose arts are far sharper and whose talents are wickedly comical – and comically wicked.

Those jesters who have received their training in the finest Fools' Academies and gone on to take up an adventuring career do not always dress in cap and bells, the uniform of their trade, though there are some obstinate characters who consider it a mark of pride never to go anywhere without their fools' motley on. Their quick-fire wisecracking not only serves to entertain and cheer their comrades, it can have a crushing effect on the morale of others and rouse them to unthinking anger, thus distracting them or drawing them into an ambush.

**Hit Die:** d6.

### Requirements

To qualify to become a jester, a character must fulfil all of the following criteria.

**Class Ability:** Bardic music.

**Alignment:** Any chaotic.

**Skills:** Escape Artist 4 ranks, Jump 4 ranks, Perform (juggling, wit) 8 ranks, Tumble 6 ranks.

**Feats:** Improved Initiative.

### Class Skills

The jester's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Sleight of Hand (Dex), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Tumble (Dex) and Use Magical Device (Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

### The Jester

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Comedic Dialogue	+1 level of existing class
2	+1	+0	+3	+3	Street Talk	+1 level of existing class
3	+2	+1	+3	+3	Luck of the Fool	+1 level of existing class
4	+3	+1	+4	+4	Juggler's Game	+1 level of existing class
5	+3	+1	+4	+4	Voice Throwing	+1 level of existing class
6	+4	+2	+5	+5	Fast Reaction	+1 level of existing class
7	+5	+2	+5	+5	I'm Going Slightly Mad	+1 level of existing class
8	+6	+2	+6	+6	Deflect Arrows	+1 level of existing class
9	+6	+3	+6	+6	Uncanny Dodge	+1 level of existing class
10	+7	+3	+7	+7	Luck of the Fool	+1 level of existing class





**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** A jester is proficient with all simple weapons, light armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Spells per Day:** Whenever a new jester level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class to which he belonged before taking the prestige class. However, he does not gain any of the other benefits that would have been gained from advancement in that class. If the character possessed more than one spellcasting class before he became a jester, he must decide in which class to advance her new spells with each new level as a jester.

**Comedic Dialogue (Su):** Jesters learn a new type of performance, the comedic dialogue, which can be used

with the bardic music ability. They tell jokes, make puns and insult the audience in a comical way. This ability has different effects depending on the target of the ability and the talent of the jester.

**Comedic Performance (Su):** A jester with 6 or more ranks in Perform can use his comedy to lighten the mood of his companions in otherwise tense or dangerous situations. All allies within 30 feet of the character who can hear his performance are immune to fear effects and gain a +1 morale bonus to Reflex saving throws for the duration of the performance.

A jester with 9 or more ranks in Perform can use his comedic performance against his enemies instead, causing them to be paralysed with laughter. This ability functions as if the jester had cast *tasha's hideous laughter* on each opponent within 30 feet that can hear and understand him. A successful Will saving throw (DC 12 + the jester's Charisma modifier) negates this effect.

Comedic performance is a supernatural, mind-affecting ability.

**Insult (Su):** A jester with 9 or more ranks in Perform can use his comedic dialogue to inspire anger and hatred in his foes. All foes within 30 feet that can hear and understand the jester must make a Will saving throw (DC 13 + the jester's Charisma modifier) or become enraged by the jester's insults. Enraged beings suffer a -2 penalty to attack rolls and Will saving throws and they will attempt to engage the jester in combat at all costs, even to the extent of ignoring a current melee opponent. Insult is a supernatural, mind-affecting ability.

**Confusing Patter (Su):** A jester with up to 12 ranks in Perform can use his comedic dialogue to confuse opponents. All foes within 30 feet that can hear and understand the jester must make a Will saving throw (DC 14 + the jester's Charisma modifier) or act as if they had been targeted by a *confusion* spell for as long as the jester continues his routine. Confusing patter is a supernatural, mind-affecting ability.

**Street Talk (Ex):** Jesters have little time to study due to the demands their training makes of them, so few have the luxury of learning multiple languages. However, it is always helpful to know a few words or phrases from different languages in order to crack jokes at the expense of foreigners, or to draw them into the act. The jester will also have been exposed to many different languages in the course of his career and is likely to have picked up a smattering of each. Thus, from 2<sup>nd</sup> level a jester can make an Intelligence check (DC 15) in order to dredge up enough words, phrases or rehearsed routines to use his comedic dialogue

ability on creatures whose language is not known to him. Particularly difficult or abstruse languages, such as draconic or terran, may impose a -4 or higher circumstance penalty on such checks at the Games Master's discretion.

**Luck of the Fool (Ex):** There is a saying that the Gods watch over fools and drunks. At 3<sup>rd</sup> level, the jester gains a +1 luck bonus to all saving throws on account of his uncanny good fortune. At 10<sup>th</sup> level, this bonus increases to +2.

**Juggler's Game (Ex):** The jester's skill in juggling multiple items is useful to him in combat when he uses thrown weapons. This practical application of his training grants him a +1 circumstance bonus to attack rolls when using thrown weapons.

**Voice Throwing (Sp):** As part of his performances, the jester learns to throw his voice out into the crowd or create the impression that a puppet is talking. Training in this technique grants him the ability, gained at 5<sup>th</sup> level, to cast *ventriloquism* at will. The caster level is equal to the jester's class level.

**Fast Reaction (Ex):** At 6<sup>th</sup> level, the jester's habit of flinging back quick-fire answers to hecklers and dodging rotten fruit culminates in an ongoing +2 circumstance bonus to Initiative checks.

**I'm Going Slightly Mad (Ex):** A life spent seeing the funny side of just about any situation does eventually take its toll. From 7<sup>th</sup> level, the jester's mind is slightly out of kilter with the rest of reality. This is not entirely a handicap; he gains a +4 circumstance bonus to all Will saving throws against mind-affecting spells.

**Deflect Arrows (Ex):** By 8<sup>th</sup> level, the jester is so phenomenally good at juggling and at judging the flight of objects through the air that he may now catch or deflect missile weapons directed at or near him. The jester gains the benefits of the Deflect Arrows feat and may also deflect any missile weapon projectile whose target is within 5 feet of his current position.

**Uncanny Dodge (Ex):** At 9<sup>th</sup> level the jester gains the uncanny dodge ability, as per the rogue class feature. As a result, he retains his Dexterity bonus to armour class at times when he would ordinarily be denied it, such as when caught flat-footed.

## Classic Play

Only rarely is any group going to be lucky enough to have a player who can take on the Jester class and play it with actual jokes, witty asides, snappy comebacks and withering put-downs. Such people can roleplay their way through and adventure as a jester, or properly run one as a non-player character. The rest of us poor talentless fools will have to make do with dice rolls. Players should therefore not be put off if they do not

have much comedic talent. It is the character that matters, not how well you can emulate the character's abilities.

Jesters are a bit of a mixed bag of tricks; this makes them rather a good option for rogues or even assassins, since one never knows what twisted thoughts could be lurking beneath the whiteface and the lopsided grin.

## MIRROR MAGE

*'Any child knows the magic that lies behind the cold glass of a mirror. Who has not sat and gazed at their reflection until some strange empty-eyed shade seemed to stare back at them?'*

Those who are born mirror mages will often have found the way to their singular power in early life, claiming to have seen strange images in the mirror which adults indignantly denied were there. Others, born to more enlightened lineages, have had the power conferred upon them through ceremonial. Mirror mages tend to be contemplative folk who walk alone in lonely places, passing long hours in (appropriately) silent reflection. They have an unearthly air about them, as if they saw curious and unwholesome things that others were fortunately unbidden to see.

Wizards and sorcerers are most usually called to the mirror's path, but some bards choose to seek the glass also.

**Hit Die:** d4.

## Requirements

To qualify to become a mirror mage, a character must fulfil all the following criteria.

**Skills:** Knowledge (arcana) 5 ranks, Craft (glassmaking) 5 ranks.

**Ability Scores:** Charisma 19+

**Feats:** Craft Wondrous Item.

**Spellcasting:** Must be able to cast 3rd-level arcane spells.

**Special:** To gain this class, a character must be an outsider, have an outsider in her lineage, or undergo a powerful ritual performed by at least three other mirror mages.

## Class Skills

The mirror mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Search (Wis), Sense Motive (Wis), Spellcraft (Int) and Spot (Wis). See *Core Rulebook I* for skill descriptions.

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

## Class Features





## The Mirror Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Mirror Vision, Mirror Thoughts	+1 level of existing class
2	+1	+0	+0	+3	Mirrored Eyes, Bonus Spells (1 <sup>st</sup> and 2 <sup>nd</sup> )	
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Piercing Gaze, Bonus Spells (3 <sup>rd</sup> and 4 <sup>th</sup> )	
5	+2	+1	+1	+4		+1 level of existing class
6	+3	+2	+2	+5	Mirror Step ( <i>dimension door</i> ), Bonus Spells (5 <sup>th</sup> )	
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6	Mirror Step ( <i>teleport</i> ), Bonus Spells (6 <sup>th</sup> )	
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	Mirror Step ( <i>plane shift</i> ), Bonus Spells (7 <sup>th</sup> )	

All of the following are the class features of the mirror mage prestige class.

**Weapon and Armour Proficiency:** Mirror mages are proficient with no weapons, armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** When a character reaches an odd-numbered mirror mage level, he gains new spells per day as if he had also gained a level in his previous spellcasting class. He does not, however, receive 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 mirror mage to the level of his other spellcasting class, then determines spells per day (and caster level) accordingly. If a character had more than one spellcasting class before becoming a mirror mage, he must decide which class receives each level of mirror mage, for the purposes of determining spells per day.

**Mirror Vision (Su):** The mirror mage has access to a unique form of scrying, whereby he may use a mirror to observe the reflections in other mirrors. He has the power to look through a mirror and see either the image that is currently being reflected in any one specific mirror (if the mirror is one which he knows well) or one specific individual reflected in any other mirror, so long as he knows the individual well. He

may also see a place familiar to him, so long as that place is currently reflected in a mirror. Only visual information may be received in this way. However, he may choose to make the link two-way, causing the mirror at the other end to show what is being reflected in his own mirror. Contact established in this way may be maintained for 1d4 rounds plus the mirror mage's Charisma modifier. This ability works only with mirrors and may not be used with other reflective surfaces.

**Mirror Thoughts (Sp):** Once per day, the mirror master can use a mirror to detect and learn the thoughts of anyone reflected in its surface. In all other ways, this works like the spell *detect thoughts*.

**Mirrored Eyes (Su).** The mirror mage gains an additional saving throw against all gaze attacks. If either save succeeds, treat the situation as if the mirror mage made the save.

**Bonus Spells (Ex).** The mirror mage gains bonus spells as he studies mirrors and mirror lore. These spells are either added automatically to his spellbook (if he is a wizard or a wizard-like spellcaster) or one of each level is added to the spells the caster knows (if he is a sorcerer or a sorcerer-like spellcaster).

**Piercing Gaze (Ex).** The mirror mage gains a +2 competence bonus to Spot, Search, Intimidate, and Sense Motive skill checks.

**Mirror Step (Sp).** Once per day, the mirror mage may step into one mirror and out of another. At 6th level, treat this ability in all other ways (determining range, etc.) as *dimension door*. At 8th level, treat this ability in all other respects as *teleport*. At 10th level, treat it as *plane shift*. Each time a new version of the ability is gained, it brings with it a new use per day. So, for example, an 8th-level mirror mage can mirror step a short distance (*dimension door*) and a long distance (*teleport*) each once per day. This ability works well in conjunction with Mirror Vision.

### Mirror Mage Bonus Spell List

#### 1<sup>st</sup> Level

*Command, Hypnotism, Message*

#### 2<sup>nd</sup> Level

*Mirror image, See invisibility, Shatter*

#### 3<sup>rd</sup> Level

*Daylight, Searing Light*

#### 4<sup>th</sup> level

*Rainbow pattern, Scrying*

#### 5<sup>th</sup> Level

### True seeing

#### 6<sup>th</sup> Level

*Eyebite*

#### 7<sup>th</sup> Level

*Simulacrum, Spell turning*

The spells *command, hypnotism, message, see invisibility, searing light* and *eyebite* from the above list function as the normal spell in *Core Rulebook I* with the exception the target, area, or effect must be viewed in a mirror, either normally or through Mirror Vision.

## Classic Play

It is just as well that mirror mages are solitary by inclination, because with the powers and abilities they have it is difficult to see why they should ever want to leave their towers. All they need is a large mirror and they can serve the function of wizardly espionage specialist, message relay unit and swift strike force all by themselves. Some mirror mages will have a network of bolt-holes set up with mirrors in them, which they can access at moments of need.

Trying to raid a mirror mage's stronghold is a living nightmare. A truly canny mirror mage will line the stairways and rooms leading up to his chambers with mirrors, to keep an eye on intruders and to provide a ready escape route. Some of the less sane ones even have 'carnival fun house' mirrored labyrinths surrounding their sanctum sanctorium, in which they can come and go as they please while desperate invaders try to work out which passageways are real and which are not.

## SOOTHSAYER

*'Beware, great Emperor! The sacrificial chicken had no left kidney, and there was a child born in Thulsden with a full set of teeth! This bodes not well.'*

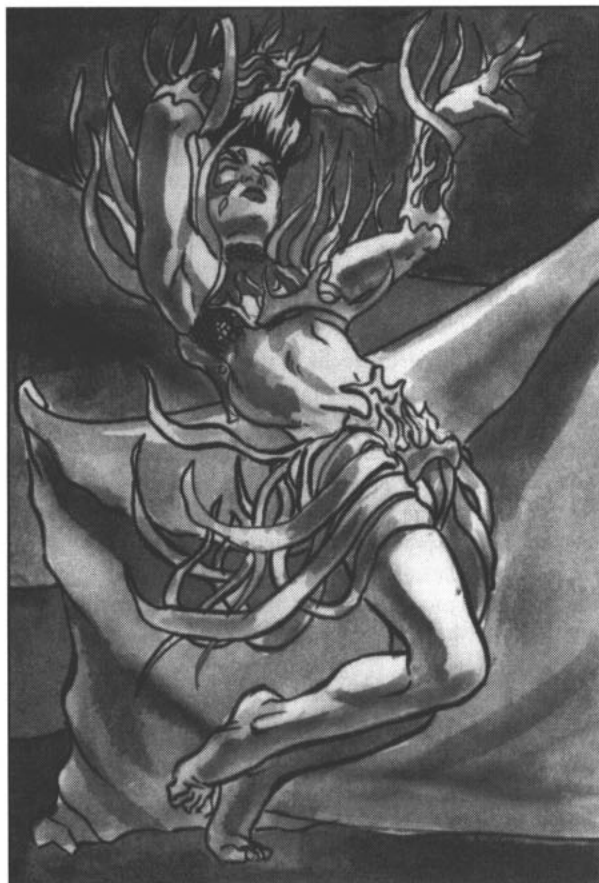
The will of man may be ascertained, but who may know whether the Fates favour him or no? As well as the precise foretelling which is the province of the Divination school of magic, there is an altogether messier approach, that of the soothsayer. He may read signs in such diverse phenomena as the direction in which a bird flies, the patterns made by falling sand and (most especially) the intricacies of a freshly gutted animal's digestive system. It would be unfair to call the soothsayer superstitious but it must be said that he pays a lot of attention to details which others consider minor. Equally, he is not exactly a depressive sort but one does get the feeling that he prefers to make an augury of doom than one of beneficence.

**Hit Die:** d4.

### Requirements

To qualify to become a soothsayer, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.



## The Soothsayer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+1	Consult the Bones, Personal Forecast	+1 level
2	+1	+0	+0	+2	Predictive Aid	+1 level
3	+1	+1	+1	+2	Dark Mutterings	+1 level
4	+2	+1	+1	+3	Auspicious Event	+1 level
5	+2	+2	+2	+4	Evil Omen	+1 level

**School of Magic:** Must have specialized in the Divination school of magic.

**Alignment:** Any non-chaotic.

**Skills:** Knowledge (arcana) 6 ranks

**Special:** Must have been trained in the prophetic arts by another soothsayer.

### Class Skills

The soothsayer class skills (and the key ability for each skill) are Concentration (Con), Knowledge (arcana) (Int), Knowledge (arcana) (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The soothsayer gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells Per Day:** A soothsayer continues training in arcane magic as well as in the finer points of omen reading. Thus, when a new soothsayer level is gained, the character also gains spells as if he had also gained a level in an arcane spellcasting class he belonged to before he added the prestige class. However, he does not gain any other benefit a character of that class would have gained with that level advancement (hit points, feats, special abilities etc.) beyond an effective level of spellcasting. If the character had more than one arcane spellcasting class before becoming a soothsayer, he must decide to which class he adds the new level for the purpose of determining spells per day.

**Consult the Entrails:** To use any of his class features, the soothsayer must have sacrificed a small animal or bird within the last 24 hours.

**Personal Reading (Su):** The soothsayer may prepare a personal forecast for a character. With a successful Intelligence check (DC 10) he may assign one day

in the next seven as 'auspicious' and one other as 'inauspicious'. He must make each assignation (the foul and the fair) and may not pick only one day. On the auspicious day, the player in question receives a +1 morale bonus to all attack rolls, saving throws and checks; on the inauspicious day, he receives a -1 morale penalty to the same rolls. This reading may only be done with the consent of the player in question.

**Predictive Aid (Ex):** The soothsayer's competence in his predictive art augments Divination spells. For every hour of preparation spent studying the skies and consulting thrown sticks up to a maximum of three, the soothsayer may add a +1 circumstance bonus to any relevant checks made when he or an ally of his is casting a particular Divination spell. Only one soothsayer may aid any one divination.

**Dark Mutterings (Sp):** The soothsayer may construe his ominous findings so as to lend something of the fates' beneficial or baneful influence to a target at will. In game terms he may use *bless* and *bane* three times per day as spell-like abilities as if cast by a cleric of equivalent level to his own.

**Auspicious Event (Su):** The soothsayer may, in studying a proposed undertaking (such as an invasion, a wedding or the starting of a business) determine the most and least favourable times on which to commence it. (The Games Master should determine these dates randomly.) A successful Intelligence check (DC 15) is required to use this ability. Any person engaged in the undertaking who is aware of the soothsayer's proclamation receives either a +2 morale bonus to all attacks, checks and saving throws or a -2 morale penalty to the same, depending on whether the date is auspicious or inauspicious.

**Evil Omen (Sp):** The soothsayer may use his divinatory readings to focus the energies of the fates in such a way as to influence a person's destiny for better or worse. He may use *bestow curse* or *remove curse* once per day as spell-like abilities as if cast by a wizard of his own level +3.

### Classic Play

This class is one for a gaming troupe whose style of play favours roleplaying over combat. Very few player characters are going to be soothsayers.



Their habit of following key political figures around and demanding audience offers them very little freedom to go off on quests. They work much better as non-player characters and consultants for individual adventurers, as their scope of influence is much wider than that of a single party. After all, they have the ability to make a pronouncement that could conceivably grant a morale bonus to everyone in a given Kingdom who chose to heed them.

## STARDREAMER

*'I've not been back to... myself... in a long time. I drift here among the dreams, speaking to the travellers, learning secrets hidden from the waking world...'*

Why venture out of your chambers in a vulnerable physical form when you could roam abroad in your astral body? It is not true *astral projection* by a long chalk but it is a splendid way to live the contemplative life. Stardreamers are those who have elected to stay asleep for months at a time, lying comatose while their dreaming minds engage in magical convolutions. Their motives for entering upon this path are manifold. Some do so in order to find seclusion and privacy that they might meditate more deeply upon the mysteries of their art, some are drawn to the alien wonders of the astral plane and some are employed by powerful figures that find a disembodied spy very useful.

Stardreamers often seem vague and distracted. Their eyes are usually unfocused, their hair and clothing in disarray and they have trouble completing sentences. Those around them soon become used to this. The waking world is not their preferred environment. When in trance-sleep, their minds are perfectly acute.

**Hit Die:** d4.

### Requirements

To qualify to become a stardreamer, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Skills:** Craft (alchemy) 6 ranks.

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

## Class Skills

The Stardreamer class skills (and the key ability for each skill) are Concentration (Con), Knowledge (the planes) (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2+ Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Unsurprisingly, since the stardreamer spends most of his time asleep, he gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Trance-sleep:** The stardreamer must brew a special herbal draught every time he wishes to enter trance-sleep. To do so requires a Craft (alchemy) check (DC 15). Once trance-sleep has been entered, the stardreamer cannot recover consciousness for at least 24 hours. While in trance-sleep, the stardreamer is effectively unconscious. His mind is working but it cannot direct his body. He requires no food or drink; he is essentially in suspended animation. Diseases do not progress, though he does age as normal.

**Limited Astral Projection (Sp):** While the stardreamer's physical body lies in trance-sleep, he may project his astral body as per the *astral projection* spell as a spell-like ability, with certain important exceptions. He cannot enter other planes than the Astral and he cannot roam more than fifty miles from their physical body. The return to the physical realm is not instantaneous. A stardreamer who attempts to reoccupy his physical form must take eight hours minus one hour per level to do so, with a minimum reoccupation time of one hour. A stardreamer's time on the Astral is limited to one week per level. Having returned to the physical body, he may not project again until he has spent a week recuperating. If, while he is astrally projected, the stardreamer's body sustains damage or is otherwise subjected to any direct physical stimulus that could waken him suddenly, the stardreamer must make a Fortitude saving throw (DC

### The Stardreamer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+4	Trance-sleep, <i>Limited Astral Projection</i>
2	+0	+1	+1	+4	Dream Conversation
3	+1	+1	+1	+5	Dreaming Vision
4	+1	+1	+1	+5	Voyaging Mind
5	+2	+2	+2	+6	Trawl Nightmare



15) not to die instantly from system shock. Visual and auditory stimuli are not a danger. Note that returning to the physical body from the astral plane does not automatically cause the stardreamer to awaken from trance-sleep. He must, however, return to the physical body in order to awaken.

**Dream Conversation (Sp):** The stardreamer has the power to enter the dreams of others and converse with them. They must have seen the person in the flesh or in *dreaming vision* to use this ability. The target must also be having a dream at the time. Ordinarily, assume a 40% chance that any character will be dreaming on any given hour of any given night. Some drug effects, or outright unconsciousness, can prevent a character from dreaming. The conversation with any one person may last for 3 rounds per level, after which the tides and currents of the dream make further communication impossible. The dreaming individual may attempt to shut the stardreamer out of their dream, in which case they may make a Will saving throw (DC 10 plus the stardreamer's level plus their Intelligence modifier.)

**Dreaming Vision (Sp):** Once per day during trance-sleep the stardreamer may attempt to dream of a specific person or place. This functions exactly as the *scry* spell with the singular exception that the stardreamer has no clear idea of the time at which he saw the person or place. It could be any time within the stardreamer's trance-sleep that day. This is a spell-like ability.

**Voyaging Mind (Sp):** While in trance-sleep the stardreamer may converse with entities of other planes as per *contact other plane*. This is a spell-like ability and may be used once per week. However, on waking or when attempting to pass this information on through dream conversation or other means the stardreamer must succeed in an Intelligence check (DC 10 +1 per three days spent in trance-sleep) in order to remember what the answer to the question was. If the check is failed, the answer is altogether lost and cannot be retrieved.

**Trawl Nightmare (Sp):** During trance-sleep the stardreamer may attempt to catch and retain a passing nightmare and bring it back to the waking world with him. To do this he must make an Intelligence check (DC 10). If he fails, he suffers the effect of a *phantasmal killer* spell as cast by a 7<sup>th</sup> level sorcerer. Success brings the captive nightmare back to the waking world, locked in the Stardreamer's psyche. He may discharge the nightmare at a target; it functions exactly as a *phantasmal killer* spell cast by a 7<sup>th</sup>-level sorcerer. The nightmare must be discharged before trance-sleep may be entered again.

## Classic Play

A challenging but rewarding class to play, stardreamers are some of the best information gatherers an adventuring party could wish for. Their main weakness is their complete inability to defend themselves against physical assault when in trance-sleep. If a group can cope with babysitting a comatose character for periods of 24 hours or more, they can learn a great many useful things. Stardreamers are splendid characters for overseeing quests or co-ordinating activities in different parts of a region, as their dream conversation ability allows them to act as information relays. A Games Master who wishes a patron to stay in touch with a hired party could use a stardreamer as their means of receiving regular updates.

## SWAMP WITCH

'War water's steepin' on the shelf, conqueror root's hangin' from the rafters, the haunts is fed and good gumbo's in the pot. Home, sweet home.'

The swamp witch is a familiar, frightening figure. Alone in a tumbledown hovel growing like a wart from the reedy bayou, she hunches over a pot full of dubious substances that gurgle like a mud-flat while faintly glowing vapours light up her face. They are the stuff of children's horror stories and adults' night fears. To some brave enough to approach, they can be useful helpers, proffering strange concoctions that always seem to work – for a price.

The swamp witch is said, not incorrectly, to be able to see the future. In her humble-looking assortment of pans and beakers are bowls of dark fluid into which she may peer and be granted a glimpse of what the days to come will bring. Sleeping with one ear to the soft floor of the swamp, she overhears the conversations of spirits and from this may glean insight into the fates of men. It takes a fearless heart and a reckless spirit to set out in search of a swamp witch, but those who make the journey often find unexpected reward in her considerable powers.

**Hit Die:** d4.

### Requirements

To qualify to become a swamp witch, a character must fulfil all of the following criteria.

**Skills:** Survival 4 ranks.

**Feats:** Brew Potion.

**Spellcasting:** Ability to cast at least seven different

Divination spells.

## Class Skills

The swamp witch's class skills (and the key ability for each skill) are Animal Empathy (Wis), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int) and Survival (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the swamp witch prestige class.

**Weapon and Armour Proficiency:** Swamp witches are proficient with all simple weapons. They are not proficient with any type of armour or with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** Whenever a new swamp witch level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class to which she belonged before taking the prestige class. However, she does not gain any of the other benefits that would have been gained from advancement in that class. If the character possessed more than one spellcasting class before she became a swamp witch, he must decide in which class to advance her new spells with each new level as a swamp witch.

**Divination Focus:** At 1<sup>st</sup> level, the swamp witch learns to use chicken bones, runestones, blood scraped across

copper dishes and other foci to enhance the power of her divinations. If she uses specially prepared objects in this manner, she casts all Divination spells at +1 caster level.

Creating these special instruments requires one day in order to perform the necessary rituals of attunement that make them uniquely that swamp witch's own. If the items are ever more than 100 ft. away from the swamp witch for one full day they lose their special qualities and must be attuned once again.

**Swamp Mojo (Ex):** Swamp witches use all manner of nauseating ingredients in their concoctions, including the crawling water from the swamp itself. At 2<sup>nd</sup> level, all potions brewed by the swamp witch act at +1 caster level but anyone who drinks one must make a Fortitude saving throw (DC 10) to overcome the gagging reflex caused by the taste and smell of the stuff. If the save is failed, the potion drinker spews the potion right back up again, wasting the effect. No benefit can be gained from a regurgitated potion.

At 4<sup>th</sup> level, the swamp witch learns to bottle up more potent magical energies than those available to other spellcasters. She may now make potions of up to 4<sup>th</sup> level spells.

At 7<sup>th</sup> level, the swamp witch may brew potions of up to 5<sup>th</sup> level spells. Such is her skill in blending ingredients that they now no longer require a Fortitude saving throw to keep in the stomach.

**Foresight (Sp):** At 3<sup>rd</sup> level, the swamp witch gains the ability to see the immediate future for short periods of time. In game terms, treat this ability as if the swamp witch had cast an *augury* spell with a few minor modifications as follows. Firstly, the swamp

## The Swamp Witch

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Divination Focus	+1 level of existing class
2	+1	+3	+0	+3	Swamp Brewing	+1 level of existing class
3	+1	+3	+1	+3	Foresight 1/day, Territorial Sense	+1 level of existing class
4	+2	+4	+1	+4	Swamp Brewing	+1 level of existing class
5	+2	+4	+1	+4	Psychometric Visions, Friend of the Wild	+1 level of existing class
6	+3	+5	+2	+5	Foresight 2/day, Territorial Sense	+1 level of existing class
7	+3	+5	+2	+5	Swamp Brewing	+1 level of existing class
8	+4	+6	+2	+6	Potion Master	+1 level of existing class
9	+4	+6	+3	+6	Foresight 3/day	+1 level of existing class
10	+5	+7	+3	+7	Environmental Mastery	+1 level of existing class





witch can see up to a day into the future. Secondly, if the result of the check is particularly dire, the swamp witch is subject to an attack of physical cramps and mental torment. If the divination returns a 'weal and woe' result, she takes 1d6 points of subdual damage and if it is 'woe' she takes 3d6 subdual damage. If the result is 'weal' or 'nothing', she takes no damage. The ability may be used at will.

**Territorial Sense (Su):** At 3<sup>rd</sup> level, the swamp witch is able to keep track of the land surrounding her home. Any time a creature of seven or more hit dice comes within a mile of her home, she becomes aware of its presence and its approximate location.

At 5<sup>th</sup> level, she gains the ability to *scry* on the creatures that she senses as if she had cast the spell. She also becomes aware of any creature with greater than five hit dice that enters her territory. This ability functions instantaneously, requiring no casting time.

**Friend of the Wild (Su):** The swamp teems with life and the swamp witch is on friendly terms with most of it. She gains the ability to *speak with animals* at will. She also gains a +10 competence bonus to Animal Empathy checks.

**Psychometric Visions (Sp):** At 5<sup>th</sup> level, the swamp witch can read the aura of items she touches, even if its history goes back for generations. If she touches an object (a small piece of a larger object will do, such as a piece of wood from a door or the gemstone from a weapon's hilt) she immediately learns of its history in a succession of quick flashes, allowing her to answer questions about the object. In game terms, treat this as if she had cast a *vision* spell, though the swamp witch does not suffer the usual loss of XP for casting the spell.

**Potion Master:** At 8<sup>th</sup> level, the swamp witch's ability to infuse, distil, brew and bottle potions has reached its peak of efficiency. She now pays 25% less XP when she brews potions and may now brew up to two potions per day.

**Environmental Mastery (Su):** At 10<sup>th</sup> level, the swamp witch is almost a natural feature of the swamp environment, as much a part of it as any gnarled old tree or silently observant alligator. She now knows all creatures who pass within two miles of her home and there is no longer a chance that any creature will notice the *scrying* attempt. In addition, she may now call forth defences from the swamp. She can cast *summon swarm* once per day (always treat this spell as if the result was centipedes or beetles, as the swamp witch chooses) as a spell-like ability.

## Classic Play

Very definitely one for the non-player character collection, this is. Although a player could conceivably play a swamp witch, they are so tied to their territory and their equipment that the potential for adventure would be absurdly limited. She is far better as an ally, though her mysterious nature and the hazardous swamps surrounding her home would seem to cast her as an equally suitable ally for good or evil characters. Benign swamp witches would take on the role of village wise woman, brewing up potions for lovesick local adolescents and remedies for the townspeople, while more malevolent ones would concoct poisons and place curses on people in exchange for money. Whether a given swamp witch is inclined one way or the other, their primary stock in trade is the telling of fortunes and it is this ability which the Games Master can make the most use of. There are few better providers of plot hooks (or fillers-in of gaps in the players' knowledge) as a swamp witch.

## WARLOCK

*'Oh, I know exactly what you were thinking. "He's a mage," you thought, "he's on his own", you thought, "we can take him down easy," you thought. Surprised, aren't you? No, you can't have your arm back.'*

Warlocks are specialists in battle magic. They plunge themselves into the study of magic that enhances their abilities as a combatant. No warlock is actually a caster of spells; instead, he works with arcane science and ceremony to boost his fighting prowess. Though it is most usually multi-classed fighter/sorcerers or fighter/wizards who take up this prestige class, it is possible for a straightforward fighter with no spellcasting ability to do so. Conversely, some wizards and sorcerers and even the occasional bard or ranger will adopt the class.

Warlocks are a singularly uncommon sight. They usually try to blend in either with a group of spellcasting comrades or fighting ones; in the latter case, they will often keep quiet about their special abilities, not wishing to draw attention to them.

**Hit Die:** d8.

### Requirements

To qualify to become a warlock, a character must fulfil all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Craft (alchemy) 3 ranks, Knowledge (Arcana) 3 ranks, Spellcraft 1 rank.

**Ability Scores:** Intelligence 11+.

**Feats:** Weapon Focus (any).

## The Warlock

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Quickening Rite
2	+2	+3	+0	+3	Etch Armour, Bonus Feat
3	+3	+3	+1	+3	Infuse Weapon
4	+4	+4	+1	+4	Quickening Rite
5	+5	+4	+1	+4	Etch Weapon
6	+6	+5	+2	+5	Bonus Feat
7	+7	+5	+2	+5	Quickening Rite
8	+8	+6	+2	+6	Carve the Flesh
9	+9	+6	+3	+6	Bonus Feat
10	+10	+7	+3	+7	Quickening Rite

### Class Skills

The warlock's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Ride (Dex), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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

### Class Features

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

**Weapon and Armour Proficiency:** Warlocks are proficient with all simple and martial weapons, with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Quickening Rite:** At 1st level, a warlock can perform a complicated ritual that takes an entire day to complete. It awakens certain latent powers in him. The ritual must be performed without interruption and the warlock must remain alone throughout. One of these rituals may be performed at 1st, 4th, 7th, and 10th level. When the warlock undergoes the ritual, he chooses one supernatural power from the following list. That power is then permanently infused within him. He must choose from those powers available to him based on his level and his Charisma modifier and may not choose any one supernatural power twice.

**Etch Armour (Su):** Warlocks quickly learn to protect themselves with more than mere leather and metal. At 2nd level, a warlock may spend a whole hour inscribing or otherwise marking a magical symbol on a suit of armour or a shield. This rune adds a +1 enhancement bonus to the armour class provided by

the armour or shield. It has the added benefit of storing any 1st-level arcane spell known to the warlock. The warlock may cast the spell stored within the symbol at any time; however, to do so removes the rune and thus cancels the enhancement bonus to the armour or shield. The spell is cast at the warlock's level. All symbols inscribed in this way fade after 24 hours, irrespective of whether or not the spell stored within them is discharged.

Each use of the etch armour ability requires a payment of 5 gp in materials, beyond the price of any material components that may be required. The warlock may only have one etched symbol at any given time.

**Bonus Feat:** At 2nd, 6th, and 9th levels, the warlock gains a bonus feat chosen from the following list: Ambidexterity, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical‡, Improved Initiative, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse‡, Weapon Focus‡.

Feats dependent on other feats are listed parenthetically under the prerequisite feat. A character may select feats marked with this symbol (‡) more than once but the feat must apply to a different weapon each time. Characters still must meet all prerequisites for a feat, including ability score and minimum base attack bonuses.

**Infuse Weapon (Sp):** Once per day, a 3rd-level warlock may take a full-round action to infuse a weapon with magical energy. The weapon gains a +1 enhancement bonus to attack and damage rolls and a single special ability equivalent to a +1 bonus on the relevant tables, such as *flaming*, *shock* or *ghost touch*.



## Powers of the Quickening Rite

Class Level + Charisma Modifier	Supernatural Power
Less than 2	<i>Arcane Sensor:</i> The warlock may <i>detect magic</i> as a spell-like ability at will.
3-4	<i>Darksight:</i> The warlock gains 30-foot darkvision.
5-6	<i>Galvanic Ward:</i> The warlock gains +1 natural armour (this stacks with any existing natural armour) that takes the form of a rippling lambent light playing across his skin.
7-8	<i>Magemight:</i> The warlock gains a +1 inherent bonus to his Strength, Constitution or Dexterity ability score.
9	<i>Arcane Swiftess:</i> The warlock gains an inherent +10 bonus to his speed.
10	<i>Wardbreaker:</i> Once per day per warlock level, the warlock may ignore all of the magic-based protections (bonuses to armour class, <i>stoneskin</i> , <i>elemental resistance</i> and so forth) covering a foe for the purposes of a single attack. His use of this ability must be declared before the attack roll is made.
11	<i>Spellbreaker:</i> Once per day, the warlock may strike a noninstantaneous spell or creation (such as a summoned creature, a <i>wall of stone</i> , an illusion, an area of <i>cloudkill</i> and so on) with a melee weapon. This results in a dispel check as if the warlock had cast <i>dispel magic</i> using his warlock level as the caster level. Even spells not ordinarily subject to <i>dispel magic</i> may be affected by this ability.

See *Core Rulebook II* for rules covering magic weapon special abilities. Imbue weapon lasts for 10 minutes per level of the warlock.

**Etch Weapon (Su):** At 5th level, a warlock can place a magical symbol onto a weapon, a process which takes an hour to complete. This rune adds a +1 enhancement bonus to the attack and damage of the weapon and serves to store a 2nd-level arcane spell known to the warlock. The warrior may cast the stored spell at any time, though to do so erases the symbol immediately and thus negates the enhancement bonus. The stored spell is cast at the character's warlock level. Any such symbol fades after 24 hours, whether the spell is cast from it or not. Every time the warlock uses the etch weapon ability, he must pay 50 gp in materials in addition to the price of any material components which may be required by the spell. No warlock may have more than one etched weapon symbol in use at any one time.

**Carve the Flesh:** At 8th level, the warlock may set aside a week during which he marks out a tattoo like design on his skin. He may then choose any spell to which the *permanency* spell may be applied for a character and grant himself that permanent effect via the design. For purposes of this ability, this spell need not be one that is known to the warlock. If this permanent spell effect is dispelled, it may be renewed (or a different one chosen) but another agonising week of tattooing is necessary for this. The permanent spell effect is deemed to have been cast at the warlock's level.

## Classic Play

This class establishes a useful middle ground for those characters who want to play a fighter/sorcerer or fighter/wizard but do not want to take their armour off too often. All of the warlock's powers may be used while one is clanking about in a steel casing. It is very difficult to balance out a class which is trying to offer the best of two worlds but in this case I think the creator has succeeded. There are still a fair few feats available, so the fighter types will not be too left out and the availability of durable 'buffing' effects (all those nice magical enhancements) more than cover the cost of sacrificing a few levels of advancement as a spellcaster. The only note of caution is that the quickening rites are not so tempting if your Charisma is not up to speed, so the sorcerers are more likely to be interested than the wizards.



# THE POWER OF FAITH

Religion in the fantasy environment is not a matter for philosophical debate but an issue of contending forces which, though they may not be physical, are nonetheless very real indeed. In this chapter we look at variations to the cleric and paladin classes, as they are the typical initial careers taken by those who walk in the way of the Gods. The demands made by faith are extreme, as are the lengths to which the followers of various religions are prepared to go to please their Gods. Here there are options for players to come to embody the principle of Law, to become voluptuous overstuffed nightmares of blubber or to leave behind the world and all its temptations and take up holy wandering, according to what their deities may have in store for them. There are many more paths available to a religious character than that of a mere armoured zealot.

## ARCHON

'The fault here lies less with these common people, who merely acted as their base appetites directed, than with those who should by rights have restrained them from the start and taught them their proper course. You, Burgomaster, and these cowering cronies that you dare to dignify with the title of town elders, are the ones responsible. You shall now be sentenced accordingly!'

In much the same way that a paladin is a knightly character motivated by benevolence, charity and respect for the law, an archon is a servant of the law alone in a much less merciful or forgiving aspect. He is an itinerant judge and executioner in one person, serving the abstract concept of justice (whether as a lawful neutral deity or as a philosophical ideal) and extending its dominion wherever he travels. He does not necessarily uphold the laws of the land, as mortal lawmakers are only mortal and as such are prone to error and unjust lawmaking. He serves Eternal Law.

Archons are unsettling characters to be around. Although their influence almost always benefits a community in the general sense, nobody particularly wants to be

addressed by a visiting archon or questioned by him. Very few people have no guilt hiding somewhere in their heart; the archon himself knows this as much as anyone.

Archons are not necessarily concerned with good and evil. Paladins may take up the archon class and in doing so tend slightly towards lawful neutrality; however, their inherent goodness is not negated and will manifest itself as a touch of kindness when sentencing, or as a belief that a guilty person might have the potential to reform or repent. Archons of a lawful evil bent support the law because it maintains the status quo as it is; the riches of the rich are defended, the poor are kept in their place and nobody interferes with the freedom of the powerful to govern what they own or their right to use their property (including sentient slaves) as they will.

Humans and dwarves are the most likely races to become archons; those of the dwarven race are among the most flinty, impassive and terrifying examples of the class. They are usually drawn from members of the ranger class, as the ranger's abilities suit their travelling life. Less common are fighters, paladins and monks and the occasional cleric of a lawful deity.

**Hit Die:** d10.



## Requirements

To qualify to become an archon, a character must fulfil all the following criteria.

**Base Attack Bonus:** +6.

**Alignment:** Any lawful.

**Feats:** Iron Will, Track.

**Special:** The archon must swear to follow a Code of Conduct similar to that by which paladins bind themselves. The Archon's Code is, however, more focused on lawful behaviour and obedience than upon the traditional knightly virtues and such moral precepts as the defence of the weak by the strong.

## Class Skills

The class skills of the archon (and key abilities for each skill) are Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (laws of the land) (Int), Knowledge (religion) (Int), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier

## Class Features

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

**Weapon and Armour Proficiency:** Archons are proficient with all simple and martial weapons, with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Code of Conduct:** Archons must be lawful. They must swear to uphold their personal honour and the edicts of legitimate authority. Examples of dishonourable

behaviour include lying, cheating, covering up for another, the use of disguises or other extreme trickery, disloyalty, or disobeying the letter or spirit of the laws set by legitimate authority. Archons have no qualms about striking a helpless opponent or using ambushes or sneak attacks, ranged weapons, or poison (when allowed by laws of the land.) Almost any tactic is fair, as long as it does not rely primarily on deception.

For an archon, the legitimate authority is defined as that which is most capable of bringing order to the land. Often, an order of archons will add several additional tenets to this code. Archons might, for example, be proponents of the concepts of chivalry.

**Associates:** An archon may not associate with chaotic creatures or known criminals, nor may he enlist hirelings of a chaotic alignment.

**Spells:** Beginning at 1st level, the archon gains the ability to cast a small number of divine spells. To cast a spell, he must have a Wisdom ability score of at least 10 + the spell's level, so an archon with a Wisdom of less than 11 cannot cast spells. When an archon would receive 0 spells of a given level, he receives only bonus spells, if applicable.

He prepares and casts spells as a cleric but uses the following spell list. He has access to every spell on the list.

1st level: *command, divine favour, mending, protection from chaos, remove fear*

2nd level: *calm emotions, hold person, make whole, silence*

3rd level: *discern lies, dispel magic, magic circle against chaos, speak with dead*

4th level: *death ward, dispel chaos, greater command*

**Detect Chaos (Sp):** An archon may cast *detect chaos* at will.

## The Archon

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1	+1	+2	+0	+2	Detect Chaos, Clean Kill	0	-	-	-
2	+2	+3	+0	+3	Judge, Smite Chaos	1	-	-	-
3	+3	+3	+1	+3	Aura Of Truth	1	0	-	-
4	+4	+4	+1	+4	Quick Kill	1	1	-	-
5	+5	+4	+1	+4		1	1	0	-
6	+6	+5	+2	+5	Verdict	1	1	1	-
7	+7	+5	+2	+5		2	1	1	0
8	+8	+6	+2	+6	Jury	2	1	1	1
9	+9	+6	+3	+6	Effortless Kill	2	2	1	1
10	+10	+7	+3	+7	Executioner, True Seeing	2	2	2	1

**Clean Kill (Su):** Whenever the archon performs a coup de grace, he may also add his archon class level to the damage.

**Judge (Su):** A number of times per day equal to half his archon class level rounded down, when attacking a creature in melee the archon may choose to judge that creature by stating the crime they have committed. He need not know any other facts concerning that creature. This ability is a free action.

Judging a creature inflicts a 'judge mark', a scar caused by the damage of the archon's attack. This effect only takes place if the opponent is successfully struck, of course. One use of the Judge ability for that day is still used up even if the archon's attack should miss. The mark glows softly and remains until the archon chooses to dismiss it, or if it is removed by a *wish* or *miracle*. The archon may only mark one creature at a time and no creature may bear more than one mark from him, so the mark disappears if he judges another.

The judge mark entitles the archon to certain bonuses against the creature. When tracking a judge-marked creature, he gains a competence bonus equal to his archon class level on the Track check. At any distance from the mark, he may use the Intuit Direction skill to determine the direction of the marked creature. The archon automatically knows if they have left the plane of existence he is on, but not where they went. If the archon has the aura of truth ability (see below) a marked creature has a penalty to their saving throw to resist the ability equal to the archon's class level.

Finally, the archon gains a circumstance bonus equal to your archon class level to melee attack rolls against the marked creature.

This ability may only be used against an intelligent and articulate creature; one cannot 'judge' an ankheg for vandalism or a giant scorpion for obstruction of the public highway.

**Smite Chaos (Su):** The archon gains the ability to smite chaos. Once per day, he can smite chaotic opponents with one melee attack. When smiting chaos, he adds his Charisma modifier (if positive) to the attack roll and deals 1 extra point of damage per archon class level. If he attempts to use the smite chaos ability against an opponent who is not actually chaotic, it has no effect and is wasted for the day.

**Aura of Truth (Su):** A *zone of truth* spell surrounds the archon to a 10ft radius at all times. His caster level is equal to his archon class level plus 10. Creatures subjected to this aura are entitled to one Will saving throw when first entering the area of effect and another every minute afterwards. The archon may suppress or

reactivate this aura as a free action at the beginning of his turn.

**Quick Kill (Ex):** The archon may perform a coup de grace as a standard action instead of a full round action.

**Verdict (Sp):** Once per week, the archon may attempt to place a judge mark on a distant creature of whom he has knowledge. The range of this ability is unlimited, save only that the target creature must be on the same plane of existence as the archon. He need only know the creature's name, history, appearance, and an alleged criminal act involving them well enough to distinguish them from anyone else.

For instance, *'I proclaim Michel Valjean, sorcerer and merchant of the Crescent City, guilty of conspiring against the lawful government of that metropolis.'*

The target creature described is judge marked (see above) as if the archon had used his Judge ability, unless it makes a successful Will saving throw at DC 15. Whether or not the creature is guilty of the crime has no bearing on this ability. Instead of a scarring wound, this version of the judge mark causes the creature's whole body to glow softly. To use this ability takes 10 minutes of contemplation, ending with the pronouncement of the archon's verdict.

**Jury (Sp):** Once per week, beginning at 8<sup>th</sup> level, the archon may use *lesser planar ally* to summon two faceless jurors. His caster level is equal to his archon class level. These outsiders are named 'Severity' and 'Mercy'. Unlike outsiders summoned by the *lesser planar ally* spell, they demand no payment for their services. These jurors are both lawful neutral. Mercy however tends toward lawful good, while Severity is inclined toward lawful evil. They appear as cloaked (one black, the other white) and armoured figures wielding greatswords. When passing judgment, they draw back their hoods to reveal smooth, featureless, vaguely human faces. They never speak, preferring to use telepathy within 60ft. to communicate. Faceless jurors follow the archon's orders to the letter, so long as these orders are never chaotic in nature. They may be used to help in combat, to assist in tracking criminals, or as an *ad hoc* jury if the archon needs help in making a decision.

**Faceless Jurors, Ftr6:** CR 7; (Medium-size Outsider); HD 6d10+12; hp 45; Init +0; Spd 20 ft, 60ft fly (good); AC 22 (+8 *half-plate*, +4 natural armour); Melee +1 *greatsword* +10 (2d6+6/crit 19- 20,x2); SQ *faceless juror* traits; AL LN; SV Fort +7, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10. *Skills and Feats:* Knowledge (law) +10, Survival +10; Power Attack, Cleave, Great Cleave, Track, Weapon Focus (greatsword), Weapon





**Specialization (greatsword), Iron Will. SA—Smite Chaos (Su):** Once per day, the faceless jurors can make a normal attack to deal an additional +6 damage against a chaotic foe. *SQ—Faceless Juror Traits (Ex):* Acid, Cold and Electricity resistance 10, Damage Reduction 5/magic, Spell resistance 12, natural armour +4, flight 60ft (good), Telepathy. *Equipment:* greatsword +1, half-plate +1.

**Effortless Kill (Su):** The archon may perform a coup de grace as a move-equivalent action.

**Executioner (Su):** Whenever he scores a critical hit in melee against a non-lawful creature, the archon's opponent must make a Fortitude saving throw (DC 10) or die instantly. The DC for the saving throw increases to 15 for chaotic creatures, or 18 for those bearing the archon's judgment mark (see Judge ability.)

**True Sight (Su):** The archon now has permanent *true seeing*, as the divine version of the spell and can see the aura (alignment) of creatures at a glance.

**Ex-Archon:** If his alignment becomes non-lawful or he willingly commits an act of wanton chaos, the character becomes an ex-archon. Ex-archons lose all supernatural and spell-like abilities of the class. They may regain their abilities by returning to a lawful alignment or seeking *atonement* from a lawful cleric. An archon who slays a judge marked creature (see Judge ability) in the full knowledge that the accused is innocent of the stated crime becomes an ex-archon forever.

## Classic Play

It is hard to imagine many players wanting to don the austere mantle of an archon. The path is a solitary one and the archon's rigid standards of acceptable conduct will probably alienate any travelling companions eventually. Even so, a campaign might be built around the activities of one archon and his comrades as they travel from town to town, investigating criminal activity and bringing the iron hand of law down on the disobedient.

Far more likely is the scenario in which the archon is the non-

player character called in to investigate a crime. The Games Master can easily come up with many scenarios based upon this theme. Most entertaining is that in which the archon suspects one of the players of having committed some dreadful act and allows them a certain amount of time in which to clear their names.

## ARISTEIAN

*'You are not going to die. Not now. I don't care how much you want to. We're too close to victory. Listen, do you hear that? That's the sound of your men shouting your name. They're proud of you, proud enough to die with your name on their lips. So, get up, one last time. For me.'*

The life of a warrior can sometimes tarnish the soul, when death follows death and too many comrades have taken the journey to the sunless lands. Some of those who undergo this deep melancholy of the spirit resolve to turn to the healer's path, in order that they might keep more good and just souls from being lost. An aristeian (from the Goddess Aristeia, patron of victory in dire circumstances) is a specialist in the arts of



healing in a battlefield environment. They are called to service by the same divine powers who speak into the hearts of paladins and give them their vocation. The aristeian is simultaneously a competent warrior and a champion of life, keeping his comrades alive.

Aristeians always have some ability as a paladin in addition to their other helpful abilities. Rather than remaining in the service of one liege lord or order (though some do) they prefer to take to the road as humble wanderers, giving assistance to the forces of law and good wherever they encounter them. As well as patching their allies' bodies together they do their best to heal their hearts as well, having a talent for lifting comrades' spirits even in the darkest of circumstances.

**Hit Die:** d10.

### Requirements

To qualify to become an aristeian, a character must fulfil all the following criteria.

**Alignment:** Lawful good.

**Skills:** Heal 9 ranks, Knowledge (religion) 2 ranks.

**Special:** The aristeian must have the paladin's *lay on hands* ability. Aristeians take a vow very similar to that taken by paladins.

### Class Skills

The aristeian's class skills are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (herbalism) (Wis) and Ride (Dex). See *Core Rulebook I* for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier

### Class Features

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

**Weapon and Armour Proficiency:** Aristeians are proficient with all simple and martial weapons, with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Paladin Abilities:** The aristeian gains the paladin's *divine health* ability if he does not have it already, making him immune to disease.

**Code of Conduct:** Aristeians vow to follow the paladin's Code of Conduct. They also pledge to heal their allies and captured enemies whenever possible.

**Associates:** Aristeians abide by the same restrictions regarding associates that paladins follow.

**Spells:** Beginning at 1st level, the aristeian gains the ability to cast a small number of divine spells. To cast a spell, he must have a Wisdom ability score of at least 10 + the spell's level, so an aristeian with a Wisdom of 10 or lower cannot cast these spells. When he receives 0 spells of a given level, he gains only bonus spells. He prepares and casts spells as a cleric does but uses the following spell list. The aristeian has access to every spell on the list.

1st level spells: *cure light wounds, detect poison, purify food and drink, remove fear.*

2nd level spells: *cure moderate wounds, delay poison, lesser restoration, remove paralysis.*

3rd level spells: *cure serious wounds, remove blindness/deafness, remove disease, shield other.*

4th level spells: *cure critical wounds, neutralize poison, restoration.*

### The Aristeian

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1	+1	+2	+0	+2	Paladin Abilities, Enhanced Lay On Hands	0	-	-	-
2	+2	+3	+0	+3	Aura of Hope	1	-	-	-
3	+3	+3	+1	+3	Purging Hands 1/day	1	0	-	-
4	+4	+4	+1	+4	Enhanced Recovery	1	1	-	--
5	+5	+4	+1	+4	Aura of Life	1	1	0	-
6	+6	+5	+2	+5	Purging Hands 2/day	1	1	1	-
7	+7	+5	+2	+5	Heal	2	1	1	0
8	+8	+6	+2	+6	Revive	2	1	1	1
9	+9	+6	+3	+6	Purging Hands 3/day	2	2	1	1
10	+10	+7	+3	+7	Returning Soul	2	2	2	1



**Spontaneous Casting (Su):** Quick healing is often necessary on the battlefield. An aristeian may exchange a prepared spell for a “cure” of the same level, just as a good aligned cleric can.

**Enhanced Lay on Hands (Sp):** An aristeian has the paladin’s ability to *lay on hands*. For the purposes of this ability, any levels he has as a paladin stack with his levels as an aristeian. However, each aristeian level he has counts as two paladin levels for the purpose of determining how many points he may heal per day.

**Aura of Hope (Su):** Beginning at 2nd level, the aristeian radiates an aura of hope and comfort that causes the aristeian himself and all allies within 10ft. to gain a +2 morale bonus to all saving throws.

**Purging Hands (Sp):** Once per day, while using *lay on hands*, the aristeian may also use one of these spell-like abilities on a target creature: *delay poison*, *lesser restoration*, *remove blindness/deafness*, *remove disease*, *remove fear* or *remove paralysis*. This ability does not require an additional action, nor does it provoke an attack of opportunity in itself. It happens simultaneously with the use of *lay on hands*.

The aristeian may *lay on hands* without healing any points of damage, if the effect of *purging hands* is all that is desired. The caster level is the character’s class level as an aristeian. He may use this ability twice per day at 6<sup>th</sup> level and three times per day at 9th level.

**Enhanced Recovery (Su):** The aristeian begins to heal quickly, so that he may concentrate on healing others instead of wasting time attending to himself. He heals 1 point of damage per character level every hour rather than every day. (Use of the Heal skill cannot accelerate this healing.) Subdual damage heals at the rate of 1 point of damage per level every 5 minutes.

**Aura of Life (Su):** The aristeian’s very presence helps the badly wounded to cling to life. All dying allies within 10ft. have a 50% chance to become stabilized and stop losing hit points each round, instead of 10%. This ability does not require an action. The aristeian’s aura of life does not function if he himself is dying, so it cannot help him stabilise if he is reduced to fewer than 0 hit points.

**Heal (Sp):** Once per day, the aristeian can cast *heal*. His caster level equals his level as an aristeian plus 10.

**Revive (Sp):** Once per day, the aristeian may cast *raise dead* with a caster level of 10 plus his class level as an aristeian and without any material component. Unlike the *raise dead* spell, the target creature must have died within the last minute. Upon being raised, the recipient loses no levels, nor does he lose any points of Constitution.

This ability is taxing to use. Afterwards the aristeian is fatigued. See *Core Rulebook II* for rules governing fatigued characters.

**Returning Soul (Su):** If the aristeian dies and has not yet used his *revive* ability for the day, he is automatically raised from the dead as if his own *revive* ability had been targeted on him. This requires no action and uses up the aristeian’s ability to *revive* for the day. The character has no choice about using this ability; it is automatic and always functions immediately after his death unless he has already used *revive* for the day.

**Ex-Aristeians:** If the aristeian’s alignment changes from lawful good, or he grossly violates his Code of Conduct, he becomes an ex-aristeian until his alignment changes back to lawful good and a cleric casts *atonement* for him. If he willingly commits an evil act, he becomes an ex-aristeian forever.

An ex-aristeian loses all supernatural, spell-like and spellcasting abilities and is treated as an ex-paladin with regard to qualification for classes such as the blackguard, who seek to corrupt good to the service of evil.

## Classic Play

Aristeians are very popular with all but evil-aligned characters. Good-tempered and helpful, they are often viewed as if they were specialised paladins. Adventuring parties should consider having one or two extra fighter-type characters in a group, as although the aristeian is a competent fighter and healer, he is neither as dangerous as a simple fighter nor as accomplished at healing as a cleric. This is especially true at high levels. Characters who are in dire situations (such as being cut to pieces in combat) can be more easily rescued by an aristaean than by a cleric as the aristaean’s abilities in the field are quite versatile and he has less of a chance of being cut down himself.

## BLOATED ONE

*‘Bring me today’s offerings, acolyte, that I might eat of the bounty of the faithful. Forget not (burrrrp) the ceremonial golden trowel!’*

Bloated ones are those who serve as religious ministers unto deities of gluttony and indulgence in all its forms. They sacrifice a measure of spellcasting ability in return for other, more particular considerations. In form, bloated ones are vaguely humanoid mountains of flab that preside over congregations whose sacraments are always those of avarice and greed. Such is their heft that they can hardly move unaided. Their original human shape is barely detectable under dough-like accretions of puddingy fat.



**Hit Die:** d8

## Requirements

To qualify to become a bloated one a character must fulfil all the following criteria:

**Feats:** Endurance, Great Fortitude.

**Spellcasting:** Must be able to cast 2<sup>nd</sup> level divine spells.

**Special:** The bloated one must worship a deity whose concerns are those of hunger, greed, voluptuousness or epicureanism.

## Class Skills

The bloated one's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Religion) (Int), Profession (Wis), Listen (Wis), and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

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

## Class Features

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

**Weapon and Armour Proficiency:** The bloated one gains no new proficiencies with weapons or armour. In addition, armour created to fit his humongous form must be made to a larger size and is more expensive. Medium-sized bloated ones must invest double the normal cost for armour made to fit them, whereas large bloated ones must pay four times the listed amount. Bloated ones of greater than Large size may not wear armour at all, as they are barely able to move as it is and the accumulated weight would immobilize them entirely. Note that penalties for armour heavier than leather apply to the skills Balance, Climb, Escape

Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Aberration:** Such is the degradation of his body and soul that the bloated one is no longer a humanoid and is designated an Aberration.

**Domain Spells:** The avarice and hunger of the bloated ones' deity will not be denied access to what it wants. Bloated ones can cast clerical spells from up to three of the domains that their deity normally grants. The character has access to one domain at first. Additional domains are gained as he gains levels. Each domain spell may be cast once per day. A bloated one has access to spells from the domain spell list to a level equal to one less than their current levels as a bloated one.

The DC for saving throws against such spells is 10 + spell level + the bloated one's Wisdom modifier. All effects are resolved as if the bloated one had cast the spell as a cleric of twice his level as a bloated one. He gains none of the other benefits traditionally gained along with domain access, such as the extra domain spell per level or any of the domain-related powers.

**Charisma Reduction:** The bloated one is far less visually attractive than he used to be, even if he was not all that appealing to start with. The combination of flying drool, the sight of sludgy tides of corpulent flesh rippling about and the aroma of a bulk too huge to wash all combine to reduce the bloated one's charisma on a level by level basis as indicated.

**Movement:** With each passing level the bloated one piles on the pounds, making it harder for the bloated one to drag himself around and causing him to become apathetic about the very idea of moving at all. Accordingly, its movement rate is adjusted as indicated.

## The Bloated One

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Aberration, -2 Charisma, Move 20 ft.
2	+1	+3	+0	+3	DR 1/-, Domain Spells (1 domain)
3	+2	+3	+1	+3	Large Size, Padding of Pudge
4	+3	+4	+1	+4	DR 2/-, Envelop
5	+3	+4	+1	+4	Move 10', Domain Spells (2 domains)
6	+4	+5	+2	+5	DR 3/-
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	DR 4/-, Domain Spells (3 domains)
9	+6	+6	+3	+6	Huge Size, Move 5'
10	+7	+7	+3	+7	Colossus of Cellulite

**Damage Reduction (Ex):** All that blubber cushions the bloated one's internal organs and bones to a formidable degree. The fatter he gets, the more likely it is that weapons will simply slosh about in his casing of lard, failing to probe deep enough to cause significant harm. From 2<sup>nd</sup> level onwards, the bloated one gains Damage Reduction of 1/-. This increases by 1 point per two class levels.

**Large Size:** At this point new frontiers in grossness are crossed. The bloated one achieves Large size, weighing in at approximately 4,000 pounds. His weight at 2<sup>nd</sup> level is ordinary about 1,000 pounds, and about 3,000 pounds at 3<sup>rd</sup> level. Though he gains the usual bonuses and modifications resulting from increased size, he does not increase his height significantly, as the expansion is lateral rather than vertical. Expansion to Large size grants the bloated one a +4 increase to his Strength and Constitution ability scores and a -4 reduction to his Dexterity ability score. He also receives the appropriate size modifier of -1 to his Armour Class and -1 to his attack rolls. He may now inflict 1d6 damage with an unarmed crushing attack.

**Envelop (Ex):** In one of the most revolting forms of attack imaginable, the bloated one may now attempt to envelop an enemy. A grappling check is made to initiate this ability. At level 4 one opponent of Small size may be enveloped; at level 9 the opponent may be of Medium size. To escape the suffocating flesh, the target must make a successful Strength or Escape Artist check (DC 10 + the bloated one's level + his Strength modifier.) While he is immersed in the bloated one's flesh he is considered to be unable to breathe and at risk of drowning. He may hold his breath for a number of rounds equal to twice his Constitution score. (The Games Master may rule that the character has not had time to hold his breath if he was caught unprepared.) After this period of time, he must make a Constitution check (DC 10) every round, or begin to drown. The DC increases by 1 with every passing round. Should he fail his Constitution check, drowning begins; he drops to 0 hit points in the first round, falling unconscious. Next round, he drops to -1 hit points and is considered to be dying and on the third round he drowns completely. In addition to the drowning effect, the bloated one may also inflict damage while grappling as normal.

During this ghastly process, the target may sometimes manage to extrude a limb such as an arm or leg, which can then be seized by would-be rescuers in order to pull him from the pressing folds. To do this he must make a successful Escape Artist check (DC 10 + the bloated one's level + his Dexterity modifier. Every person assisting with the grab-and-haul rescue attempt (up to a maximum of two) adds a +2 circumstance

bonus to all checks made when attempting to break free of the bloated one.

**Huge Size:** At this point the bloated one becomes Huge sized. His weight averages in the region of 6,000 pounds. Specimens of 10<sup>th</sup> level have been rumoured to be 24,000 pounds in weight but thankfully there is no documentary evidence of this. Despite this size modification the bloated one's height does not exceed 10 feet as he has grown outwards rather than upwards.

The now Huge bloated one benefits appropriately from his size increase, gaining a +4 increase to his Strength and Constitution ability scores, and a -4 reduction in Dexterity. He may now inflict 2d4 damage with an unarmed crushing attack.

**Padding of Pudge (Ex):** Such is the rubbery thickness of the flab with which the bloated one is cocooned that it becomes very hard to break through without a sharp edge or point. Bludgeoning weapons now deal half damage to the bloated one. This ability stacks with the bloated one's damage reduction ability; damage is reduced by the appropriate amount before it is halved.

**Colossus of Cellulite (Ex):** Upon his reaching 10<sup>th</sup> level, the bloated one's enormous heaps of pulpy flesh are essentially several yards of armour covering all sides. All damage from bludgeoning attacks is discounted completely. Slashing attacks inflict only half damage after damage reduction has been taken into account. This ability overrides Padding of Pudge (see above) and does not stack with it.

## Classic Play

Some prestige classes are equally suited to player character and non-player character play. This is not one of them. Unless the party is prepared to drag one of its clerics around in a wheelbarrow, which could admittedly be fairly entertaining in a typical dungeon or wilderness setting, the bloated one is probably best kept by the Games Master as a class for exceptionally unpleasant priests. Despite their virtual immobility they are often very well informed, being used to having minions run around bringing them information while they loll in their luxurious chambers.

While they are increasingly repulsive to behold and interact with, they are not necessarily evil, just greedy and rapacious. An evil bloated one, especially a near-indestructible one of high level, makes a very good villain for a story arc; they can be quite lethally clever and may command complicated networks of devoted servants and spies to which they have no obvious or easily proved connection.

## CONFESSOR

'Your soul is crying out in pain – and well it might. I see your calumny like a stinking pall upon you.'

The confessor has seen what evil lurks in the hearts of men, time and time again. It is part of his philosophy that everyone is guilty of something on some level. The only way to achieve inward reconciliation is to face that guilt and come to terms with it. Good confessors believe that guilt is best assuaged through remorse, while evil confessors believe it should be overcome through the hardening of one's heart. Those who seek to address their guilt may be assisted; those who do not will find that their secret guilt can be used against them in ways they never imagined.

Good-aligned confessors are often consulted by knights and paladins who wish to ensure that they have not broken the least of the chivalrous rules by which they live and similarly by monarchs who wish to ensure that their hands are clean in the eyes of their Gods. Evil confessors seek to wrack the souls of good-aligned characters who have failed to live up to their own standards.

**Hit Die:** d8.

### Requirements

To qualify to become a confessor, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Alignment:** Any lawful.

**Skills:** Knowledge (religion) 4 ranks, Sense Motive 6 ranks.

**Spells:** Must be able to cast divine spells.

### Class Skills

The confessor class skills (and the key ability for each skill) are Gather Information (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The confessor gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** The confessor continues to gain ability as a divine spellcaster as well as pursuing his calling of extracting guilty secrets from the hearts of men. For each level gained as a confessor, the character also gains new divine spells as if he had gained a level in whatever divine spellcasting class he belonged to before becoming a confessor. The confessor does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to





## The Confessor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+0	+2	Penetrating Inquiry, Guilty Secrets	+1 level
2	+1	+0	+1	+2	Comfort, Accusatory Stare	
3	+2	+1	+1	+3	Castigate	+1 level
4	+2	+1	+2	+4	Exacerbate Guilt	
5	+3	+2	+2	+4	Grievous Guilt, Grant Absolution	+1 level

determine the number of spells that a confessor can cast per day, simply add his level as a confessor to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign each level of confessor to for purposes of determining spells per day.

**Penetrating Inquiry:** The confessor knows exactly how to phrase his questions in order to trip up those he is interrogating and tease the truth out of them. He gains a +4 circumstance bonus to Sense Motive checks when the line of questioning relates to the target's guilt or innocence in a matter of wrongdoing.

**Guilty Secrets (Su):** The confessor may attempt to wring a guilty secret from a person by bombarding them with accusations. He may make such an attempt a number of times per day equal to his Wisdom modifier. The target must succeed in a Will saving throw (DC 10 plus the confessor's level plus his Wisdom modifier) or blurt out some private fact about their history of which they were once ashamed, whether they still are or not. The Games Master must rule as to what facts are actually uncovered. It is, however, worth bearing in mind that truly innocent persons are extremely rare. This is a supernatural ability. If used during combat, the target receives a +4 circumstance bonus to his Will saving throw. If used on a person of chaotic or evil alignment, the target receives a +4 circumstance bonus to his Will saving throw.

**Comfort (Sp):** The Confessor may speak to calm and console a person's heart instead of making accusations. This grants them the ability to cast *remove fear* at will.

**Castigate (Su):** If the Confessor knows a target's guilty secret (as above) he may add his Wisdom modifier as an enhancement bonus to any damage rolls he makes against them. This is a supernatural ability.

**Exacerbate Guilt (Ex):** When the confessor knows a fact from a person's history of which that person is consciously ashamed, whether by use of the Guilty Secrets ability or by some other means, they may torment the guilty person with accusations and

promises of eventual retribution. To do this, he must make an Intimidate check (DC 10 plus the target's level plus their Wisdom modifier.) If successful, this tirade results in the target's suffering a Morale penalty to all attack rolls, saving throws and checks equal to the confessor's wisdom modifier. This effect lasts for one hour per level of the confessor.

**Accusatory Stare (Sp):** The glare of a Confessor may function as a *scare* spell once per day as if cast by a third-level sorcerer. This is a spell-like ability.

**Grievous Guilt:** This ability functions as Exacerbate Guilt (see above) and is resolved in the same way but the effect is far more devastating. The confessor may now put the full weight of divine energy behind his thundering accusations. This uses up a turning attempt. If the attempt to Exacerbate Guilt is successful, the subsequent morale penalty to the target lasts until an *atonement* spell is cast upon them. At the Games Master's discretion, other means might lift the penalty, such as a quest with the specific object of righting whatever error caused the guilt in the first place. The death of the confessor himself will also expiate the guilt. It is still there but it no longer torments the bearer with supernatural force.

**Grant Absolution (Sp):** At 5<sup>th</sup> level, the confessor may deign to release those who are tormented by guilt from its terrible chains. He acquires the ability to cast *atonement* once per day as the spell cast by a cleric of a level equal to the confessor's highest other levels as a divine spellcaster plus his Confessor levels. This is a spell-like ability.

## Classic Play

It takes a true sadist to play a confessor well, whether from the Games Master's side of the table or that of the players. They are not combat characters by any means; they fit in best with parties who are at least lawful if not also good. Players might like to consider bringing a confessor along to complement the abilities of a paladin. One is experienced at finding out where evil lies, the other is the fist raised to smite it.

Evil confessors can often masquerade as good ones, since their duties do not ordinarily require them to heal the injured or to turn undead, these being actions that an evil cleric cannot easily do. They deal in guilt and in the manipulation of the guilty. A twisted confessor in a position of trust could easily have the population of a small village living in abject terror of him. Evil confessors tend to have the protection of law on their side, so they are very hard to ferret out. When one's business is in guilt and making accusations, one tends not to be accused oneself. For this reason, the Games Master will find the evil-aligned confessor to be a satisfying and subtle villain. Evil that deals in intimidation and manipulation behind the scenes can be much harder to tackle than that which is brutal and violent.

## EXORCIST

*'Avaunt! Avaunt, unclean spirit! Get thee gone and trouble this innocent soul no more, lest I lash thee with scorpions and burn thee with hot iron! Avaunt!'*

The exorcist is a stern and forbidding figure. A breed apart from the other clerics or paladins of his church, he is a holy man on a mission. The dark powers of Hell and the Abyss are always lurking around the fringes of the world, waiting for mortal greed or weakness or deviltry to let them loose. It is the exorcist's place to cast out the foulness back into its own appointed place and keep chained that which should be chained. They do not always pursue and destroy the undead, being more concerned to defend

the innocent against them. Their tactics are those of fortification and defence.

When alone, exorcists prefer to remain that way, researching the powers and principalities against which they must set themselves and resenting disturbance. When they must travel, exorcists are gregarious, preferring to travel and study together on the road as they find safety in numbers. This clustering together also allows them to provide each other with mutual moral support. They must keep their wills strong and disciplined and their purpose keen as they willingly expose themselves to all the temptations and mind-affecting magic that the undead can produce.

**Hit Die:** d8.

### Requirements

To qualify to become an exorcist, a character must fulfil all of the following criteria.

**Alignment:** Any non-evil (though this may change later).

**Spellcasting:** Must be able to cast divine spells.

**Skills:** Knowledge (arcana) 6 ranks, Knowledge (religion) 8 ranks, Knowledge (undead) 8 ranks.

**Feats:** Extra Turning.

**Special:** The exorcist must have survived a violent encounter with an undead creature of higher level. Must complete the ritual required to become an exorcist, which is bestowed by the highest-ranking priest of an order. The ordeal is a trying one; the character must spend 500 XP to undergo the ritual and be counted an exorcist.

### The Exorcist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Branding, Turn Undead, Hallowed Protection	
2	+1	+0	+0	+3	Tear Evil From Flesh	+1 level of existing class
3	+2	+1	+1	+3	Sovereign Mind	
4	+3	+1	+1	+4		+1 level of existing class
5	+3	+1	+1	+4	Uprooting the Beast	
6	+4	+2	+2	+5	Bonus Feat: Extra Turning	+1 level of existing class
7	+5	+2	+2	+5	Righteous Fury	
8	+6	+2	+2	+6	Banishment	+1 level of existing class
9	+6	+3	+3	+6	Holy Aura, Bonus Feat: Extra Turning	
10	+7	+3	+3	+7	Holy Purge	+1 level of existing class





**Spells Per Day:** Exorcists are required to perform strenuous tasks of banishing and protection, travelling far from their usual provinces. This interferes somewhat with their spiritual advancement, though they are still able to draw upon the help of their deity in the form of divine magic. Beginning at 2<sup>nd</sup> level and continuing at every other level thereafter, the exorcist gains new spells per day as if he had gained a level in a previous spellcasting class. He does not however gain any of the other benefits associated with advancement in the previous class with the exception of turning undead, for which see below. If the character had more than one divine spellcasting class before becoming an exorcist, he must decide to which class to assign the new level for the purpose of determining spells per day.

**Branding (Sp):** Upon joining the ranks of the exorcists, the character receives a permanent brand of his deity's holy symbol upon his brow, chest or the palm of either one of his hands. The exorcist may use these marks to turn undead, brandishing these marks of faith as if they were holy symbols in their own right. It is impossible

to remove the brand from the exorcist during combat. Severing the limb will only cause the brand to appear elsewhere on the body. They must, however, be displayed in order to be effective: covering them with cloth or armour renders them temporarily useless. A patriarch of the church must apply the brand. It confers the effects of a permanent *bless* spell and functions in all respects as a Divine Focus.

**Turn Undead (Su):** Exorcists turn undead as clerics do. Their level as an exorcist is added to their levels as a cleric or paladin to determine their turning level. In addition, beginning at level 2 and continuing at every level thereafter, the exorcist adds one to his effective cleric level for the purpose of turning undead. Moreover, beginning at 3<sup>rd</sup> level and continuing at 6<sup>th</sup> and 9<sup>th</sup> level, the exorcist gains an additional bonus feat of Extra Turning.

**Hallowed Protection (Sp):** At 1<sup>st</sup> level, the exorcist may bless a holy site and keep it from harm, even in his absence. By blessing the land and affixing holy symbols to the buildings and walls (or, better still,

## Class Skills

The exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (undead) (Int), Search (Int), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Exorcists are proficient with all simple weapons, with light and medium armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.



carving them in) the exorcist fortifies a building, city sector or even a whole city against invading undead. Each symbol requires 10 minutes to prepare and sanctify. Once set, these symbols act as an exorcist-by-proxy for the purpose of turning undead. So long as the warded area's symbols remain undefiled and within 10 ft. of one another, they automatically attempt to turn any nearby undead, using the turning ability of the exorcist that created them. Undead that are not successfully turned and who leave the area of effect are subjected to a new turning attempt only if they return after an hour has passed. Undead who have successfully entered the area of effect without being turned may remain there indefinitely without being subjected to a new turning attempt. These wards remain permanently effective until destroyed and any turning attempts made by them do not count against their creator's turning attempts per day. Placing the wards is, however, an exacting and demanding task. Each ward placed uses up a turning attempt for that exorcist for the day.

The exorcist may not attempt to turn undead while within the bounds of his own wards, as the attempt is already effectively being made by the symbol. As an alternative to applying symbols, the exorcist may anoint every entrance into an area with holy water, in which case the *hallowed protection* lasts until the water evaporates.

**Tear Evil From Flesh (Su):** At 2<sup>nd</sup> level, the exorcist may damage an undead master creature by tormenting the pawn that it is controlling. By attacking someone who is under the mental domination of an undead creature, the exorcist inflicts the same amount of damage to the controlling creature. If this treatment kills the victim, his soul is freed, though not necessarily purged of the taint of the undead. If an undead master creature receives damage in this way, it will understand what is happening and has the option to relinquish control in order to spare itself further harm. Damage given to the victim is transferred directly to the undead creature, ignoring any restrictions from damage reduction, incorporeality and so forth.

**Sovereign Mind (Ex):** At 3<sup>rd</sup> level, the exorcist has fortified his mind against undead intrusion. Any undead creature attempting to influence the exorcist's heart or mind is doomed to failure. The exorcist automatically succeeds at any saving throw made to resist an undead power that would affect his mind or any spells of similar nature cast upon the exorcist by an undead creature. Simple persuasion or intimidation may, however, still work.

**Uprooting the Beast (Sp):** At 5<sup>th</sup> level and above, the exorcist's *unearthly protection* ability can be used to imprison an undead creature. Undead who have been surrounded by the exorcist's wards cannot flee beyond them. This ability has no effect on an undead creature

that the exorcist cannot turn. To be imprisoned, an undead creature must first be entirely surrounded by warded zones, then be successfully turned by any one of them. It then counts as continually turned and forced within the limit described by the wardings.

**Righteous Wrath (Ex):** At seventh level, the exorcist's devout faith allows him the ability to harm undead creatures irrespective of the sorceries with which they may have shrouded themselves. His weapons, even his hands and feet in the case of unarmed attacks, may now harm any undead foe regardless of its natural immunities or protections. This ability does not bypass natural or worn armour, nor does it overcome protective spells or protections granted from magic items.

**Banishment (Sp):** At 8<sup>th</sup> level, the exorcist learns to banish allips, ghosts, spectres and similar unquiet spirits that have no bodies. He may cast *banishment* once per day as a 12<sup>th</sup> level cleric. The target of the spell must be incorporeal. Outsiders, demons and the like are not affected. If the spell is cast successfully and the saving throw failed, the spirit is banished to the negative material plane and must remain there for 100 years. The DC for the Will saving throw to resist *banishment* is 16 + the Exorcist's Wisdom modifier. As per uses of the original spell, exorcists gain bonuses to this DC if they have items in their possession that once belonged to the spirit.

**Holy Aura (Sp):** At 9<sup>th</sup> level, the exorcist may cast *holy aura* once per day as a 15<sup>th</sup> level cleric. The exorcist requires only his holy brand to cast this spell.

**Extra Turning:** At 9<sup>th</sup> level, the exorcist gains the Extra Turning feat as a bonus feat.

**Holy Purge (Su):** At 10<sup>th</sup> level, the exorcist's ability to turn undead reaches a new peak. By placing a holy symbol upon the brow (or, if the target is incorporeal, within the body) of an undead creature, the exorcist may force the unholy taint from the creature's body. This process is agonising and sometimes fatal for the exorcist, the undead or both of them. To resolve this ability, the exorcist makes a turning check as though the undead creature were four hit dice higher than it is. On a failed check, both the exorcist and the creature suffer damage equal to the roll's total. On a successful check, only the undead suffers damage but if this damage would be enough to kill it, the undead creature is either destroyed (if it was dead before it became undead, such as with most zombies) or returned to mortal life as a sickly, frail version of itself. Damage inflicted in excess of that required to kill the undead is allocated to the new mortal as its hit points. This is a difficult process and many exorcists prefer to opt for outright destruction of the undead. Sometimes, however, circumstances force them to do otherwise.



Bear in mind that a person who has been (for instance) a ghoul for 100 years is 100 years older than he was when he is restored to mortality. For humans, to be rendered mortal after they have been undead for a long time often kills them from aging. Dwarves, elves and other long-lived races do not have this problem.

**Ex-Paladin Exorcists:** A paladin who enters the path of the exorcist (and who has not fallen from paladinhood) may keep any and all abilities earned from his prior class but cannot again advance as a paladin. Should the exorcist commit an act that violates the code of his paladin class, he loses all special abilities and spells, including the service of his warhorse.

**Fallen Exorcists:** Though all exorcists enter the profession pure in heart and mind, the horrors they see and force others to undergo soon begin to take their toll on the exorcist's sanity. Evil exorcists do sometimes arise; they lose none of their hatred for the undead and now see innocent mortal creatures as pawns to be sacrificed if necessary on their quest to wipe the undead out. It is common for evil exorcists to use innocents as bait in order to lure a powerful undead creature into the exorcist's power.

### Classic Play

This is a seriously powerful class and one around which many plotlines could be based. The power to fortify an area with hallowed protection could even come in useful decades after the exorcist's death, with a party finding shelter in a building that still has the warding symbols placed upon it. An unwary party could happen across a sealed area where warding symbols are keeping an ancient undead horror confined and risk releasing it accidentally. Most intriguing of all is his ability to turn an undead creature mortal again. This might be particularly suited to a vampire-based storyline, in which a player character or an ally – or even a powerful monarch – has succumbed to a vampire's attentions and must be cured rather than destroyed.

## FAKIR

*'This body – it is only flesh. It is nothing. The spirit is what is important. It must be controlled, disciplined.'*

It is in the nature of religion to focus on the spiritual dimension of life at the expense of the physical. There are however those rare scholars of the spirit who take this approach to extremes and for whom the physical body becomes an object of contempt. According to such practitioners, the body ought to be wholly the instrument of the soul. It is legitimate to deny the body its desires in order to strengthen the spirit to the utmost.

'Fakir' is the general title for those whose religious practice includes the subjugation of the physical form. Their meditative disciplines grant them extraordinary powers; their bodies become resilient, their physical needs diminish and they develop uncanny strength and elasticity. These practices are also demanding on a moral level. As well as keeping up with his meditative and devotional practices, the fakir must be completely committed to the path of non-violence.

**Hit Die:** d8.

### Requirements

To qualify to become a fakir, a character must fulfil all of the following criteria.

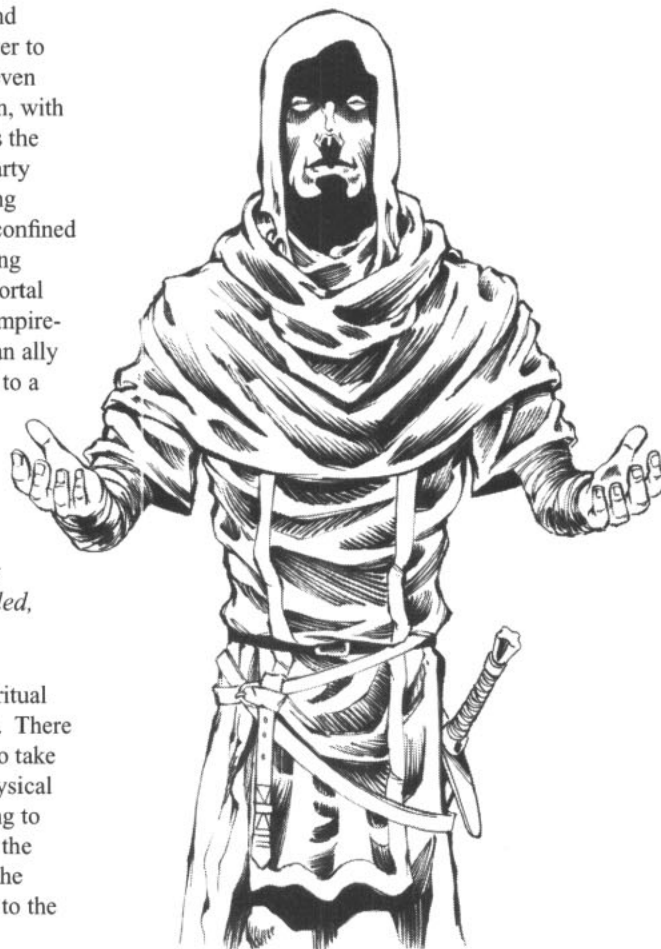
**Base Attack Bonus:** +5 or higher.

**Ability Scores:** Constitution 14+.

**Spells:** Must have the ability to cast divine spells.

**Alignment:** Any non-evil.

**Special:** The fakir must renounce violence altogether. He must give up eating meat (if he has not done so already) and may never intentionally cause harm to another living creature, with the exception of insects and other creatures of Tiny size, on pain of total loss of all class features with no way to restore them. The fakir must also go semi-naked, with no covering but a



loincloth, cloak or blanket. Exposure of the body to the world is a crucial part of his discipline. He may not use any of his class features if he is wearing more clothing or armour than this. Given that he acquires elemental resistance to cold at 1<sup>st</sup> level, this is not so much of a trial for him as it might appear.

## Class Skills

The fakir class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Climb (Dex), Concentration (Con), Diplomacy (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** The fakir scorns armour and has no use for weapons. He therefore gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells Per Day:** The fakir continues to gain ability as a divine spellcaster as well as subjugating his flesh through long hours of meditation and ascetic practice. For each level gained as a fakir, the character also gains new divine spells as if he had gained a level in whatever divine spellcasting class he belonged to before becoming a fakir. The fakir does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a fakir can cast per day, simply add his level as a fakir to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign each level of fakir to for purposes of determining spells per day.

**Elemental Resistance (Su):** In an ongoing extension of the powers of his will over the physical plane, the fakir makes a degree of peace with the energies of the elements. From 1<sup>st</sup> level onwards, he begins to become resistant to the various forms of energy as indicated. Once he has become resistant to a given form of energy, he may subtract 15 points per round from any damage taken from such energy.

**Trance (Su):** As part of his meditative practice, the fakir may enter a deep trance. One hour of such practice is equivalent to three hours of normal sleep. In addition, he recovers one hit point per hour spent in trance.

## The Fakir

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting	Elemental Resistance
1	+0	+2	+1	+1	Trance, Tough Skin	+1 level of existing class	Cold
2	+0	+3	+1	+2	Double-jointed	+1 level of existing class	
3	+0	+3	+1	+3	Rope Trick	+1 level of existing class	Fire
4	+0	+4	+2	+4	Human Pincushion	+1 level of existing class	
5	+0	+4	+2	+5	Levitate	+1 level of existing class	Electricity
6	+0	+5	+2	+6	Detachable Limbs	+1 level of existing class	
7	+0	+5	+3	+7	Nourished By Air	+1 level of existing class	Sonic
8	+0	+6	+3	+8	Ageless	+1 level of existing class	
9	+0	+6	+3	+9	Astral Projection	+1 level of existing class	Acid
10	+0	+7	+4	+9	Reincarnate	+1 level of existing class	



**Tough Skin (Su):** The fakir may add his Wisdom modifier to his armour class exactly as a monk does. In addition, he receives a Sacred bonus to his armour class equal to his level.

**Double-Jointed (Ex):** The fakir's body is extremely supple even in the early stages of his training. He may stretch and bend in startling ways. He thus receives a +2 circumstance modifier to any Dexterity-based skills and checks.

**Rope Trick (Sp):** The fakir may perform one of the classic miracles of his calling. By using a simple length of rope, he may use *rope trick* as the spell cast by a 10<sup>th</sup> level sorcerer as a spell-like ability a number of times per day equal to his level.

**Human Pincushion (Su):** The fakir's flesh has by now developed a supernatural elasticity, allowing sharp skewers and needles to be thrust through it without causing any significant damage, not even drawing blood. This is not an automatic reaction and requires some concentration on the fakir's part. In game terms, at any time when the fakir would be granted his Dexterity bonus to armour class (whether he actually has a Dexterity bonus or not) and a source dealing piercing damage wounds him, he may make a Fortitude saving throw to ignore the damage completely. Ordinarily, the source of the damage will be withdrawn from the fakir's body immediately after the wound is caused, such as by a dagger thrust. However, damage caused by arrows and crossbow bolts is slightly different, as the bolt remains in the body after it has pierced the fakir's flesh. He must make a Concentration check (DC 15) once per round as a free action for every arrow or bolt that is stuck in him. A failed check means the weapon deals damage as normal, which must be rolled and applied afresh. The fakir may take a standard action (provoking attacks of opportunity) to pull one arrow or bolt from his body.

**Levitate (Sp):** Extending contempt for the flesh to contempt for the physical laws which govern its behaviour, the fakir develops the ability to float free of the ground during his meditations. He may now *levitate* at will as a spell-like ability as the spell cast by a 5<sup>th</sup> level sorcerer. He may only use this ability on himself.

**Detachable Limbs (Su):** Mastery of the body has now progressed to a bewildering degree. The fakir may remove a hand, foot, arm, leg or even his head, which continues to function normally unless it is moved to a distance of more than a mile away from the rest of the fakir's body, in which case it is essentially severed. In the case of the head, immediate death then results. The fakir may reattach the limb or head at any time simply

by holding it to the rest of the body. This ability may be used once per day per level of the fakir.

**Nourished By Air (Su):** The fakir develops the mystical ability to derive nourishment from the vital force in the air. He no longer needs to eat or drink.

**Ageless (Su):** The fakir has tapped deep wells of vitality within his soul. The subtle energies upon which he may now draw revitalise his bodily tissues daily. The fakir's body no longer suffers the effects of aging.

**Astral Projection (Sp):** The fakir is now so dominant over his physical body that he may leave it behind as easily as removing a garment and enter the astral plane. From there, he may ascend to higher planes of existence and converse with higher beings. In game terms he may use *astral projection* once per day as the spell cast by an 18<sup>th</sup> level sorcerer. This is a spell-like ability.

**Reincarnate (Sp):** A fakir of 10<sup>th</sup> level is not at all easy to kill, neither is it obvious why anyone would want to do so. Nevertheless, should he die, his soul is adequately prepared to seek a new body and return to material life in order to help those unfortunates who are still bound to their physical forms. Upon death, the fakir instantly and automatically reincarnates as per the spell cast by a 16<sup>th</sup> level druid. He is still a fakir in his new body, even if it does not have the minimum Constitution requirement. The fakir does not have a choice in the matter. His soul is compelled to reincarnate because of his self-imposed obligation to come back to the world and assist his fellow creatures.

### Classic Play

The fakir is about as far removed from hack-and-slash roleplaying as it is possible to get. Some extremely powerful class features and astounding resistance to damage are balanced out by the impossibility of dealing any damage in return. Other solutions are going to have to be found to the usual hazards and dilemmas encountered in the course of an adventure; fortunately, the fakir is patient and very well qualified to talk his way through a difficult situation. It will probably be quite a challenge, but if a player feels he could cope with playing a class who will never roll to hit anything other than the occasional inanimate object, then by all means let him play a fakir. A Games Master can also have a great deal of fun with a fakir non-player character, particularly if the party are violently inclined, in which case he will be sternly disapproving and long-suffering. Be prepared to hear the phrase 'Didn't we kill you last week?'

## FORGE AVENGER

*'We are like iron, child. When the Gods seem to smite us for no reason, we must remember that they smote our ancestors likewise, in order to beat them to a sharp edge. Why should we be less favoured than they?'*

Dwarves have long memories and a tradition of reverence for genealogy that is the envy of the surface world. Occasionally, the spirits of dwarven heroes who have long since gone to dust call their lineal descendants to take up the same cause for which they fought, holding up the honour of the dwarven race against the threat of encroaching darkness. A forge avenger is in some respects like a dwarven paladin, although his honour code is based primarily upon caring for his own kind.

The uncanny powers of the forge avenger do not derive from a patron deity but from the lingering essence of his dwarven forebears. In dwarven culture, it is important to remember and respect one's ancestors. This climate of reverence strengthens the ancestral spirits and enables them to assist their living heirs.

**Hit Die:** d10.

### Requirements

To qualify to become a forge avenger, a character must fulfil all the following criteria.

**Base Attack Bonus:** +7.

**Alignment:** Lawful good.

**Skills:** Knowledge (religion) 2 ranks and any one of the following: Craft (armour smith) 5 ranks, Craft (stonemasonry) 5 ranks, Craft (weapon smith) 5 ranks, or Knowledge (history) 5 ranks.

**Feats:** Exotic Weapon Proficiency and Weapon Focus with any explicitly dwarven weapon, such as the dwarven war axe.

**Race:** Dwarf.

**Special:** Forge avengers must swear to abide by the same code of conduct that a paladin follows, with a few extra tenets concerning the dwarf's duty to his relatives and race.

### Class Skills

The forge avenger's class skills (and the key ability scores of each) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Ride (Dex) and Sense Motive (Wis). See *Core Rulebook I* for skill descriptions.

**Skill Points per Level:** 2 + Int modifier.



### Class Features

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

**Weapon and Armour Proficiencies:** The forge avenger is proficient with all simple and martial weapons and with all types of armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Code of Conduct:** A forge avenger has the same Code of Conduct as a paladin, but must also:

- Respect his ancestors and avenge any slight on their honour.
- Favour dwarves over all other races.

This Code does not mean that forge avengers do not protect or respect other races. It means only that given the choice, they will defend dwarves and their interests first.

**Associates:** A forge avenger has the same restrictions on associates as a paladin, with the additional restriction that he may not associate with dwarven enemies such as giants or orcs, unless they have proven themselves friends of dwarves. Half-orcs are acceptable, though some forge avengers stubbornly refer to them as 'half-humans'.

## The Forge Avenger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Smite Dwarven Enemies
2	+2	+3	+0	+0	Summon Ancestral Heroes
3	+3	+3	+1	+1	Aura of Dwarven Justice
4	+4	+4	+1	+1	Reach of the Dwarves
5	+5	+4	+1	+1	Armour of Faith (light fortification)
6	+6	+5	+2	+2	Living Forge
7	+7	+5	+2	+2	
8	+8	+6	+2	+2	Armour of Faith (moderate fortification)
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Ironbeard

**Smite Dwarven Enemies (Su):** Once per day, forge avengers may smite the common enemies of dwarves with one melee attack. Dwarven enemies include racial enemies such as giants, orcs, half-orcs, and goblinoids (goblins, hobgoblins, and bugbears) and evil dwarves, including most derro and duergar. The Games Master is free to add to or subtract from this list to suit the campaign.

When smiting dwarven enemies, the character adds his Constitution modifier (if positive) to the attack roll and deals 1 extra point of damage per forge avenger class level. If he attempts to use his smite ability against an opponent who is not actually a dwarven enemy, it has no effect and is wasted for the day.

This ability may be used at the same time as smite evil or any other smite ability, if appropriate. The effects stack.

**Summon Ancestral Heroes (Sp):** Once per week, the forge avenger may summon a number of lawful good celestial dwarven fighters equal to half his forge avenger class level. Treat this spell-like ability as *lesser planar ally* except that the casting time is 1 action and there is no payment required. The character's caster level is his forge avenger class level. These celestial dwarves are the spirits of his ancestors. They will follow any of the forge avenger's orders. However, summoning them to perform some task other than guarding a person (or object or location) or fighting an enemy is disrespectful and violates the forge avenger's Code of Conduct. They are willing and eager to die for the forge avenger and sending them into a suicidal melee is not considered disrespectful, or even unexpected. Their spirits simply reform on a higher plane of existence following their deaths. As the same ancestors will aid the forge avenger each time they are called upon, the player is encouraged to 'flesh out' these heroes with suitable names, personalities and backgrounds.

**Ancestral Hero, celestial dwarf Ftr6:** CR 7; Medium-size Humanoid (dwarf); HD 6d10+12; hp 45; Init +0; Spd 15 ft; AC 21 (+8 *half-plate*, +3 *large shield*); Melee +1 *battleaxe* +10 (1d8+6/crit x3); SQ dwarven traits, celestial traits; AL LG; SV Fort +7, Ref +2, Will +4; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 8. *Skills and Feats:* Climb +9, Jump +9; Power Attack, Cleave, Great Cleave, Sunder, Weapon Focus (battleaxe), Weapon Specialization (battleaxe), Iron Will. *SA-Smite Evil (Su):* Once per day, the ancestral hero can make a normal attack to deal an additional +6 damage against an evil foe. *SQ-Dwarven Traits (Ex):* 60 foot darkvision, stonemasonry, +2 save vs. poison, +2 save vs. spells or spell-like abilities, +1 attack vs. goblinoids or orcs, +4 dodge vs. giants, +2 craft with stone or metal. *SQ-Celestial Traits (Ex):* Acid, Cold and Electricity resistance 10, Damage Reduction 5/magic, Spell resistance 12. *Equipment: battleaxe +1, large shield +1, halfplate+1.*

**Aura of Dwarven Justice (Su):** The forge avenger and all his allies within 10ft. gain a +2 morale bonus to attack rolls against dwarven enemies. See the smite dwarven enemies ability above for a suggested list of these creature types.

**Reach of the Dwarves (Su):** Any non-throwing masterwork or magical melee weapon of dwarven make that the forge avenger wields gains the *throwing* and *returning* special abilities. This ability does not manifest if others wield the weapon. Once he achieves this ability, the forge avenger's shoulders appear wider and his arms appear more muscular, a side effect which is not quite understood. This ability has no effect if the weapon already has the *throwing* and *returning* abilities.

**Armour of Faith (Su):** At 5th level, any masterwork or magical heavy armour of dwarven make gains the *fortification (light)* special ability while the forge avenger wears it, giving the armour a straight 25%



chance to negate the effects of any critical hit or sneak attack damage dealt to the wearer. As a curious side effect of this ability, the forge avenger's armour seems to be thicker and more heavy than usual.

At 8th level, this ability grants moderate *fortification*, granting a 75% chance of preventing critical hit or sneak damage.

**Living Forge (Su):** The fires of countless dwarven forges and warm hearths burn within the forge avenger's heart. Any masterwork or magical melee weapon of dwarven make gains the *flaming* special ability while the forge avenger is wielding it. Those who have this ability can be recognised by the flaming sparks that seem to dance in their eyes. This ability has no effect if the weapon in question already has the *flaming* ability.

**Ironbeard:** A forge avenger who has proven himself by achieving 10<sup>th</sup> level is regarded as the epitome of the dwarven race. He gains the following abilities:

*Stony Skin (Ex):* The forge avenger gains damage reduction 5/magic.

*Immune to Poison (Ex):* He becomes immune to all natural (not magical) poisons.

*Spell Resistance (Su):* He gains a spell resistance of 18.

*Smite Dwarven Enemies (Su):* He may smite dwarven enemies one additional time per day.

**Ex-Forge Avengers:** A forge avenger whose alignment shifts from lawful good or who grossly violates his Code of Conduct becomes an ex-forge avenger and loses all class abilities. Returning to a lawful good alignment and receiving the benefits of an *atonement* spell recovers these class abilities. Dwarven ex-paladins/ex-forge avengers need only use the *atonement* spell once to recover the abilities of both classes, if a single act caused them to lose the abilities of both classes. A forge avenger who willingly commits an evil act becomes an ex-forge avenger forever, with no chance to atone. Levels of ex-forge avenger should be treated as equivalent to levels of ex-paladin for the purposes of entering prestige classes such as the blackguard.

## Classic Play

Life in the dungeon is a great deal safer with a forge avenger around. Dwarven paladins do not tend to be all that common (at least in this Games Master's experience) so it is useful to have rules for the cultural equivalent. They are more likely to be encountered as non-player characters than as players, as the bulk of their responsibility will involve looking after the welfare of subterranean dwarf communities and they will thus be tied to one place. Some itinerant forge avengers might exist; one might even have a forge avenger character who was the equivalent of a *ronin*, whose community and charges had been wiped out and who had taken up the path as a literal avenger, tracking down the villains responsible and making them pay.

## Gardener

*'Have a care, stranger. This is no mere city park, this is a place of worship.'*

By choice, Druids are denizens of the deep woodlands and the primordial wilderness. There are some, a



## The Gardener

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+1	+0	+1	Treebound, Veiled Gateway	+1 level of existing class
2	+1	+2	+0	+2	Green Bounty	+1 level of existing class
3	+2	+3	+1	+3	Urban Camouflage, Leafy Whispers	+1 level of existing class
4	+3	+3	+2	+3	Localised Weather, Secrecy	+1 level of existing class
5	+4	+4	+3	+4	Questing Roots	+1 level of existing class

very select few, who are called by the green powers to re-establish the primacy of Nature in the very heart of the cities that confine and oppress her. One cannot deal with so-called 'civilisation' by avoiding it forever. Sometimes one must help the taproots to burrow through the stones laid by man and back to the good earth below.

The gardener is a particularly devoted druid who has taken on the duty of tending a region of sacred ground within a major city and protecting it from all defilement. Such a grove accumulates exceptional powers both for its druidic caretaker and for itself. When Nature has her back to the wall, certain exceptional forces can be unleashed. Everyone has heard tales of small, pale nettles that have split solid flagstones as they grew through them.

**Hit Die:** d8

### Requirements

To qualify to become a gardener, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Class and Level:** At least 5 levels as Druid.

**Special:** Must create, discover or inherit a garden within a given city or town and claim it as a druid grove. The garden is required to be at least one hundred feet square and must contain ten or more trees.

### Class Skills

The gardener class skills (and the key ability for each skill) are Climb (Str), Craft (horticulture) (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Search (Int) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The gardener receives no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells Per Day:** The gardener continues to gain ability as a caster of druidic spells while cultivating his garden and keeping it secret and safe. For each level gained as a gardener, the character also gains new divine spells as if he had gained a level as a druid. The gardener does not, however, gain any other benefits of his former druid class, such as advancing in his use of *wild shape*. In other words, to determine the number of spells that a gardener can cast per day, simply add his level as a gardener to his level as a druid.

**Treebound (Su):** The gardener's fate is bound up to those of the trees in his garden, of which there must be at least ten (see Requirements above.) If any one of these dies other than by natural causes or is destroyed, the gardener may not use any of his class features until the garden has been re-established and reconsecrated. This loss of class features is a supernatural effect and is not dependent upon the gardener's knowledge of what has happened. It takes effect immediately if the garden should be desecrated. He may leave his garden but will be exposing it to risk by doing so.

**Veiled Gateway (Sp):** The gardener may place an enchantment upon one entrance to his garden so that it appears to be an ordinary wall. This spell-like ability functions as an *illusory wall* cast by a sorcerer of equivalent level to the sum of the gardener's total levels in this prestige class and as a druid. If there are multiple entrances to the garden, one such entrance may be veiled per level as a gardener.

**Green Bounty (Su):** Those who seek sanctuary in the garden do not need to come out to look for food. When in his garden, the gardener may cause his trees to bring forth enough nutritious fruit to feed two people per level per day. This is a supernatural ability.

**Urban Camouflage (Ex):** The gardener has spent many long hours watching the shadows of his trees moving against the stone and observing the cats and night creatures going to and fro on the rooftops. He may now turn his experience of nature to his advantage in an urban environment. He receives a +3 circumstance bonus to Hide and Move Silently checks made while in a city or town. This need not be the same city or town where his garden is located.

**Leafy Whispers (Su):** All across any city, nature can be found; the birds are communicating with each other in song, the insects chitter and twitch their antennae and rich green life thrives in the city lawns, the mosses on the stonework and even the moulds in the sewers. The gardener can tap into this network of living things and learn secrets from it. Once per day, by speaking to the trees in his garden he may make a Gather Information check at a +2 circumstance bonus regarding anything taking place in the surrounding city. The DC will depend on the information being sought. See *Core Rulebook I* for the use of the Gather Information skill.

**Localised Weather (Su):** At this level the gardener's attunement to nature includes a measure of power to direct it. He may cast *control weather* once per day while in his garden, in order to ensure his plants stay healthy. The spell affects only the city block where the Garden stands and the immediate surrounding blocks. This restriction makes it impossible to produce extremely destructive weather conditions such as a tornado or hurricane-force wind.

**Secrecy (Su):** At this level, the magical concealment upon the garden gains strength. The garden (and the gardener himself, should he be there) is under a permanent *non-detection* spell effect and is largely hidden from *screaming* attempts, all of which receive a -8 Circumstance penalty.

**Questing Roots (Sp):** By standing in his garden or any spot within fifty feet of it and concentrating, the gardener may animate, extend and manipulate the roots of his trees. These may burrow, seize objects and even enter combat. The roots are numbered and function exactly as do the tentacles of an *black tentacles* spell as cast by a sorcerer of level equivalent to the sum of the gardener's level as such and his level as a Druid. If the gardener is outside his garden, it takes a whole round for the tree roots to appear as they have to burrow the extra distance to reach him.

## Classic Play

The gardener is obviously a prestige class that belongs in a largely urban campaign. Though intended primarily as a non-player character class, it is possible for a player to take this prestige class; it would even be a valuable strategic manoeuvre if the party needed a strong base of operations within a given city. A gardener's sacred grove is the perfect place to take refuge. There is food in abundance, a built-in defence system and enough magical protection to make it very hard for anyone to find you if the gardener does not want them to.

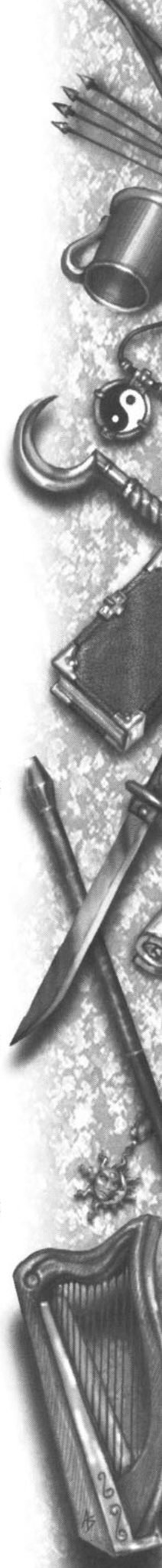
## HOLY FOOL

*'I have wandered the whole earth over, looking for my shadow. Now it seems he was part of me all along.'*

It takes a special kind of dedication to follow the path of the holy fool. Taking ascetics to the extreme, they wander the earth constantly, seeking the divine and trusting to their intuition to guide them. Often they will undertake pilgrimages to far-off sites of special significance. They have contempt for possessions, dressing in ragged or filthy clothing, so they can sometimes seem to be no more than ordinary beggars or vagrants until one becomes aware of their spiritual strength. Exceptional devotion such as theirs brings exceptional rewards from the Gods, as is soon apparent to anyone who spends time in their company. They often speak in riddles or parables and can easily infuriate those who like to have things explained to them in rational terms.

Despite the implications of the name, holy fools are not stupid. They are called 'fools' because they have little to no regard for social custom and often say or do things that no sensible person would do if he were remotely concerned for his own safety. This tendency derives from the way they think, which is always along extremely simple lines, interpreting the world in the light of their own alignment and the will of the God or Goddess they follow. For instance, if a supposedly ethical ruler is causing his people to suffer unjustly and nobody dares to tell him so, then a lawful or good aligned holy fool will do his best to march straight up to him and tell him to his face. If a warlord is allowing excessive mercy or a love of fine things to interfere with his campaign, a holy fool devoted to a warlike deity will spell these facts out to him. Holy fools are often those who are allowed to speak the truth when it would be offensive for any other to do so.

**Hit Die:** d8.





## The Holy Fool

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+1	+0	+1	Wanderer, Honest, Companion	+1 level of existing class
2	+1	+1	+0	+2	Wild Kinship	+1 level of existing class
3	+2	+2	+1	+2	Iron Stomach	
4	+2	+2	+1	+3	Unfettered Spirit	+1 level of existing class
5	+3	+2	+1	+3	Resist Immobility	+1 level of existing class
6	+3	+3	+2	+4	Gain Access	
7	+4	+3	+2	+4	Lucky Companion	+1 level of existing class
8	+4	+3	+2	+5	Protected From Above	+1 level of existing class
9	+5	+4	+2	+5	More Lives Than One	
10	+5	+4	+3	+6	Free Roaming	+1 level of existing class

## Requirements

To qualify to become a holy fool, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Ability Scores:** Wisdom 14+, Constitution 14+

**Spellcasting:** Must have the ability to cast divine spells.

**Special:** The holy fool must dedicate himself to the Wanderer's Code.

## Class Skills

The holy fool class skills (and the key ability for each skill) are Climb (Str), Craft (any) (Int), Handle Animal (Cha), Jump (Str), Knowledge (geography) (Int), Knowledge (nobility & royalty) (Int), Knowledge (religion) (Int), Ride (Dex), Swim (Str), and Survival (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the holy fool prestige class.

**Weapon and Armour Proficiency:** The holy fool is proficient in the use of light armour and all simple weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** The holy fool continues to gain ability as a divine spellcaster as well as travelling the world and seeking wisdom in the forests and mountain paths. For each level gained as a holy fool, the character also gains new divine spells as if he had gained a level in whatever divine spellcasting class

he belonged to before becoming a holy fool. The holy fool does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a holy fool can cast per day, simply add his level as a holy fool to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign each level of holy fool to for purposes of determining spells per day.

**Wanderer:** All holy fools live by the wanderer's code. In order to continue to pray for divine spells, a holy fool may not remain in the same place for more than three nights without moving on. To have 'moved on' he must travel at least half a mile from the place where he last slept. Having visited a place once, he may not visit there again until a week has elapsed. A holy fool may not bathe; he thus incurs a -2 circumstance penalty to any Charisma-based checks in which personal hygiene would be an important factor, which covers most cases. He may not own more than he can carry. Though he is allowed to possess armour, he will often carry it bundled up while travelling rather than wear it, as it is less restrictive of his movements that way. A holy fool whose ability to pray for divine spells has been suspended because he has failed to move on may regain the use of divine spells as soon as he has travelled the necessary distance. Note that even if his ability to pray for divine spells is suspended, the holy fool may still cast any spells that were already prepared before the suspension took effect.

**Honest:** The holy fool may never intentionally tell a lie. If he ever does so, he loses the use of all of his class features as a holy fool, forever. This ability applies to all holy fools, even those of evil or chaotic alignment.

**Companion:** The open road is less of a lonely place when one has company. At first level, the Holy Fool

acquires an *animal companion* who accompanies him on his journeys. This functions as per the Druid class feature.

**Wild Kinship (Su):** The holy fool's wanderings in the wild outdoors grant him a degree of kinship with nature. Unless it is starving hungry, provoked or influenced by magic, no animal or beast will attack him voluntarily. He simply does not register as a threat. This is a supernatural ability.

**Iron Stomach (Ex):** One cannot survive long in the wilderness without having the ability to digest the most unpleasant seeming substances. The holy fool's strong stomach grants him a +2 resistance bonus to saving throws against all ingested poison effects, ingested disease effects and nausea-inducing effects.

**Unfettered Spirit (Sp):** The holy fool is driven to the wandering life by forces higher than those of the material world. Whether he is inherently good or evil, lawful or chaotic, he will not tolerate the obstruction or, worse still, the imprisonment of that motivating spirit. Accordingly, neither ropes nor chains nor manacles nor any other form of bondage may hold the holy fool reliably. If he is placed in bondage or is placed in an entangled condition by whatever means (such as a *tanglefoot bag*) he may make a Wisdom check (DC 10 plus the hardness of the substance from which the bonds are made) once per round. This

is a full action and provokes attacks of opportunity if performed in a combat situation. If the check is successful, the bindings simply fall from him, no matter how securely they were fastened.

If a locked door or similar barrier impedes the Holy Fool's progress, he may make a similar Wisdom check (the DC being that of the lock itself) for the door to unlock spontaneously. For this ability to work, the door must be directly in his intended path. The power will not work on any other barrier and he may not just walk up to a locked door and open it because someone wants him to. Each use of this feature is a spell-like ability.

**Resist Immobility (Su):** The holy fool's spirit becomes even harder to contain. From 5<sup>th</sup> level he becomes completely immune to magical *hold* effects and receives a +4 circumstance bonus to saving throws against all paralyzing or petrifying attacks.

**Gain Access (Su):** In carrying out the will of his God or Gods, the holy fool will often wish to speak to people in high places, whether these people wish to be spoken to or not. Should the holy fool decide to speak to a person in authority, irrespective of whether this person is a monarch or the head of a Thieves' Guild, all those employed by or otherwise in the service of this person (such as sentries, desk clerks, elite guards



or viziers) find it extremely difficult to argue with the holy fool or even to notice him as he goes about his business. They receive a circumstance penalty equal to twice the Holy Fool's level to all Spot, Listen, Sense Motive and Diplomacy checks made when maintaining security or actively seeking to deny him access to their employer.

**Lucky Companion (Su):** The holy fool is universally seen as a lucky figure and his reputation precedes him wherever he travels. Those who accompany him on his journeys or who work alongside him receive a +1 luck bonus to all attack rolls, saving throws and checks.

**Protected From Above (Su):** The holy fools are beloved of the Gods and to kill one is a bad omen, even if he is of opposite alignment to yourself or has tried to kill you first. Anyone who sheds the blood of a Holy Fool or helps to do so suffers a -2 luck penalty to all saving throws for the next three days. He may make a Will saving throw to avoid this effect (DC 15 plus the holy fool's level) on every round during which he is shedding the holy fool's blood or actively aiding this.

**More Lives Than One (Su):** The resilience of the earth itself has entered the holy fool's body and spirit. Those who are determined to kill him soon discover it is extremely difficult to finish him off once and for all. The holy fool effectively has a number of extra lives equal to his wisdom modifier. If he is ever killed by a means that does not destroy his body completely, he automatically returns to life as per the *raise dead* spell as cast by a 20<sup>th</sup> level cleric, using up one of his extra lives in the process. He does not lose a level of experience from returning to life in this way. If he is ever killed with no remaining extra lives, he is simply dead.

**Free Roaming (Su):** At 10<sup>th</sup> level, the holy fool is as free as the air itself. Even stone or adamantite walls cannot hinder the holy fool from following his allotted course and wandering whither he will. As a spell-like ability, he may become ethereal as per the *ethereal jaunt* spell a number of times per day equal to his Wisdom modifier.

## Classic Play

The history of the real world records many traditions like that of the holy fool presented here. One of the most notable of these is the *starets* of Russia, a path that a certain Grigory Rasputin attempted to follow. Those who wish to play a religious character who is *completely* guided by the Gods, as opposed to having one foot in the real world and one in the realm of the spirit, should consider this class. Though extremely powerful, it is a difficult class for a player to take as the holy fool's obligation to wander can often take him off in directions where the remainder of the players do not intend to go. A small group of players with similar

alignment to the holy fool would make a good troupe; more so if they too were involved in the same kind of religious quests and were offering him their protection. Holy fools often travel on pilgrimages, a little used but surprisingly interesting choice of adventure.

Aged paladins sometimes become holy fools, taking to the road as wanderers. The classic example of one who took this route was Lancelot after his desertion from the Round Table. Holy fools often enjoy the company of barbarians, who like them own little in the way of goods, spend much of their time in the open wilderness between cities and have a similar disregard for sophisticated urban ways.

## KNIGHT OF THE ORIFLAMME

*'Ah! Dost thou flee, then, thou starveling thing, thou rugged jackanape of Hell? I'll ride thee down yet and send thee screaming back to perdition's pits!'*

It is not only the world of the present day that is blessed with the presence of dedicated heroes. History is filled with the accounts of the deeds of those who went before, some chronicled in illuminated manuscripts, some written on crumbling scrolls, some preserved in resplendent beauty in stained-glass windows. These champions are sometimes referred to as the 'saints' of old.

Such saints are often remembered in prayer and have offerings made or candles lit in their memory. The blessing of a particular saint will sometimes be invoked before a difficult task is commenced. Some trades and careers even have their own patron saint, who is said to watch over his charges from the planes beyond.

The Knight of the Oriflamme is a holy crusader who has made it his life's business to find out more about these saints of the past, to learn from their example, to call upon their aid and ultimately to enter into their ranks. His order, represented by a fluttering banner of scarlet and gold, is dedicated to the purpose of purging the world of evil magic, both arcane and divine. Its members have a particularly fervent hatred of demons and devils, who are hunted down with zeal and destroyed wherever evidence of them is found. Undead are also reviled as blasphemies against all that is decent and good. They have no association with any particular faith, deity or church but any lawful good agency may count upon their help in times of need, particularly if evil outsiders are involved.

Knights of the Oriflamme recruit their members from fighters, paladins, rangers and clerics for the most part. Slightly less frequently encountered are those knights who were once barbarians, druids and rogues;



very rare but not unheard of are the wizard, sorcerer or monk knights. The Knights of the Oriflamme ride together, united in their reverence for the ancient saints, determined to stand side by side against supernatural evil.

**Hit Die:** d10.

## Requirements

In order to become a Knight of the Oriflamme, a character must fulfil all the following criteria.

**Base Attack Bonus:** +7.

**Alignment:** Any nonchaotic, nonevil.

**Skills:** Knowledge (religion) 4 ranks.

## Class Skills

The knight's class skills (and the key ability for each skill) are Craft (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Int), Sense Motive (Wis) and Spot (Wis). See *Core Rulebook I* for skill descriptions.

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

## Class Features

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

**Weapon and Armour Proficiency:** The Knight of the Oriflamme is proficient with all simple and martial weapons, with all types of armour and with shields.

**Ability Suites (Su):** From 1<sup>st</sup> level and then again at later levels, the knight receives a preset package of special abilities, referred to as a suite. He gains the first suite at 1<sup>st</sup> level. Higher-level knights gain multiple suites. Each day at sunrise, a Knight of the Oriflamme with more than one suite chooses which group of powers to activate for that day. Games Masters should feel free to rename the suites for saints or gods appropriate to their campaigns.

### Suite of St. Aelfrith (Sentinel of the Holy Sepulchre)

- *Bless weapon* (as spell, cast at knight's class level) once per day.
- +2 enhancement bonus to Strength.
- +2 enhancement bonus to Constitution.
- +1 bonus to attack and damage rolls against all outsiders.

### Suite of St. Cecilia (Defender of the Righteous)

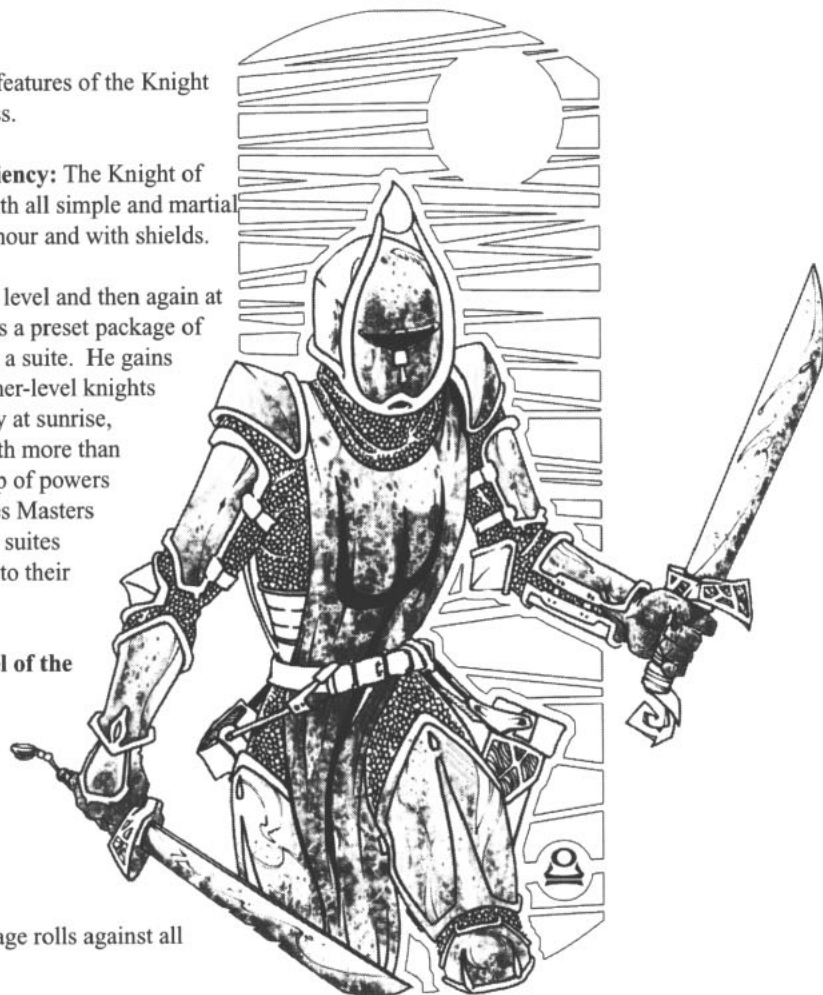
- *Cure moderate wounds* (as spell, cast at knight's class level) once per day
- +2 enhancement bonus to Dexterity
- +2 dodge bonus to Armour Class
- +2 resistance bonus on all saving throws
- +1 bonus to attack and damage rolls against all undead

### Suite of St. Ambrosius (Champion of the Winged Host)

- *Fly* (as spell, cast at knight's class level) once per day
- *Dismissal* (as spell, cast at knight's class level) once a day
- +2 bonus to attack and damage rolls against all outsiders
- Resistance 20 against fire, cold, acid, sonic, or electricity (must choose at beginning of day)
- +2 resistance bonus on all saving throws

### Suite of St. Brand (Heaven's Anointed Avenger)

- *Haste* (as spell, cast at knight's class level) once per day
- +1 bonus to attack and damage rolls against all undead



## The Knight of the Oriflamme

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Suite of St. Aelfrith
2	+2	+3	+0	+3	
3	+3	+3	+1	+3	Suite of St. Cecilia
4	+4	+4	+1	+4	
5	+5	+4	+1	+4	Suite of St. Ambrosius
6	+6	+5	+2	+5	
7	+7	+5	+2	+5	Suite of St. Brand
8	+8	+6	+2	+6	Holy Avenger
9	+9	+6	+3	+6	Suite of St. Geoffrey
10	+10	+7	+3	+7	Suite of St. Alacritus

- +1 bonus to attack and damage rolls against all evil aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against undead)
- +2 enhancement bonus to Dexterity
- +2 resistance bonus on all saves
- Spell resistance against all evil spells, equal to 11 plus knight's class level

### Suite of St. Geoffrey of Gaunt (Foundation Stone of the Holy)

- *True strike* (as spell, cast at knight's class level) once per day per class level of knight
- *Stoneskin* (as spell, cast at knight's class level) once per day
- *Dispel evil* (as spell, cast at knight's class level) once per day
- +4 enhancement bonus to Strength ability score
- +4 enhancement bonus to Constitution ability score
- +2 bonus to attack and damage rolls against all outsiders
- +2 bonus to attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with spell-like abilities (stacks with bonus against outsiders)

### Suite of St. Alacritus (Speaker of Truth unto the World)

- *Heal* (as spell, cast at knight's class level) once per day
- *Holy word* (as spell, cast at knight's class level) once a day
- *See invisible* (as spell, cast at knight's class level) continuously
- Spell resistance equal to 11 plus knight's class level
- +4 enhancement bonus to Strength ability score
- +4 enhancement bonus to Constitution ability score
- +2 bonus to attack and damage rolls against all outsiders
- +2 bonus to attack and damage rolls against all evil-aligned spellcasters or evil-aligned creatures with

spell-like abilities (stacks with bonus against outsiders)

**Holy Avenger:** A Knight of the Oriflamme gains the ability to forge a personal *holy avenger* sword that functions in his hands (and only in his hands) as if he were a paladin. This ability effectively eliminates the need for the Craft Magical Arms and Armour feat and all other prerequisites and allows the knight to make whatever sort of sword he wishes (long, short, great, bastard, etc.). The cost to create the blade, in gold and experience, is as normal.

Once the sword has been created, if the knight is separated from this weapon by more than 25 feet, he suffers the effects of a negative level until he touches the blade again. If the sword is destroyed, the negative level becomes a true level loss, with no saving throw.

## Classic Play

This is one of the most easy of these classes to qualify for and one of the most versatile in practice. The knight's abilities are, understandably enough, based around melee combat, so is likely to appeal to fighters who wish to be a little less reliant on clerics when up against unearthly evil. Use of a given suite at daybreak results in beneficial effects all day, without all that troublesome spellcasting or potion-quaffing.

This is a particularly good example of a class whose more advanced abilities do not merely override the ones gained in lower levels. They build upon them instead. Suites gained early on can be used later; though the powers are comparatively weaker, they may nonetheless be much more appropriate for the situation.

## PARAGON

'Blessed is the hammer, that shapes the holy steed, that drives home the nail of doctrine into the wood of the compliant heart, that smashes the skulls of the unrighteous.'

For the cult of a militaristic deity, the aspect and character of the deity is important. No less so, particularly in troubled times, is that deity's chosen weapon. It is often found that in such religious groups, there is a small subset of the worshippers

who focus their devotion upon the weapon sanctioned by the deity and aim to become paragons – experts in the use of the weapon, blessed by their deity with especial powers.

A focus on the weapon instead of the deity’s other attributes, such as his teachings or the myth of his life, often happens when the religion itself is threatened or actively persecuted. The believers turn to the weapon and to the paragons to be their strong arm in a time of difficulty. Whether this says more about the nature of the deity, arming his people so that they may fight, or about the nature of worshippers, throwing off the bulk of the teaching in favour of the part that encourages them to wage war, is a matter for the scholars to debate.

The paragons are not necessarily members of the weapon-worshipping cults, though they may be so; they are more likely to be itinerant knights martial, or clerical warriors, who back up their religious conviction with heavy blows dealt to defend the faith. The weapon cult groups welcome them as heroes (and sometimes have occasion to deify them as martyrs) and will give them access to whatever resources they require. This will include sheltering them from any unwelcome visitors who come asking after them.

### Requirements

To qualify to become a paragon, a character must fulfil all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Gather Information 5 ranks, Knowledge

(religion) 8 ranks.

**Feats:** Leadership, Weapon Focus with the deity’s favoured weapon.

**Spellcasting:** Must have the ability to cast level 2 divine spells.

**Special:** The character must have access to either the War or Weaponry divine spell domains.

### Class Skills

The paragon’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int). See *Core Rulebook 1* for skill descriptions.

**Skill Points per level:** 2 + Int modifier

### Class Features

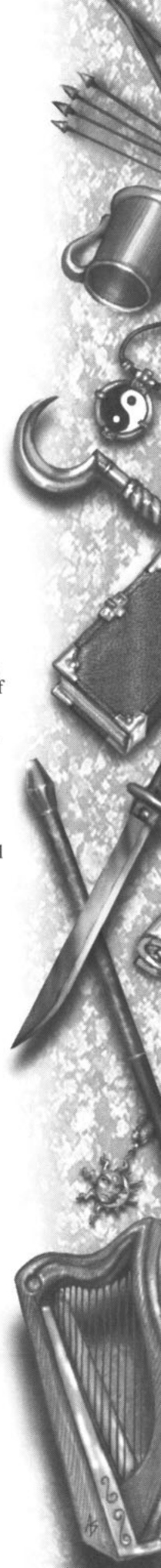
All of the following are class features of the paragon prestige class.

**Weapon and Armour Proficiency:** The paragon is proficient in the use of all simple and martial weapons, in the use of light and medium armour and in the use of shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

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

## The Paragon

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+0	Smite 1/day	+1 Spellcaster Level
2	+1	+3	+0	+0	Roving Reaver	+1 Spellcaster Level
3	+2	+3	+1	+1	Renown +2	
4	+3	+4	+1	+1	Faithful Blow 1/day	+1 Spellcaster Level
5	+3	+4	+1	+1	Smite 2/day	+1 Spellcaster Level
6	+4	+5	+2	+2	Renown +4, Faithful Blow 2/day	
7	+5	+5	+2	+2		+1 Spellcaster Level
8	+6	+6	+2	+2	Faithful Blow 3/day	+1 Spellcaster Level
9	+6	+6	+3	+3	Renown +6	
10	+7	+7	+3	+3	Smite 3/day, Faithful Blow 4/day	+1 Spellcaster Level





adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, such as an improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on, except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a paragon, he must decide to which class he adds the new level for purposes of determining spells per day.

**Smite (Su):** The paragon may call upon his deity's power to put force behind a weapon strike. Once per day a paragon may make a single melee attack with a +4 circumstance bonus to the attack roll and (should the attack hit) a circumstance bonus to the damage roll equal to his level in the prestige class. The paragon must declare the blow to be an attempted smite before making the attack. At level 5, a paragon

may use this ability twice per day and three times per day at level 10. If the paragon already has a smite evil or smite ability, as for example he might if he were a paladin or a cleric with the Destruction domain, he may use the ability on one extra occasion per day, making for two extra smites at level 5, and three extra smites at level 10. The bonus to the attack roll does not increase but the damage bonus is based on the character's combined levels in paragon plus the levels he had in the divine spellcasting class to which he initially belonged.

**Roving Reaver (Ex):** Paragons of the weapon cults are expected to travel from place to place, defending the interests of the deity and destroying his enemies. This expectation means that at level 2, the Paragon no longer suffers the -1 penalty to Leadership for being on the move. Additionally, since most Paragons travel with only their cohorts, the paragon may 'tap' a local cell of the weapon cult whenever he is in a settlement of sufficient size, allowing him to gather one quarter of the number of followers normally allowed by his leadership score in a matter of hours. Given one day's notice, he may collect twice this number of followers - half his normal limit for his leadership score - and with a whole week's preparation he can collect his full number of followers in the region. This ability allows the paragon to amass considerable forces without having to be tied to one place.

**Renown (Ex):** As the paragon travels from one far-off burg to another and tales of his deeds in service to the faith begin to circulate, he gains an effective boost to his Charisma ability score whenever dealing with members of his faith. This applies to all members, not just those who are part of the weapon cult. His Leadership score is similarly affected, as is appropriate. At level 3 this begins as a +2 circumstance bonus to Charisma, increasing to +4 at level 6 and +6 at level 9.

**Faithful Blow (Ex):** The paragon has proven his devotion countless times. There is confidence behind every strike but some blows are exceptional; he knows in his heart that his deity is guiding his weapon hand. At level 4, the paragon gains the ability to make a faithful blow once each day and on an additional number of occasions per day for every two levels of the prestige class thereafter; twice extra per day at level 6, three times at level 8 and four times at level 10, to a maximum number of Faithful blows per day equal to his Charisma modifier. For example, a level 10 Paragon with 14 Charisma would only have the ability to make 2 faithful



blows per day. The paragon may declare any single melee attack with his deity's favoured weapon to be a faithful blow. This must be done before the attack roll is made. The faithful blow, being a channelling of divine energy, uses up one of the paragon's turning attempts for the day. Its effect is to turn any successful attack roll into a critical threat.

## Classic Play

A character defined more by his calling than by his abilities, the paragon is in many ways the fantasy equivalent of the lone gunslinger, moving from town to town; in others, particularly in a campaign where his faith is under fire, he can become a champion of the people. This class makes for deep and interesting storylines when involved in a campaign. He may undertake covert missions to rescue or bring vital supplies to the faithful, undermine opposing religions and even start wars. Any Game Master who can handle the implications of having large-scale religious feuds in his campaign should consider the potential of the paragon as a non-player character. It is worth mentioning that, of course, not all deities are benign. Evil or chaotic paragons can become dark crusaders, uniting the various towns on their wanderings co-ordinating the cells of weapon cultists into an imposing terrorist force.

## PROPHET

*'Chain me, beat me, sear me, I fear not. I am the Lord's instrument to do with as he will. Know you that one greater than I shall come after me; when that day comes, your weapons shall turn against you and the good earth shall receive you not, casting your bodies up as a dog vomits up his... aiee...'*

The agenda of a deity is not always fulfilled by regular ritual observance alone. Though most deities are content to have their followers establish the faith, attend worship and look after each other as best they are able, there are times when it is necessary for them to intervene

in a more direct fashion. At such times, one of the faithful is called upon and given explicit direction. He becomes a prophet. The standard way to do this is to send an emissary, such as a demon or an angel, or (if one wishes to leave no doubt in the prophet's mind whatsoever) by personal manifestation.

Once a prophet has been chosen, his deity will not just leave him to get on with it; the deity remains in intermittent contact with the prophet thereafter, giving advice, instruction and comfort. In return, the prophet is gifted with certain divine powers and entrusted with a measure of the deity's own authority. Should the prophet complete the task set for him by the deity, he is usually given an even greater work to do. If for any reason the deity abandons the project for which he first elevated the prophet to that status, the character retains his prophetic abilities but may no longer advance in level as a prophet unless the deity calls upon him once more.

**Hit Die:** 1d6.

### Requirements

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

**Alignment:** Must be identical to that of the deity served.

**Feats:** Any two metamagic feats.

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

**Spellcasting:** Must be able to cast level 3 divine spells.

**Special:** Must have access to at least one divine domain from the patron deity.

### Class Skills

The prophet's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Profession (Wis) and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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



## Class Features

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

**Weapon and Armour Proficiency:** The Prophet receives no additional training in armour or weapon use.

**Spells Per Day:** As the prophet gains levels, his effective spellcasting level increases for his divine spellcasting class as well as for his prophetic spells. For both spells from his original class and for spells gained as a prophet, his caster level is equal to the sum of his Divine Spellcasting class level and his Prophet class level. For example, a level 7 Cleric / level 4 prophet casts both his Cleric spells and his prophet spells as a level 11 spellcaster. The prophet has his own spellcasting progression, and gains additional bonus spells according to his Charisma. The DC of the Prophet's spells is likewise based on his Charisma. Prophet spells are categorised as Divine and must be prepared from the Cleric spell list. The +d signifier at each level is a Domain spell that must be prepared from one of the Prophet's domains.

**Domain (Ex):** At the indicated levels the prophet gains access to another Clerical domain from his deity's domains, along with the granted power that comes with the additional domain. Prophet levels stack with the character's previous Divine Spellcasting class to determine Domain abilities for domains gained as a prophet and domains already possessed prior to being a prophet. Note that if the prophet already has access to all of his deity's domains, he gains no benefit from this power.

**Innate Spell (Sp):** The prophet may select one of his Domain spells. The spell's level may not be greater than the level listed and once the spell has been chosen it may not be changed. (The spell may be a metamagic version but its total spell level still may not exceed the level listed; moreover, the metamagic applied to it is permanent.) The prophet may cast this spell for free once per day and does not need to prepare it. Any components with a cost in GP, or any expenditure of experience points required to cast the spell are still necessary.

**Domain Mastery (Ex):** The prophet may choose one of his domains and gain mastery over it. He may now cast his domain spells spontaneously, by converting prepared spells of the domain spell's level or higher into those spells. The prophet may only do this if the domain spell also appears on the Cleric Spell list. This ability works in a similar way to a good-aligned cleric's ability to spontaneously cast cure spells by converting other spells of the same level.

**Metamagic Feat (Ex):** The prophet gains a free metamagic feat.

**Divine Potency (Su):** Once per day the prophet may invoke the benediction of his God to in order to increase the power of his spells. The prophet instantly achieves an effective caster level 2 levels higher than his actual level and the DC of his spells increases by 2. Use of this ability is a free action. The effect lasts a number of rounds equal to 3 plus his Charisma modifier.

## Classic Play

The powers of the prophet are much like those of a regular cleric, only much more specialised and leaving

## The Prophet

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Spellcasting, Domain	d								
2	+1	+0	+0	+3	Innate Spell (2)	1+d	d							
3	+1	+1	+1	+3	Domain Mastery	1+d	1+d	d						
4	+2	+1	+1	+4	Metamagic Feat	1+d	1+d	1+d	d					
5	+2	+1	+1	+4	Innate Spell (4)	1+d	1+d	1+d	1+d	d				
6	+3	+2	+2	+5	Domain	1+d	1+d	1+d	1+d	1+d	d			
7	+3	+2	+2	+5	Domain Mastery	1+d	1+d	1+d	1+d	1+d	1+d	d		
8	+4	+2	+2	+6	Innate Spell (6)	1+d	1+d	1+d	1+d	1+d	1+d	1+d	d	
9	+4	+3	+3	+6	Metamagic Feat	1+d	1+d	1+d	1+d	1+d	1+d	1+d	1+d	d
10	+5	+3	+3	+7	Divine Potency	1+d	1+d	1+d	1+d	1+d	1+d	1+d	1+d	1+d



less room for individual variation, as is entirely appropriate. A player might feel tempted to pick up some levels in this class purely for the power's sake but a good Games Master will not let him get off that lightly. Prophets come along very infrequently and their works are always on an epic scale – the dictation of a new holy text, the leading of the faithful out of one land and into another, even the beginning of a divine crusade. It is worth roleplaying every stage of a prophet's career, from the first bedazzled encounter with the deity's representative (or the deity itself) to the achievement of the great task for which the prophet has been called forth, whatever that task may actually be. The prophet is not a class that should be forced upon a player. However, if the player has already stated his intentions lie in that direction, the encounter with the divine should happen at a suitably dramatic moment, such as when the players are imprisoned, adrift on stormy seas or in grievous peril such as being threatened by captive monsters in an arena.

## STREET-CORNER PREACHER

*'Doom! Yea! Thrice and thirty times I cry Doom upon the sinful city, where the righteous sleep and the corrupt hold sway!'*

Religions do not operate solely from temples and cathedrals, nor is every priest a robe-wearing ritualist. Down among the common people, the street-corner preacher can be found doing his best to rally the faithful and bring the light of religion to the unenlightened. It is a thankless and dangerous path to follow but it has a power all its own. Often unpopular with civic leaders because of their tendency to speak exactly what they think, the street-corner preacher frequently has a loyal following among the common people, who can come to see him as a spokesman for their rights.

Those who have gained experience as street-corner preachers may also use their rhetorical powers to rouse troops on the field or to seek new converts to the faith as missionaries in distant countries.

**Hit Die:** d8.

### Requirements

To qualify to become a street-corner preacher, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Ability Scores:** Charisma 15+

**Spells:** Must have the ability to cast divine spells.

**Turning:** Must have the ability to turn undead.

### Class Skills

The street-corner preacher class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Perform (Cha), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.



## The Street-Corner Preacher

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+0	+0	+1	Compelling Rhetoric	+1 level of existing class
2	+1	+0	+1	+1	Strong Faith	+1 level of existing class
3	+2	+1	+1	+2	Powerful Suggestion	+1 level of existing class
4	+2	+1	+2	+3	Attempt Conversion	+1 level of existing class
5	+3	+2	+3	+3	Point the Finger	+1 level of existing class

### Class Features

All of the following are class features of the street-corner preacher prestige class.

**Weapon and Armour Proficiency:** The street-corner preacher gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** The street-corner preacher continues to gain ability as a divine spellcaster as well as bringing the holy word to the heathen. For each level gained as a street-corner preacher, the character also gains new divine spells as if he had gained a level in whatever divine spellcasting class he belonged to before becoming a street-corner preacher. The street-corner preacher does not, however, gain any other benefits of his former divine class, such as improved chance of turning or rebuking undead. In other words, to determine the number of spells that a street-corner preacher can cast per day, simply add his level as a street-corner preacher to the level of his previous divine spellcasting class. Characters with more than one divine spellcasting class must decide which class to assign each level of street-corner preacher to for purposes of determining spells per day.

**Compelling Rhetoric (Ex):** With a successful Perform check (DC 15 +1 for every 2 people in the crowd) the Street-Corner Preacher may capture the attention of a crowd of bystanders. To qualify as a 'bystander' each person in question must not be engaged upon activity that they consider especially important. Each one must make a Will saving throw (DC 15 plus the street-corner preacher's level plus his Charisma modifier) to voluntarily leave the area before the street-corner preacher has finished speaking. Any person of opposite alignment to the street-corner preacher receives a +1 circumstance bonus to his saving throw; any person of the same alignment receives a -1 circumstance penalty to the same roll. The power of the street-corner preacher's rhetoric is not greater than the instinct for self-preservation. Captivated onlookers

may leave the area without making a saving throw if their own safety or that of a dependent is threatened.

**Strong Faith:** The street-corner preacher radiates the confidence of one who knows he has the Gods on his side. At 2<sup>nd</sup> level and onwards, he may add his Charisma modifier (if positive) to all saving throws.

**Powerful Suggestion (Sp):** By speaking to an already attentive crowd without interruption for a number of rounds equal to 6 minus his level (minimum 1 round) the Street-Corner Preacher may make a *mass suggestion* to the assembled crowd. If interrupted, such as by heckling, thrown fruit or attack, the Street-Corner Preacher must make a Concentration check as if he were casting a 6<sup>th</sup> level spell. If he fails, he loses the crowd's attention and they begin to disperse. This is a spell-like ability.

**Attempt Conversion (Su):** The ranks of the faithful must be swelled. By hammering home his doctrines in a dramatic and compelling way backed with the channelling of divine energy, the street-corner preacher can win souls for his own deity. In order to change another person's religion to his own he must deliver a thunderous invective promising salvation for the faithful and damnation for the unbelievers. In game terms he must attempt to Rebuke potential converts as if they were undead. For the purposes of resolving this attempt, add the character's level as a street-corner preacher to those levels ordinarily used when making a turning attempt. Use of this ability uses up a turning attempt for that day and has no other effect upon the target than to plant the seeds of a new faith in their minds.

Any targets who are successfully Rebuked do not convert immediately, though they are thenceforth friendly and respectful to the street-corner preacher. Instead, conversion takes place after the targets have slept for more than four hours. During sleep, the affected targets are allowed a Will saving throw (DC 10 plus the Street-Corner Preacher's level plus his Charisma bonus). If this saving throw is failed, they wake up the next morning as converts. Clerics and paladins are immune to this ability.

Those who wish to prevent conversion from taking place the next morning by ‘talking the affected characters out of it’ in the interim time may attempt a Diplomacy or Knowledge (religion) check (DC 10 plus the street-corner preacher’s level plus his Charisma bonus.) Success negates the effect of the attempted conversion. A cleric or paladin may also channel divine energy (see *Core Rulebook I*) to undo the effects of an attempted conversion. Neither method may be used *after* the afflicted character has failed his Will saving throw.

**Point the Finger (Su):** When addressing an already attentive crowd, the street-corner preacher may call attention to a specific person and blacken his name in the crowd’s eyes. If the person is present, they must make a Will saving throw (DC 10 plus the Street-Corner Preacher’s Charisma bonus plus his level) or immediately become shaken, suffering a –2 morale penalty on all attack rolls, checks and saving throws, for a number of hours equal to the Street-Corner Preacher’s level. If the person is not present, they receive a circumstance penalty (-1 per level of the Street-Corner Preacher) to all Charisma-based checks for one week when interacting with any person who was a member of the crowd when the Finger was Pointed.

### Classic Play

This is a class with far more applications than are immediately obvious. The classic archetype is the character to whom faith is everything, more important even than material possessions or rudimentary physical hygiene and who is driven to ‘save’ as many people as possible. As such, he makes an interesting non-player character for the Games Master to throw in the players’ path. However, as a player character, he can achieve quite startling results given enough people who can be persuaded to listen. Why slaughter a camp of bandits when a single unarmed person could walk in and talk them into giving up their evil ways? For those of evil inclination, what could be more enjoyable than to start a cult of the God of Death in a peaceful halfling hamlet?

Having a street-corner preacher in the party can be a headache as he rarely shuts up but so long as his aims are in harmony with everyone else’s, he can help in

many ways. Not least of these is his ability to whip up popular support for any action the party might need to take. It is easier to storm a wizard’s stronghold if there is an angry mob backing you up, armed with flaming torches and pitchforks. It is more convenient if the village that shields you and your teammates from the king’s soldiers is doing so because they believe you to be the emissaries of the one true God.

## ZOMBIE MASTER

*‘Come, my mindless minions! Come, my putrescent protégés! Raise your ragged heads in pride and march with me to victory! Those of you without heads may raise another limb of their choice...’*

Necromancy is an art with many diverse branches but no one specialist is so passionately devoted to his own particular division of the art as the zombie master. Eschewing the complicated and abstruse sciences that bear upon the higher undead and the sentient lords of unlife, the zombie master is content to concern himself only with the simple animated corpse. It is a specialist path which attracts many more spellcasters of the arcane variety than the divine, as the latter may (in their highest levels of advancement) draw upon the service of undead creatures as far beyond the mere zombie in sophistication as the iron golem is beyond the clockwork mouse.

Zombie masters are often rendered slightly *strange* by their obsessions – one might say a touch of strangeness was necessary in order to take up the path at all – yet the strangest of all are those who covet their creations even as they bring them to a semblance of life and privately yearn to become an ambulatory corpse themselves.

It is not strictly necessary but many zombie masters elect to wear a tall black hat with a white feather tucked into the band, or cover half their face with white makeup and the other half with black.

**Hit Die:** d6.

### The Zombie Master

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Horde, Bolster Undead	+1 class level
2	+1	+3	+0	+3	Recycle Dead, Zombie Doctor	+1 class level
3	+1	+3	+1	+3	Empower Zombies	+1 class level
4	+2	+4	+1	+4	Spontaneous Animation	+1 class level
5	+2	+4	+1	+4	Army of Darkness	+1 class level





## Requirements

To qualify to become a zombie master, a character must fulfil all the following criteria.

**Alignment:** Any non-good.

**Spellcasting:** Must have the ability to cast *animate dead*.

**Skills:** Knowledge (undead) 8 ranks, Heal 5 ranks.

**Special:** The aspiring zombie master must surround himself with animated dead creatures for at least one month, never allowing himself to be separated from them for this duration.

## Class Skills

The Zombie Master's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (undead) (Int), Profession (Wis), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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

## Class Features

All of the following are features of the zombie master prestige class.

**Weapon and Armour Proficiency:** The zombie master receives no additional training in armour or weapon use.

**Spell Advancement:** Each time the character gains a level as a zombie master, he gains additional spell slots and casting ability as if he had gained a level in his original or favoured spell-casting class as per the stated prestige class prerequisites.

**Horde (Su):** A zombie master cannot just have one or two zombies under his sway; that would never do. The zombie master has the ability to control three times his spellcaster level in Hit Dice of undead, instead of the usual limit of twice his spellcaster level.

**Bolster Undead (Su):** The zombie master may bolster undead in order to prevent turning or rebuking (or to cancel a successful turning or rebuking) as if he were a negative-energy-channelling cleric of three times his zombie master level. This power may be used a number of times per day equal to his Charisma modifier plus three and is granted in addition to any other bolstering or rebuking abilities the zombie master may already have from other classes. These uses of the Bolster Undead ability may not be used to control undead or put to any other use that requires negative energy channelling.

**Recycle the Dead (Su):** Recycling is a far more efficient way to maintain one's army of the walking dead. Zombies animated by the zombie master that are

subsequently slain in combat may be re-animated with another use of the *animate dead* spell. Ordinarily, slain undead creatures cannot be re-animated.

**Zombie Doctor (Su):** Zombie masters may cast *inflict wounds* spells upon zombies under their control (thus healing them of damage) within close range instead of being limited to touch range.

**Empower Zombies (Su):** Zombies created by the zombie master may (at the zombie master's choice) be animated with 50% more hit dice than normal zombies of the size class and with a +4 profane bonus to Strength.

**Spontaneous Animation (Su):** It pays to be capable of animating a small horde of undead minions at any time, whether you are expecting trouble or not. The zombie master may spontaneously convert any spell slot or memorized / prepared spell of the same level or higher into an *animate dead* spell.

**Army of Darkness (Su):** This is the power apprentice zombie masters crave and experienced zombie masters love to flaunt; the one whereby one may cultivate massed ranks of moaning, rotting infantry to do one's will. At 5<sup>th</sup> level, the zombie master has the ability to control four times his spellcaster level in Hit Dice of undead. This supersedes the Horde ability and does not stack with it.

## Classic Play

Zombies. Confess it, you love them. With all due respect to those who prefer humanoids such as goblins, I find there is simply no better monster to throw against a party in droves than the zombie. Players like to be able to hack foes down like skittles occasionally, with heads and limbs flying every which where, so why not allow them to? Zombies are eminently worthy of clobbering, being scary creatures even when you know how weak they are individually. Their sluggish movement, as if they had all the time in the world to catch and eat you, is far more frightening than a more rapid advance. Worse is the knowledge that they absolutely will not stop and will hurl themselves against any barrier you place in their path, battering it down with their heads or using fallen-off arms as clubs.

It is natural that there should be a zombie master prestige class to take full advantage of this oft-neglected and undervalued monster. Even parties of relatively high level can have trouble at the hands of a horde of zombies. Do not forget the Aid Another option in combat! If seven zombies are beating up the same paladin simultaneously, they will not get very far. Six zombies using the Aid Another option while one zombie attacks is quite a different matter!

# BY WITS AND SKILL

In this chapter we look to those accomplished ladies and gentlemen who make their way in the world by use of their agile minds and dextrous digits, whether they pluck the strings of a lute or pick the pockets of the rich. Treading a path that eschews both brute strength and the convolutions of magic, these classes rely on hard training and a certain inner talent to achieve their goals. Many of these classes are suited to rogues or bards, these being the most skilled of the classes and the most able to survive by their wits alone.

## CISTERNIAN ASSASSIN

*'While you bleed to death I shall read to you from the poetic works of Ovis, that your transition might be the more pleasant. On behalf of the Guild of Cisternum, I would also like to thank you for your participation in what we hope has been an interesting and educational assassination experience.'*

Deep in the stone warrens of Cisternum, the titanic walled city like a truncated mountain referred to as the Eternal City by its countless thousands of inhabitants, there is an exclusive educational establishment. This is discreetly hidden by an ornate façade, so that it seems to be nothing but another manor house set into the inner walls, as is the custom in that place. Within, it is expensively but tastefully furnished, staffed by the most able specialists its sponsors have been able to locate and has a reputation for quality that has been carefully maintained for more than two centuries. This is the Assassin's Guild of Cisternum. Under the stern eye of Baroness Vaila, the present headmistress of the Guild, the raw youth of the aristocracy are transformed into trained dancers, socialites,

conversationalists, anatomists and aesthetes. Oh, and killers, of course.

Only the sons and daughters of noble houses are accepted for training. They alone have the necessary refinement of spirit and intellectual rigour to cope with the demands of the instruction course. The hoi palloi are left to their own grubby ways. There are other institutions for the likes of them. The training is long and hard, taking up to ten years for a full diploma. Young women are accepted as readily as men, though they are accommodated separately. Social intercourse is a distraction from work.

**Hit Die:** d6

### Requirements

To qualify to become a Cisternian assassin, a character must fulfil all the following criteria.



## The Cisternian Assassin

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Conceal Blades, Poison Use, Poison Identification, Sneak Attack +1d6, Death Attack
2	+1	+0	+3	+0	Acuity, Uncanny Dodge (Dexterity modifier to AC)
3	+2	+1	+3	+1	Sneak Attack +2d6, Advanced Study
4	+3	+1	+4	+1	Grace
5	+3	+1	+4	+1	Sneak Attack +3d6, Uncanny Dodge (cannot be flanked)
6	+4	+2	+5	+2	Blindsight 30', Advanced Study
7	+5	+2	+5	+2	Sneak Attack +4d6
8	+6	+2	+6	+2	Rapid Nonchalant Walk
9	+6	+3	+6	+3	Sneak Attack +5d6, Advanced Study
10	+7	+3	+7	+3	Blindsight 60', Silence is Golden

**Alignment:** Lawful Evil or Neutral Evil.

**Skills:** Climb 8 ranks, Diplomacy 4 ranks, Disguise 4 ranks, Heal 2 ranks, Hide 8 Ranks, Move Silently 8 ranks, Spot 8 ranks.

**Languages:** Three or more languages must be known.

**Feats:** Skill Focus in any of the prerequisite skills, Alertness.

**Class/Level:** Must have at least one level in Aristocrat.

**Special:** Must pass the entrance examination (oral, written and practical) set by the Guild. To advance in level, the character must pay 2,000 gold pieces multiplied by his current level as a Cisternian Assassin in tuition fees, either from his own income or that of a parent or benefactor.

### Class Skills

The Cisternian assassin's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

**Skill Points per level:** 6 + Int modifier

### Class Features

All of the following are class features of the Cisternian assassin prestige class.

**Weapon and Armour Proficiency:** The Cisternian assassin is proficient in all basic and martial weapons and with two exotic weapons of his choice. He is proficient in the use of light armour,

though he has no proficiency with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Advanced Study:** A Cisternian assassin must take one of the guild's advanced study courses once every three levels. This will commonly involve one of the skills central to the Cisternian assassin's business, granting a Skill Focus feat in the appropriate skill as a bonus feat. Alternate courses include such disciplines as The Art of Evasion (which grants the Evasion ability as per the rogue class feature), The Nuances of Avoidance (granting the Defensive Roll ability as per the rogue class feature) and Superlative Education in the Skills (which grants Skill Mastery as per the rogue class ability.)

**Concealed Blade (Ex):** A Cisternian assassin without a knife is like a wolf without teeth; you don't encounter them very often. In addition to knives carried in the usual and obvious places, such as a belt sheath or boot top, the Cisternian assassin may conceal a number of knives on his person equal to his level plus his Dexterity modifier. Anyone searching the Cisternian assassin by any method short of removing his clothes will have to make a Search check (DC 20 plus the Cisternian assassin's level plus his Wisdom modifier) in order to find any or all of these blades. Even in the event of a strip-search, it is quite likely that secreted blades will be removed along with the clothing and will lie undetected in the folds of cloth.

**Poison Use:** Having paid attention in class, the Cisternian assassin is experienced in the use of



poisons. He never risks poisoning himself accidentally when applying venom to a blade, device or other receptacle.

**Poison Identification (Ex):** The Cisternian assassin's senses are so finely tuned and used to recognizing toxic substances that he can sniff them out or even detect them by sight. Whenever he encounters a poison in any form, he may make a Spot check in order to detect it. The DC is 20 for poison on an object, 25 for poison introduced into food or drink and 25 for poison that has been well concealed. He may make a Knowledge (alchemy) check at DC 10 to identify the type of poison.

**Sneak Attack (Ex):** The Cisternian assassin learns how to catch an opponent off guard so as to deal extra damage to them. He gains the Sneak Attack ability as per the Rogue class feature. At any time the Cisternian assassin's target would be denied his Dodge bonus to AC (whether he actually has a Dexterity bonus or not) or when the Cisternian assassin flanks the target, the Cisternian assassin's attack does extra damage. The Cisternian assassin gains an additional 1d6 of sneak attack damage at every other level. This bonus damage stacks with sneak attack damage gained from other classes, such as rogue.

**Death Attack (Ex):** If he spends enough time studying anatomy, fencing with his classmates and the practice dummies and honing his beloved blades, the Cisternian assassin may perfect the coveted ability to end a person's life with one stroke. This ability functions exactly as the Death Attack class feature of the regular assassin prestige class. See *Core Rulebook II* for Death Attack rules.

**Acuity (Ex):** The custom amongst Guild students of higher years of jumping out at new students and attacking them with dummy weapons soon gets the Cisternian assassin in-training used to watching the space around him for potential threats. He gains a +2 circumstance bonus to all Spot and Listen checks. This bonus stacks with any derived from Alertness.

**Uncanny Dodge (Ex):** From his second year onward, his seniors or his tutors may accost the student at any time with weapons that do actual harm. It may be a flung fork at the dinner table or a man-trap in the privy. These constant hazards breed in him the ability to react to danger with startling swiftness. He gains the Uncanny Dodge ability, which functions exactly as the rogue class

feature of the same name. He retains his Dexterity modifier to armour class even when flat-footed or threatened by an invisible opponent.

If the Cisternian assassin is granted the Uncanny Dodge ability by another class in which he has levels, add together those levels and his levels as a Cisternian assassin for the purpose of determining his overall ability with Uncanny Dodge.

**Grace (Ex):** Within the Guild, boys learn courtly dancing and girls learn ballet in addition to their more lethal instruction. This largely social training in poise and co-ordination also serves them well in the field. The Cisternian assassin gains a +2 competence bonus to all Reflex saving throws. This ability will only function when the Cisternian assassin is wearing no armour or light armour.

**Blindsight (Ex):** The way up to the Guild dormitory for the higher-level students is completely dark. It is a dangerous staircase, made all the more dangerous by the machinations of classmates. There is only one way to progress if one wishes to survive. The Cisternian assassin learns to use other senses than the visual to compensate for lack of sight. He becomes sensitive to vibrations and develops a sixth sense, visualizing where a hazard or opponent is likely to be and reacting accordingly. He may move and fight in darkness as easily as he does in the light. With a successful Spot check (DC 20) made as a free action each round he may fight an invisible opponent as if it were visible. He may not, however, detect ethereal creatures

**Rapid Nonchalant Walk (Ex):** One has to learn to move swiftly and tread lightly. To achieve this, they train you to walk on eggshells at the Guild, quite literally. By the time you are done, you never want to look at another omelette again. When using the Move Silently or Hide skills, the Cisternian assassin can move at his normal speed without suffering the usual penalty to the skill check.

**Silence is Golden (Ex):** The Guild's very finest students are those who are permitted to study and socialize in Vaila's Tower, where a delicate silvery contraption balanced in the room's centre reacts to the slightest noise by jangling a loud alarm bell. Students soon learn to keep quiet at all times, muting even their breathing. At this level, the Cisternian assassin is always assumed to be Taking 10 on a Move Silently check. An opposed Listen check is necessary to detect his presence unless he chooses to make himself audible.



**Ex-Members:** Expulsion from the Guild is a serious business; expulsion with extreme prejudice, which is reserved for those who not only fail to live up to the Guild's exacting standards but flagrantly disrespect the institution, results in the candidate being targeted for assassination by his former associates. Should a Cisternian assassin be expelled from the guild, he may never again make progress in levels as such.

### Classic Play

Well, they are called prestige classes, after all. The Cisternian assassin is privileged in at least two senses; he has money and status behind him, opening doors to social rank that the lowly are forever denied and he has a dangerous collection of abilities. He is probably best kept as a subtle, courteous adversary or (if a player character) an agent in deep cover, carrying out his own agenda.

A Games Master who is prepared to do a fair bit of homework could construct a superb campaign based around the Guild in which all the characters are Cisternian assassins in training. There is an instantly recognisable appeal to linked stories set within and around the confines of an unusual school. As characters progress in level and their powers and responsibilities grow, they will also develop as people and new relationships will be forged with classmates. 'Larry Clotter and the Dagger of Stabbing' anyone?

## CLEANER

*'Dear, oh dear. This is what happens when you send a boy to do a man's job.'*

Many rogues commit acts that are against the law, whether this be the civil law of their place of abode or the moral law of good over evil. This is an unfortunate but inescapable fact of life. In doing so, they sometimes leave behind traces of their illicit activities. By working with these clues, the forces of law and order can bring the rogues to

account for their actions, both by using the clues deductively to find out who was responsible and presenting them later on as evidence to prove the guilt of the accused party. More rogues are caught out by their little mistakes than by their brazen acts of lawlessness. So, when you are out on the job, how do you make sure nobody will finger you for it? When you are the head of a rogues' guild and some of your operatives screw up, how do you minimise the potential for damage?

Enter the cleaner. He is the one who cleans up after the other rogues, whether this is because the mission was by nature a messy one or because they left a botched job in their wake. The cleaner has many duties. Evidence needs to be removed, traps need to be reset and once in a while (for those who are not troubled by conscience) witnesses need to be silenced.

**Hit Die:** d6.

### Requirements

To qualify to become a cleaner, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Alignment:** Any non-lawful.

**Skills:** Disable Device 4 ranks, Forgery 4 ranks, Search 4 ranks, Spot 6 ranks.

**Spells:** Must have the ability to cast 1<sup>st</sup> level arcane spells of the Illusion school of magic.

### Class Skills

The cleaner class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (alchemy) (Int), Craft (trapmaking) (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

### The Cleaner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Reset Trap, Remove Traces
2	+1	+0	+3	+0	Sneak Attack +1d6, Duplicate
3	+2	+1	+3	+1	Only Sleeping, Mister Fixit
4	+3	+1	+4	+1	Sneak Attack +2d6, Rapid Decay
5	+4	+1	+4	+1	Erase Memories



**Skill Points At Each Level:** 8 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** The cleaner is proficient in the use of light armour and all simple and martial weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Reset Trap (Ex):** The cleaner often has to put a mechanical trap back the way it was, so that its owner will not find it sprung and be alerted that someone has been poking around. With a successful Disable Device check, the cleaner can reset a mechanical trap. The DC to reset the trap is the same as that which was required to disable it. Note that all of the trap's original components must be present in order for it to be fully reset and

parts broken when the trap was discharged (such as the arrow from an arrow trap is likely to be) must be replaced. If the cleaner cannot reset the trap because of lack of time, lack of components, the trap having been badly damaged by a previous visitor or any other reason, he may attempt a mock-up to make the trap look as if it has not been sprung. The DC for this is, once again, that required to disable the trap. A successful Spot check (DC 15 plus the cleaner's level plus his Intelligence modifier) is required to notice the trap's true condition at a cursory glance. Close examination has a much higher chance of discovering the tampering. A successful Search check (DC 5 plus the cleaner's level plus his Intelligence modifier) is required to realise what is wrong.

**Remove Traces (Ex):** The cleaner is an expert at rearranging a room's contents so that nothing appears out of the ordinary. He may even refer to tiny telltale marks to get an idea of where furniture was before it was moved, or which goblet was where on a dresser. With a successful Search check (DC 15) he may find and remove minor evidence of a person's presence in an area. This ability applies only to small and removable traces, such as a footprint.


Evidence of a struggle may be found and removed with a successful Search check at DC 20. Stains, including bloodstains, may be removed altogether with a successful Craft (alchemy) check (DC 20) so long as the cleaner has suitable chemicals with him. Such equipment is part of the cleaner's standard 'bag of tricks'.

Obvious and incriminating evidence such as a broken chair, burned carpet or smashed window cannot be removed by use of this ability.

**Sneak Attack:** This ability functions exactly as the rogue class feature. At any time the cleaner's target would be denied his Dodge bonus to AC (whether he actually has a Dexterity bonus or not) or when the cleaner flanks the target, the cleaner's attack does extra damage. The cleaner gains an additional 1d6 of sneak attack damage at levels two and four. This bonus damage stacks with sneak attack damage gained from other classes, such as rogue.

**Duplicate (Sp):** The cleaner's partial ability in illusion magic serves him well here. He may take





one medium-size or smaller item of roughly the same size and shape as another item and magically alter its appearance so that it becomes a duplicate. This is most often used when an irreplaceable item has been damaged or stolen in the course of a rogue's mission. The ability functions as the change self spell as cast by a 6<sup>th</sup> level sorcerer but affects an object instead of the caster. Its effects last for one hour per level of the cleaner. Note that other characters are entitled to a Will saving throw to detect the illusion if they interact with it. By judicious use of this ability, a cleaner with a chunk of rock can make a stolen diamond seem to still be in its case, or by use of an old mat can make a scorched priceless carpet appear to be as good as new.

**Only Sleeping (Sp):** The cleaner often has the unpleasant (but less so than the consequences of discovery) duty of covering up a person's death. This ability allows him to place an illusion effect on a corpse so that it appears to be asleep rather than dead. The corpse must be in one piece, though it can be wounded. Only the visual senses are fooled by the illusion. A rotten corpse will still smell bad and anyone who takes time to listen will not be able to hear it breathing. As with the Duplicate ability above, other characters may make a Will saving throw to detect the illusion if they interact with it. For such purposes the illusion effect is treated as a *change self* spell cast by a 6<sup>th</sup> level sorcerer.

**Mister Fixit (Sp):** In order to throw off suspicion, a cleaner often has to mend what the incompetence of others has broken. At third level he may cast *mending* at will and *make whole* a number of times per day equal to his Intelligence modifier (if positive.) In each case the spell is cast as if by a 6<sup>th</sup> level sorcerer.

**Rapid Decay (Sp):** Ironically in the light of his class title, rot and corrosion are the cleaner's friends. It is much harder to identify an incriminating item or set of remains if they appear to have been in the earth for a few years. By concentrating and making a successful Intelligence check (DC 15) the cleaner can cause one medium-sized or smaller object to suffer the ravages of aging in a fraction of the usual time. Every round spent in concentration ages the object by three days. This has little effect on metal items or objects that have been treated with preservatives but a pronounced effect on perishable organic items.

**Erase Memories (Sp):** Witnesses are such a problem. You cannot just go around slaughtering them – well, not always – and yet they have an annoying tendency to open their mouths when they shouldn't. How convenient, then, that at 5<sup>th</sup> level the cleaner acquires the ability to cast *hypnotism* at will as the spell cast by an 8<sup>th</sup> level sorcerer. This is a spell-like ability but does not seem to be a spell when in use. No hand gestures or droning incantations are required. The cleaner may use the *hypnotism* effect in the course of normal conversation. What he says must, of course, be germane to the subject.

## Classic Play

In many games, players all too rarely have to face the consequences of their actions. It can become a habit for characters to stomp around as if they had complete immunity from prosecution, smashing this and decapitating that and never ending up in any kind of trouble for it. For the Games Master who is running a campaign in which law and order are taken seriously and getting caught is a major problem, the cleaner is a natural class to include.

In the kind of campaign in which lawbreaking is commonplace for the player characters, such as a rogue's guild campaign, a good deal of the fun comes from being in danger and getting away with it. If this is going to be sustained, the Games Master cannot give the players too much of a break. They must actually be in danger and at risk if the excitement is going to be genuine. If the Games Master is fair and there is such a risk, then once in a while, no matter how good the players are, they will fumble a roll or make a bad decision. After that, it is for the Games Master to see the consequences through. Will they be arrested? Will they be imprisoned, face trial and be threatened for execution? It will depend upon the campaign and the laws of that part of the game world.

The cleaner affords another option than 'fight or flight', namely that of undoing what was done (or seeming to) as thoroughly as possible. He is a character whose appeal relies on the *fear* of messing up a dangerous job. He can afford to be sardonic and critical of other rogues, irrespective of whether he is a player or non-player character, because his very involvement is testament to their inability to do the job properly.

For examples of the cleaner class as found in contemporary crime films, one could look to

Mister Wolf from *Pulp Fiction* or Victor 'le nettoyeur' from *Nikita*.

## CULT LEADER

*'Faith, brothers and sisters! Faith is what will heal you!'*

Not all of those who preach a gospel are genuine believers and not all established religions are dedicated to the service of existent deities. Even in a fantasy setting, where the deities are as undoubtedly real as the spells they grant to their clerics, there is always someone who is capable of setting themselves up as the head of a charismatic cult. People will always want to believe and the cult leader is there to help them make sure they believe in something that benefits him personally. He may refer to his flock in affectionate terms but you can be sure he is thinking only of fleecing them.

The cult leader uses trickery, showmanship and patter to persuade his followers to obey his word. He fakes miracles using nothing more supernatural than his own skill. In doing this, he is sometimes able to acquire very limited clerical powers. As belief in the cult leader and his religion grows, so too does his own power. The cult leader resembles the street-corner preacher in some respects but where the preacher is sincere and motivated, the cult leader is a mere talented huckster.

Cult leaders characteristically spring up overnight. They present their new religion to the world as if it were a revelation for which the world had been waiting. This new religion is almost always based around a focus, which may be a hypothetical new deity, a person, a practice or even a physical object. A hypothetical new deity is the most risky focus

to use because one never knows whether there is not a *real* deity answering to the description one has dreamed up, who will not be any too happy at the new cult taking his name in vain. A cult based around a person is slightly easier to achieve; one can even claim that a person is the avatar, the son or the chosen one of a deity who already exists and thus benefit from some of the credibility of that deity's established religion. Cults based around practices tend to stay small and are often curiously masochistic. People like to think that suffering enobles them and that by hurting themselves they are getting rid of sins that they imagine themselves to have committed. Cults based around objects are the easiest of all to start. Again, one can link one's cult with the pre-existent religion of an established deity, claiming to own the one true hammer of this deity or the crystallised tears from the eye of that one. The object acquires the status of a holy relic in the eyes of the cultists.

**Hit Die:** d6.

### Requirements

To qualify to become a cult leader, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Ability Scores:** Charisma 15+.

**Skills:** Bluff 8 ranks, Knowledge (religion) 4 ranks, Perform 8 ranks.

**Spellcasting:** Must *not* be able to cast divine spells.

**Special:** The cult leader must start a wholly new religion, cult, mystery school or similar movement. He need not necessarily believe in it and in most cases will not. He may do this as many times as he chooses, inventing new religions as former ones become discredited.

### The Cult Leader

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day		
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>
1	+0	+0	+1	+1	Compelling Rhetoric, Attempt Conversion			
2	+1	+0	+2	+1	Pseudo-Clerical Spells (10), Dig Deep	1		
3	+2	+1	+3	+1	Pseudo-Clerical Spells (15)	2	1	
4	+3	+1	+3	+2	Pseudo-Clerical Spells (20)	3	1	
5	+4	+1	+3	+2	Pseudo-Clerical Spells (30), Baffle Undead	3	2	1

## Class Skills

The cult leader class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (alchemy) (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Heal (Wis), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Perform (Cha), Profession (any) (Wis), Sense Motive (Wis), Spot (Wis) and Use Magic Device (Cha). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 8 + Int modifier.

## Class Features

All of the following are class features of the cult leader prestige class.

**Weapon and Armour Proficiency:** The cult leader is proficient in the use of medium armour and all simple and martial weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Compelling Rhetoric (Ex):** With a successful Perform check (DC 15 +1 for every 2 people in the crowd) the cult leader may capture the attention of a crowd of bystanders. To qualify as a 'bystander' each person in question must not be engaged upon activity that they consider especially important. Each one must make a Will saving throw (DC 10 plus the cult leader's level plus his Charisma modifier) to voluntarily leave the area before the cult leader has finished speaking. Any person of opposite alignment to the cult leader receives a +1 circumstance bonus to his saving throw; any person of the same alignment receives a -1 circumstance penalty to the same roll. The power of the cult leader's rhetoric is not greater than the instinct for self-preservation. Captivated onlookers may leave the area without making saving throws if their own safety or that of a dependent is threatened.

**Attempt Conversion (Ex):** The cult must increase its numbers. With a combination of impressive posturing and 'miracles' produced by sheer sleight-of-hand, the cult leader can win the loyalty of the gullible. In order to persuade a given person or group of persons to join the cause, the cult leader must make both a Perform check and a Dexterity check with a circumstance bonus equal to his level, the latter representing his skill in faking miracles. The targets may oppose these

checks with a Sense Motive check in first instance and a Spot check in the second, representing their chance either to see through the cult leader's conjuring tricks or to detect the insincerity behind his words. If the targets successfully oppose either of the cult leader's checks, they are not affected. If they fail to oppose both of them, they become partial converts. Up to ten people at a time may be turned into partial converts by use of this ability. If the target is alone, he is exposed to the full force of the cult leader's personality and receives a -2 circumstance penalty to his opposing skill checks.

Partial converts do not convert to the new religion immediately, though they are thenceforth friendly and respectful to the cult leader. Instead, conversion takes place after the targets have slept for more than four hours. During sleep, the affected targets are allowed a Will saving throw (DC 10 plus the cult leader's level plus his Charisma bonus). If this saving throw is failed, they wake up the next morning as converts. To remain converts they must hear the cult leader speak at least once a week, or they will begin to lose their faith. Clerics and paladins are immune to this ability.

Those who wish to prevent conversion from taking place, or to undo it once it has occurred, may attempt to 'talk the affected characters out of it'. To do this they must make a Bluff, Diplomacy or Knowledge (religion) check (DC 10 plus the cult leader's level plus his Charisma bonus.) Success negates the effect of the conversion, whether partial or complete. Exposure of the cult leader as a fraud, which must be backed up by tangible proof, will also undo the effects of a partial or complete conversion.

The Games Master should keep a careful record of the number of believers that the cult leader has managed to sway, as this number has a direct bearing on the powers he may wield.

**Pseudo-Clerical Spells (Sp):** Once the cult leader is in charge of a movement to which more than ten people in the vicinity belong, he begins to develop the spellcasting abilities of a genuine cleric as listed. The number given in parentheses is the size of the cult necessary to grant the spells per day. If the cult leader does not have enough members in his cult to receive his allotted spells for the day, he receives spells according to the number of members he has. Should the numbers drop below ten or the cult leader move away from his organisation or it from him, the ability to cast clerical spells is lost.



The cult leader receives bonus spells not according to his Wisdom modifier as a true cleric does, but according to his Charisma modifier.

**Dig Deep (Ex):** Once per week the cult leader may exhort the faithful to fill his coffers. He receives a quantity of gold pieces equal to 1d4 per member plus his level plus his Charisma modifier.

**Baffle Undead (Su):** So long as he has at least 30 believers in his cult investing their faith in him, the cult leader may exercise a limited amount of sway over undead creatures. He may turn or rebuke undead (according to alignment) as a cleric of the same level as his cult leader levels. The resultant effect only lasts half as long as normal, i.e. for 5 rounds (30 seconds.) The cult leader may only ever achieve a turn or rebuke affect by use of this ability; undead may never be commanded or destroyed.

### Classic Play

Some characters want to be just plain crooked without being out-and-out evil. Instead of grinding the common people beneath the boot heel of oppression, their aspirations are more inclined towards cheating the common people out of their money and skipping town. For them, there are few better prestige class choices than the cult leader. It makes a fantastic second career and has the advantage of being completely suited to a travelling lifestyle. If your face is known and unwelcome in one town because of your inability to keep your hands out of other people's pockets, you can always change your appearance with a swift Disguise check and move to the next town along as the priest of a hitherto unknown deity. It is a good racket and a reliable way to bring in the cash when times are hard. Rogues and bards both make extremely good cult leaders and often work together as such in teams of two, one being the cult leader and the other the recruitment specialist. As a variant on the religion angle, a cult leader character could always set up a travelling medicine show, selling potions or protective talismans.

## DUNE RUNNER

*'Right, we've got a lovely varied menu for dinner. You can have sand, sand, sand, sand, ten month old beef jerky or sand. You want the jerky, do you? Righto. Jerky comes with a free helping of sand. For that added crunch.'*

Most warriors would rather spend a month in the most stinking swamp or the most remote icy

tundra than have to live or fight in the desert. One of the most punishing environments known, those that make the desert their home inevitably have a quality of toughness and firm resolve about them; some of them may even be slightly cracked in the head by the standards of the outside world but not one of them is a fool when it comes to keeping to the rules of desert survival. There is a great tactical benefit in being able to cross, navigate and go to ground in territory that others would find too harsh. Many great armies have called upon dune runners for assistance as mercenaries, or even trained up a legion of their own troops as dune runners.

### Requirements

To qualify to become a dune runner, a character must fulfil all of the following criteria.

**Feats:** Skill Focus (survival) and Track.

**Skills:** Survival 10 ranks.



## The Dune Runner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Survivalist
2	+1	+3	+3	+0	Sandwalk
3	+2	+3	+3	+1	Old Roads (home desert)
4	+3	+4	+4	+1	Vanish Without Trace
5	+3	+4	+4	+1	Sand My Ally
6	+4	+5	+5	+2	Old Roads (all deserts)
7	+5	+5	+5	+2	One Grain Among Many ( <i>invisibility</i> )
8	+6	+6	+6	+2	Master of the Mirage
9	+6	+6	+6	+3	Desert My Shield
10	+7	+7	+7	+3	One Grain Among Many ( <i>improved invisibility</i> )

**Special:** To truly call himself a dune runner and learn the ways of the class from whatever institution or clan is teaching them, the character must enter a desert with nothing more than a dagger and his clothing and survive for a month without aid.

### Class Skills

The dune runner's class skills (and the key ability for each skill) are Animal Empathy (Cha), Balance (Dex), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Ride (Dex), Survival (Wis), and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 3 + Int modifier.

### Class Features

All of the following are class features of the dune runner prestige class.

**Weapon and Armour Proficiency:** Dune runners are proficient with all simple weapons, scimitars and spears and are also proficient with light armour. Medium and heavy armour types are of little use and become an active hindrance in the lands where the dune runners live. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Survivalist (Ex):** The first lesson new dune runners learn, building on the lessons taught to them by their own experience alone in the wilderness, is how to survive for extended periods in harsh conditions. When severe weather (such as a sandstorm) is about to break, the dune runner may make a Survival check (DC 15) in order to

gain a +4 circumstance bonus to all Fortitude saves made to resist the effects of the weather. A similar check enables him to move at his full speed across difficult terrain or through harsh weather conditions. Alternatively, he may opt to stay where he is (so long as he has an adequate supply of food and water) and survive severe weather conditions indefinitely without needing to make a check. These effects do not extend to any companions or allies.

**Sandwalk (Ex):** The desert presents many threats to the unwary traveller, not least of which is the loose sand that is so difficult to distinguish from solid earth. From 2<sup>nd</sup> level, dune runners are able to cross either surface with equal speed and negligible difficulty. For so long as the dune runner is wearing light or no armour and is only lightly encumbered, he may cross any expanse of land irrespective of its consistency, with even quicksand being as firm underfoot as rock. (This is not a supernatural ability. The dune runner simply knows where to tread.) This ability does not extend to other hazards, however; the dune runner cannot, for example, walk on water.

If the dune runner remains stationary while using this ability, it is negated and he suffers the full effects of the hazard, if any.

**Old Roads (Ex):** By 3<sup>rd</sup> level, the dune runner knows his chosen home very well and the desert has few secrets left to hold from him. He receives a +5 competence bonus to all Survival checks made while in his home desert and may always take either 10 or 20 on such checks, irrespective of prevailing conditions, so long as he remains within that area. At 6<sup>th</sup> level, the ability becomes universalised and the dune runner may use it in other deserts than the one he calls home.

**Vanish Without Trace (Su):** At 4<sup>th</sup> level, at any time when the dune runner is in a desert and out of sight of any pursuers (this may be achieved by magical effects such as *invisibility*) all attempts to track him by mundane or magical methods automatically fail. This ability only works if the dune runner is of a higher class level than the character making the tracking attempt.

**Sand My Ally (Ex):** At 5<sup>th</sup> level, the dune runner begins to use the desert to aid him in combat. While those around him are suffering penalties to movement and Dexterity resulting from the terrain, he may move unimpeded. In addition, he may nominate one opponent in each round to be flat-footed in relation to himself. This opponent may neither use his Dexterity modifier to armour class nor any Dodge modifier to the same when attacked by the dune runner, who is free to make a sneak attack against the opponent if he wishes.

**One Grain Among Many (Su):** At 7<sup>th</sup> level, the dune runner's native environment almost becomes a part of him. By making a successful Hide check, the runner simply disappears as if he had been the target of an *invisibility* spell. At 10<sup>th</sup> level, he may do this as though he had cast *improved invisibility*. The dune runner may use this ability in full sight of others, but they gain a +5 circumstance bonus to any Search or Spot checks made to locate the runner.

This ability lasts a number of rounds equal to the dune runner's level per day. The *invisibility* effect may not be countered with *dispel magic*, nor does its use provoke an attack of opportunity.

**Master of the Mirage (Sp):** At 8<sup>th</sup> level, having learned the most ancient tricks of desert survival, the dune runner can exert some minor magical control over his desert environment. This ability allows him to create the impression in his opponents' minds that the sand around them is shifting or changing form, thus disorienting them. Once per day, as a full-round action, the dune runner may conjure an illusion for any purpose he sees fit. He may cast either *major image* or *hallucinatory terrain* as a 7<sup>th</sup> level spellcaster.

**Desert My Shield (Su):** At 9<sup>th</sup> level, the character's harmony with the desert environment is complete. He no longer struggles to survive within it at all; it has assimilated him as one of its creatures. While within the bounds of the desert, the character need not eat, drink or sleep. He does not age and will automatically stabilise if his hit

points are reduced to less than zero. These effects are immediately negated if the character ever sets foot outside the desert. The results of this can often be catastrophic, as all the effects from which he has been shielded will descend upon him at once and the accumulated years will catch up with him in 1d6 + 3 days.

## Classic Play

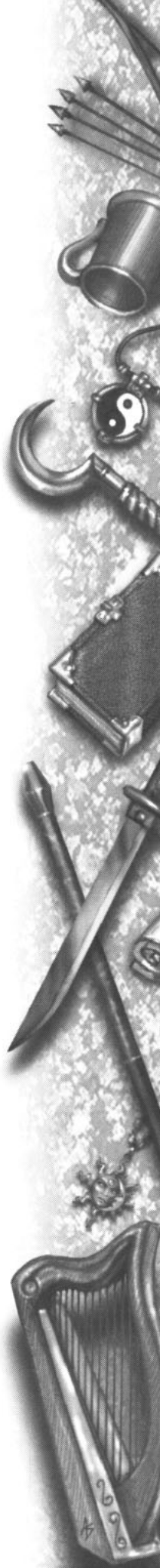
The most likely circumstances under which a group of adventurers are likely to encounter a dune runner is when they are enlisting his services as a guide, or when a group of dune runners is being enlisted as a skirmish unit for one or another side in a coming conflict, as they so often are. Dune runners can be used for many game purposes, from representing the 'desert rats' who fight for their kingdom among the dunes to bedouin-like tribes of desert dwellers who were born and raised in that environment. Players needing to explore ancient desert ruins or track a foe across the wasteland could wish for no better help.

## ELVEN CAROUSER

*'I told you already, you buffoon, I was invited by Scorras. There's the name, on the list in front of you. Which Scorras? Sun and moon, must I spell it out to you? The one who is here, dolt! He sent me the invitation! What? Oh. She. Well, of course I meant she sent me the invitation. See, you're confusing me now with your imbecility!'*

There are certain elves that could not stay away from a function or party if their lives depended on it. Veritable fountains of good conversation and entertaining anecdotes, they can imbibe monstrous quantities of food and alcohol and be little the worse for it. They love nothing more than to fritter away hour after hour in bars, flophouses, taverns and court settings. Tall tales and gossip attract these bon vivants like honey attracts flies. They are not mere revellers; they are skilled in etiquette and are very experienced in getting where they want and what they want. They are equally at ease in a common tavern or a noble court, collecting instances of hearsay and rumour, trading them like gold for more stories – the carouser truly is a creature of many habits.

They have an unnatural knack for gaining entry to any party or function. Some have wondered whether this is a peculiar gift from their gods or perhaps some kind of cultivated power. In truth it is their own gifts that allow them entry,





## The Elven Carouser

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+3	Double Weapon
2	+2	+1	+1	+3	Local Reputation (Single Bar)
3	+3	+2	+2	+3	Local Reputation (Single Town)
4	+4	+2	+2	+4	Local Reputation (Single City)
5	+5	+3	+3	+4	Reputation (Two Towns)
6	+6	+3	+3	+5	Reputation (Two Cities)
7	+7	+4	+4	+5	Reputation (Far and Wide)
8	+8	+4	+4	+6	Carousing, Gathering the Dirt
9	+9	+5	+5	+6	Gain Entry, Accomplished Liar
10	+10	+5	+6	+7	Entrhral, Prince of Liars

whether they wield a carefully worded bluff, a wickedly spun lie or a devastatingly charming smile. Their field of battle is the brightly lit arena of a noble's ball or a Royal wedding. The more extravagant the function, the more the carouser seeks to gain entry. Once inside, they move from person to person, greeting them like old friends and making small talk, always attempting to learn as much as possible about the host, his friends and any particular likes and dislikes which might be gleaned. When they have amassed enough information they attempt to ingratiate themselves with the host personally, spinning many tales to them, some true and some wilfully spurious.

Their rewards and goals are always different, varying from person to person. Their motive might be so simple as to have a good time at the party or to find a suitable partner for the evening. They might even be seeking to use their gifts to gain entry so they can 'case the joint' for a friend, returning later with their companion to conduct a daring robbery. No matter what their desires and motivations they can always be the life and soul of the party and once they have departed, the guests are inevitably left in dazed wonderment as to who that well-dressed stranger was.

Bards and rogues most usually take up this class, as it complements their abilities extremely well. Fighters and dedicated spellcasters do not really have the time or the inclination to pursue luxury or refine their social talents to the degree these charmers do.

**Hit Die:** d6

### Requirements

To qualify for the Elven Carouser class, a character must fulfil all the following requirements.

**Base Attack Bonus:** +3.

**Alignment:** Any but lawful good.

**Race:** Elf.

**Skills:** Bluff 8 ranks, Disguise 8 ranks, Diplomacy 5 ranks, Gather Information 5 ranks, Knowledge (nobility & royalty) 3 ranks, Sense Motive 3 ranks, Innuendo 3 ranks and Listen 3 ranks.

**Feats:** Alertness, Dodge, Weapon Finesse (any).

**Special:** To qualify for the elven carouser prestige class, the elf must have already gained entry to one particular 'large' function and come away with a juicy bit of gossip.

### Class Skills

The elven carouser's class skills (and the key ability for each skill) are as follows: Bluff (Cha), Disguise (Cha), Diplomacy (Cha), Gather Information (Cha), Knowledge (nobility and royalty) (Int), Innuendo (Wis), Hide (Dex), Listen (Wis), Move Silently (Dex), Open Locks (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis). See *Core Rulebook I* for skill descriptions.

**Skill points at each level:** 6 + Int modifier.

### Class Features

All of the following are Class Features for the elven carouser prestige class.

**Weapon and Armour Proficiency:** The elven carouser gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills

Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Double Weapon:** The carouser has learnt so much from the various noble schools of fence which he has attended that he may fight with two weapons as though he already had the Ambidexterity and Two-Weapon Fighting feats. Most of the time, as is usual for practitioners of this fighting style, his off-hand weapon will be shorter than the primary.

**Note:** Bonuses from Reputation do not stack with each other. By the time the carouser reaches 7<sup>th</sup> level, their circumstance bonus from Reputation is at a maximum of +14. He cannot derive one bonus from being in his favoured city and another for being in his favoured bar within that city.

**Local Reputation (Single Bar):** Once the carouser has come away triumphant from his first party (see Requirements above) he starts to become known in his local area. He gains a +2 circumstance bonus on any Diplomacy or Intimidate checks made while in a single (named) local bar.

**Local Reputation (Single Town):** By now the carouser is starting to make an impression on those around him. His name has been on the guest list for a fair few functions in the area. While in his chosen town he gains a +4 circumstance bonus on any Diplomacy or Intimidate checks.

**Local Reputation (Single City):** The carouser's fame is seriously starting to spread. An entire city will now recognise the name and associate it with a person of popularity and charm who many will be keen to meet. Accordingly, he is granted a +8 bonus to any Diplomacy or Intimidate skill checks made within that city.

**Reputation (Up to Two Towns):** In two named towns, the character's name is now known. They are often the subject of rumour and speculation. Whether they have left a trail of wreckage or of awed and admiring guests behind them, they are still a major player on the scene. When in these regions, the carouser receives a +10 circumstance bonus to any Diplomacy or Intimidate skill checks.



**Reputation (Up to Two Cities):** Now the carouser is really turning heads. Their reputation precedes them in two named cities. People living there will be keen to credit their word and anxious to avoid crossing them. The carouser thus receives a +12 circumstance bonus to all Diplomacy and Intimidation checks made in these places.

**Reputation (Far and Wide):** There is no greater degree of fame to which a carouser can aspire than this. He is as a star fallen to earth, such is his notoriety and repute. Taverns fall quiet when he walks in, only to burst into a storm of speculative whispers. He gains a staggering +14 circumstance bonus to any Diplomacy or Intimidate check made within any civilised area on his home continent.

**Carousing:** Come, landlord, fill the flowing bowl... This is the ability of the carouser to knock back vast quantities of alcohol, whether in the form of dainty wines or home-brewed concoctions of surpassing toxicity, without becoming unduly inebriated. The carouser may make a Fortitude saving throw (DC 20) after any drink in order to ignore its intoxicating effects. He still enjoys it, he just does not suffer any lack of clarity from it.

**Gathering the Dirt:** While the carouser is enjoying himself reeling from one party to the next, he also has his ear to the ground, collecting all manner of information. This beachcombing

is a particular cultivated talent of theirs. Upon reaching 8<sup>th</sup> level they gain the ability to tease out secrets relating to a single individual, either from the person themselves or from their close friends. This attempt may be made only once per individual per function; if it fails, the carouser learns nothing. To use this ability, the carouser must make a Gather Information check (DC 30). Success opens the individual up to them like a treasure box, with all their guilty secrets there for the taking.

**Gain Entry:** Some parties are closed to even the most famous A-list carouser. It may be because the person holding it is an enemy of theirs, or possibly because the function is so exclusive or secret that a bare handful of people have been invited. Elven carousers see such situations as an affront, much as a rogue would see a large padlock in-between him and his desired goal. When told 'your name's not down, you're not coming in' the carouser may use the full force of their wit, charm, grace and intelligence to wangle an entry to the function. They must make a Bluff check (DC 25) to enter successfully. Failure means they are absolutely barred and must either depart or find a way to sneak in. Any guard who remembers turning the carouser away at the door will gain a +5 circumstance bonus on any Spot check to recognize him later on.

**Accomplished Liar:** Even the best of carousers will sometimes be caught out in the midst of a celebration and challenged. Lacking anywhere to run or hide, he has nothing to rely on but his glib tongue. He has a good chance to spin a convincing tale explaining his presence (or anything else for which he is required to answer) which will probably either convince the listeners or leave them so uncertain that they decide he is best left to his own devices. He gains a +10 circumstance bonus to any Bluff check made under any circumstances.

**Enthral:** The carouser may hold a room full of people captivated by the sparkling jocularly of his conversation. He may tell stories, fire off jokes, satirise a person not present who nobody likes – the techniques are endless. So long as he keeps it up, those in the area will listen. This ability is limited in that it will only work at a party or other function and will have no effect on monsters, however appealing it may be to visualize a mind flayer sipping champagne and applauding one's ability with the pianoforte. To enthrall a crowd, the carouser must make a Diplomacy check, to which he may add any appropriate bonus deriving from

reputation (see above.) The DC of this check is 10 plus 1 per person enthralled, with a minimum of 5 people in the targeted audience.

**Prince of Liars:** The carouser could claim to have been fathered by an elven God and be believed. At 10<sup>th</sup> level, his Accomplished Liar circumstance bonus to all Bluff checks increases to +12.

## Classic Play

What he does, he does very well. The elven carouser is a class for the kind of campaign where politics and intrigue are primary activities, as his principal function is to get himself admitted to places where ordinary adventurers cannot go. As suggested, he would make an excellent working partner for a rogue or gang of rogues, acting as an advance scout for a later raid or even as a diversion while they looted the upper chambers of the rich. A fun character to play because of the opportunities he opens up and the diverse in-game applications of the class, his appeal also lies in the audacity of his approach. He is famous for being famous, not for having actually achieved anything. As such, it is worth having an occasional elven carouser show up and completely upstage some hero or (better still) paladin who has worked hard for their renown.

## ELVEN FORESTER

*'I hope for your sake you weren't planning on lighting that.'*

Reverence for the forests runs deep in the blood of many an elf. Though there are plenty of elves who make a living and establish a reputation for themselves in the cities or even on the sea, some prefer to turn back to the green glades so often associated with their race and devote their lives to the protection of the woodland. Such foresters achieve a state of harmony with the forest environment, learning to move without making the slightest sound across the leafy bracken and blending perfectly with the dappled colours of the sunlit trees. Hunters and woodsmen venturing into woods protected by an elven forester had better be prepared to answer a swift challenge.

Some foresters were raised to be defenders of the woodlands and have subsequently ventured out to seek their fortune in the outside world. Many of these will return to the woods in time; the green world has a call that is hard to resist. Foresters find their skills are easily adaptable to new environments. Having learned patience and



## The Elven Forester

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	+2 to Hide and Move Silently checks
2	+1	+0	+3	+0	Mercy Attack
3	+2	+1	+3	+1	Sneak Attack +1d6
4	+3	+1	+4	+1	+4 to Hide and Move Silently checks
5	+3	+1	+4	+1	Supernatural Wilderness Concealment
6	+4	+2	+5	+2	Sneak Attack +2d6
7	+5	+2	+5	+2	+6 to Hide and Move Silently checks
8	+6	+2	+6	+2	Swift Stealth
9	+6	+3	+6	+3	Sneak Attack +3d6
10	+7	+3	+7	+3	+8 to Hide and Move Silently checks

stealth, they find they are just as able to cross a city street or a marble-floored ballroom without making noise as they were to step soundlessly across mosses and carpets of dry twigs. This habit of silence becomes automatic, startling those upon whom the forester happens unannounced.

Though they are not sentimental, foresters have great respect for wild creatures. If they need to be killed, whether for meat, or mercy, or the safety of others, the forester can often place a blow so as to end the creature's life quickly without causing it pain. They are accustomed to stalking targets and to hiding in perfect silence until prey comes within range, whereupon they will attack with startling suddenness.

Most elven foresters were originally rangers and druids, though others are sometimes accepted.

**Hit Die:** d6.

### Requirements

To qualify for the elven forester class, a character must fulfil all the following requirements.

**Base Attack Bonus:** +3 or higher.

**Alignment:** Any but lawful.

**Skills:** Hide 10 ranks, Move Silently 10 ranks, Knowledge (flora & fauna) 5 ranks, Animal Empathy 5 ranks, Survival 5 ranks, Spot 3 ranks and Listen 3 ranks.

**Feats:** Endurance, Skill Focus (hide and move silently), Track.

**Special:** To qualify to become a forester the elf must spend at least one month alone in a forest and survive by working with nature, not against it.

### Class Skills

The elven forester class skills (and the key ability for each skill) are as follows: Animal Empathy (Cha), Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Knowledge (flora & fauna) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex). See Core Rulebook I for skill descriptions.

**Skill Points at each level:** 6+ Int modifier.

### Class Features

All of the following are class features of the elven forester prestige class.

**Weapon and Armour Proficiency:** The elven forester is proficient with light and medium armour, with all simple and martial weapons, with all bows and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**+2 to all Hide and Move Silently checks:** The forester is just learning the ways of the forest and how insects and animals avoid being seen and heard. The mix of colours, the subtle differences between the hues of tree species, of leaves as the sea-season changes, the play of shadows under the forest canopy all contribute to his understanding. He develops a sense of where the most effective hiding places are and with this awareness, he begins to take more notice of where he walks, ensuring a more silent passage through the wilderness. This results in a +2 competence bonus to all Hide and Move Silently checks.

**Mercy Attack (Ex):** There comes a time when killing is necessary. Perhaps there is a wounded animal in need of release, or a dangerous creature stalking the forest. Maybe an intruder is wounding the trees with his axe, or hunters are pursuing innocent animals without remorse. Perhaps the elven forester is in need of meat – or something else has decided the Forester would make a good meal. Elven foresters have a keen understanding of anatomy through their observations of animals and they are able to utilize this knowledge once a day by automatically turning any successful attack into a critical hit. This ability only works on creatures of the Animal, Beast or Magical Beast type.

**Sneak Attack (Ex):** Often the most successful attack is often the one that nobody expects. With their continued studies of predatory animals, foresters are able to leap upon an unwary target without being noticed until they strike. The character gains the ability to inflict +1d6 sneak attack damage (see Core Rulebook I) which stacks with any other sneak attack damage which the character may already be able to inflict, such as from having levels as a rogue.

The elven forester may make a sneak attack with a ranged weapon within a distance of up to 60 ft. instead of the more usual 30 ft. limit. They are also capable of remaining concealed both before and after a ranged sneak attack. If they succeed in a Hide check (opposed by the Spot skill of anyone looking in the general direction from whence the attack came) after loosing the arrow, they have not given their position away.

**+4 to all Hide and Move Silently checks:** As the forester becomes more closely attuned to the wilderness, so does his power of stealth. Not for nothing does he watch how predators move with silent swiftness through undergrowth and along mossy branches. Not for nothing does he pay close attention to how the predator's prey lies completely still amidst the brush, unmoving and perfectly hidden until danger has passed. The forester puts these observations into practice as often as possible, even when there is no immediate need, until it seems to others that walking softly is second nature to them. The competence bonus to all Hide and Move Silently checks increases to +4.

**Supernatural Wilderness Concealment (Su):** Too often the sun is viewed as an enemy to those

who would remain unseen. Shadows are seen as the friend of the stealthy, hiding all things in velvety blackness. The forester knows differently. He has seen animals in the wilderness escape hunters in broad daylight just by staying still near any good-sized rock or foliage that happened to be handy. Some have even observed how lionesses hunt, their golden fur blending in with the sun-touched savannah to achieve near invisibility. Learning from all of this, foresters are able to make Hide checks at no penalty even while in direct sunlight while in a wilderness environment.



**Sneak Attack at +2d6:** The forester's expertise with silent attacks grows and he is able to take down more challenging prey. This is often the time when the foresters themselves choose to become remorseless hunters – not of animals, but of those who wish harm to the woods. Intruders are always abroad in the forests, and elven foresters take their roles as protectors, defenders and avengers very seriously.

**+6 to all Hide and Move Silently checks:** Of course, the wilderness is not the only place to practise one's stealthy ways. The cities are jungles of another fashion with their cobbled winding paths and towering buildings. The forester is eager to try his skills in all surroundings. The sound of feet on stone is different to that of feet on leaves and there are more people watching in a populated area than in a forest. This honing of his skills increases the forester's competence bonus on all Hide and Move Silently checks to +6.

**Swift Stealth (Ex):** There are often times when speed is of the utmost importance and getting away from something whilst making the minimum amount of noise is a better idea than staying in the immediate area and trying to hide. Foresters have a better chance of making a swift and silent escape than most. Their skills in moving silently extend to allow for speed, halving the penalties one would normally suffer. For example, they would receive only a –10 penalty for moving silently while running instead of a –20 penalty. Although it is still difficult to keep quiet while moving at a flat-out run, with continued practice it becomes less so. In time, some foresters become so adept at moving silently that the disadvantages of speed might as well no longer exist for them.

**Sneak Attack at +3d6:** The elven forester is now capable of causing more damage with surprise attacks and will be less hesitant to take on still larger foes. Some prefer this method of attacking to frontal assaults so much that they will purposefully flee from a fray and strike again unexpectedly from a vantage point, repeating this hit-and-run tactic until the foe is dead or they are in safety.

**+8 to all Hide and Move Silently checks:** The forester is continuously striving to perfect his skills in stealth to cover all conceivable situations. They have spent so much time trying to be invisible and silent that they start to use their abilities almost without conscious thought. Turn your back on

them and you might not see them when you look their way again. They could cross a room without its occupants even noticing, not that they mean to be quiet about it but just because this is what they have become – utterly silent, unless they wish to be heard, and practically invisible, until they make their presence known.

## Classic Play

If it were not for the tendency of elven foresters to act alone, they could conceivably be one of the most lethal forces found in a woodland setting. Multiple ranged sneak attacks from concealed opponents are seriously damaging. Fortunately, they go solitary as a rule. For the player whose elven ranger wishes to become that little bit more feral, the forester is an ideal prestige class; he excels in a wilderness environment, whether this involves woodland travel or not. The other most natural use of the class is as a complement to a rogue. A forester who sought to damage not only the plunderers of the forest but the unscrupulous merchants who sent them there could embark on a stealthy mission of urban vengeance. Alternatively, a forester wishing simply to line his own pockets would find guard dogs and the like an easy foe to overcome and would be able to slip past guards unseen.

## ELVEN SHARP-EYE

*'Our natural eyes are like our baby teeth. Eventually, we outgrow them. What comes in their place is stronger... and more dangerous.'*

Certain rare members of the elven race have developed their powers of sight to such a phenomenal degree that they are no longer dependent upon their physical eyes. While their natural eyesight is extraordinarily acute, they have a supernatural ability that transcends it. Some members of this class even find their physical eyes to be a hindrance, preferring to go blindfold.

Elves on the sharp-eye's path begin to suffer from a curious and alarming mutation. Their pupils steadily expand as they develop their sensing abilities, expanding beyond even the limits of the iris to render the entire eye a deep lightless black. In temperament, they are often cold and solitary, having become used to being treated as freaks by those who do not understand their condition.

**Hit Die:** d6.

## Requirements

To qualify for the elven sharp-eye prestige class, a character must fulfil all of the following criteria.





## The Elven Sharp-Eye

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	+2 to Spot checks, Blind Fighting
2	+2	+3	+3	+0	Dark Vision
3	+3	+3	+3	+1	+4 to Spot checks
4	+4	+4	+4	+1	See Through Smoke
5	+5	+4	+4	+1	+6 to Spot checks
6	+6	+5	+5	+2	
7	+7	+5	+5	+2	See Invisible/Ethereal
8	+8	+6	+6	+2	+8 to Spot checks
9	+9	+6	+6	+3	Blind Sight
10	+10	+7	+7	+3	+10 to Spot checks

**Base Attack Bonus:** +2.

**Alignment:** Any.

**Skills:** Spot 15 ranks, Search 8 ranks.

**Feats:** Alertness, Blind Fight, Skill Focus (spot).

### Class Skills

The sharp-eye class skills (and the key ability for each skill) are as follows: Appraise (Int), Disguise (Cha), Listen (Wis), Search (Int), and Spot (Wis). See Core Rulebook I for skill descriptions.

**Skill Points at each level:** 6 + Int modifier.

### Class Features

All of the following are class features of the elven sharp-eye prestige class.

**Weapon and Armour Proficiency:** The sharp-eye gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**+2 to all Spot Checks:** The power comes suddenly. Some elves will, for no apparent reason, think that their eyesight is improving. Distant things look somehow clearer and anything nearby is seen with inexplicable clarity. Whether or not they realize it, they have been gifted - or cursed - with the legacy of the sharp-eye. They gain a +2 racial bonus to all Spot checks.

**Blind-Fighting (Ex):** Everyone occasionally finds himself in a conflict where eyes will not help. When his physical eyes are affected so that he is unable to see with them, a sharp-eye is aware of any hostile movement nearby that is directed at him. He is able to sense where the attackers are

within five feet in all directions (provided these foes are moving), fight back and defend himself without penalty.

**Dark Vision (Ex):** Night has fallen and the moons and stars are hidden; the sharp-eye and his companions are at the bottom of the darkest, most shadow-ridden dungeon one could imagine. Even so, the sharp-eye can see as well as he could if the place were flooded with daylight. If he was to look at his own eyes, he might notice an odd phenomenon... is the blackness of his pupils bleeding into his irises?

**+4 to all Spot Checks:** The sharp-eye's senses have been getting more practice now and his sight is improving at an abnormal rate. Once again, everything they see is clearer, more pronounced and distinct than before. The racial bonus to all Spot checks increases to +4.

**See Through Smoke (Ex):** Darkness is not the only condition to affect clear sight. Smoke can be a far more dangerous adversary, as it serves not only to hinder vision but to irritate the eyes and cause them to fill with tears. Physical changes in a sharp-eye's eyes render them impervious to these hazards. A sharp-eye sees smoke as a transparent mist, which causes their eyes no discomfort. He must be wary, however, for if he is unaware that what he is seeing is in fact smoke, he may not realise he has inhaled it before it is too late.

**+6 to all Spot Checks:** By now the sharp-eye's pupils look like they have dilated to twice their normal diameter. At times, it may appear that they have no irises at all and that the blackness has swallowed up all colour but the whites. Once again, their eyesight has improved. They

can see further and clearer than ever before. Events that occur in their general vicinity are far more obvious; at risk of being overwhelmed by information, sharp-eyes can easily be distracted by something that happens to catch their eye if they are not alert. The sharp-eye's racial bonus to all Spot checks increases to +6.

**See Invisible/Ethereal (Su):** How many people have longed for the talent to see the unseen? How often have adventurers failed to discover a wondrous treasure due to magical concealment, or have allowed an enemy to escape because of an enchanted ring? This is where sharp-eyes prove themselves even more valuable, as neither invisible nor ethereal beings or objects can escape detection by their enhanced eyes at this point. To a sharp-eye, invisible things are not only perfectly visible but outlined with a bright blue aura. Similarly, ethereal phenomena are always visible to them and appear outlined by a pale gold fire.



**+8 to all Spot Checks:** The blackness is spreading into the whites of the sharp-eye's eyes, now. It seeps in like a cheap dye or some strange disease. While their sight is growing even stronger, there is now no way anyone can look into their eyes and not notice that something is horribly wrong with this elf. From a social standpoint, this is usually the hardest period for the sharp-eye to live through as their bizarre eyes are obvious to all but they have not yet learned to see with them covered. The sharp-eye's racial bonus to all Spot checks increases to +8.

**Blind Sight (Su):** Almost everyone has seen them; performers at a carnival or market, blindfolded, juggling brightly coloured balls or burning brands, even swords. Maybe they are tossing knives at some distant target with unfailing accuracy. Perhaps the blindfold is worn by some shabbily-dressed beggar, or an elf-prince in rich apparel who walks with the aid of a jewel-tipped cane – but surely they cannot see with their eyes covered? Some cannot, achieving their effects by trickery, but some of them can.

Blindness is not only one of the best disguises for a sharp-eye's distinctive eyes; it is also an asset. The physical eyes can only see in the direction in which they are looking. The inner eye, however, functions differently. To open their inner eye and use Blind Sight, sharp-eyes must have their physical eyes closed. All that is needed then is a conscious thought to open the inner eye and the sharp-eye will be able to see as normal, albeit in all directions at once. It is not known how they avoid becoming confused by the use of this strange skill but they are somehow able to retain perfect balance and equilibrium, acutely aware not only of what is going on around them but of where they are and (more importantly) which way they are facing. A sharp-eye using this ability may add his Dexterity modifier to his armour class even when he would ordinarily be denied it (such as when flat-footed) and may not be flanked by opponents.

**+10 to all Spot Checks:** The final development of the sharp-eye's curious optical condition turns his eyes completely black. The most unnerving thing about them is their lack of reflection; they are like bottomless, lightless pits. Even so,

they are still there and more reliable than ever, even if the sharp-eye does not need to use them any more. The racial bonus to all Spot checks increases to +10.

### Classic Play

This is an ideal class for those who wish to become extremely good at one thing. Some characters are like that, sacrificing variety for the reward of specialisation so thorough that nobody else could possibly compete with them. An elven sharp-eye makes the best scout imaginable. Although the rest of the party will probably have to protect him in combat, he can give them advance warning of anything that may be coming, from traps to hidden passages to invisible stalkers. The more disreputable sort of sharp-eye is priceless to those of a criminal bent. He can tell you exactly where the guards are, where the security devices are located and whether you have left any incriminating traces behind.

## FALCONER

*'Away to me, my beauty. Bring him down.'*

Members of an exclusive guild which uses trained birds both to hunt and to deliver messages, the falconers are an intriguing blend of diplomat, stealth agent, message-bearer and animal keeper. The class evolved from a simple guild of dedicated falcon-handlers whose main purpose was to keep and train the birds which nobles would use on their hunting trips. Only with the passage of time did other uses of the falconer's craft suggest themselves, having to do with far more personal goals than the serving of some lord. Falconers will break every rule in the book to fulfil a contract, which will almost always involve the delivery of a message. Many fantasy settings have a rudimentary postal service and spellcasters can always contact each other, but there is not usually

a means whereby an urgent message can be delivered. The Falconer provides that means.

Those who study the falconer's art are almost always rogues or rangers. The ranger finds that his empathy with the animal kingdom and familiarity with open country serves him well in this role, whereas the rogue is used to avoiding pursuit and can take the necessary evasive steps to ensure a message arrives at its eventual destination without being intercepted. Druids, bards and barbarians have also been known to take the class up; spellcasters do not often do so, having other ways to achieve a falconer's goals.

A falconer will usually work solitary, as more hands on the job tend toward a greater risk of a screw-up. Professionalism and economy are his watchwords. He often seems as direct and compassionless as the birds for which he cares, having little time for frivolity when there is a job to be done.

**Hit Die:** d6.

### Requirements

To qualify to become a falconer, a character must fulfil all of the following criteria.

**Skills:** Bluff 5 ranks, Diplomacy 5 ranks, Innuendo 8 ranks, Sense Motive 8 ranks.

**Feats:** Alertness.

**Special:** Any falconer who betrays a charge, such as by revealing the contents of a message or stealing an item he was meant to be delivering, will be summarily expelled from his guild and may not advance in this class unless he has made reparations.

### The Falconer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4 <sup>th</sup>
1	+0	+0	+2	+2	Evasion	0	-	-	-
2	+1	+0	+3	+3	Sneak Attack +1d6	1	-	-	-
3	+2	+1	+3	+3	Fast movement (+10 ft.)	1	0	-	-
4	+3	+1	+4	+4		1	1	-	-
5	+3	+1	+4	+4	Improved Evasion	1	1	0	-
6	+4	+2	+5	+5	Sneak Attack +2d6	1	1	1	-
7	+5	+2	+5	+5		2	1	1	0
8	+6	+2	+6	+6	Fast Movement (+20 ft.)	2	1	1	1
9	+6	+3	+6	+6		2	2	1	1
10	+7	+3	+7	+7	Sneak Attack +3d6	2	2	2	1



## Class Skills

The falconer class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Balance (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), (Cha, exclusive skill), Survival (Wis) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Falconers perform their tasks more with stealth and cunning than with physical force but they still train to be prepared for anything. As a result, they are proficient with all simple and martial weapons and light and medium armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment or loot carried.

**Evasion (Ex):** Falconers gain the extraordinary ability of evasion as per the rogue class feature. If subjected to an attack or effect that allows a Reflex saving throw for half damage, the character takes no damage on a successful saving throw. A falconer may only use this ability when wearing light or no armour and not suffering the effects of encumbrance.

**Fast Movement:** Speed is a priority when running messages or delivering packages. Falconers learn to move faster than normal for their race. At 3<sup>rd</sup> level, the falconer's speed is increased by +10 feet when carrying a light load or less and wearing light or no armour. At 8<sup>th</sup> level, the falconer's speed improves by another +10 feet. So, for example, an 8<sup>th</sup> level human falconer wearing leather armour and carrying a light load has a base speed of 50 feet.

### Improved Evasion (Ex):

This ability works much like Evasion does,

except that while the character still suffers no damage on making a successful Reflex saving throw under the appropriate circumstances, he now suffers only half damage even on a failed saving throw.

**Sneak Attack:** At any time when the falconer's target would be denied a Dexterity bonus to armour class (whether the target actually has a Dexterity bonus or not) or when the falconer flanks the target, the falconer's attack deals extra damage. The extra damage is +1d6 at 2<sup>nd</sup> level and an additional +1d6 every four levels thereafter. Should a falconer score a critical hit with a sneak attack, this damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The falconer cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or unarmed strike, the falconer can make a sneak attack that deals subdual damage instead of normal damage. The falconer cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack, even with the usual -4 penalty.

A falconer can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The falconer must be able to see



the target well enough to pick out a vital spot and must be able to reach a vital spot. The falconer cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. If a falconer is entitled to a sneak attack bonus from another source (such as having levels in rogue) the bonuses to damage stack.

**Spells:** Beginning at 1<sup>st</sup> level, a falconer gains the ability to cast a small number of arcane spells. To cast a spell, the falconer must have an Intelligence ability score of at least 10 + the spell's level, so a falconer with an Intelligence of 10 or lower cannot cast these spells. Falconer bonus spells are based on Intelligence and saving throws against these spells have a DC of 10 + spell level + the falconer's Intelligence modifier (if any). When the falconer gets 0 spells of a given level, such as 0 1<sup>st</sup> level spells at 1<sup>st</sup> level, he gains only bonus spells. A falconer without a bonus spell for that level cannot yet cast a spell of that level. The falconer's spell list appears below. A falconer prepares and casts spells just as a wizard does.

### Falconer Spell List

Falconers choose their spells from the following list:

- 1<sup>st</sup> level:** *animal friendship, change self, expeditious retreat, message, pass without trace, sanctuary*
- 2<sup>nd</sup> level:** *alter self, animal messenger, cure light wounds, invisibility, speak with animals, whispering wind*
- 3<sup>rd</sup> level:** *haste, illusory script, nondetection, phantom steed, secret page, tongues*
- 4<sup>th</sup> level:** *cure moderate wounds, detect scrying, dimension door, freedom of movement, polymorph self*

### Classic Play

The most impressive feature of the falconer class is the skills list. Very few classes are going to face the incredible variety of situations in which a falconer might find himself, so it makes sense for him to have a selection of skills longer than just about any other and a generous amount of points per level to share between them. As a non-player character, he fulfils an important role in the game world, being the thankless hero who ensures that rare spell ingredients are brought where they are needed before their usefulness expires, messages are taken between kingdoms and love-notes are

brought from one unfortunate incarcerated noble to another. A player might be tempted to play a falconer; if he did so and remained on active duty, his guild would be giving him all manner of tasks to do. 'The mail must get through' is a good motivation for an adventure and a Games Master running a campaign for a falconer is never going to be short of plot hooks. A player only needs to be told what has to be taken where and it becomes a matter of honour for him to deliver it.

## FIRE-EATER

*'And now, ladies and gentlemen for my final piece, the infernal spectacular I call Dragon's Folly!'*

They perform their breathtaking art on the city streets, in circus tents and in royal palaces and are always guaranteed an audience. Fire-eaters belong to a proud tradition of daring entertainment whose secrets are handed down from one artist to another. Practicing for night after night, suffering scalds and burns in pursuit of the perfect plume, they are dedicated tricksters and showmen whose abilities can sometimes find quite different use from simple entertainment.

When a fire-eater is not performing for thrown coins or gargling with curious chemical concoctions he may sometimes supplement his income with a little adventuring on the side. They are often in demand as adventuring companions, as a good performer can always help relations with the local folk go more smoothly. They are also quite handy in combat, too. Needless to say, it can be startling to see a person with no obvious magical ability spout a fireball from his lips. Those too primitive or too stupid to know better might even think such a person was a potent scrocerer.

**Hit Die:** d6

### Requirements

To qualify to become a fire-eater, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +2 or higher.

**Ability Scores:** Dexterity 14+.

**Skills:** Perform 3 ranks.

### Class Skills

The fire-eater class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (alchemy) (Int), Disguise (Cha), Heal (Wis), Jump (Str), Listen (Wis), Perform (Cha),

## The Fire-Eater

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Evasion, Breathe Flame +1d6
2	+1	+0	+3	+0	Fire Resistant
3	+2	+1	+3	+1	Breathe Flame +2d6
4	+3	+1	+4	+1	Firewalk
5	+4	+1	+4	+1	Breathe Flame +3d6, Pyrotechnics

Sleight of Hand (Dex), Search (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 8 + Int modifier.

## Class Features

All of the following are class features of the fire-eater prestige class.

**Weapon and Armour Proficiency:** The fire-eater gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Evasion (Ex):** In the fire-eater's line of work, you have to become accustomed to getting out of the way fast. There are far too many dangerous substances around for any slow-footed character to survive for long. At first level, he gains Evasion as per the rogue class feature. When exposed to any effect that normally allows the fire-eater to attempt a Reflex saving throw to take half damage, such as a *fireball*, he takes no damage at all on a successful throw. Evasion can only be used if the fire-eater is wearing light armour or no armour.

**Breathe Flame (Ex):** With the right materials to hand, the fire-eater may perform his famous stunt of blowing a sheet of flame from his mouth. First, he must 'ready' the flame by taking a mouthful of flammable liquid. This counts as a 'ready' action; though it resembles the use of a potion, it does not count as such nor does it provoke an attack of opportunity, as it requires only a quick gulp and not the quaffing of the contents of a whole flask. He must also have a flame to hand; this is most commonly achieved by holding a torch in the hand but he may also take advantage of any flame that is situated directly in the path of the intended blast such as a lit candle. He may hold the liquid in his

mouth indefinitely but may neither speak, drink nor cast spells with verbal components while doing so.

To breathe flame he spits the liquid in a controlled, steady spray whilst simultaneously lighting it. This requires a successful Dexterity check (DC 15.) If the check is failed, the liquid does not ignite. If the check is fumbled, the fire-eater must make a Reflex saving throw (DC 15) or suffer 1d6 points of fire damage. If the liquid does ignite, fire blooms forth in a cloud 5 feet on a side, inflicting damage that varies by level as listed. A Reflex saving throw (DC 10 plus the fire-eater's level plus his Dexterity modifier) may be made for half damage. Breathing flame is a standard action that provokes an attack of opportunity. If the fire-eater suffers damage while he is holding the liquid in his mouth he must make a Concentration check (DC 10 plus the amount of damage taken) or spit it out unintentionally.

This ability may not be combined with a sneak attack, as it has an area of effect.

**Fire Resistant (Ex):** The fire-eater has been burned so many times he barely notices it any more. He has one more scar to add to the collection. At 2<sup>nd</sup> level, he gains a +2 circumstance bonus to all saving throws made to avoid the effects of fire.

**Firewalk (Ex):** The fire-eater is exceptionally tough and resolute and may now attempt deeds of showmanship that are definitely best not tried at home. He begins to practice walking across hot coals as an addition to his repertoire. By making a successful Tumble check (DC 20) the fire-eater may cross 5 feet of burning surface per level without taking damage, so long as he ends his move on a surface that is not burning. This ability can also be used to cross surfaces which are extremely hot but do not emit flame, such as those created by a *heat metal* spell. It cannot, however, be used to cross lava or any surface which is hotter than molten rock.



**Pyrotechnics (Sp):** By this stage the fire-eater's chemical research has provided many more interesting flammable fluids for him to include in his act, including those whose proper function is technically magical. By mixing the right reagents in his mouth and setting them on fire, he may duplicate either of the effects of a *pyrotechnics* spell as if cast by a 5<sup>th</sup> level sorcerer once per day. This is a spell-like ability.

### Classic Play

This is one of the few 'tricksy' classes that could equally well be adopted by a bard or a rogue. Breathing flame is guaranteed to be a crowd-pleaser and can come in remarkably handy when dungeon delving. Among other advantages, such as the sheer surprise of it, it is a lot more controllable than the old 'fling a flask of oil and send a torch in after it' tactic which so many Games Masters are sick and tired of by now. You never know when a sheet of flame is going to come in handy, especially if there are large numbers of undead about.

## HALFLING BARGAIN HUNTER

*'Well, it's a very nice hand indeed, but I'm afraid it's not worth much without the eye. How about fifty?'*

Some live to fight. Some live to weave spells. Some even live to bring havoc and destruction to an unwary world. Towering above all of these, resplendent in single-minded dedication to a cause, is the epic figure of the halfling bargain hunter, who lives for one thing and one thing alone. The halfling bargain hunter lives to shop.

More specifically, the halfling bargain hunter lives to *trade*. Retail is a dirty word to him. If he pays at all, he pays wholesale prices. He has done the rounds of every bazaar, every village fete, every bric-a-brac stall and every city market for miles around. He is on first-name terms with all the

art and curio dealers in at least three major cities. If you have an old object in your possession that you think may be an antique, he will happily peer at it for you before pronouncing his judgement. If that object happens to be magical or associated in some way with a legend, he will become even more excited and spin out the whole story for you before allowing you to buy him a drink or ten. Most useful of all, the halfling bargain hunter has a conscience that can be neatly packaged away when not in use. He is not at all fussy about buying goods whose acquisition may not have been altogether legal. What he wants, he tends to get; moreover, he gets it with a bit extra thrown in.

**Hit Die:** d6.



## The Halfling Bargain Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Supreme Bargainer, Item History
2	+1	+0	+3	+0	Best Price
3	+2	+1	+3	+1	Disguise Item, Identify
4	+3	+1	+4	+1	Locate Owner
5	+4	+1	+4	+1	Minder

### Requirements

To qualify to become a halfling bargain hunter, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Race:** Halfling.

**Ability Scores:** Intelligence 13+.

**Skills:** Appraise 8 ranks, Forgery 8 ranks, Knowledge (history) 6 ranks, Profession (merchant) 6 ranks.

### Class Skills

The halfling bargain hunter class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Jump (Str), Knowledge (history) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (merchant) (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis) and Use Magic Device (Cha). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 8 + Int modifier.

### Class Features

All of the following are class features of the halfling bargain hunter prestige class.

**Weapon and Armour Proficiency:** The halfling bargain hunter gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Supreme Bargainer (Ex):** Even at first level, the halfling bargain hunter has the gift of the gab. He could sell fluffy slippers to a centaur or talk a paladin into trading his warhorse for a cow. He may add his Intelligence modifier as a circumstance bonus to any Bluff or Diplomacy

check made in the course of striking a bargain or making a contractual arrangement.

**Item History (Ex):** When an object is described to him, the halfling bargain hunter is almost certain to know something about its origin and history. This ability functions as a variant form of bardic knowledge, for which see *Core Rulebook I*. By making an Intelligence check with a bonus equal to his level, he may attempt to remember relevant information about the object in question. The DC of the check is 20 to recall legends about a powerful magic item, 25 to recall legends about a minor magic item and 30 to recall the history of a petty magic item. If the object is present in front of him for him to handle and examine at will, he may add a +5 circumstance bonus to the check.

**Best Price (Ex):** The halfling bargain hunter makes tough and uncompromising deals, whether he is buying or selling. It is obvious he is not just an ordinary customer. If something needs to be sold to raise money, he may hunt around to find the best price in town. This wheeling and dealing translates to a gain of an extra 1d20 plus the halfling bargain hunter's level plus his Charisma modifier per cent on top of the usual 50% of listed value for a sold item. For example, a halfling bargain hunter of third level with a Charisma modifier of +1 whose roll was a 13 could sell an item for 67% of its listed value instead of 50%. He could thus sell an item listed at 100 gp for 67 gp instead of 50 gp.

When buying an item or paying for a service (such as spellcasting) with a successful Profession (merchant) check (DC 15) he may reduce the asking price by a percentage amount derived from the same formula. So, a halfling bargain hunter of 4<sup>th</sup> level with a Charisma modifier of +3 whose roll was a 17 would pay 100%-24%, or 76% of the listed value. If he had wished to buy an item listed at 100 gp, he would pay only 76 gp for it.

**Disguise Item (Ex):** All that glitters is, as they say, not gold. The halfling bargain hunter is a shrewd customer with access to a great many tricks of the trade. He may cosmetically adjust an item of Medium size or less so as to make it seem to be more or less valuable than it truly is. In order to do this he makes a Forgery check, using such substances as polish, paint, ground glass and gold leaf. If he has any ranks at all in Craft (jeweller), Craft (goldsmith) or another appropriate skill depending on the item, he may receive a +2 synergy bonus to this check at the Games Master's discretion. In carrying out the forgery he must stipulate the apparent value he wishes the item to have. No item may be doctored so as to appear to be worth more than 500% of its true value. Deception can only be carried so far.

Anyone examining the doctored item and attempting to appraise it must make a special initial Appraise check to notice the forgery. This is resolved as an opposed skill check between the halfling bargain hunter's original Forgery check and the observer's Appraise check. If the observer loses, he must make a second Appraise check as if the halfling bargain hunter's stipulated value were the true one. See *Core Rulebook I* for rules on applying Appraise checks. The observer's initial Appraise check to notice the forgery benefits from a +2 circumstance bonus if the item has been disguised to as to appear to be worth more than 200% of its true value, a +4 circumstance bonus if it has been disguised to appear to be worth more than 300% of its true value and a +6 circumstance bonus if the halfling bargain hunter has been so greedy as to disguise it beyond even that amount. The observer may also add a +2 synergy bonus to his initial Appraise check if he has more than 4 ranks in Spot.

If a truly ambitious forgery is being attempted, by using genuinely precious materials and suitable Craft skill checks at the Games Master's discretion it is possible to raise the *base* value of an item for the purposes of disguising it as an item of even higher value. One might, for example, use genuine gold to cover a tin helmet, increasing its true value by an amount sufficient to make its forged value achievable.

**Identify (Ex):** Many of the wonderful and fascinating items encountered by a halfling bargain hunter are magical in nature. By 3<sup>rd</sup> level he is familiar with most simple magical effects. With a successful Intelligence check (DC 15) he may *identify* any item at will as per the spell,

determining the single most basic function of the item, how it is activated (if appropriate) and how many charges it has remaining (if any). This is not a spell-like ability.

**Locate Owner (Ex):** The halfling bargain hunter is familiar with the people who own precious items as well as the items themselves. This ability has two uses. If a unique item is brought to him for his examination, the halfling bargain hunter may know by whom it was last owned. To ascertain this one isolated fact, he may make an Item History check (see class feature above) with a DC of 20. This ability is often very useful when the halfling bargain hunter needs to find out whether the former owner of a stolen item is likely to be coming after it any time soon. This ability only functions if the item has come from a previous owner (living or dead) within a hundred mile radius of the halfling bargain hunter's regular place of business.

The second use of the ability has a chance of locating a person who owns a specific sought item. Again, it only functions within a limited area as described above. On hearing the description of the item, the halfling bargain hunter may attempt a Locate Owner check (as above) to determine who, if anyone, owns such an item in the area. If he is supplied with a picture of the item, he benefits from a +2 circumstance modifier to the check. Note that the item need not be known to exist; one could ask a halfling bargain hunter 'Is there anyone in the area who owns a ruby of approximately five hundred gold pieces in value?' and possibly receive a useful reply.

**Minder (Ex):** The bargain hunter's world is a dangerous one, even if he were not already smaller than most. At fifth level he gains the services of a minder, a dedicated bodyguard who accompanies him on his rounds. This person (whose statistics must be created by the Games Master) is a 3<sup>rd</sup> level warrior, fighter, rogue or monk of the same alignment as the halfling bargain hunter. The minder is loyal to the halfling bargain hunter as if he were a follower attracted by the Leadership feat.

## Classic Play

There are so many different ways to play a halfling rogue. When you grow tired of sneak attacks, dodging arrow traps and evading fireballs, the more comfortable life of a halfling bargain hunter awaits. This class is a superb one for a non-player character in a rogue campaign, as he can be either the hard-hearted swine who sends the thieves off to raid manor houses for him and pays them



a pittance for their spoils or the 'dodgy geezer with a heart of gold' who looks out for his own and always has some kind of crooked plan in the works.

This class was designed primarily for rogues but could be entered into by any halfling character. The ability to get hold of necessary items and services at a cheap rate is particularly useful for a starting party, to whom the halfling bargain hunter can stand as a kindly mentor and experienced guide.

## LAMENTER

*'Where hath fled the summer sunset? Whither joy in life newborn? Come the winter, all is faded; faint and far and full folorn.'*

Wherever there has been sorrow and loss upon an epic scale, the lamenters will have seen or heard it. Their keening songs preserve the memory of battles lost, innocent lives destroyed in disasters, kingdoms fallen to dust and the loneliness of infinite night. Whether they themselves were witnesses to these events or whether they have learned of them from others on the lamenter's path, their words of dust and ash leave uneasy hearts in their wake. Their words are not forgotten easily. Homes are colder, taverns are cheerless and children and adults alike dread to sleep for fear of what their dreams may bring.

The event that first cast a shadow over the lamenter's soul varies from individual to individual. Some have witnessed proud fortifications shattered and torn down by uncouth hands. Others have known the pain of more personal loss, such as the death of a loved one or dependent. In all cases, they have seen a tremendous wrong take place which they were personally impotent to prevent. This memory has haunted them ever since, motivating them to the lamenter's road instead of spurring them to retributive action. All lamenters wander, unable to forget their own tragic history and the universality of sorrow.

Lamenters come from all races and classes. They are formed by circumstance, not by especial training. They must have musical ability of some kind and (more importantly) they must have suffered a certain darkening of the soul.

**Hit Die:** d6.

## Requirements

To qualify to become a lamenter, a character must fulfil all the following criteria.

**Alignment:** Any non-good.

**Skills:** Perform 8 ranks, Hide 4 ranks.

**Feats:** Alertness.

**Special:** The lamenter must have been a helpless witness to an event (whether of historical or personal importance) so tragic, unfair or immoral that the memory will haunt him for the rest of his life.

## Class Skills

The lamenter's class skills (and the key ability for each skill) are Bluff (Cha), Concentration



(Con), Craft (Int), Decipher Script (Int, exclusive skill), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

**Skill Points per level:** 4 + Int modifier

## Class Features

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

**Weapon and Armour Proficiency:** A lamenter is proficient with all simple weapons, light armour, medium armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells:** A lamenter casts spells from the lamenter spell list according to the table shown. These spells do not need to be recorded in a spellbook and are cast without requiring prior preparation. Lamenters spells always have a verbal component, which takes the form of chanting, singing, recital or musical sound. Lamenters receive bonus spells according to Charisma modifier. In order to cast a spell, the lamenter must have a Charisma ability score equal to or greater than 10 + the level of the spell. The DC for a saving throw against a

lamenters spell is 10 + the spell's level + the lamenter's Charisma modifier.

**Mournful Music (Su):** Once per day per level, a lamenter can produce magical effects by means of his sung or recited verses. Though the ability is classed as mournful music it may include recital, intoning, chanting, singing a capella or accompanied, whistling, playing an instrument without a verbal overlay or accompanying a spoken word performance with an instrument. A lamenter who is deaf suffers a 20% chance for any attempt at using mournful music to fail outright. A failure still counts as a 'use' of the ability for the purposes of daily limits.

**Song of Woe (Su):** A lamenter of 1<sup>st</sup> level or above who has 9 or more ranks in Perform may afflict his opponents with feelings of sadness, lassitude and melancholy. In order to be affected, the target must be exposed to the lamenter's singing for a whole round. The effects linger for as long as the target hears the lamenter's song and persist for 5 rounds afterwards, whether the song has come to a deliberate end or the lamenter can no longer be heard. While the lamenter is singing, he may fight as normal but may not cast spells, activate magic items by spell completion (such as scrolls) or activate magic items by command word (such as wands.) Any affected target receives a -2 morale penalty to all Will saving throws and a -1 morale penalty to all attack and weapon damage rolls. Song of Woe is a supernatural, sonic, mind-affecting ability.

## The Lamenters

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day				Spells Known			
						1	2	3	4	1	2	3	4
1	+0	+0	+0	+2	Music: Song of Woe	1				3			
2	+1	+0	+0	+3		2	0			4	1		
3	+1	+1	+1	+3	Music: Song of Stillness	2	1			4	2		
4	+2	+1	+1	+4		3	1	0		5	2	1	
5	+2	+1	+1	+4	Music: Cacophony	3	1	1		5	3	2	
6	+3	+2	+2	+5		3	2	1	0	5	4	2	1
7	+3	+2	+2	+5	Music: Fell Melody	3	3	2	1	5	4	3	2
8	+4	+2	+2	+6		4	3	3	2	6	5	3	2
9	+4	+3	+3	+6	Music: Threnody	4	3	3	3	6	5	4	3
10	+5	+3	+3	+7		4	4	4	3	6	6	5	4

**Song of Stillness (Su):** A lamenter of 3<sup>rd</sup> level who has 10 or more ranks in Perform may counter magical effects that depend on sound. This ability does not work on spells whose only sonic element is their verbal component. As with song of woe (see above) the lamenter may perform a song of stillness while taking a limited range of other actions. Upon each round during which he is playing the Song of Stillness, the lamenter makes a Perform check. All creatures eligible to be affected by sonic or language-dependent magical attacks within 30 feet of the lamenter, which includes the lamenter himself, may substitute the result of the Perform check for the results of any saving throw made to resist the effects of the sound-dependent spell. A song of stillness may be sustained for 10 rounds.

**Cacophony (Su):** A lamenter of 5<sup>th</sup> level with 11 or more ranks in Perform may attempt to deliver a performance so grating and disharmonious that those who suffer its effects are plunged into *confusion*. Restrictions upon actions permissible while playing apply as for a song of woe. For every round during which the cacophony is sustained, the lamenter must make a Perform check. All creatures targeted within 60 feet of the lamenter must succeed in a Will saving throw (DC equal to the result of the Perform check) or be affected as if by a *confusion* spell as cast by a 6<sup>th</sup> level sorcerer for the remainder of the round. A cacophony may be sustained for one round per level of the lamenter. This is a supernatural, mind-affecting ability.

**Fell Melody:** A lamenter of 7<sup>th</sup> level who has 12 or more ranks in Perform may produce an insidious, horripilative tune that quashes good-aligned magical abilities. While the fell melody is being intoned, any spellcaster attempting to cast a spell with the Good descriptor either within or targeted at a point within a 60 foot radius of the lamenter must succeed in a Caster Level check (d20 + caster level) as if attempting to overcome Spell Resistance of a level equal to the results of the lamenter's Perform check. Abilities that require the channelling of positive energy, such as the turning of undead or a paladin's laying on of hands, must also succeed in such a check in order to function.

**Threnody (Su):** The darkness permeating the lamenter's soul is given voice in his most dreaded ability. A 9<sup>th</sup> level lamenter who has 13 or more ranks in Perform may play or recite the threnody, a traditional song of grieving for those who have

died – or who are about to. The canticle requires a full round to complete. Its effects are those of a *circle of death* spell as cast by a 15<sup>th</sup> level sorcerer.

## Lamenter Spell List

**1st Level:** *Alarm, Bane, Cause Fear, Doom, Erase, Expeditious Retreat, Hypnotism, Inflict Light Wounds, Mage Armour, Magic Weapon, Message, Protection from Good/Law, Silent Image, Sleep, Ventriloquism.*

**2nd Level:** *Blindness/Deafness, Blur, Bull's Strength, Calm Emotions, Cat's Grace, Darkness, Enthral, Hold Person, Hypnotic Pattern, Inflict Moderate Wounds, Invisibility, Locate Object, Minor Image, Misdirection, Obscure Object, Scare, Silence, Suggestion, Summon Swarm, Tongues, Undetectable Alignment, Whispering Wind.*

**3rd Level:** *Animate Dead, Bestow Curse, Confusion, Deeper Darkness, Dispel Magic, Emotion, Fear, Gust of Wind, Invisibility Sphere, Keen Edge, Magic Circle against Good/Law, Phantom Steed, Contagion, Slow, Dismissal, Dominate Person, Hold Monster, Modify Memory, Rainbow Pattern, Poison Touch.*

**4th Level:** *Control Water, Control Weather, Dream, Eyebite, Giant Vermin, Mass Suggestion, Mind Fog, Mislead, Nightmare, Persistent Image, Repulsion.*

## Classic Play

This one is quite a potent character; so much so, in fact, that if not handled properly he could be a prime candidate for 'munchkinism'. At high levels this risk is even more apparent. The ability to fire off nine *circle of death* spells per day while continuing to fight as normal is pretty impressive for a 9<sup>th</sup> level character.

The Games Master is advised to keep this one for non-player characters unless the player in question can be trusted to play the class. Motivation may be a problem, since the lamenter is such a miserable sort. As with so many of the brooding, dark character types, the lamenter is not really a team player and is best suited to groups of small size, or possibly even solo adventuring. One gets the impression that when not on an adventure he is to be found in a black-painted bedroom, burning incense and writing poetry.





## LOTHARIO

*'What did you say you did for a living? Something to do with poisons? How fascinating. My, you have an exquisite skin tone. It positively shimmers in the candlelight. More wine?'*

The lothario lives for amorous conquest. Unlike those prestige classes for whom seduction as a part of important undercover work, his objectives are entirely selfish. In temperament he is usually vain, self-obsessed and tends to see the world as having been put there for his amusement. The important things in life are to be desired, to get one's own way and to have other people envy you.

Lotharios are found at all levels of society but mostly belong to the richer end of the spectrum. It is easier to afford a well-stocked wardrobe and full wine cellar that way. Many of them tend towards those professions in which one does not have to work too hard or in which one can rely on a devoted crowd of followers. As a result, the more successful rogues and bards are the most likely classes to become lotharios. The prestige class offers them a chance to do what they like to do most, namely pursue a reward, in a walk of life that is challenging but less likely to get you killed.

As a rule, rogues love to take and enjoy what belongs to someone else without getting caught, whereas bards love to be appreciated and praised for their skill. Each of these paths is entirely compatible with the lothario's outlook. Fighters and rangers sometimes take up the prestige class, seeking to add conquest in the boudoir to that of the battlefield. Sorcerers likewise take up the class to slake the urges of their draconic blood. Wizards, however, are generally too cerebral to bother with such things as the carnal desires.

**Hit Die:** d6.

### Requirements

To qualify to become a lothario, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Ability Scores:** Charisma 14+.

**Alignment:** Any alignment except lawful good.

**Skills:** Bluff 4 ranks, Diplomacy 4 ranks, Profession (any) 4 ranks (the lothario must have a respectable career!), Sense Motive 2 ranks.

### Class Skills

The lothario class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Listen (Wis), Perform (Cha), Sense Motive (Wis), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 8 + Int modifier.



## The Lothario

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	The Spice of Life
2	+1	+0	+2	+1	Smooth Conversation
3	+2	+1	+3	+1	Take Unfair Advantage
4	+3	+1	+3	+2	Hasty Exit
5	+4	+1	+3	+2	Outrageous Flattery

### Class Features

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

**Weapon and Armour Proficiency:** As he is (in his own words) a lover not a fighter, the lothario gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**The Spice Of Life (Ex):** The lothario's ideal life involves a series of conquests of members of the opposite sex, who must be of as many different types as possible. One day, the lothario will settle down and write his memoirs, which in order to be interesting must contain a fair degree of variety. Monotony is death to the romantic soul and blunts one's seductive talents; indeed, it obviates their necessity. There is precious little point in being a demigod of seduction if you only ever pursue one small class of person.

In game terms, whenever the lothario successfully seduces a person who is of a race and class combination not previously seduced by him, he receives a +2 morale bonus to all attack rolls, damage rolls and saving throws for the whole of the next day. He will also radiate an aura of smugness and self-satisfaction that his teammates may find irritating but which has no in-game effect.

**Smooth Conversation (Ex):** The lothario has a ready mental library of verbal manoeuvres. He knows enough witty comments, *bon mots* and cheesy lines to fill an encyclopaedia. These are usually thought up and rehearsed in advance or traded with other lotharios rather than being improvised on the spot. Nonetheless, he still benefits from a +2 circumstance bonus to all Bluff, Diplomacy and Sense Motive checks.

**Take Unfair Advantage (Sp):** It is a cad's trick to play but sometimes a lothario will take

advantage of a person's drunken, disorientated or confused state to plant an idea in their mind. Such suggestions are extremely difficult to resist; the power of rational objection seems to simply ebb away and the unfortunate subject becomes as easily manipulable as soft putty. When a target is suffering from intoxication or is in a similar suggestible state (at the discretion of the Games Master) the lothario may attempt to make a *suggestion* as per the spell cast by a 3<sup>rd</sup> level sorcerer. The target is allowed a Will saving throw to resist the effect. This suggestion may not involve the target engaging in any violent or perilous activity. The threat of loss of reputation or similar consequence of having been seduced does not count as 'peril' for the purposes of this ability.

**Hasty Exit (Ex):** The life of a dedicated seducer can often get one into scrapes. One soon grows used to diving out of windows, climbing down drainpipes and fleeing the building disguised as a washerwoman. Any armour that one had is usually abandoned where it lies. Accordingly, from 4<sup>th</sup> level onwards the lothario receives a +1 dodge bonus to his armour class whenever he is wearing light armour or no armour.

**Outrageous Flattery (Su):** The lothario has faked sincerity countless times. When he says that a person has lovely eyes or the complexion of a damask rose, his statements sound completely plausible irrespective of how hackneyed the phrase may be. Such is his power to be believed that he may sometimes use it upon the most unlikely of targets. The lothario may attempt to flatter any one target of the opposite gender, irrespective of its species. The target must be capable of understanding the language in which it is being addressed. While the lothario is making compliments, the target must succeed in a Will saving throw (DC 10 plus the lothario's level plus his Charisma modifier) in order to take any hostile action towards him at all. This may be because the target is genuinely flattered, or it may be out of complete bemusement and shock. If the lothario

attempts to use this ability while in combat, the target receives a +2 circumstance bonus to its saving throw. If the saving throw result totals more than 10 above the required number, the target is massively offended at what it perceives as mockery. If this takes place in a combat situation, the intended target subsequently attacks the lothario in preference to other targets.

### Classic Play

Not just an excuse to introduce ribaldry into a campaign, the lothario is a figure whose adventures are found in the pages of history and fiction alike, from the memoirs of Giacomo Casanova to *Liaisons Dangereuses*. Transplanting him into a fantasy setting raises an irresistible challenge. With such an infinite variety of potential paramours, how can one not have a lothario prestige class? Definitely one for those who like to roleplay to the hilt and who have the maturity to handle the class properly, the lothario can spice up any campaign. One never forgets the first time a teammate attempts to get past a monster not by violence, magic or deception but by telling it that it has excellent taste in clothes and offering to buy it a drink.

There is nothing to say that a lothario cannot focus his mind on hard combat when he needs to. He is a lover of luxury but this does not make him soft. Conquest is conquest, wherever it takes place. As one lothario probably would have said, battling the forces of evil is a lot like making love to a beautiful woman.

## SEWER RAT

*'To you, it's a filthy stinking channel. To me, it's an office.'*

Where there are cities, there are sewer systems. Most of the denizens of the upper world never give them a second thought. They are not a phenomenon of whose existence people wish to be reminded. There are some, however, who see the sewer networks for the labyrinth of opportunity that they truly are. They offer security, shelter, a constant trickle of resources, a ready escape route and (most importantly) they provide access to buildings that

would be a lot harder to enter by any other means. They are not the most salubrious of working environments but you get used to the smell eventually and your immune system just has to cope as best it can.

All city-based rogues will take to the sewers once in a while but some rogues know their way around better than others. The sewer rat is a rogue who has made the underside of the city his home from home. While on his home turf, he is as elusive and resourceful as any aboveground roof runner or professional dungeon explorer.

**Hit Die:** d6.

### Requirements

To qualify to become a sewer rat, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +2 or higher.





## The Sewer Rat

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+0	Disease Resistance, Scavenge, Home Ground +1
2	+1	+1	+2	+0	From Beneath, Sneak Attack +1d6
3	+2	+2	+3	+0	Cause Disease, Home Ground +2
4	+3	+2	+4	+1	Sneak Attack +2d6
5	+4	+2	+4	+1	Vermin Fighter, Home Ground +3

**Class and Level:** At least 3 levels in Rogue.

**Skills:** Climb 6 ranks, Swim 6 ranks.

**Special:** The sewer rat must be familiar with the sewer system of a large city. The class features listed apply only to that city. The prestige class may not be taken twice, specifying two cities; the sewer rat may only be familiar with one underground plumbing system at a time.

### Class Skills

The sewer rat class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Decipher Script (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 8 + Int modifier.

### Class Features

All of the following are class features of the sewer rat prestige class.

**Weapon and Armour Proficiency:** Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

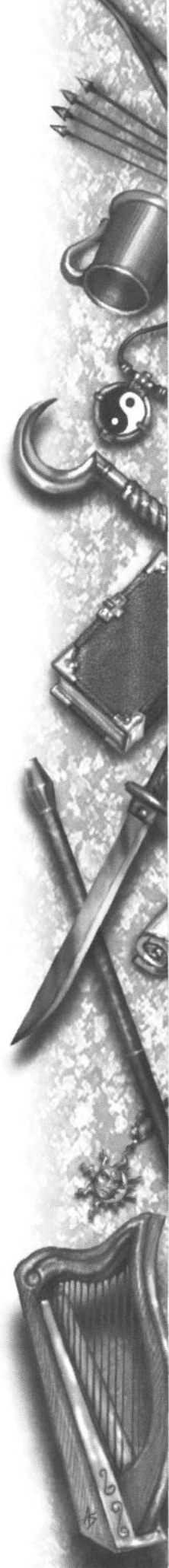
**Disease Resistance (Ex):** To survive in a sewer environment for any length of time, the sewer rat has to have the immune system of a junkyard dog. Filth and disease-carrying creatures such as rats and other vermin constantly surround him. He accordingly benefits from a +1 circumstance bonus to all saving throws made to avoid disease effects. He may also choose one disease from those listed in *Core Rulebook II*. The sewer rat is completely immune to this disease.

**Scavenge (Ex):** All sorts of interesting things find their way into the sewer system from up above. The rich, who would rather buy a new item than bother to have the old one replaced, throw away many useful things requiring only minor repair to become serviceable again. Then there are the items that end up down the drain by accident. Anything from a set of false teeth to a diamond engagement ring can sometimes appear among the detritus.

The sewer rat knows how to take full advantage of this. He knows which outlets to watch, which banks of mud and sludge to pick through and which stagnant pools to dredge patiently with a sieve. When in his favoured sewer environment he may attempt to locate any object of Small size or less, under 10 gp in value. With a successful Search check (DC 20) he finds the desired object, which will naturally need to be cleaned before it can be used. If the check is failed, the object is not present anywhere in the stretch of sewer that was being searched and no amount of searching will turn it up. The sewer rat may, however, move to a new stretch of sewer and try again. Up to fifty feet of sewer pipe or thirty feet square of other sewer-type environment may be searched per attempt. Note that this is opportunistic searching and the ability does not apply to unique objects that are known to be in the area. At the Games Master's discretion, a critical success on the Search check may turn up an item of treasure.

**Home Ground (Ex):** The sewer rat knows his tunnels like the back of his hand. Any enemy attacking him in this environment is at a distinct disadvantage. He may exploit the features of the sewers, choosing firm ground to stand on and using irregularities in the walls and convenient shadows for cover. In game terms, this translates to a circumstance bonus to armour class of the value listed. It applies only when the sewer rat is in that sewer system with which he is familiar.

**From Beneath (Ex):** Even when there are no signposts (and signposts are few and far between



under the city) the sewer rat can map the dank, dripping world beneath the streets on to the upper world in his imagination. While in his favoured sewer system, with a successful Survival check (DC 15) the sewer rat can name the building, street or other city area he is passing directly beneath, whether or not there is any direct link from the sewers to the building.

**Sneak Attack (Ex):** This ability functions exactly as the rogue class feature. At any time the sewer rat's target would be denied his Dodge bonus to AC (whether he actually has a Dexterity bonus or not) or when the sewer rat flanks the target, the sewer rat's attack does extra damage. The sewer rat gains an additional 1d6 of sneak attack damage at levels two and four. This bonus damage stacks with sneak attack damage gained from other classes, such as rogue.

**Disease Carrier (Ex):** As class features go, this one is truly disgusting. The sewer rat may voluntarily become a carrier for the disease to which he gained immunity at 1<sup>st</sup> level. He may then attempt to pass this disease on to other people. How this is done depends on whether the disease is spread by ingestion, injury or contact. The sewer rat may spread ingestive diseases by dangling a body part or item of his clothing in liquid from which a character then drinks. The use of a weapon or trap smeared with infectious filth may transmit diseases spread through injury. To spread a disease transmitted by contact, the sewer rat may rub the intended target, or even use a subtle manoeuvre such as shaking hands or (if he has the chance) kissing them.

**Vermin Fighter (Ex):** The sewer rat has encountered plenty of vermin-class creatures in his forays through the tunnels beneath the city. Insects and arachnids swollen to vast size are not uncommon, especially directly below wizardly districts where failed potions are dumped down the sinks with never a thought for what might happen to them afterwards. When he is fighting any creature of the vermin class, the sewer rat gains a +2 circumstance bonus to all attack rolls, damage rolls and saving throws.

### Classic Play

Obviously one for the urban campaign setting, the sewer rat is a splendid example of a rogue's adaptability to his environment. The sewers are sometimes seen as a poor man's dungeon and with specialist thieves like this running about

down there, they can be just as challenging. It sometimes pays not to be too proud. A player rogue with a few levels of sewer rat may get funny looks from his friends, but he will be the one laughing when they have to enter his domain. He can arrange access to places where they need to go, avoiding problematic security patrols and solid barriers. From the Games Master's point of view, taking the course of adventure into the sewer system is a fantastic way to build towards a denouement, since there are few places more dark, sinister and atmospheric than a city sewer and having a sewer rat (or a pack of them) to guide the players towards a critical conflict makes for some tense, enjoyable roleplaying.

## SNIPER

*'No, it was not a satisfactory shot. I was aiming for the pupil, not the damned iris.'*

Extremists in the matter of archery, snipers are experts in the use of bow weapons in tactical and guerrilla situations. They do not work in units, preferring to operate alone and target their attacks on the opposition's spellcasters, officers and authority figures. Their standard mode of work is to find themselves a secure, well-concealed position before a battle even starts. They will spend hours hiding in trees, ruined buildings and cliff top caves, surveying the landscape and rehearsing their crucial shots in their minds. In character they tend to be acerbic and humourless. They can often become obsessed with their talents and furiously angry with those who they feel are failing to pay them the proper respect. A sniper who turns against his side, or who becomes insane or evil and lashes out at humanity in general, can cause terrible loss of life before anyone is able to bring him down. In many such cases, they cannot; he is long gone by the time anyone even discovers the place from where he fired his shots.

Snipers are drawn from the ranks of the military archers and the longbowmen (q.v.)

**Hit Die:** d8.

### Requirements

To qualify to become a sniper, a character must fulfil all the following criteria.

**Base Attack Bonus:** 6+

**Feats:** Point Blank Shot, Precise Shot, Weapon Focus (any bow).

**Special:** Must have the Pinpoint Accuracy special ability, for which see the Military Archer and the Longbowman prestige classes in this book.

### Class Skills

The sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Spot (Wis), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points Per Level:** 2 + Int Modifier

### Class Features

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

**Weapon and Armour Proficiency:** The sniper gains no additional weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Primary Weapon (Ex):** At 1<sup>st</sup> level, the sniper may select one ranged weapon to be his primary weapon from the following list: heavy crossbow, light crossbow, longbow and shortbow. He receives a +2 competence bonus to all attacks made with his primary weapon. At level 5, this bonus increases to +3. This bonus stacks with any gained from the Weapon Focus feat. If the sniper has already selected a Primary Weapon in another class, he cannot change it here and must keep the same primary weapon as before.

**Extended Sneak Attack (Ex):** An arrow that seems to come whirring in from nowhere can do much more damage than one which can be seen coming. From

1<sup>st</sup> level, the sniper gains the ability to perform a sneak attack. This functions as per the Rogue class feature, for which see *Core Rulebook I*. He may only use this sneak attack ability with his primary weapon. Also, unlike a normal sneak attack, this version may be used on targets that are at ranges of up to 5 range increments from the sniper. If the ability is used within a range of 30 feet and the other conditions appropriate to a sneak attack apply, then damage from this ability stacks with



### The Sniper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Primary Weapon +2, Extended Sneak Attack +1d6
2	+1	+0	+3	+3	Eye of a Needle
3	+2	+1	+3	+3	Extended Sneak Attack +2d6
4	+3	+1	+4	+4	Eagle's Eye
5	+3	+1	+4	+4	Primary Weapon +3, Extended Sneak Attack +3d6



any other sneak attack damage the character may be able to inflict, such as from having levels in Rogue.

**Eye of a Needle (Ex):** The sniper learns patience and perfect timing. From 2<sup>nd</sup> level and higher, the sniper's Pinpoint Accuracy ability improves. He becomes able to maintain it for one additional round, thus incurring an additional +2 circumstance bonus to his attack roll.

**Eagle's Eye (Ex):** Very little escapes the sniper's attention. At fourth level, he gains a +4 competence bonus to all Spot checks.

### Classic Play

This class is a shining example of how decisive combats may be settled without long tortuous bouts of fighting or great armies having to clash. Veering perilously close to the assassin in temperament and function, the sniper is nonetheless a valid figure in his own right. He excels in a woodland environment, where there is plenty of cover and it is easy to find an elevated position. In a city he can do even more damage. Freelance snipers with levels in Rogue can shinny up to the tops of towers and battlements, from where they can pick off targets at will. Crime lords will often attempt to hire snipers for important meetings with other underworld figures, as it pays to have security in places where the other guy's forces could not reach. It's an insurance policy. A rogue, a sorcerer and a sniper could make a lethal strike team if a Games Master felt like structuring an adventure or two around the elimination of key targets rather than the usual linear dungeon crawl. As adversaries, they are a nightmare to confront. When the players know there is a sniper threat at the royal coronation that they must deal with and you have five snipers secreted in various places around the city, they are in for a tough time.

## STORYTELLER

*'You know, that reminds me of a tale I first heard when my grandfather used to tuck me into bed...'*

Bards are traditionally associated with song and rhyme. They use their voices and their instruments to create compelling patterns of rhythm, harmony and tone. Much less is said about that other calling so close akin to that of the bard, yet in which there is no poetry and no music, only the ancient power of a tale well told. The storyteller is no less a performer than his bardic cousin, yet he has far less time for showing off to an audience. He is concerned with the content of his tales, not with flashy performances. He does not need applause, just the rapt attention of a group of friends. The stories he tells justify themselves through him. They are usually older than he is and sometimes older than any other living thing, save perhaps the most ancient of dragons.

Storytellers fulfil many roles in society. Like bards with their songs, they may tell their tales to entertain or to carry news. They roam from place to place, researching old tales in libraries and collecting the stories told by the common folk in the taverns. Preservation of history is of major importance to them. By memorising the stories of forgotten peoples they keep them from dying out altogether.

Often they will tell tales for their moral content, to instruct the young or anyone else who would benefit from them. Occasionally a story will have sacred significance, such as one of the accounts of the creation of the world. The telling of such a tale is not lightly done, for the stories have powers all their own.

**Hit Die:** d6.

### Requirements

To qualify to become a storyteller, a character must fulfil all of the following criteria.

### The Storyteller

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+1	+1	Bardic Knowledge, Storytelling, Fascinating Story
2	+1	+0	+2	+1	Rewrite History
3	+2	+1	+3	+1	Bedtime Story
4	+3	+1	+3	+2	Episcdic Story
5	+4	+1	+3	+2	Moving Story

**Base Attack Bonus:** +5 or higher.

**Skills:** Perform 3 ranks. The storyteller must also have at least 5 ranks in two different Knowledge skills.

## Class Skills

The storyteller class skills (and the key ability for each skill) are Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Jump (Str), Knowledge (stories) (Int), Listen (Wis), Perform (Cha), Read Lips (Int), and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

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

### Weapon and Armour Proficiency:

The storyteller gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

### Bardic Knowledge (Ex):

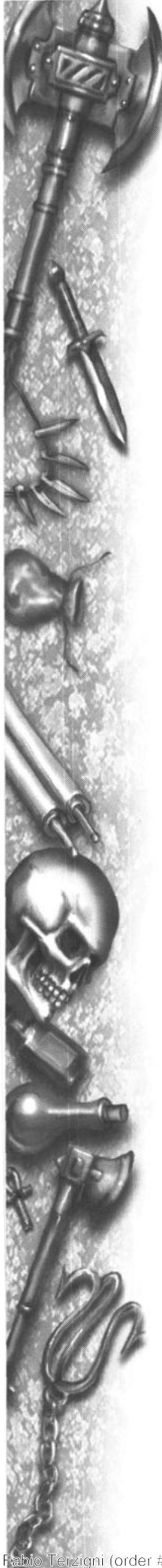
The storyteller's ability to retain information is on a par with that of the most learned bards. He has a chance to know something about almost any notable figure or item. At 1<sup>st</sup> level he acquires the ability to draw upon a bardic level of knowledge exactly as the 1<sup>st</sup> level bard class feature if he does not have the ability already. See *Core Rulebook I* for rules covering the use of bardic knowledge

**Storytelling:** The storyteller's principal ability is that to spin a yarn and spin it well, adjusting his style to suit the circumstances and the

audience. To tell an ordinary story, which can last for no longer than 30 minutes, he simply makes a Perform check (DC 10 +1 for every 5 people in the audience, as large numbers are harder to keep interested.) Success means that the story held the audience's attention and they enjoyed the experience. While a character is intent upon a storyteller's tale, they are less attentive to anything else. They receive a -1 circumstance penalty to all Listen and Spot checks made during this time.

No storytelling ability may be used during combat at all. Any attempt to do so automatically fails.





**Fascinating Story (Sp):** A storyteller may use his talespinning skills to cause another intelligent creature to become *fascinated* with him in a similar way to that in which a bard uses music. The creature to be *fascinated* must be no further than 50 feet away and able to see, hear and understand the storyteller. Both storyteller and target must be able to see and pay attention to each other. The storyteller makes a Perform check to initiate the effect and the target is entitled a Will saving throw to avoid it (DC equal to the storyteller's check result.) If the saving throw succeeds, the storyteller cannot attempt to *fascinate* that creature again for 24 hours. If the target fails its saving throw, it sits and listens, giving the storyteller its full attention. The storyteller may hold the creature's attention for up to 3 rounds plus 1 round per level. The creature's Spot and Listen checks are made at a -2 circumstance penalty during this time. It is also entitled to another saving throw as before if it notices a threat to itself in the immediate area. This is a spell-like charm ability.

**Rewrite History (Su):** A storyteller knows how a quest should go, how an adventure should pan out and what should happen to the characters in a good story. This confident notion of how the story ought to go has a curious effect on the world around him, shaping it very slightly closer to his own beliefs. Once per gaming session he may grant a fellow player a reroll on any single die roll. The player must accept the new result. The storyteller may not use this ability to grant *himself* a reroll.

**Bedtime Story (Sp):** This ability may only be used on a creature that the storyteller has already *fascinated* by means of a fascinating story (see above.) The ability must be used before the story's duration ends. By subtle changes in the pitch of his voice and the rhythm of his speech, the storyteller can attempt to send the *fascinated* creature off to sleep. The creature is allowed a Will saving throw (DC 10 plus the storyteller's level plus his Charisma modifier) to avoid falling asleep. If it does so, it will stay asleep for 1d6 hours. Only one attempt of this kind may be made upon any one *fascinated* creature. This is a spell-like ability.

**Episodic Story (Ex):** With a successful storytelling check (see above) the storyteller may begin to tell a truly compelling tale which, though it does not itself create any spell-like effects, is deeply satisfying to the listeners. He may do

this for up to 30 minutes as usual. He then stops the story at a crucial point, when there is clearly more to tell and the listeners want to know what happened next. The listeners will be extremely reluctant to permit any action that might lead to their missing the next episode or (worse still) the storyteller's death before he has had a chance to finish the story. The game effects of this ability are left to the GM's discretion; as a starting point, assume a circumstance penalty equal to the storyteller's Charisma modifier to any attack or damage rolls directed at him. The storyteller's tale may have one episode per level.

**Moving Story (Sp):** The storyteller is a master of emotional manipulation, knowing just how to capture his audience's imagination, direct their loyalties and build up their expectations. A tale can be crafted in such a way as to stir deep emotions in the audience. To use this ability, the storyteller must first have an audience, begin his story and hold their attention with a storytelling check as usual (see above.) He then begins to instil highly emotional elements into his story. On conclusion, the effect is that of an *emotion* spell as if cast by a 6<sup>th</sup> level bard. Note that the story must be concluded before the spell effect begins and any appropriate Will saving throws are made by the audience to avoid the effect, as the audience must know the final fate of the characters in the story before it can react appropriately. This is a spell-like ability.

## Classic Play

More versatile than a bard in some ways, less so in others, the storyteller is a useful character to play or to have with the team. Combat is definitely not his forte but he can often come up with original ways out of a predicament. Players should not feel they have to tell actual complete stories in real time. The Games Master can be more merciful than that. It is however a good idea to have a ready stock of story *titles* to hand, with a few notes as to each story's content, so that the player can get a feel for his character's repertoire. It is much better to be able to say 'This lot are clearly rogues, so I'll tell them the story of Raggedy Murph and the medusa's niece and see how that one goes down,' instead of 'I'll tell them one of my funny stories in the hope they'll warm to us a little more.' As a non-player character the storyteller is a ready and plausible source of plot hooks. The phrase 'Ah, that reminds me of a tale...' will come to precede many a quest.



# MIND OVER MATTER

Not every Games Master is going to want to include psionics in his or her campaign; those who do have access to a fascinating world of mental powers and near-miracles that are every bit as potent and compelling as the miracles of a cleric or the arcane conjurations of a wizard. Psionic characters are already rare and special and the classes presented here enable them to become even more select. Training is offered in a variety of different psionic paths, from the temporal acceleration of the quicksilver to the sensate's ability to track down evil as if it left the trace of its own foulness behind it.

## CORVIDAE

*'Down the years I cursed and sought thee, tracked the globe from shore to shore / Long has thou escaped my vengeance; now the churl who smote me sore / Shall elude me Nevermore!'*

Usually pallid, clad in black garments and with piercing eyes that unsettle those upon whom their gaze falls, the Corvidae are members of a cryptic sect. They are rarely seen and seem to prefer it that way. Trained in the psionic arts, their primary distinguishing feature is their link with a bird. This is more than a totemic affiliation; the birds in question are not ordinary ravens and crows but mentally enhanced companions of the Corvidae, who expand and enhance their own powers reciprocally by drawing on the bird's psyche. When only moderately advanced in power, they acquire the ability to fly. This in concert with their link to their bond-birds makes them exceptional scouts and a warlord seeking information about the land beyond his visual range could hope for none better to aid him – if, that is, he could offer the Corvidae anything they actually wanted.

They are named 'Corvidae' because that is the collective name for birds of the crow and raven family and they are prepared to answer to it; however, an initiate of the Corvidae may be bonded to a bird of any species. They are compassionate with animals of all kinds. Though they may ignore the suffering of intelligent species as irrelevant to them, they detest cruelty to animals and do not tolerate those who inflict it.

### Requirements

To qualify to become one of the Corvidae, a character must fulfil all the following criteria.

**Base Attack Bonus:** +3 or higher.

**Feats:** Skill Focus (handle animal).

**Skills:** Handle Animal and Animal Empathy; 8 ranks in one and 4 ranks in the other. The player chooses which.

**Manifesting:** Ability to manifest at least one psychometabolic and one clairsentient psionic power.

### Class Skills

The Corvidae class skills (and the key ability for each skill) are Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Move Silently (Dex), Remote View (Int), Spot (Wis), and Survival (Wis). See *Core Rulebook I* for skill descriptions.

**Skill Points Per Level:** 4 + Int modifier.



## Class Features

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

**Weapon and Armour Proficiency:** Corvidae are proficient with all simple weapons, all bows and crossbows and light and medium armour. They are not proficient with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Manifesting (Su):** The Corvidae are minor psions, able to manifest their unique abilities as psionic powers. They gain a number of additional Power Points at each level equal to their Class Level they have just attained. For example, a level 5 Corvidae has gained a total of 15 Power Points (1+2+3+4+5) from his Corvidae levels in addition to any Power Points he may have gained from previous classes.

**Bird Companion (Ex):** Upon becoming one of the Corvidae, the character calls a bond-bird to serve him. The bond-bird's statistics are given below. It gains additional abilities as the initiate of the Corvidae advances in level. At 5<sup>th</sup> level he gains another bond-bird; at 9<sup>th</sup> level he gains his third and last. Should one of his bond-birds be killed, the member of the Corvidae may not replace it until he has gained a level. This level gain may be in any class; it need not be as a member of the Corvidae.

**Evasive Wings (Ex):** The bond-birds of the Corvidae gain the Evasion ability when their masters reach 2<sup>nd</sup> level. At any time when the bird is subjected to an attack or effect that normally allows

a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

**Avian Empathy (Su):** The Corvidae have psionic empathic links with their bond-birds. These reach out to a distance of up to half a mile per Corvidae level. Communication is purely emotional and non-verbal. Only strong emotions, such as fear, disgust, apprehension and relief may be communicated. It is entirely possible at this level for the Corvidae to misunderstand their companions' intentions.

**Eye Strike (Ex):** Living up to their name, the Corvidae and their bond-birds alike gain the ability to aim a cruel strike directly at their opponents' eyes. They may take a full round action to make a single melee attack at their normal attack bonus, provoking an attack of opportunity. If the attack roll is successful, the target must make a Reflex saving throw with a DC equal to the result of the attack roll. A failed saving throw means that damage has been sustained to one eye.

A damaged eye results in a -2 circumstance penalty to Spot, Search, Appraise, Forgery, Decipher Script, Open Lock, Disable Device, Craft, Read Lips, Sense Motive and Spellcraft checks, Survival checks (for tracking only), Initiative checks, Reflex saving throws and Dexterity checks. Damage to all eyes results in blindness. This damage is only considered healed when all other damage suffered by the target has also been healed.

**Falcon's Claws (Su):** At 2<sup>nd</sup> level, an initiate of the Corvidae discovers the Falcon's Claws power (see below) if he had not discovered this power already.

## The Corvidae

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Bird Companion, Evasive Wings, Avian Empathy, Manifesting
2	+1	+0	+3	+3	Eye Strike, Falcon's Claws
3	+2	+1	+3	+3	Avian Vision, Enhanced Companion
4	+3	+1	+4	+4	Speed of Flight
5	+3	+1	+4	+4	2 Bird Companions, Enhanced Companion
6	+4	+2	+5	+5	Endurance, Animal Affinity
7	+5	+2	+5	+5	Avian's View, Raventongue, Enhanced Companion
8	+6	+2	+6	+6	Improved Evasive Wings
9	+6	+3	+6	+6	3 Bird Companions, Enhanced Companion
10	+7	+3	+7	+7	Avian Form

**Avian Vision (Sp):** At 3<sup>rd</sup> level, the bond-bird may double the effective range of its darkvision and low-light vision. At the same stage, its Corvidae companion discovers the powers of Elfsight, Darkvision, Expanded Vision and Vigilance, if he had not discovered these powers already.

**Enhanced Companion (Ex):** At the levels indicated, the Corvidae's bond-birds gain one additional hit die and all commensurate benefits, such as an increased base attack bonus, improved saving throws and an additional skill point per hit die. In addition to this, the bond-bird's natural armour improves by 2 and its Intelligence ability score increases by 2.

**Speed Of Flight (Su):** At 4<sup>th</sup> level the bond-birds of the Corvidae increase their speed to: Spd 10 ft, fly 100 ft (good). At this level the Corvidae initiate discovers the 'Burst' power (if he had not discovered this power already) and gains the ability to use it once per day per class level at no power point cost. He also discovers the 'Glide' power if he has not already discovered it.

**Endurance (Ex):** At 6<sup>th</sup> level the Corvidae initiates and their bond-birds gain the Endurance feat as a bonus feat.

**Animal Affinity (Su):** At 6<sup>th</sup> level an initiate of the Corvidae discovers the Animal Affinity power if he has not already discovered it.

**Avian's View (Su):** At 10<sup>th</sup> level, the Corvidae initiate gains the ability to extend all his senses through the sensory organs of one of his bond-birds. To use this ability, he must make a Remote View skill check, with the DC equalling 10 plus the distance in miles to the bond-bird.

**Raventongue (Ex):** At 7<sup>th</sup> level, the Corvidae bond-birds gain the power of speech. The bird may be used as a messenger and may verbally communicate what it has seen to the Corvidae initiate or to others. It can speak in all the languages known to its Corvidae master.

**Improved Evasive Wings (Ex):** At level 8, the Corvidae's bond-birds gain the Improved Evasion ability as per the rogue class feature.

**Avian Form (Su):** At 10<sup>th</sup> level the Corvidae gain the ability to change into the form of any avian

animal of tiny to huge size, as per the *Wild Shape* druidic ability.

## Falcon's Claws

*Psychometabolism (Str)*

**Level:** Psion 1, Psychic Warrior 1

**Display:** Vi, Ma

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** User

**Duration:** 1 hour

**Power Points:** 1

When this power is utilised, the manifester grows long talons from the ends of his fingers. These allow a claw attack (which does not draw an attack of opportunity) with a base damage of 1d8. The manifester can use this power in conjunction with feats, powers or spells that allow additional attacks in 1 round. It may also be used with multiple attacks gained through level advancement.

**Bond-bird:** CR1; Tiny Magical Beast; HD 2d10+2; hp 13; Init +3 (+3 Dex); Spd 10 ft, fly 80 ft (good); AC 17 (+2 Size, +3 Dex, +2 Natural Armour); Melee claw +7 (1d4), bite +2 (1d4); Face 2 1/2 ft x 2 1/2 ft; Reach 0 ft; SQ Darkvision 60 ft., Low-light vision; AL N; SV Fort +4, Ref +6, Will +2; Str 10, Dex 17, Con 12, Int 2, Wis 14, Cha 6. *Skills and Feats:* Listen +5 (3), Spot +5 (3); Weapon Finesse (Claw, Bite)

## Classic Play

Another prestige class from the 'get the Games Master to put the Sisters of Mercy on' stable (much like the Lamentor) this one has some fairly obvious cinematic roots. The decision to wear whiteface and clownlike eye makeup while your bond-bird perches on your shoulder and you stare out of the window across the city is entirely your own. Quite an enjoyable class to play, the Corvidae are often found working together for a common master and are leery of outsiders, so two or three players might want to take the class at once. Alternatively, a member of the Corvidae could easily find employment as an advance scout for a group of wilderness raiders, a rogues' guild or even a maritime crew.

## PHAROS

*'Something terrible happened here. The air is smeared with screams.'*

The pharos (plural phari, from a word meaning a shining light) are characters who have been blessed







with psionic ability, yet who are so offended by evil that they are emotionally disturbed in its presence. If they are forced to endure the proximity of an evil creature or an item that radiates evil, they become extremely distressed and may even feel acute physical pain. Their only option to achieve any kind of peace is to root out the evil and destroy it; then they will be able to sleep again.

Many of the phari are multiclassed paladin/psychic warriors; some are paladin/psions. There is no formal training in the pharos' path. Characters do not adopt the class by vocation (as with pure paladinhood) but neither do they voluntarily choose it. It is most often adopted as a natural progression from what the character is already doing. Some of the more experienced phari have come to a more conscious awareness of what they are and have begun to form teaching orders for their mutual

benefit, seeking out new phari who do not as yet understand what they are becoming.

Phari derive their powers from both divine and psionic sources. Their remarkable minds augment and amplify those powers that they may already draw on by virtue of class.

**Hit Die:** d8.

### Requirements

To qualify for the pharos prestige class, a character must fulfil all of the following requirements.

**Base Attack Bonus:** 5+.

**Alignment:** Lawful good.

**Base power points/day:** 2+.

**Psionic Powers:** The character must have at least one psionic attack mode.

**Special:** The character must be able to *detect evil* at will as a spell-like ability.

### Class Skills

The pharos class skills (and the key abilities of each) are Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Heal (Wis), Knowledge (religion) (Int), Ride (Dex), Stabilise Self (Con), Swim (Str), Tumble (Dex) and Use Psionic Device (Cha). See *Core Rulebook I* for skill descriptions.

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

### Class Features

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

**Weapon and Armour Proficiency:** The pharos gains no new proficiencies with weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

## The Pharos

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Evil Sensitivity, Psionic Smite, Restoring Hands, Retribution (+1)
2	+1	+3	+0	+3	+1 Manifester Level, Defence Against Evil
3	+2	+3	+1	+3	Dodge Evil (dodge bonus), Mobility Versus Evil (+4)
4	+3	+4	+1	+4	+1 Manifester Level, Detect Evil Thoughts
5	+3	+4	+1	+4	+1 Manifester Level, Retribution (+2)
6	+4	+5	+2	+5	+1 Manifester Level, Dodge Evil (cannot be flanked by evil)
7	+5	+5	+2	+5	Mobility Versus Evil (+8)
8	+6	+6	+2	+6	+1 Manifester Level
9	+6	+6	+3	+6	+1 Manifester Level, Retribution (+3)
10	+7	+7	+3	+7	+1 Manifester Level, Psionic Karma, Perfect Mobility Versus Evil

**Evil Sensitivity (Su):** Whenever the pharos is attacked by a creature, he automatically senses whether the attacking creature is evil or not and which direction the attack is coming from. This ability makes it impossible for a pharos to associate with evil creatures over long periods. After an hour in close proximity with an evil creature, he begins to suffer from a headache and receives a -1 circumstance penalty to all attacks, skill checks and saving throws. This penalty only fades when he has been away from evil creatures for at least an hour. Effects that disguise or hide alignment, such as an *undetachable alignment* spell, can fool this ability. Evil that is not sensed by the pharos does not cause him to develop a headache.

**Psionic Smite (Sp):** Once per day, before using a psionic attack mode against an evil creature, the pharos may choose to make the attack a psionic smite with a bonus to his psionic attack roll equal to his Charisma modifier, if positive. A psionic smite adds half the pharos' level, rounded down, to the ability score damage rolled against an evil psionic creature.

Non-psionic evil creatures subjected to a psionic smite are stunned for one additional round instead. If the attack is unsuccessful, or the target creature was not evil, that use of psionic smite is wasted for the day. The pharos may perform a psionic smite twice per day at 5th level and three times per day at 9th level.

**Restoring Hands (Sp):** With a touch, the pharos may heal a number of ability score points per day equal to his pharos class level. He may heal up

to this amount all at once or spread it out over the day. This ability can be used to attack undead foes. Whenever he successfully makes a melee touch attack against an undead creature, he may deal temporary ability score damage to their Strength score, up to the same amount that he can heal. A Will saving throw at DC 15 halves this damage.

**Retribution (Su):** Whenever the pharos attacks a creature that he has determined to be evil through the use of his *detect evil* or *evil sensitivity* abilities, he gains a +1 insight bonus to attack rolls against that creature for the rest of the combat. This bonus increases to +2 at 5th level, and +3 at 9th level.

**Manifester Level +1:** Phari continue to develop their psionic powers as psions or psychic warriors. At each level where they gain 'manifester level +1' they acquire new power points per day and access to discovered powers and psionic combat modes as if they had gained a level in their psionic class (psion or psychic warrior.) They gain none of the other benefits associated with advancement in those classes.

**Defence Against Evil (Su):** The pharos has an uncanny intuition about the moves and tactics an evil creature will use when attacking him. He gains a dodge bonus to armour class equal to half his pharos class level, rounded down, against attacks from evil creatures.

**Dodge Evil (Su):** The pharos' sensitivity to evil causes him to retain dodge bonuses to armour class when in combat against evil creatures at times when he would ordinarily be denied it, such as for being





## The Psionic Revenant

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Risen, Turn Resistance Wis +2, Prey Limitation, Recall Death
2	+1	+0	+0	+3	Frightful Aspect, Turn Resistance Wis +3
3	+1	+1	+1	+3	Regeneration, Turn Resistance Wis +4
4	+2	+1	+1	+4	Turn Resistance Wis +5, Mind Blast
5	+2	+1	+1	+4	Incorporeality

Many long-haired revenants simply stagger forth with their hair draped over their faces, a surprisingly frightening effect when one confronts it.

**Hit Die:** d6.

### Requirements

To qualify to become a psionic revenant, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Ability Scores:** Charisma 14+.

**Psionics:** Must have had ability to manifest level 5 psionic powers while in life. Prime discipline must be Clairsentience or Telepathy.

**Alignment:** Any evil.

**Special:** The psionic revenant must have been killed violently in an act of betrayal. This betrayal may be subjective; the revenant must *think* it was killed by treachery. The body must be largely intact; a limb may be missing but not the head, nor may the revenant have suffered death by disintegration, acid, digestion or similar damage.

### Class Skills

The psionic revenant class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (psionics) (Int), Psicraft (Int), Remote View (Int), and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the psionic revenant prestige class.

**Weapon and Armour Proficiency:** The revenant gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.



**Risen:** The revenant's immensely powerful will, fuelled by a desire for revenge, animates his physical remains. (Naturally, this does not happen to *all* psionic characters who are killed in this way, or nobody would ever dare to kill them; it is the Games Master's discretion whether any one character rises as a revenant or not.) The revenant's creature type becomes Undead [psionic]. He loses his Constitution ability score entirely. Any psionic abilities he had during life are retained; he may manifest all the same powers as he used to and recovers power points at the same rate. He may not use psychometabolism powers, since he has no metabolism. He may use Psychokinesis powers, using his Charisma score as the key modifier.

Being undead, he also gains all the abilities of the undead creature type, namely immunity to mind-influencing effects, poison, sleep, paralysis, stunning, disease and similar effects. He is no longer subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. His supernaturally tough nature grants him damage reduction of 5/magic and a spell resistance of 18.

**Turn Resistance:** The revenant cares only to carry out its own dire plans for vengeance and cares nothing for metaphysical struggles of good against evil. It is undead by its own will, not because some evil deity (or the representative of one) chose it as a servitor. This lack of concern for religious matters grants the psionic revenant a circumstance bonus to its turn resistance equal to its Wisdom modifier plus the listed amount.

**Prey Limitation (Su):** Depending on the circumstances of its death and the general state of its mind, the revenant considers some mortal creatures to be prey that it may hunt down and kill, whereas others are irrelevant to it. This attitude takes the form of a set limit on those it may attack. The Games Master (or player) must decide on what this limit is. Some suggested limits are as follows. The revenant might only attack those who

- have handled a certain magic item
- have read a specific chapter in a specific forbidden book
- are members of a certain family, however distantly related
- own an otherwise unremarkable object, such as a charm (e.g. the monkey's paw)
- have entered a specific area, such as a burial ground

- belong to a certain race
- are of a specific alignment

Even when a character is within the category of legitimate prey, there is always something they can do to placate the revenant before it comes for them, or even while it is doing so. The nature of this may be along the lines of:

- receiving clerical *atonement* for wrongs done to the revenant while in life
- deliberately shedding one's own blood at the place where the revenant was killed
- making a propitiatory sacrifice of a precious or magical item
- passing ownership of the key item to someone else
- copying out the forbidden chapter by hand and giving it to someone else to read, so that they now become legitimate prey and you do not

Again, this is left to the Games Master's discretion; suitable penitential or placatory acts may be found in *Core Rulebook III* in the entry on ghosts.

The revenant's power to detect who does and does not fall under the heading of 'prey' is a supernatural ability.

**Recall Death (Su):** The psionic revenant's sheer hatred and fury manifest as a psionic assault that leaves its victims contorted, twisted and lifeless. The revenant may use the *recall death* psionic ability without paying any power point cost a number of times per day equal to its Wisdom modifier plus one. The ability does not function exactly as *recall death* in as much as the target is not bombarded with images of its own eventual death but subjected to the sensations felt by the revenant when it first died magnified a thousand times over. Any target who is in the category of 'prey' as described above (which will usually be the only kind of target against which the revenant will direct this attack) suffers a -2 circumstance penalty to his Will saving throw to avoid immediate death.

This is the revenant's primary mode of attack. Should the target still be alive after the revenant has discharged all of its uses of *recall death* for the day, it will slink off to wait for another time rather than persist. It wishes the target to suffer as it suffered; hacking the target to pieces would not be the same.

**Frightful Aspect (Su):** The revenant's presence brings with it the horror of the grave. Its lurching gait is unspeakably terrifying. Anyone who can see the revenant must make a Will saving throw (DC 20) or become shaken (see Condition Summary in *Core Rulebook II*). Those who fail their saving throw by 5 or more become frightened. Anyone observing who is in the revenant's 'prey' category suffers a -2 circumstance penalty in this saving throw.

**Regeneration (Su):** The revenant's will to preserve itself intact is now so strong that it regenerates damage. As per the usual rules for regeneration, all damage dealt to a revenant is treated as subdual damage. There is however no specific kind of hit point damage that is not so treated, unlike the usual instances of regeneration in which fire and acid are treated as normal damage. If the revenant is destroyed through ability score damage, such as from psionic combat, it is destroyed completely and will not regenerate. The revenant is vulnerable to such attacks, since it has no Constitution score and the reduction of any ability score to 0 or less via psionic combat will destroy it.

**Mind Blast:** As well as focusing its loathing on to one target for a *recall death* effect, the revenant may now let loose a *mind blast* at will, expending no power points in order to do so.

**Incorporeal (Su):** In its final transition from mortal being to vengeful shade, the psionic revenant loses its mortal vehicle and achieves full incorporeality. It gains all the benefits of being an incorporeal creature: see *Core Rulebook II* for description of the incorporeal state.

### Classic Play

No prizes for guessing which watery, well-dwelling Japanese spook *this* class is based on.

She is so tough that there are very few ways for even a relatively high-level party to defeat her, short of chopping her up with *holy avenger* swords. Psionics are one way to do it; vast amounts of magic are another. However, it is much more satisfying from a campaign point of view if the psionic revenant is presented as an adversary who must be overcome by some other means than simple physical confrontation. People who fall foul of her are usually those who had something to

do with her death, or who have become in some way associated with that death. The party would be best advised to research the revenant's life, find out the truth and set about making things right again, such as by finding those who originally killed her and redirecting her fury toward the right people.

## PSYNERGIST

*'The mind is like a jewel. When it is unworked, it is rough and muddy. Not until it is properly ground down by steady, patient discipline is its cold beauty apparent. Only then does one discover the strength of its cutting edge.'*

The psynergist is among the most disciplined of all monkish characters, for he has the added burden of psionic talent to contend with. Those who have had their powers awoken in troubling or uncontrolled circumstances often seek solace and advice in the peace of a monastery, imagining that if the occupants of such a tranquil place cannot help them then none can.

Psynergists have their own unique and little-known course of training. This is sometimes learned in the course of formal training from those who have trodden the path before and sometimes comes from the psynergist's own 'inner voice'. His abilities





seem similar at first glance to those that use ki powers; though the psynergist's psionic powers are not related to his competence with ki, he nonetheless strives to integrate the two into a single powerful current of will.

**Hit Die:** d8.

### Requirements

To qualify for the psynergist prestige class, a character must fulfil all of the following requirements.

**Base Attack Bonus:** +4.

**Feats:** Improved Unarmed Strike, Stunning Fist (or the monk's stunning attack ability), Inertial Armour and any two psionic feats.

**Base Power Points/Day:** 4+ (not including bonus power points).

### Class Skills

A psynergist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

**Skill points at each additional level:** 4 + Int modifier.

### Class Features

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

**Weapon and armour proficiency:** The psynergist is proficient with all simple weapons, the kama, the nunchaku, the siangham, and the shuriken. He does not gain proficiency with any type of armour or shields. Wearing armour or using a shield causes all of the psynergist's supernatural abilities to fail.

**Monk Abilities (Su):** The character has the unarmed damage, fast movement, and stunning attacks per day as a monk of a level equal to his psynergist level plus any monk levels he may already have.

**Psionics (Su):** Psynergists continue to develop their psionic ability, though at a slow pace. They gain more power points per day and discover new powers as listed. Psynergists do not gain bonus power points, nor do they have a primary discipline.

**Smooth Energy (Su):** A psynergist can convert ki to psionic power and vice versa. As a free action on his turn, the psynergist may give up a stunning attack for the day to gain three power points; alternatively, he may spend five power points to gain an additional stunning attack for the day. He may only use this ability once per round.

**Inner Defence (Su):** The psynergist bolsters his natural psionic abilities with ki to provide incredible defences. As long as he retains more than 1 power point in his reserve, he gains a +1 armour bonus to his armour class for every reserve point he has above 1, up to one-half his class level as a

### The Psynergist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Power Points/Day	Powers Discovered		
							0	1	2
1	+0	+2	+2	+2	Psionics, Smooth Energy, Stunning Attacks	+1	-	-	-
2	+1	+3	+3	+3	Bonus Feat, Inner Defence	+3	-	-	-
3	+2	+3	+3	+3	Warp Reality	+3	-	-	-
4	+3	+4	+4	+4	Leap of the Clouds	+3	-	-	-
5	+3	+4	+4	+4	Psi-Strike	+5	-	-	-
6	+4	+5	+5	+5	Bonus Feat	+5	1	-	-
7	+5	+5	+5	+5		+5	2	-	-
8	+6	+6	+6	+6	Bonus Feat	+7	2	1	-
9	+6	+6	+6	+6		+7	2	2	-
10	+7	+7	+7	+7	Synergy	+7	2	2	1

psynergist, rounded down. This bonus stacks with the +4 armour bonus to armour from the Inertial Armour psionic feat but not with any armour bonus granted by wearing armour or wielding a shield.

**Bonus Feat (Su):** Psynergists augment their combat skills with psionic feats. At 2<sup>nd</sup>, 6<sup>th</sup> and 8<sup>th</sup> levels they may choose any one of the following psionic feats as a bonus feat. The prerequisites of the chosen feat must be met as usual: Combat Awareness (see box), Deep Impact, Fell Shot, Great Sunder, Mental Leap, Psionic Body, Psionic Charge, Psionic Dodge, Psionic Fist, Psionic Metabolism, Psionic Shot, Psionic Weapon, Rapid Metabolism, Return Shot, Speed of Thought, Stand Still, Unavoidable Strike and Up the Walls.

**Warp Reality (Su):** The psynergist's inner self is so strong, he can bend reality to protect himself. As long as he has at least 10 power points in his reserve pool, he gains a +1 resistance bonus to all of his saving throws for every 3 levels he has as a psynergist, up to a maximum of +3 at 9th level.

**Leap of the Clouds (Su):** The psynergist's jumping distance (vertical and horizontal) is no longer limited by his height.

**Psi-Strike (Su):** The psynergist can 'charge up' his unarmed strikes with psionic energy. At the beginning of his turn, if he expends 5 power points, his unarmed strikes gain the ability to avoid damage reduction as if the blow were made with a magic weapon. For every 5 power points extra that the psynergist expends, he may treat his attacks as if they were made with a weapon with an additional +1 enhancement bonus. Up to 20 power points may be expended in this way; the psynergist may thus strike opponents as if he had a weapon with up to a +4 enhancement bonus. The effect of the psi-strike ability lasts for one round only.

**Synergy (Su):** The psynergist's abilities with ki and psionic forces have achieved synergetic fusion and have become far more than the sum of their parts. As long as the psynergist has his maximum power points in his reserve pool, he may act as if under the effect of a *haste* spell. This effect does not stack with *haste*, *mass haste*, or *timestop* spells or effects.

## Ex-Psynergists

If the psynergist's alignment becomes non-Lawful, he lacks the discipline necessary for this class and become an ex-psynergist. Ex-psynergists lose the use of all of their supernatural abilities, including

any psionics gained as a psynergist, until their alignment becomes Lawful again.

## New Psionic Feat

### Combat Awareness [Psionic]

Your instincts cut through the fog of battle.

**Prerequisites:** Reserve power points 5+

**Benefits:** As long as you have at least 5 power points in reserve, you don't lose your Dexterity bonus to armour class when flat-footed or against opponents of whom you are unaware.

**Special:** This ability does not work against rogues that are four or more levels higher than you.

This is another of those classes where monkish training leads to a definite state of 'enlightenment' at 10<sup>th</sup> level, giving the character something to look forward to. In this instance, being constantly *hasted* is an impressive prize. Otherwise, versatility is the psynergist's main appeal; not graced with as much raw psionic talent as a regular psionic character, he makes up for it in ingenious adaptations of psionic ability to monkish talent. Some of the best prestige class ideas come from combining two root concepts; in the best of them, some completely new ideas arise.

## QUICKSILVER

*'Once, I held a crystal goblet full of wine, slowed down time and watched it shatter. It bloomed softly like a rose. Quite beautiful.'*

Those rare individuals called quicksilvers have trained themselves in the psionic arts to one end only: the development of speed. They begin to melt the fabric of time until it complies with their demands. They have superhuman athletic powers, flinging themselves across deep crevasses and literally running rings around foes. They sometimes seem to leave a trail of ghost-images behind them as they move.

The path of the quicksilver is a punishing one. The demands of the training mean almost all of the quicksilvers are drawn from the ranks of the psychic warriors, with some coming from other classes such as nomads.

**Hit Die:** d8.



### Requirements

To qualify to become a quicksilver, a character must fulfil all the following criteria.

**Skills:** Knowledge (psionics) 5 ranks, Tumble 8 ranks.

**Feats:** Dodge, Psionic Charge, Psionic Dodge, Speed of Thought, Up the Walls

### Class Skills

The quicksilver's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** Quicksilvers gain no additional training with weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Manifesting:** At the indicated levels, a quicksilver gains additional power points per day and discovers

psionic abilities as if increasing in level in the manifesting class he had prior to becoming a quicksilver. He gains no other benefits normally associated with gaining a level in that class (hit points, saving throws, additional psionic combat modes, etc).

**Personal Time (Su):** The level 1 quicksilver may slow his perceptions of time just enough that he never feels harassed or worried. This allows him to take 10 on any skill check even in situations where this would normally not be allowed. The quicksilver may manifest this ability once per day per class level at no cost; additional manifestations of this ability cost 1 power point per use.

**Dodge This (Su):** At level 2, the quicksilver can focus his dodging against a single opponent. During his action, the quicksilver designates an opponent and receives a +1 dodge bonus to armour class against attacks from that opponent. This can be the same opponent or opponents designated for the standard Dodge and Psionic Dodge feats, in which case the dodge bonuses stack. The quicksilver can reassign his opponents as a free action on each action. A condition that makes the quicksilver lose his Dexterity bonus to armour class (if any) does not make him lose the dodge bonus(es) from this feat. Every second level after level 2, the quicksilver may target one additional opponent with this ability, or he may apply the dodge bonuses against the same opponent as normal.

### The Quicksilver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Manifesting
1	+0	+2	+2	+0	Personal Time	
2	+1	+3	+3	+0	Dodge This (1)	+1 manifester level
3	+2	+3	+3	+1	Act Up 1/day, Mental Speed	
4	+3	+4	+4	+1	Dodge This (2)	+1 manifester level
5	+3	+4	+4	+1	Act Up 2/day, Up and Over	
6	+4	+5	+5	+2	Dodge This (3)	+1 manifester level
7	+5	+5	+5	+2	Act Up 3/day, Instant Action	
8	+6	+6	+6	+2	Dodge This (4)	+1 manifester level
9	+6	+6	+6	+3	Act Up 4/day, Mental Speed	
10	+7	+7	+7	+3	Dodge This (5)	+1 manifester level



**Act Up (Su):** A level 3 Quicksilver can accelerate his own time frame sufficiently to allow an additional attack in a round. Manifesting this ability is a free action for the Quicksilver.

At level 3 the Quicksilver can manifest this ability once per day. It may be manifested one additional time per day per two class levels thereafter; see the table below. A Quicksilver may manifest this ability no more than twice in any one round.

**Mental Speed (Ex):** A levels 3, 6 and 9, a quicksilver gains Mental Leap, Quicken Power or Speed of Thought as a bonus feat. These bonus feats are in addition to the feats that a character gains through level advancement.

**Up and Over (Su):** Through a combination of the Up the Walls feat and sheer speed, a level 5 quicksilver can use the Up the Walls feat to run upside down on a vertical surface, running under overhangs, across ceilings, along roof beams and so forth.

**Instant Action (Su):** A level 7 quicksilver can manifest the Act Up ability at any point in a round, as long as he has not manifested the ability already during the round. This is treated as a readied action,

except that the quicksilver has the option to select what he will do with the action when he elects to manifest the ability, instead of when readying the action. In this way, a quicksilver may interrupt another person's action with an Act Up action. Once the quicksilver has used Instant Action in a round, he cannot use the Act Up ability for the remainder of the round.

Now where can one get a black leather catsuit, a dozen repeating crossbows and a pair of those fetching mirrored glasses and what's the cost in GP? Obvious source material aside, this is a fiendishly useful class to have along. There is nothing like a fast-moving character to really screw up the other side's spellcasting; this is especially easy for the quicksilver, who develops the ability to interrupt others with an attack of his own. One quick stab and it is Concentration check time for the spellcasters. Alternatively, a team of rogues working with a quicksilver will find even the most strongly defended stores of wealth are hard pressed to defend against someone who can run along the ceiling.



# CRUSADERS OF LIGHT AND DARKNESS

Some prestige classes stand apart from others. These are those classes that are not distinguished so much by the type of class they are, but by the motivation that compels a character to take them up. Every one of these classes is an exemplar of extreme good (such as the princely hero) or extreme evil (such as the serpentbearer) or has the potential to be either (such as the dragon warrior). They are more likely to be leaders of like-minded groups than solitary operatives, as their nature often shines forth and attracts the attention and patronage of those who consider themselves kin. As such, they are key players in the ongoing struggle of light against darkness.

## COWLED RIDER

*'Death? No, I am not death. I am merely his manservant, who opens the door and admits his new guests into his company. Behold, this scythe shall bear you there in a trice. Do not fret so, the pain is brief.'*

The cavalry of darkness, the cowled riders were once mortal men who sought to know things that the wise gods had forbidden mortals to learn. Fear of mortality prompts living men to make awful bargains and to sign away that which they should not. Acceptance and initiation into the cult of Kharash Var brings knowledge of terrible things hidden from living minds; the cowled rider does not remain human long, shedding his mortal flesh gladly and taking on the cold form of one of the undead. They are figures of stark dread, causing good folk to shut the windows tight on dark nights and travellers to seek shelter in any roadside hovel, however tumbledown, lest they encounter one of these apparitions on a lonely road.

Those who enter the cult of Kharash Var and are accepted as cowled riders were often warriors and fighters at first. The cult is however open to all classes, so long as they express the proper

devotion to the malignant entity at the heart of the cult and are prepared to be forever doomed once the transformation to a member of the undead is complete. Those who cross the boundary between life and death may not recross at will; when the undead are destroyed, there is no raising or resurrection for them.

**Hit Die:** d10.

### Requirements

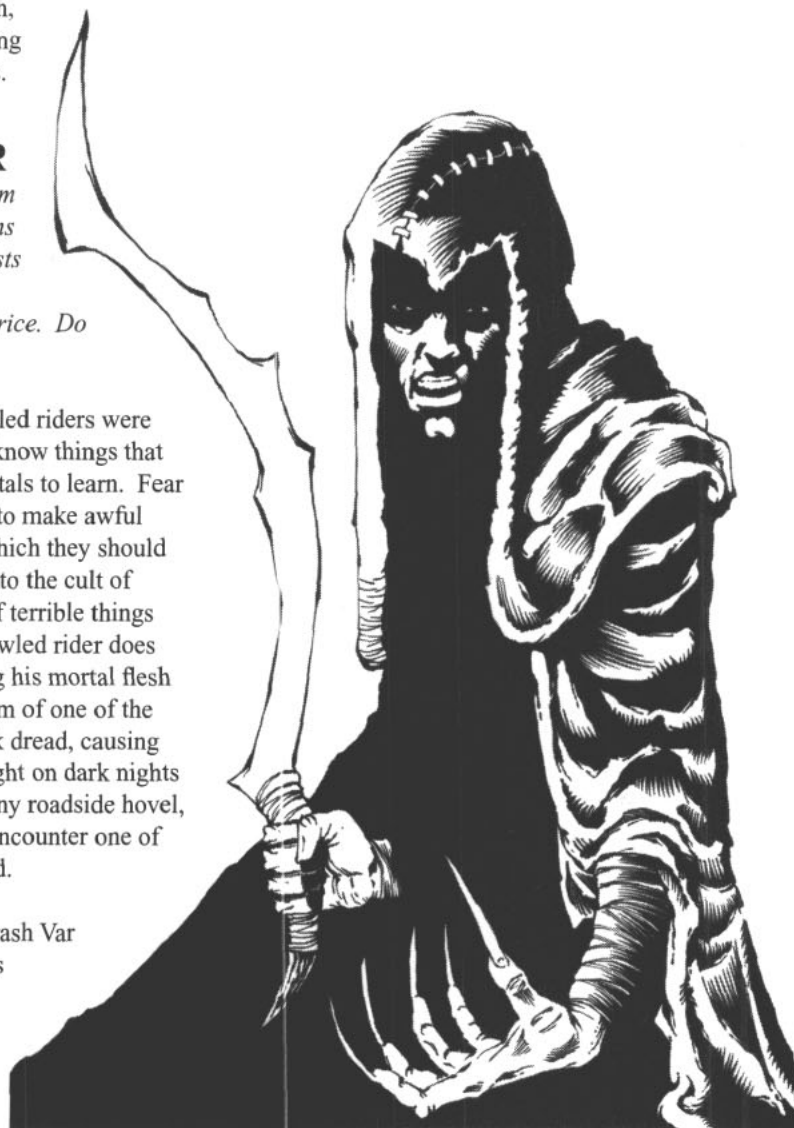
To qualify to become a cowled rider, a character must fulfil all the following criteria.

**Base Attack Bonus:** 6+.

**Alignment:** Neutral evil or lawful evil.

**Feats:** Mounted Combat, Power Attack, Trample.

**Skills:** Ride 10 ranks.



## The Cowled Rider

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fiendish Mount
2	+2	+3	+0	+0	Smite Living once per day
3	+3	+3	+1	+1	Undeath
4	+4	+4	+1	+1	Turn Resistance, Mounted Feat
5	+5	+4	+1	+1	Smite Living twice per day

### Class Skills

The cowled rider's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (undead) (Int) and Ride (Dex). See *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are features of the cowled rider prestige class.

**Weapon and Armour Proficiency:** Cowled riders are proficient in the use of all simple and martial weapons, with all types of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Fiendish Mount:** Upon receiving his first initiation into the cult of Kharash Var, the cowled rider is presented with a fiendish warhorse. The mount uses the statistics of a heavy warhorse (see *Core Rulebook III*) that has had the Fiendish template applied to it. It receives maximum hit points for its first two hit dice; the remainder are rolled as normal. Should the Mount be destroyed, at the stroke of midnight on the night following a new Fiendish Mount will manifest, under the command of the cowled rider.

**Smite Living (Su):** Once per day a cowled rider may make a single melee attack against a living foe for which he receives a +4 profane bonus to the attack roll. Should the attack hit, he also receives a profane bonus to the damage roll equal to his level as a cowled rider multiplied by two. The cowled rider must declare the use of the *Smite Living* ability before making the attack. If the *Smite Living* attack targets a non-living target, there is no effect, and the smite attempt is lost. At 5<sup>th</sup> level the cowled rider gains the ability to Smite the Living twice per day.

**Undeath (Su):** The cult of Kharash Var does not permit the living to dwell in its ranks for long. Upon reaching level 3, the cowled rider transcends a mere lifetime of service to the cult by pledging himself to it in body and soul for all eternity. In a lengthy mind-wracking ceremony of transfiguration, he sheds his mortal flesh and becomes a skeletal knight, an undead creature.

The cowled rider, now truly worthy of the name, loses his Constitution ability score altogether, changes his creature type changes to undead and rerolls his hit points using a d12 for his Hit Die. Note that hit dice gained after the transformation are granted as normal. As with all skeletal undead creatures, piercing and slashing weapons now only deal half damage to him. The cowled rider also gains all the abilities of the undead creature type, namely immunity to mind-influencing effects, poison, sleep, paralysis, stunning, disease and similar effects. He is no longer subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage. There is, however, a terrible price; he may never be raised or resurrected.

**Turn Resistance (Ex):** At level 4, the cowled rider gains +2 Turn Resistance.

**Mounted Feat:** At level 4, the cowled rider gains one of the following virtual feats. (The feat may only be used while he is mounted.) The list is as follows: Cleave, Combat Reflexes, Exotic Weapon Proficiency, Great Cleave, Improved Critical, Mounted Archery, Point-Blank Shot, Rapid Shot and Ride-by-Attack.

**Ex-Cowled Riders:** A cowled rider who becomes an apostate of the cult of Kharash-Var by renouncing its doctrines or otherwise opposing it, or who attempts to change his alignment, may no longer advance as a cowled rider. He is denied the use of his Fiendish Mount, which returns to its own plane and will serve him no more.



## Classic Play

Though it has evidently been designed as a non-player character class, there is no reason why an evil player should not join the ranks of the cowed riders, except possibly the difficulty of integrating him with the rest of the party after he has become undead. This is not so much of a powermonger's class as it might appear, given that undeath has just as many disadvantages as advantages. Being turned by a lucky cleric can be extremely embarrassing.

As an adversary to the players, the cowed rider makes a fantastic 'returning nemesis'; having overcome a villain while he was alive, the players now have to confront him as an undead crusader. The Games Master is encouraged to use creativity when thinking up other possible mounts. A cowed rider of particularly high standing could be mounted on a skeletal serpent, a nightmare or even a dragon. Groups of three or more cowed riders are particularly intimidating, especially to small groups of halflings for some odd reason. Just make sure your cowed riders steer clear of shallow-seeming rivers when there are elves about...

## DRAGON WARRIOR

*'You have not angered me, boy. When I am wroth, you shall know it. Oh, how you shall know it.'*

Legends abound of a dim primordial era long ago when dragons mingled their blood with the lesser races, so that their magical ichor still runs in the veins of their mortal descendants. Others claim that dragons are interbreeding with other races even to this day, taking human form to court humanoid women and men and leaving strange progeny in their wake. These tales are certainly founded on truth, for many races produce specimens who can call forth arcane powers from their blood alone and require no long intellectual study to develop these abilities. What has not long been known of is the other role that one descended of dragons may take, if he rejects the path of a spellcaster. The dragons themselves have noted the existence of these wayward descendants and have involved them in their own trans-millennial power games.

Dragon warriors are those extremely rare beings whose draconic blood has been allowed to awaken dragon-like powers in them, under the careful guidance of a dragon patron. Only the dragons have the necessary insight to awaken this potential in the blood; without a dragon's help, it will remain forever inert, useful for nothing but sorcery. As they grow in experience and confidence, the dragon

warriors come to resemble their patrons during their frenzies, even to the extent of sprouting claws and fangs in the height of their fury or growing vast scaled wings. None of their powers are cultivated for themselves alone. They are expected to serve their dragon patron in all things; after all, they were recruited to serve the dragon's purpose, not to receive the free blessing of special draconic powers.

**Hit Die:** d12.

## Requirements

To qualify to become a dragon warrior, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +4 or higher.

**Alignment:** Chaotic good or chaotic evil.

**Feats:** Power Attack, Toughness.

**Special:** The character must have the ability to rage. They must also be able to cast arcane spells spontaneously and must have been recruited by a dragon.

## Class Skills

The dragon warrior's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (Draconic Lore) (Int), Listen (Wis), Ride (Dex) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Dragon warriors are proficient with all simple and martial weapons, all armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Dragonkin:** The dragon warrior's creature type is considered to be 'Dragon' as well as his base creature type (usually humanoid) for all purposes, including those of favoured enemy, arrows with *slaying* effects and so on.

**Patron:** When a dragon warrior is recruited, he gains a patron – a dragon that is a distant relative of the character. The type of dragon that recruits

him is very important and should be decided upon by the Games Master and the player in question before the class is chosen. (Alternatively, a player may choose the class and leave it up to the Games Master to surprise him with the revelation of what kind of dragon he is descended from.) The patron will rarely, if ever, intervene in the dragon warrior's life; it is the dragon warrior who serves the patron, not the other way around and the patron has better things to do than fly in and bail the warrior out of trouble all the time. Even so, a dragon warrior who has proven his loyalty might occasionally request aid, or receive a small gift from the dragon's hoard from time to time. Other blood relatives, acting under the same dragon's patronage, might be assigned to help him. Once his training is complete (which occurs at 8<sup>th</sup> level) a dragon warrior may continue to advance in this class even if his patron is dead. It is rare, but not unheard of, for a dragon warrior to slay his own patron.

**Rage Ability:** Beginning at 1<sup>st</sup> level, the dragon warrior advances in his rage abilities every time he gains a level as a dragon warrior as if he had gained a level as a barbarian. In effect, his barbarian levels and dragon warrior levels stack when determining these abilities.

**Old Speech:** At 2<sup>nd</sup> level, the dragon warrior learns to speak Draconic. If the character already speaks draconic, no further benefit is gained.

**Rending Rage (Ex):** Starting at 3<sup>rd</sup> level, the character's hands mutate into claws and his teeth elongate into fangs whenever he enters a rage. These are now considered natural weapons. He attacks with the claws at his highest base attack bonus and with his bite at his second highest. The damage dealt depends on the dragon warrior's size, as indicated below.

Size	Claw	Bite
Small	1d3	1d4
Medium-size	1d4	1d6
Large	1d6	1d8

**Mutual Hatred (Ex):** When battling against dragons or dragon warriors of the opposite alignment to their patron (on the good/evil axis, not the law/chaos one) dragon warriors gain a +1 morale bonus to all attack and damage rolls. This morale bonus increases to +2 at 6<sup>th</sup> level and +3 at 9<sup>th</sup> level.

**Elemental Resistance (Ex):** At 4<sup>th</sup> level, the dragon warrior gains an elemental resistance of 15 versus the element or energy associated with his patron. So, a red dragon patron would impart resistance to fire, a black dragon resistance to acid and so on.

**Mage Rage (Su):** From 5<sup>th</sup> level onwards, the dragon warrior may extend the duration of his rage by sacrificing pent-up arcane energy. As a free action, he may sacrifice one or more spell slots for the day to extend his rage for a number of rounds equal to the total number of spell slots sacrificed.

**Fortified Fury (Ex):** From 7<sup>th</sup> level, the dragon warrior gains damage reduction of 2/- when raging.

**Baleful Breath (Ex):** Starting at 8<sup>th</sup> level, the dragon warrior gains the use of a breath weapon which he may activate when raging. This weapon may be used once per rage, deals 1d8 points of damage per point of the dragon warrior's Constitution modifier and has additional characteristics based on the table below.

## The Dragon Warrior

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Dragonkin, Patron, Rage Ability
2	+2	+3	+0	+0	Rending Rage, Old Speech
3	+3	+3	+1	+1	Mutual Hatred +1
4	+4	+4	+1	+1	Elemental Resistance
5	+5	+4	+1	+1	Mage Rage
6	+6	+5	+2	+2	Mutual Hatred +2
7	+7	+5	+2	+2	Fortified Fury
8	+8	+6	+2	+2	Baleful Breath
9	+9	+6	+3	+3	Mutual Hatred +3
10	+10	+7	+3	+3	Winged Wrath

Colour	Breath Weapon	DC
Black	Line* of acid	17
Blue	Line of lightning	18
Green	Cone** of acidic gas	17
Red	Cone of fire	19
White	Cone of cold	16
Brass	Line of fire	17
Bronze	Line of lightning	18
Copper	Line of acid	17
Gold	Cone of fire	20
Silver	Cone of cold	18

\* A line is always 5 ft. high, 5 ft. wide and 60 ft. long.

\*\* A cone is always 30 ft. long.

**Winged Wrath (Ex):** When raging, the dragon warrior grows wings from his back, allowing him to fly at his normal movement speed with average manoeuvrability. Any armour worn must be specially customised (at a cost of 300 gp) or this ability deals 2d6 points of damage to the dragon warrior every time it is activated.

**Ex-Dragon Warriors:** Should a dragon warrior ever become lawful, he can no longer rage and loses all rage-related abilities. Lawful characters may not gain levels as a dragon warrior. This applies even if their patron dragon is of lawful alignment, as the dragon warrior embodies the free spirit and ancient power latent within the dragon species considered as a whole.

## Classic Play

This class is rich in both roleplaying opportunities and enviable powers. Having a dragon patron can be infuriating, reassuring and perplexing, or all of these at the same time. Dragons do not think as normal people do and can hold a grudge for many thousands of years without cooling off. They are liable (even the best intentioned of them) to see lesser races as having been put there for their convenience, thinking nothing of sending them into danger to learn some obscure piece of information or to count coup against one of the dragon's many ancient foes.

## GHOST KILLER

*'Ask not from whence I came; the wind blew me here. I know only that there is a great unrest in this place and the dead are uneasy in their graves. I must find its source and bring peace once again.'*

A ghost killer is the heir and lineal descendant of a legendary warrior line, now long since departed. They have been recalled to the warrior life by the urgings of ancestral spirits who have whispered to them in their lonely hours and in their dreams. These ancestors are extraplanar intermediaries between the material plane and certain divine agencies that revile the undead. They use their experience and supernatural abilities to assist the ghost killer in his work of destroying the blasphemous travesties that are the undead.

Ghosts in this context are defined as the psychic remnants of creatures who died while experiencing extreme emotion, be that pain, fear, love or hatred. This emotion has bound them to the physical world, preventing the transition to the planes beyond that they rightly should have made. They remain bound to the ethereal plane. It is not enough merely to destroy the ghost's form. The circumstances that keep it bound to the place must be investigated and dealt with properly if it is ever to be banished completely. An abandoned lover who committed suicide may need to be reconciled with a mortal descendant of the man who jilted her, a murdered child might wish its murderer to be brought to justice and a wholly malevolent spirit might need to be destroyed with an especially sacred weapon.

Any ghost may be laid eventually but the specific key to putting each one to rest must first be discovered. For this reason, the ghost killer spends as much time on research and investigation as he does in battling paranormal foes. They come from many different racial backgrounds but the most likely race to produce a ghost killer is the dwarf, as ancestor reverence is part of their culture and their habit of keeping detailed historical records makes it easy to trace their own lineage and that of others.

**Hit Die:** d8.

### Requirements

To qualify to become a ghost killer, a character must fulfil all the following criteria.

**Base Attack Bonus:** +4.

**Alignment:** Any good.

**Feats:** Improved Unarmed Strike, Stunning Fist (or



stunning attack ability), Iron Will.

**Skills:** Diplomacy 5 ranks, Knowledge (religion) 2 ranks.

**Special:** The character must have the ability to turn the undead.

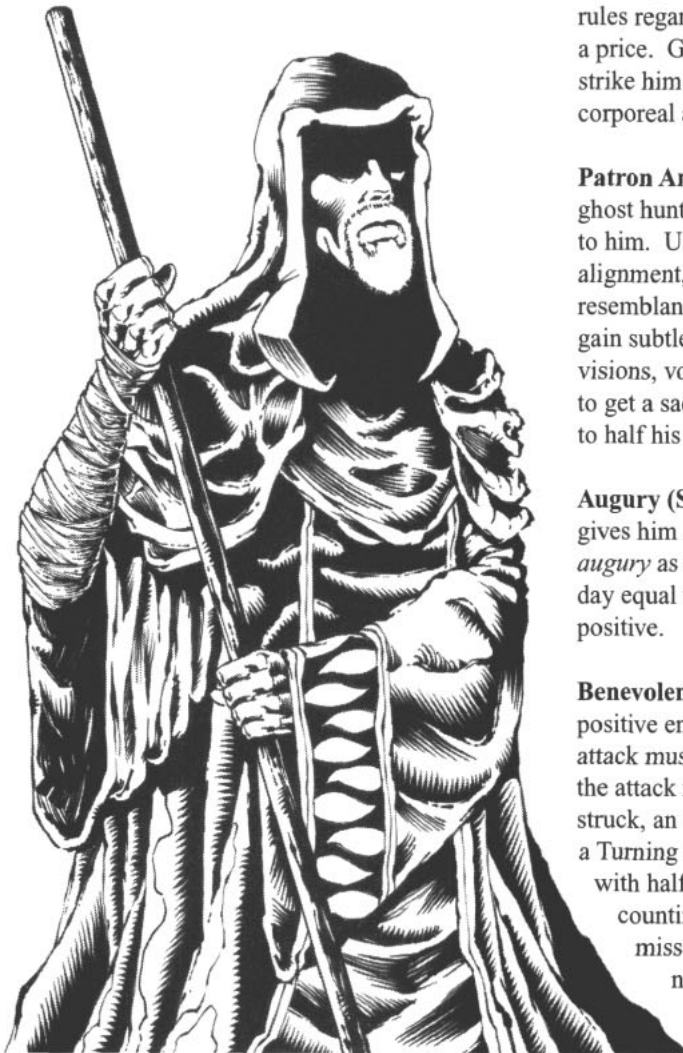
## Class Skills

The ghost killer's class skills (and the key ability for each skill) are: Balance (Dex), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (all skills) (Int), Sense Motive (Wis), and Tumble (Dex). See *Core Rulebook I* for skill descriptions.

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

## Class Features

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



**Weapon and Armour Proficiency:** Ghost killers gain no weapon or armour proficiencies. They may not use any of their special abilities while wearing armour or using a shield. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Monk Abilities (Su):** The character has the unarmed damage, fast movement, and Armour Class bonus of a monk of a level equal to his ghost killer level plus any monk levels he may have.

**Turn Undead (Su):** The character may add one-half of his ghost killer class level to his cleric or paladin level when calculating his ability to turn the undead. He may take the Extra Turning feat as a cleric does by using up a regular feat slot.

**Ghost Touch (Su):** The character's unarmed attacks can now affect incorporeal creatures with every hit, as if enchanted with the *ghost touch* special ability. See magic item descriptions in *Core Rulebook II* for rules regarding *ghost touch*. This ability does have a price. Ghosts and other incorporeal creatures can strike him normally as well. He exists in both the corporeal and incorporeal world.

**Patron Ancestor (Su):** By this stage, one of the ghost hunter's ancestors has taken a particular liking to him. Usually this is an ancestor with the same alignment, a similar personality, and a striking resemblance to the character. The ghost hunter can gain subtle advice from this ancestor in the form of visions, voices, and dreams and may use this advice to get a sacred bonus to all Knowledge checks equal to half his level, rounded up.

**Augury (Sp):** The ghost hunter's patron ancestor gives him hints about the future. He may use *augury* as a spell-like ability a number of times per day equal to 1 plus his Wisdom modifier, if this is positive.

**Benevolent Touch (Su):** The character can channel positive energy through his unarmed strikes. The attack must be declared a benevolent touch before the attack roll is made. If an undead creature is struck, an additional +2d6 holy damage is dealt and a Turning Check may be made against that creature, with half the ghost killer level, rounded down, counting as cleric levels. Even if the attack misses or the creature the character hits is not undead, this ability uses up one of his Turning attempts for the day.

## The Ghost Killer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+2	Ghost Touch, Patron Ancestor (+1 Knowledge bonus)
2	+1	+3	+3	+3	Augury, Benevolent Touch
3	+2	+3	+3	+3	Patron Ancestor (+2 Knowledge bonus)
4	+3	+4	+4	+4	Fear Immunity
5	+3	+4	+4	+4	Patron Ancestor (+3 Knowledge bonus)
6	+4	+5	+5	+5	Speak with Dead
7	+5	+5	+5	+5	Patron Ancestor (+4 Knowledge bonus)
8	+6	+6	+6	+6	Divination
9	+6	+6	+6	+6	Patron Ancestor (+5 Knowledge bonus)
10	+7	+7	+7	+7	Contact Patron Ancestor, Ghost Form

For example, a cleric 3/ghost killer 7 strikes a spectre of 6 hit dice with a benevolent touch attack. The ghost killer has an effective clerical level of 6 when using benevolent touch and the spectre has +2 turn resistance, making its effective hit dice equal to 8. The ghost killer needs to roll at least a 16 to turn the spectre. If he succeeds, the spectre is turned. If he succeeds and is at least 16th level (twice the spectre's hit dice) the spectre is destroyed.

**Fear Immunity (Su):** The ghost killer becomes immune to all fear effects, even those of magical origin.

**Speak with Dead (Sp):** The ghost killer may use *Speak with Dead* as a spell-like ability once per day.

**Divination (Sp):** The ghost killer may use *Divination* as a spell-like ability once per day. Using this ability represents the ghost killer's entering a dream-like state and speaking with his Patron Ancestor to a limited degree.

**Contact Patron Ancestor (Sp):** This counts as a limited use of the *contact other plane* spell. When used, the ghost killer is actually attempting to contact his patron ancestor on an outer plane. Consider the ghost killer's patron ancestor to be a demi-deity for the purpose of this ability but treat results of 'Lie' or 'Random Answer' as 'Don't Know' instead, to represent the loyalty the ancestor spirit feels for the ghost killer.

This spell-like ability may be used once per day. The caster level is the character's level as a ghost killer. Treat the plane contacted as 'appropriate' if the ghost killer's patron ancestor has a good chance of knowing the answer to the question. For example, if the question is about a famous event that happened when the ghost killer's ancestor was alive, the plane is considered appropriate.

**Ghost Form (Sp):** The ghost killer may step into the world of ghosts, also known as the ethereal plane, and become incorporeal (see *Core Rulebook II*) This ability is exactly like the *ethereal jaunt* spell, except that the ghost killer is not invisible, only translucent. Ghost Form may be used once per day.

## Ex-Ghost Killers

If a ghost killer dishonours his ancestors by wilfully committing evil acts then he becomes an ex-ghost killer, losing all special abilities of the class.

## Classic Play

A prestige class like the ghost killer obviously requires a certain kind of campaign in order to be played meaningfully. He is designed to be an investigator of psychic disturbances and other hauntings that he then lays to rest – a genre category in itself. For this reason, unless the campaign has a large amount of undead foes, he is best given a story arc to himself. A Games Master could either have a group of players enlisted by a non-player character ghost hunter to help him tackle a situation, or (for a better option) one of the players could be the ghost hunter and the others would be assistants, more than likely a cleric and a rogue or bard. In the genre from which the character type comes, the ghost hunter is frequently a solitary hero, so one-on-one play is even an option here.

## MAD TAILOR

*'T PUTS THE SNECKING POTION IN THE BASKET!'*

Mad tailors are out there in a realm of their own. Beginning perhaps with a relatively innocuous interest in anatomy, physiology, taxidermy or even

millinery, they eventually learn the despicable arts whereby composite creatures may be sewn together from sundry body parts. The aroma of formaldehyde and tailor's chalk follows them everywhere. They are almost always wizards or sorcerers, as few others would bother to spend the necessary time researching the creation of such abominations, nor would their minds be complicated enough to go to pieces the way a mad tailor's does.

**Hit Die:** d4

## Requirements

To qualify to become a mad tailor, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +4 or higher.

**Alignment:** Neutral evil or chaotic evil.

**Skills:** Craft (tailoring) 10 ranks, Diplomacy 4 ranks, Knowledge (arcana) or Knowledge (psionics) 6 ranks, Handle Animal 4 ranks, Heal or Knowledge (anatomy) 8 ranks.

**Feat:** Craft Wondrous Item.

**Special:** Must be able to cast or manifest *polymorph other*.

## Class Skills

The mad tailor class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Int), Craft (tailoring) (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (anatomy) (Int), Profession (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the mad tailor prestige class.

**Weapon and Armour Proficiency:** Mad tailors receive no additional weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Spells per Day:** At each level, the mad tailor gains new spells per day as if he had also gained a level in the spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points

beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mad tailor, he must decide to which class he adds the new level for purposes of determining spells per day. If the character can manifest the *polymorph other* power instead of casting it, then he can elect to treat these spellcasting levels as manifesting levels instead.

**First Signs (Ex):** As the mad tailor first learns the arts of his twisted trade his mind begins to slip away. No sane man could do such work as this! The first signs of insanity manifest as inappropriate laughter (Will save, DC 20, to keep from laughing when to do so would be a bad idea) and minor delusions (he may not take 10 on Listen or Spot checks and suffers a -2 insanity penalty on Sense Motive checks).

**Mad Construct I (Ex):** The mad tailor first hones his skills with flesh, bone, sinew and thread upon animals and other predictable victims; ones that the Mad tailor can force to listen to commands. The act of building a Mad Construct I takes one week of sewing and 'modifying' (often the finishing touches are referred to by their creator as 'hemming' and 'basting') the source creatures. A Mad Construct I requires one small animal or beast as the base for the construction, and two to five additional animals or beasts of small size or smaller to complete. If the additional creatures beyond the base are of smaller size than the base creature, then they are sewn and grafted entirely into the construct; in the case of creatures of the construct's size, parts of the creatures in question are grafted and sewn into the construct.

The process consumes 1,000 gp worth of special but obtainable ingredients (special threads and cat-gut sutures, tubing, clamps, staples, lab equipment) and costs the Mad tailor 100 XP to perform. Once created, it will follow simple orders from the mad tailor.

**Mad Construct II (Ex):** Beginning at level 3, the mad tailor begins his trade in earnest, able to assemble creatures from much... finer... raw materials. A Mad Construct II is made from a single medium-sized animal, beast or humanoid (alternately three small-sized animals, beasts or humanoids can be substituted) with two to five additional animals, beasts or humanoids of medium-size or smaller to complete it. A Mad Construct II takes three weeks of sewing and modifying the source creatures. The process consumes 4,000 gp





worth of ingredients and costs the Mad tailor 300 XP to perform.

**Homunculus (Ex):** The mad tailor may begin to ply his trade upon his own form, often out of sheer boredom. The usual result of this is a strange homunculus - a construct created from the mad tailor's own flesh. The creation of the homunculus' body from the mad tailor's flesh requires a Craft (tailor) check (DC 20) and requires a full week of work. The construction consumes 100 gp of ingredients and materials and costs the Mad tailor 25 XP to perform. In all other ways the Homunculus is treated as the Homunculus entry in *Core Rulebook III*.

**Delusions (Ex):** As the mad tailor's mind slips further away, his delusions become more prominent. These include delusions of grandeur (+2 morale bonus on saving throws against fear effects), paranoia and mild hallucinations (-4 insanity penalty on Sense Motive checks, -2 insanity penalty on Listen and Spot checks) and mood swings.

**Mad Construct III (Ex):** At level 5, the mad tailor's constructs require a larger facility for their construction. A Mad Construct III is made from a single large-sized animal, beast, humanoid or giant with two to five additional animals, beasts or humanoids of large size or smaller to complete it. As always, 3 creatures of one size smaller than indicated can substitute as a creature of the indicated size - such as four dogs substituting for a human. A Mad Construct III takes five weeks of sewing and modifying the source creatures to create. The process consumes 10,000 gp worth of ingredients and costs the mad tailor 700 XP to perform.

**Mad Construct IV (Ex):** At level 7, the mad tailor can create a much more powerful construct than the Mad Construct IV. Requiring the same base creatures (although often adding a few more 'minor' creatures to the mix for additional limbs and muscle tissue), the Mad Construct IV takes seven weeks to complete. The process consumes 20,000 gp worth of ingredients and costs the Mad tailor 1,300 XP to perform.

**Psychosis (Ex):** At level 8, the mad tailor is truly slipping into the deep end. He becomes manic-depressive. Roll 1d6 for the character's mood each morning and after a major stressful event - on a 1-3 he is manic, on a 4-6 he is depressed. Manic characters gain a +1 morale bonus on all skill checks and a -1 morale penalty on all Will saving throws and tend to be very outgoing and excitable,

but generally brash. Depressed characters receive a -2 morale penalty on all skill checks and saves and rarely take interest in anything except their own masterpieces.

In times of extreme stress, such as combat or being hunted down by a mob of torch-bearing peasants, he may fall prone to hysterics (a Will saving throw at DC 10 +1 per round of combat or minute of stress is required to prevent hysterics). While in hysterics treat the Mad tailor as being in a barbarian rage, except that he gains no bonuses, just the -2 to armour class and the inability to do anything requiring serious thought or concentration.

**Mad Construct V (Ex):** At level 9, the mad tailor begins making truly monstrous constructs, able to tower over most siege devices. Requiring a single huge-sized animal, beast, humanoid or giant as the base creature, with a multitude of additional creatures used throughout the assembly, the Mad Construct V takes nine weeks to assemble. The process consumes 30,000 gp worth of ingredients and costs the Mad tailor 1,900 XP to perform.

**Magical Construct (Ex):** At level 10, the mad



tailor may now use magical beasts as an ingredient in his Mad Constructs. Each Mad Construct can take on one Extraordinary or Supernatural ability from this magical beast, such as a gorgon's breath weapon or a mantichore's spike volley.

## Mad Constructs

The mad tailor creates Mad Constructs from living specimens. Whilst they are still living beings, unlike most constructs, they lose their free will and are otherwise treated as most other constructs - albeit constructs requiring food and drink to survive. They are patchwork creations, a quilt of various living

	<b>Mad Construct I Small Construct</b>	<b>Mad Construct II Medium-size Construct</b>	<b>Mad Construct III Large Construct</b>
<b>Hit Dice</b>	1d10 (5 hp)	3d10 (16 hp)	7d10 (38 hp)
<b>Initiative</b>	+1 (Dex)	+1 (Dex)	+0
<b>Speed</b>	30 ft.	40 ft.	50 ft.
<b>AC</b>	15 (+1 size, +1 Dex, +3 natural)	17 (+1 Dex, +6 natural)	18 (-1 size, +9 natural)
<b>Attacks</b>	Slam +3 melee	Slam +6 melee	Slam +14 melee
<b>Damage</b>	Slam 1d6+3	Slam 1d8+6	Slam 1d12+15
<b>Face/Reach</b>	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.
<b>Special Attacks</b>	1 ability from Group I	2 abilities from Group I	1 ability from Group II
<b>Special Qualities</b>	Berserk	Berserk	Berserk, Damage Reduction 5/magic
<b>Saves</b>	Fort +0, Ref +1, Will +0	Fort +0, Ref +1, Will +1	Fort +2, Ref +2, Will +3
<b>Abilities</b>	Str 15, Dex 13, Con -, Int -, Wis 10, Cha 4	Str 19, Dex 13, Con -, Int -, Wis 12, Cha 4	Str 31, Dex 11, Con -, Int -, Wis 12, Cha 4
<b>Climate/Terrain</b>	Any land and underground	Any land and underground	Any land and underground
<b>Organisation</b>	Solitary	Solitary	Solitary
<b>Challenge Rating</b>	1/3	2	5
<b>Treasure</b>	None	None	None
<b>Alignment</b>	Always neutral	Always neutral	Always neutral
<b>Advancement</b>	None	None	None
	<b>Mad Construct IV Large Construct</b>	<b>Mad Construct II Medium-size Construct</b>	
<b>Hit Dice</b>	1d10 (5 hp)	3d10 (16 hp)	
<b>Initiative</b>	+1 (Dex)	+1 (Dex)	
<b>Speed</b>	30 ft.	40 ft.	
<b>AC</b>	15 (+1 size, +1 Dex, +3 natural)	17 (+1 Dex, +6 natural)	
<b>Attacks</b>	Slam +3 melee	Slam +6 melee	
<b>Damage</b>	Slam 1d6+3	Slam 1d8+6	
<b>Face/Reach</b>	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	
<b>Special Attacks</b>	1 ability from Group I	2 abilities from Group I	
<b>Special Qualities</b>	Berserk	Berserk	
<b>Saves</b>	Fort +0, Ref +1, Will +0	Fort +0, Ref +1, Will +1	
<b>Abilities</b>	Str 15, Dex 13, Con -, Int -, Wis 10, Cha 4	Str 19, Dex 13, Con -, Int -, Wis 12, Cha 4	
<b>Climate/Terrain</b>	Any land and underground	Any land and underground	
<b>Organisation</b>	Solitary	Solitary	
<b>Challenge Rating</b>	1/3	2	
<b>Treasure</b>	None	None	
<b>Alignment</b>	Always neutral	Always neutral	
<b>Advancement</b>	None	None	

beings meshed together into a horrific monstrosity under the will of its creator.

### Creating a Mad Construct

When crafting a Mad Construct from its component beings, select special abilities for it from the lists below. Each Mad Construct gets a certain number of special abilities from this list, based on the type of construct. Attempts should be made to keep the powers granted to a Mad Construct in line with the creatures used in its construction.

**Construct:** Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects) and to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Constructs cannot heal damage, though they can be healed using curative magicks. They can be repaired as an object can, using Craft (tailor). A construct is not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. It is immune to any effect that requires a Fortitude saving throw (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. A construct cannot be raised or resurrected, although its component parts may be. Unlike most constructs, a Mad Construct requires air, food and water to survive.

**Berserk (Ex):** When a Mad Construct enters combat, there is a cumulative 1% chance each round that the tormented beasts that it is made of manage to regain some small amount of control over its actions causing it to go berserk. The uncontrolled Mad Construct goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The mad tailor, if within 60 feet, can try to regain control by speaking softly and persuasively to the Mad Construct, which requires a successful Charisma check (DC 20). It takes 1 minute of rest to reset the Mad Construct's berserk chance to 0%

### Mad Construct Group I abilities

**Additional Attack:** Extra limbs give the Mad Construct one additional attack at its highest attack bonus.

**Agile (Ex):** Use of light and agile creatures for the construction grants the Mad Construct a +2 inherent bonus to Dexterity. This gives it a +1 on Initiative checks, Armour Class and Reflex saving throws.

Multiple uses of Agile do not stack.

**Armour:** Implanted exoskeletal bones, armour plates or even rhinoceros hide provides a +2 inherent bonus to the Mad Construct's natural armour.

**Resistance (Ex):** Choice materials and special preparations during the crafting of the Mad Construct make it resistant to one or more energy forms. Choose one of fire, cold, acid, electricity or sonic resistance 5. The same resistance can be chosen multiple times and stacks.

**Sprint (Ex):** Powerful legs from a wild animal grant the Mad Construct the ability to run incredibly fast for short periods. Once per hour, the Mad Construct can take a charge action to move 10 times normal speed

**Swim:** The Mad Construct is aquatic, and perhaps even nearly streamlined. It gains a swim speed of 60 ft.

**Trample (Ex):** As a standard action during its turn each round, the construct can run over an opponent at least one size class smaller than itself. It has to move over the opponent to deal bludgeoning damage equal to 1d6 plus Strength modifier (see *Core Rulebook I* for more information on Trample attacks).

**Trip (Ex):** Suckers, tentacles, hooks, or even grasping appendages attached to very strange places grant the Mad Construct a trip attack. If the Mad Construct hits with a slam attack it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the Mad Construct.

### Mad Construct Group II abilities

(Any ability from this Group may be replaced with three abilities from Group I)

**Brutal (Ex):** Massive musculature taken from just about any source can be of use to a brute like this. The Mad Construct gains a +4 inherent bonus to Strength. This gives it an additional +2 on its attack rolls and +3 to damage from its slam attack (and +2 damage with other attacks). Multiple uses of Brutal do not stack.

**Charge (Ex):** Headstrong and ferocious, if the Mad Construct charges a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Heavy Armour (Ex):** The use of heavy armour plating (perhaps even the grafting of metal and wooden armour to the construct) grants the Mad Construct a +5 inherent bonus to its natural armour.

**Improved Grab (Ex):** A bear hug is always a good tactic for a large creature to take care of smaller



threats. To use this ability, the Mad Construct must hit with its slam attack.

**Tough (Ex):** Made from hardy beasts and animals, the Mad Construct gains 3d10 hit points added to its hit point total. Multiple uses of Tough do not stack.

### Mad Construct Group III abilities

(Any ability from this Group may be replaced with three abilities from Group II)

**Armour Plating (Ex):** Entirely covered with armour in the form of bones, steel plates and other reinforcements, the Mad Construct gains a +8 inherent bonus to its natural armour.

**Gristle (Ex):** By working only with the hardest muscles and bones, the mad tailor grants his Mad Construct an additional 10d10 hit points. Multiple uses of Gristle do not stack.

**Siege Engine (Ex):** The massive fists of the Mad Construct are reinforced with extra bones and armour. They ignore the hardness of targets struck and grant the Mad Construct the benefits of the Sunder feat.

### Classic Play

This one is an absolute doozy. If you are playing a wizard or sorcerer who is a little on the dull side and you have the necessary qualifications (or you do not mind spending your next level's worth of skill points to get them) then why not consider a change in career? The first time they hear you utter that curious high-pitched giggle, the first time they find all the discarded hides and bits of 'fabric' in the garbage, the first time they get to meet your new friends... it is all so rewarding! Games Masters should not pass up the chance to use the mad tailor as an adversary. If they have had time enough to get really entrenched, with multiple 'masterpieces' patrolling their homes, they are a nightmare to bring down.

## MASKED AVENGER

*'Who am I? No-one of consequence.'*

Whenever a people is oppressed by a cruel overlord, whenever justice and decency are cast aside in favour of the profits and privileges of a select few, whenever voices cry out for vengeance, there you will find tales of similar times of oppression in other places and of the mysterious masked figure who came from out of nowhere and fought back. These stories are not merely myths made up by a desperate people to give themselves some small shred of hope to cling to. Although the tales tend to grow in the telling, they are founded on truth. There is a noble

tradition of the masked avenger, who is as likely to be an aristocrat of good heart who is sickened by his fellows' exploitation of the people as he is to be a commoner. Nobody knows his origins, or anything at all about him other than his skill, his cunning, his honour and his audacity.

Masked avengers are more concerned with the people's morale than with any physical damage he might inflict upon the oppressors. He is not there to make assassinations, though he will kill if he has to. It is his task to show that the oppressors are not immortal or invulnerable. He prefers to make them look ridiculous, to hearten the people to rise up and throw off the tyrants. He knows he is not a one-man army; it is the people's place to supply the numbers, if their spirits can only be restored.

Masked avengers almost always work alone, focusing their operations upon one area where a powerful enemy force is entrenched. They may sometimes have allies or sidekicks, especially when they cannot do all they need to do alone. Under such circumstances it is essential that the allies demonstrate their trustworthiness.

**Hit Die:** d8.

### Requirements

To qualify to become a masked avenger, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +4 or higher.

**Alignment:** Any good.

**Skills:** Hide 8 ranks, Move Silently 8 ranks.

**Feats:** Martial Weapon Proficiency (any), Weapon Finesse (any).

### Class Skills

The masked avenger class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** Masked avengers are proficient with all simple and martial weapons and with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Favoured Enemy:** The 1<sup>st</sup> level masked avenger takes up arms against a particular despised enemy. He may select a particular organisation or group as a favoured enemy. This might include the evil King Razahn of Brell and all his minions (though not his subjects), the ogre mage Valakh and the band of orcs, goblins and trolls that serves him or the red dragon Hellfang and her humanoid henchmen. His extensive familiarity with his foes grants the masked avenger a +1 insight bonus to Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills to thwart his favoured enemy. The same bonus applies to weapon damage rolls against that enemy. The bonus is applied also to damage from ranged weapons but only against targets that are within 30 ft. The bonus does not apply to creatures that are immune to critical hits.

At 4<sup>th</sup> level, 7<sup>th</sup> level and 10<sup>th</sup> level he may select a new favoured enemy and the bonus associated with



any former favoured enemy increases by 1. So, by 10<sup>th</sup> level a masked avenger will have four favoured enemies, with bonuses of +4, +3, +2 and +1.

**Ambush (Ex):** At 2<sup>nd</sup> level, the masked avenger has become a master of surprise and ambush. During a

## The Masked Avenger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Favoured Enemy
2	+2	+0	+3	+3	Ambush
3	+3	+1	+3	+3	Bonus Feat
4	+4	+1	+4	+4	Favoured Enemy, Darkness My Ally
5	+5	+1	+4	+4	Unseen Visage, Cohort
6	+6	+2	+5	+5	Bonus Feat, Strike Fear Into The Enemy
7	+7	+2	+5	+5	Favoured Enemy, Darkness My Ally
8	+8	+2	+6	+6	Lighting Speed
9	+9	+3	+6	+6	Bonus Feat
10	+10	+3	+7	+7	Favoured Enemy, Darkness My Ally

surprise round he gains a +4 competence bonus to all attack rolls, damage rolls, ability checks and skill checks.

**Bonus Feats:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> level the masked avenger gains a bonus feat in addition to those he would normally earn. These bonus feats are selected from the following list (though other feats gained normally are not limited to the list): Ambidexterity, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency (may be taken more than once but must be for a different weapon each time), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Improved Unarmed Strike, Mounted Combat (Mounted Archery, Ride-By Attack), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting).

Some of the available feats cannot be acquired until the masked avenger has gained one or more prerequisite feats. These are listed parenthetically after the prerequisite feat.

**Darkness My Ally (Ex):** At 4<sup>th</sup> level, the masked avenger begins to use the darkness around him to aid his quest. He now gains the benefit of low-light vision, if he did not possess it already. At 7<sup>th</sup> level, he gains the benefits of darkvision up to 30 ft. If he already has darkvision, its range increases by 15 ft. At 10<sup>th</sup> level, he gains the Blind Fight feat for free. If he already possesses this feat, he gains a +4 circumstance bonus to all Spot checks made under poor lighting conditions.

**Unseen Visage (Ex):** A masked avenger of 5<sup>th</sup> level knows how to remain unseen even when moving in a crowd. He gains a +4 insight bonus to all Disguise, Hide and Move Silently checks.

**Cohort:** At 5<sup>th</sup> level, the Masked Avenger gains a cohort as if he had the leadership feat. This loyal companion accompanies him everywhere, acting as a good sidekick should.

**Strike Fear Into The Enemy (Ex):** At 6<sup>th</sup> level, the masked avenger has gained such a reputation among the ranks of his enemies that the mere sight of him strikes fear into their hearts. Whenever he faces a favoured enemy in combat, each opposing creature must make a Will saving throw (DC 10 + the masked avenger's level) or suffer a -2 morale penalty on attack rolls, damage rolls and saving throws as well as trying to flee away from the masked avenger. If it is prevented from fleeing, it fights as best it can. Non-intelligent creatures,

undead and creatures with 6 or more Hit Dice are immune to this effect. The fear effect may be countered with a *remove fear* spell.

**Lightning Speed (Ex):** At 9<sup>th</sup> level, the masked avenger is renowned throughout his region for his bewildering speed and fast reactions. His base movement increases by 10 ft. per round and he gains a +2 bonus to his Initiative checks.

## Classic Play

We all know this icon, from the chap on the horse with the native American companion to the fellow who went around carving 'Z' on his opponents' britches to the more recent hero who turned out to be only 'mostly dead'. The most easy way for a Games Master to introduce the class is by having the players join forces with a non-player character masked avenger against a common foe. It is harder to have a masked avenger in the group, as their heroic activities will take up a lot of their time and the more companions an avenger has, the greater the chance that one of them will let something slip and betray his true identity. If one of the players is very keen to play this class, a good way to introduce it is to have the player take over the role of masked avenger from a previous hero who is now too old or badly wounded to keep on fighting.

## PRIEST OF BONES

*'Life is vanity. Flesh... is vanity. The seeming richness of the earth is vanity. Only bone.. is eternal. Only bone outlasts the body... only in the bone is the true wisdom.'*

Those deities whose province is the charnel-house, the ossuary, the mausoleum or the crypt, those strange pale Gods of skull and tibia and femur, the Gods to whom death is a sacrament and not a curse, those Gods also have their priesthood. The priests of bones are very much like their skeletal idols, being more akin to walking skeletons in thin translucent tightly-stretched coverings of skin than human beings. Observers can easily make out the slow pulse of the remaining blood vessels under the skin and the shrunken organs nestling in the body cavity. They are a tenacious, hardwearing order, basing their stoic ways on the resilience and endurance of bone as opposed to the yielding ways and propensity to decay that characterise the flesh.

Their deities bestow powers upon them that render their frail-looking bodies extraordinarily strong





and enable them to compel the very bones of the dead to their service. Having little vulnerability to poison because of their unnatural constitution, they specialise in spells that draw upon it. As their power increases, their superfluous flesh withers on the bone until they finally achieve the form they seek, smooth and fleshless and animated by powers beyond those of blood and brain.

**Hit Die:** d8.

### Requirements

To qualify to become a priest of bones, a character must fulfil all the following criteria.

**Alignment:** Any evil.

**Feats:** Augment Animations, Spell Focus (necromancy), Toughness.

**Skills:** Knowledge (arcana) 6 ranks, Knowledge (undead) 10 ranks.

**Spellcasting:** Must have the ability to cast *animate dead*.

### Class Skills

The priest of bones' class skills (and the key ability for each skill) are Concentration (Con), Craft (alchemy) (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (undead) (Int), Profession (Int), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are features of the priest of bones prestige class.

**Weapon and Armour Proficiency:** Priests of bones are proficient with all simple weapons, but not with any form of armour or with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

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

**Complicated Casting (Su):** The priests of bones do not cast spells in a straightforward manner. They are required to make extensive and elaborate somatic gestures, using lengths of polished bone, scattered vertebrae and other apparatus of their craft. All spells with somatic components cast by a priest of bones suffer a risk of failure (calculated as arcane spell failure) based on the amount of armour worn. This tends to prevent priests of bone from using any large amount of armour; besides, they wish to

### The Priest of Bones

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Complicated Casting, Bone Spells, Fasting	+1 class level
2	+1	+3	+0	+3	Shrivelling 1, Rebuke Undead	
3	+1	+3	+1	+3		+1 class level
4	+2	+4	+1	+4		+1 class level
5	+2	+4	+1	+4	Shrivelling 2, Mastery of Bones	
6	+3	+5	+2	+5		+1 class level
7	+3	+5	+2	+5		+1 class level
8	+4	+6	+2	+6	Shrivelling 3, Grand Master of Bones	
9	+4	+6	+3	+6		+1 class level
10	+5	+7	+3	+7	Farewell to the Flesh	+1 class level

expose their bones to the gaze of those around them. Note that this complication afflicts divine spell use as well as arcane spell use.

**Bone Spells (Su):** Priests of bones may cast one additional spell at each spell level per day, so long as they are normally capable of casting spells of that level. This additional spell may be drawn from the Chaos, Death, Destruction or Evil domains; however, the priest must choose from which domain he will draw for the duration of his career as a priest of bones and may not draw from one domain one day and from another the next. This is essentially the same as a cleric's domain spell but is granted in addition to any domain spells a priest of bones may already have, if he is also a cleric.

**Fasting (Ex):** Emaciation is a state keenly sought after by the priesthood. They are capable of surviving for long periods without food or water. A priest of bones can go without water for one additional day per class level before feeling the effects of thirst, and for 2 additional days per class level before feeling the effects of starvation.

**Shrivelling 1 (Ex):** As the priest of bones advances in his studies and penetrates the deeper mysteries of his sect, his form begins to waste away and his skin become tough and leathery. At this point he appears emaciated and sallow and his eyes have begun to sink into their sockets. The Priest gains a Damage Reduction of 2/- while losing 2 points of Constitution and 2 points of Charisma.

**Rebuke Undead (Su):** From 2<sup>nd</sup> level onwards, the priest of bones gains the ability to rebuke or control undead as would a negative-energy-channelling cleric of one half his level. This ability may be used a total number of times per day equal to the priest's Charisma modifier plus three. If the priest of bones already has the ability to rebuke undead, his effective level for rebuking undead is increased by one half of his level as a priest of bones.

**Shrivelling 2 (Ex):** At 5<sup>th</sup> level the priest of bones now resembles a mummified corpse, his blackened skin stretched taut over jutting bones that break the skin in places. As he is now lacking many functional vital organs, the priest of bones becomes immune to critical hits. However, his Strength and Charisma ability scores both drop by 2 points.

**Mastery of Bones:** The priest's power over the remains of the dead is now formidable. At level 5, the priest of bones gains the ability to control three times his caster level in hit dice of undead creatures,

instead of the normal limit of twice his level. As this ability is concerned with bone, for it to work at least half the undead controlled in this manner must be skeletons or other skeletal undead.

**Shrivelling 3 (Ex):** At level 8 the priest of bones is so withered in his soft tissues that there are apparently now no internal organs remaining. His skin is pulled so tight over his bones that the ridges of his spine can be seen through his abdomen. His hair is a bald dome with a few stray wisps of hair remaining and his eyes are cavernous pits. He no longer needs to eat, subsisting adequately on water alone. He only takes half damage from Piercing and Slashing weapons but his Constitution ability score is reduced by another 2 points.

**Grand Master of Bones (Su):** At level 8, all skeletons animated or summoned by the priest of bones benefit from an extra +2 hit points per die and a +2 competence bonus on attack and damage rolls. When animated skeletons are in use, bonuses derived from this ability stack with the bonuses given by the Augment Animations feat.

**Farewell to the Flesh (Ex):** Finally shedding his last few remnants of soft tissue, at level 10 the priest of bones sloughs away his skin and stands reborn as a creaking, brown-boned skeleton. He is now no longer human at all but a pseudo-undead creature. His creature type changes to Aberration, his damage reduction increases to 3/-, and he gains darkvision to 90 feet if he did not already have it.

### New Feat: Augment Animations (General)

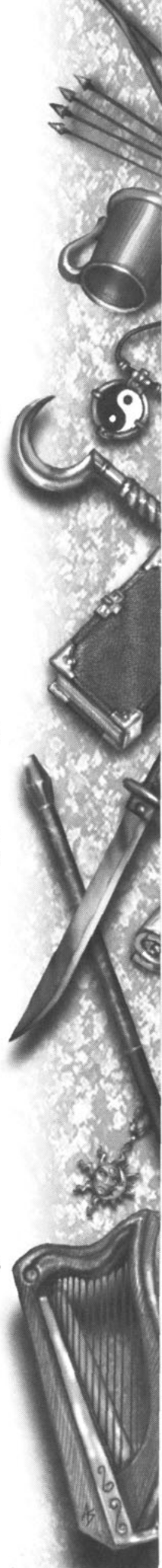
Your animated undead are more powerful than normal.

**Prerequisite:** Spellcaster level 4+

**Benefit:** Undead creatures that you create through your spells (i.e. such spells as *animate dead* and *create undead*, but not through Summoning spells) gain +1 extra hit point per die and a +1 competence bonus on attack and damage rolls.

### Classic Play

Mummies have always been unsatisfactory monsters as far as capturing the true spirit of the desiccated pharaoh is concerned, at least for this Games Master. They have always seemed to be more the shambling, moaning caricature of Hollywood than the eloquent (if hideous) high priest originally envisioned by those who wrote the original novels. In the priest of bones, a 'mummy' much more akin



to the recent cinematic remake may be found. They are easily mistaken for 'just another skeletal thing', which tends to make players underestimate them. They are also somewhat reminiscent of the Gods of Lankmar from Fritz Lieber's classic series, recommended to any Games Master who is seeking for inspiration (and which of us is not?)

## PRINCELY HERO

*'Good morrow, old woman! Does the Fell Warlock of Wrackham dwell in yonder tower, pray tell?'*

Straight from the pages of the storybooks and belonging to those realms where there are still such things as benign royal families, the princely hero is the archetypal golden boy who sets out from a privileged environment to right the wrongs of the world. Having been brought up properly, he has charm, fortune and the blessings of the Fey on his side. Gallant, humble and courteous in everything he does, he inspires those around him, reminding them that the golden age of heroes is not altogether lost. Princely heroes are most often found in kingdoms where humans and elves have a history of peaceful coexistence, as the princely hero has a great deal of elven culture and grace about him.

A princely hero is keen to prove himself, knowing the expectations of his royal line rest upon him. He is usually used to competition, as royal families tend to be very extensive and he will have had numerous brothers, sisters and cousins to contend with for the ruler's attention. The princely hero is fiercely loyal to the nation of his birth; he has to be, as one day he may well be its ruler. While he does not often understand the ways of the common people, he has been taught to defend their interests and so will try his utmost to ensure their prosperity and safety.

Naturally, evil-aligned forces (and other enemies of his country) despise him and would like nothing more than to see him dragged down into the mud and slaughtered. It is for this reason that Princely Heroes often go adventuring in disguise, trusting the truth of their identity to a few well-chosen companions.

**Hit Die:** d10.

### Requirements

To qualify to become a princely hero, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +2 or higher.

**Ability Scores:** Charisma 14+

**Alignment:** Any good.

**Age:** 25 or younger. A youth of royal blood who does not become a princely hero soon enough has lost his chance. On reaching the age of 25, the princely hero loses all his class features. He is then expected to resume his royal duties and not to go gallivanting around the world having adventures any more.

**Race:** Human or half-elven.

**Special:** The character must be of royal blood and acknowledged as such, though he need not necessarily be in direct line of succession to the throne. A Fey creature must have formally blessed him upon his birth or within a week thereof. As these are extraordinarily rare circumstances for a character, the Games Master may allow a player who wishes to play this class to 'discover' his royal origin.

### Class Skills

The princely hero class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Disguise (Cha), Jump (Str), Knowledge (nobility

### The Princely Hero

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Blessing of the Fey, Servant
2	+2	+3	+1	+0	Right Wrongs
3	+3	+3	+2	+1	Just A Flesh Wound, Heirloom
4	+4	+4	+3	+1	Contagious Mirth
5	+5	+4	+4	+1	Woodland's Favour, Green Sanctuary
6	+6	+5	+4	+2	Endurance, Heirloom
7	+7	+5	+5	+2	Leadership
8	+8	+6	+6	+2	Bounce Back
9	+9	+6	+6	+3	Dreadful Oath, Heirloom
10	+10	+7	+7	+3	Wrathful Kingdom



and royalty) (Int), Ride (Dex) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the princely hero prestige class:

**Weapon and Armour Proficiency:** The princely hero is proficient with the following weapons: dagger, light lance, short sword, heavy lance, longsword, rapier and greatsword. These weapons alone are considered to be 'gentlemanly'. His genteel origin prohibits him from using any other weapon whatsoever. If he should chance to do so, he does not lose any class features but he does incur a -6 morale penalty to all attack and damage rolls as well as any other penalty incurred from lack of proficiency (if appropriate). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Blessing of the Fey (Su):** As a result of the blessing placed on him by a Fey creature shortly after his birth, the princely hero receives an enhancement bonus to certain checks and other rolls. If the Fey blessed him with charm, he receives a +1 bonus to all Charisma-based checks; if he was blessed with health, he receives a +1 bonus to all Constitution-based checks and Fortitude saving throws; if he was blessed with wisdom, he receives a +1 bonus to all Wisdom-based checks and Will saving throws. Should the Princely Hero ever willingly harm a good or neutrally aligned Fey creature, the blessing is negated forever.

**Servant:** As he sets out on his adventures, the princely hero's family grants him a manservant or lady-in-waiting, as appropriate for the character's gender. This person is a 5<sup>th</sup> level commoner or a 3<sup>rd</sup> level expert as the Games Master decides. The servant's role is to look after the princely hero as best he can, cooking his meals, keeping his equipment in good order and generally making any necessary advance arrangements.

**Right Wrongs (Ex):** The princely hero's keen sense of justice and righteousness lends force to his blows in combat. When fighting a foe known to him to be evil, he may add a morale bonus to his damage rolls equal to his Charisma modifier.

**Just A Flesh Wound (Ex):** Fortune smiles on the princely hero, making him harder to kill than most. After all, it would be a poor hero who did not appear to die tragically at the hands of evil from time to time, only to surprise everyone by proving to have survived after all. On receiving any damage from a single attack or effect that reduces him to zero or fewer hit points, the princely hero may make a Fortitude saving throw (DC 10 plus the total damage received). On a successful saving throw, the damage from the wound is treated as subdual rather than normal.

**Heirloom:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> level, the princely hero receives a precious heirloom from his family. Weapons, armour and shields are common heirlooms to receive. It is up to the Games Master to decide what the heirloom should be. At 3<sup>rd</sup> level, its value will be no greater than 2,500 gp, at 6<sup>th</sup> level its value will be no greater than 8,000 gp and at 9<sup>th</sup> level, 35,000 gp. To lose the heirloom incurs no penalties save the extreme disappointment of the family, which may be a factor when its members come to consider the princely hero's suitability for eventual authority.

**Contagious Mirth (Ex):** The princely hero's high spirits, good humour and unflagging optimism cheer all those of non-evil alignment who are within fifty feet of him. They all receive a circumstance bonus equal to his Charisma modifier to saving throws against fear effects. Any evil characters that happen to be within this area find his relentless cheeriness unbearably irritating and receive a circumstance penalty equal to his Charisma modifier to all Concentration checks.

**Woodland's Favour (Sp):** By 5<sup>th</sup> level, the popularity of the princely hero is echoed in the natural world as loudly as it is in as the world of men. While he is in the woodlands of his home country, he may call on its denizens for assistance. This call for aid works as a *summon nature's ally III* spell as cast by a 7<sup>th</sup> level druid.

**Green Sanctuary (Ex):** The rocks and trees themselves seem to wish to shield the princely hero from harm; as a result he receives a +4 circumstance bonus to all Hide and Move Silently checks when made in the forests of his homeland.

**Endurance:** The princely hero's youthful zeal lends him the strength to keep going when others fall by the wayside. He gains the Endurance feat for free.



**Leadership:** Attracted by the tales of his heroic exploits and mindful of his eventual destiny as a powerful ruler, coteries and significant individuals begin to gather around the princely hero. He gains Leadership as a bonus feat.

**Bounce Back (Su):** The princely hero does not admit defeat easily. With the true blood of a (potential) future king in his veins, he is just the kind to cry 'Once more unto the breach!' and lead the charge himself. Being an unflinching optimist, he can attempt to take a disastrous situation and turn it around. On any occasion on which a group or force led by the princely hero (or of which he is a member) has suffered defeat and there is a realistic possibility of making a second attempt, he may attempt to bounce back. Defeat is defined as any combat or other perilous situation after which one third of the group is dead or incapacitated. The attempt to bounce back must be made within ten rounds of the defeat, or the moment will have passed and the princely hero will be unable to stir his comrades to a second attempt.

To make a bounce back attempt, the princely hero must make a Perform or Diplomacy check (DC 20). He suffers a -2 circumstance penalty to this check if more than two-thirds of the group were killed or incapacitated in the course of the defeat. A successful check grants all those who were involved in the defeat a +2 enhancement bonus to Strength and Constitution and a +2 enhancement bonus to all Will saving throws for the duration of their second attempt. The temporary gain in hit points caused by the bonus to Constitution may put incapacitated characters back on their feet. Hit points so gained do not last after the bonus has expired.

**Dreadful Oath (Sp):** The princely hero may choose one person or intelligent creature as a destined foe and swear to overcome him in single combat. He must have seen this intended foe at least once before. The oathtaking is a standard action. From the moment the oath is taken, the princely hero and his foe are aware of each other, even at a distance. By concentrating and making a successful Scry check (DC 10) the princely hero may form a mental image of what his foe is doing at that moment. This may be done three times a day. The link works both ways: the princely hero's foe may also use this ability to find out what he is doing. Unlike a true *scrying* spell, no spells may be cast through the link. If the princely hero enters into combat with his sworn foe, he receives a +3 insight bonus to all attack and damage rolls. This bonus is not granted to his foe. A new dreadful oath may not be sworn

until and unless the chosen foe has been slain. If this was achieved by anyone other than the princely hero fighting in single combat, he may not swear a new dreadful oath for 28 days.

**Wrathful Kingdom (Sp):** Upon his reaching 10<sup>th</sup> level, the princely hero's bond with the earth of his homeland is so strong that once per week he can call upon the land itself to rise up and defend itself against evil or foreign invaders. The princely hero must be within his own country's designated borders to utilise this ability and the country itself must be under threat, either from the presence of massed enemies (over 500 HD of creatures with evil alignment or hostile intentions towards the princely hero's country present within a square 500 feet on a side) or the endangerment of the life of its lawful ruler. The wrathful kingdom manifests itself either as an *earthquake* spell or as a *command plants* spell as the princely hero chooses, as if cast by an 18<sup>th</sup> level druid.

### Classic Play

The Games Master will have to think carefully before allowing a player to become a princely hero. Would the campaign really benefit from a royal youth running around with the party, making an obvious target for assassins and kidnappers? Could the party members tolerate his sunny disposition for long before they voted to brain him with a rock? If the answer is yes, then a truly epic campaign can result. The princely hero's connection to the royal court offers plenty of opportunities for political involvement and intrigue. There are few better companions to have with you on a quest. The princely hero's class features benefit his comrades as much as they do himself, especially his ability at 7<sup>th</sup> level to bounce back. He is useful to have by one's side when negotiating with non-player characters, too. Having a handsome prince in the party opens doors that other companions cannot – always assuming the royal family is in favour in the distant corners of the kingdom which one may have to visit.

The princely hero is one of the best prestige class options for one-on-one play. His abilities are fairly balanced and he is tough enough in combat to take care of himself. Even if he ends up coming off worse, the handy Just A Flesh Wound class feature leaves him likely to be fighting another day. Solitary adventuring is a typical activity for a princely hero. He does not have to worry too much about hunting or finding shelter, as he has a loyal servant to help fetch and carry for him, as well as bailing him out of trouble should he get out of his depth.

## QUIXOTIC KNIGHT

*'Have at ye! Defend yourself, foul demon who has taken the form of a tree to deceive me!'*

The Quixotic Knight is undoubtedly brave and undeniably chivalrous but it is painfully clear that he has a screw loose somewhere in there. He is on a quest of some kind, though he never seems quite capable of remembering what it is. He spends his days battling monsters, even when there aren't any for miles around. He sees a goblin in every shrub and a giant in every windmill. His world is one of knightly romance and high adventure, irrespective of the grubby, mundane truth of his real circumstances.

Quixotic knights are tragicomic figures; completely sincere in their devotion to the knight's path yet clearly not quite capable of becoming the paladins they consider themselves to be.

**Hit Die:** d10.

### Requirements

To qualify to become a quixotic knight, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Class:** Must have at least one level in the Fighter or Ranger classes. May not have any Paladin levels.

**Alignment:** Any good.

**Ability Scores:** Charisma 13+, Intelligence 10 or less.

**Special:** Must be pledged to a knightly code of conduct. Must also have suffered a severe trauma, such as a head wound, extreme damage, disease, insanity or the loss of a loved one.

### Class Skills

The quixotic knight class skills (and the key ability for each skill) are Climb (Str), Jump (Str), Knowledge (nobility & royalty) (Int), Ride (Dex) and Spot (Wis).

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

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The quixotic knight is proficient in the use of all simple and martial weapons and all types of armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Favoured Enemy:** The quixotic knight must select a favoured enemy as per the Ranger class feature.





## The Quixotic Knight

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favoured Enemy, Delusory Opponents, Smite Evil
2	+2	+3	+0	+0	Innocent Fortune
3	+3	+3	+1	+1	Favoured Enemy
4	+4	+3	+2	+1	Fools Rush In
5	+5	+4	+2	+2	Favoured Enemy

**Delusory Opponents:** In order to retain his class features, the quixotic knight must attack and destroy (or otherwise overcome) one of his Favoured Enemies once per day. If no Favoured Enemy is available, the quixotic knight must instead attack and destroy a non-monstrous creature or object of equivalent size to the Favoured Enemy. In the mind of the Quixotic Knight, the creature or object *is* the Favoured Enemy in question and he cannot be persuaded otherwise. Naturally, the Quixotic Knight receives no benefit from Smiting Evil or fighting a Favoured Enemy when he is really smashing a cart or decapitating a scarecrow. If no real or delusory favoured enemy is destroyed that day, the quixotic knight cannot use his class features at all and suffers a -1 morale penalty to all saving throws through sheer despondence. This condition lasts until a real or delusory favoured enemy is found and overcome.

**Smite Evil (Su):** As per the Paladin class feature, the quixotic knight may smite evil once per day, adding his Charisma modifier (if positive) to the attack roll and dealing one extra point of damage per level.

**Innocent Fortune (Su):** The Gods tend to smile upon those who live simply to do good. Somehow, they never end up in *real* trouble. The quixotic knight thus receives a luck bonus of +1 to all Reflex and Fortitude saving throws.

**Fools Rush In (Su):** When executing a charge attack, the quixotic knight receives a +2 sacred bonus to his armour class. This will usually compensate for the penalty to armour class incurred from making a charge attack.

### Classic Play

He's like a paladin, only less sane. The quixotic knight can be an entertaining and infuriating character to play, often creating more problems than he solves. The class is probably best kept for use by players who are up to a roleplaying challenge. The Games Master should not let a player get away with saying 'I attack a tree before bed.' There are a vast

number of potential delusory opponents out there. (Windmills are a classic substitute for giants and are best attacked with a lance charge.) Wily teammates will take advantage of the quixotic knight's unusual mental condition by suggesting targets for him to destroy.

In game terms he has some very useful special abilities to call on (almost like a poor man's paladin) but fewer restrictions in terms of alignment or general conduct. When he is fighting against a genuinely evil opponent he can be devastating, particularly if the opponent is also one of his Favoured Enemies.

## ROYAL ASSASSIN

*'Your majesty, Count Crastic of Segremund will not be joining you for dinner tonight as he had intended to. I am afraid he is a little... late.'*

When those of good alignment rule a kingdom and an honest (or mostly honest) nobility tries to do its best for the people, the forces of evil will frequently try to infiltrate the corridors of power and bring the rulers down. Such threats have to be dealt with quickly, efficiently and finally. There is no point in fighting evil of this kind with comforting words and forgiveness. It must be dealt a sudden and decisive blow, for the greater good of all.

This is the job of the royal assassin. Unlike his corrupt counterparts, he does not meddle with poisons and other such distasteful stuff but neither does he let sentimentality get in his way when carrying out an assignment. Each royal assassin will have a different modus operandi; some conceal themselves in shadows and wait long hours for their target to pass close by, some don crafty disguises and some even use charm, wit and guile to lull the target into their confidence before striking.

The ideal class to become a royal assassin is the rogue, whose stealthy ways and plethora of varied skills make him the obvious choice. Fighters with

additional classes, former paladins, wizards, monks and sorcerers also fit the bill, as it helps to be able to fight efficiently or to cast spells. The least likely of all classes to become royal assassins are barbarians, clerics and bards.

**Hit Die:** d6.

## Requirements

To qualify to become a royal assassin, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +6 or higher.

**Alignment:** Any non-evil.

**Sneak Attack:** The character must have the sneak attack ability.

**Skills:** Hide 8 ranks, Move Silently 8 ranks, any two rogue class skills at 3 ranks each.

**Special:** The character must successfully assassinate any enemy of the kingdom (at the king or queen's request.) This enemy must be evil.

## Class Skills

The royal assassin's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the royal assassin prestige class.

**Weapon and Armour Proficiency:** The royal assassin is proficient with the crossbow (hand, light or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite) and short sword. He is proficient with light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment or loot carried.

**Death Attack (Ex):** Many rogues study the art of killing with passionate interest. The royal assassin, however, makes a religion out of it. He is not morbid or twisted; he sees himself almost as a surgeon, cutting out the cancer so that the body can live. Blades and bolts are his medical instruments. He is motivated not by a thirst for blood but by the ever-present knowledge of how many lives will be lost if he does not successfully take one crucial life.

If the royal assassin studies his victim for 3 rounds and then makes a successful sneak attack with a melee weapon that deals damage, the sneak attack has the additional effect of possibly either paralysing or killing the target (the royal assassin chooses which.) While studying his victim, the royal assassin may take other actions (such as discussing the weather or reciting poetry) so long as his attention stays focused on the target and the target does not detect the royal assassin or recognise the royal assassin as an enemy. If the victim of such an attack fails his Fortitude saving

## The Royal Assassin

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Death Attack
2	+1	+3	+3	+0	Bonus Feat, Sneak Attack +1d6
3	+2	+3	+3	+1	
4	+3	+4	+4	+1	Sneak Attack +2d6
5	+3	+4	+4	+1	Nemesis of Evil +1
6	+4	+5	+5	+2	Bonus Feat, Sneak Attack +3d6
7	+5	+5	+5	+2	
8	+6	+6	+6	+2	Sneak Attack +4d6
9	+6	+6	+6	+3	Nemesis of Evil +2
10	+7	+7	+7	+3	Bonus Feat, Sneak Attack +5d6

throw (DC 10 + the royal assassin's class level + the royal assassin's Intelligence modifier) against the killing effect, he dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering him completely helpless and unable to act for 1d6 rounds plus 1 round per class level of the royal assassin. If the victim's saving throw succeeds, the attack is resolved as a normal sneak attack. Once the royal assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes his saving throw) or if the royal assassin does not attempt the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Bonus Feats:** Beginning at 2<sup>nd</sup> level, the royal assassin receives a bonus feat. He gains an additional bonus feat at 6<sup>th</sup> level and a final bonus feat at 10<sup>th</sup> level. These bonus feats must be selected from the following list: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency\*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical\*, Improved Initiative, Improved Unarmed Strike, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse\*, and Weapon Focus\*. Some of the bonus feats available to the royal assassin cannot be acquired until she has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feat. The royal assassin can select feats marked with an asterisk (\*) more than once but it must be for a different weapon each time. The royal assassin must still meet all prerequisites for a feat, including minimum ability score and base attack bonus.

**Sneak Attack:** This key element of a rogue's training is absolutely vital to the royal assassin, who must be able to make carefully placed attacks upon an unaware target in order to do his job properly. At any time when the royal assassin's target would be denied a Dexterity bonus to armor class (whether the target actually has a Dexterity bonus or not) or when the royal assassin flanks the target, the



royal assassin's attack deals extra damage. The extra damage is +1d6 at 2<sup>nd</sup> level and an additional +1d6 at every other level thereafter. Should a royal assassin score a critical hit with a sneak attack, this damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The royal assassin cannot strike with deadly accuracy from beyond that range.

With a sap (blackjack) or unarmed strike, the royal assassin can make a sneak attack that deals subdual damage instead of normal damage. The royal assassin cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack, even with the usual -4 penalty.

A royal assassin can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The royal assassin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The royal assassin cannot sneak attack while striking a creature with concealment or striking the limbs of



a creature whose vitals are beyond reach. If a royal assassin is entitled to a sneak attack bonus from another source (such as having levels in rogue) the bonuses to damage stack

**Nemesis of Evil (Ex):** The royal assassin lives to serve his kingdom. He does not carry out his assignments for profit or pleasure but for the good of his sovereign, on whom depends the good of all the kingdom's citizens. From 5<sup>th</sup> level, the royal assassin gains a +1 morale bonus to all attack and weapon damage rolls against evil opponents. At 9<sup>th</sup> level, this bonus increases to +2.

### Classic Play

A good assassin? A *good* assassin? Can this possibly be true? Well, in this case, yes it can. The class makes complete sense. It is working on the premise that it is not the technique of killing that is inherently evil (though it acknowledges that poisons are despicable and the tool of an evil assassin) but the purpose to which that technique is put. All the same, this is a class that should be handled very, very carefully. The Games Master should use his or her discretion when allowing the royal assassin into his game world. If handled well, the class can be a fantastic one to play; just try finding a way to assassinate one of the guests at a royal banquet without arousing alarm or warning his fellow conspirators, or going into deep cover and signing up with an enemy general just so you can come close enough to kill him. If abused, it will just become a way for munchkin characters to add 'death attack' to their list of available powers.

## SERPENTBEARER

*'Feeling a little cold, are you? Well, I would stoke the fire, but there's not a lot of point. You're dying.'*

An initiate of ancient and malefic mysteries, the serpentbearer has cultivated a very close personal relationship with snakes. By keeping one close to his body at all times, he partakes of strange ophidian powers. The guile and elusiveness of serpentbearers makes them hard to detect. Often their sinister influence is not discovered until too late, when their plans are already in full swing. They love nothing more than to seduce the innocent and good from their naïve ways, cajoling them into making deals or going along with operations that steadily corrupt their hearts and turn them to the ways of evil. They are masters and mistresses of temptation.

**Hit Die:** d8.

### Requirements

To qualify to become a serpentbearer, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +7 or higher.

**Alignment:** Any evil.

**Special:** Must have been bitten by a venomous snake and survived. Must also have been initiated into a snake cult.

### Class Skills

The serpentbearer class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Move Silently (Dex) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** The serpentbearer gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Serpent Companion:** The serpentbearer acquires a venomous snake of Small size or less as a familiar, exactly as the Sorcerer class ability. (See *Core Rulebook I* for rules regarding familiars.) This must replace any other familiar or animal companion who previously accompanied the serpentbearer prior to his adoption of this prestige class. This snake is the key to the serpentbearer's powers. If it should die, all supernatural and spell-like abilities are lost until a new serpent companion can be found and a new link established.

**Poison Resistance (Su):** The serpentbearer's mystical affinity with venomous reptiles grants him a +4 resistance bonus on all saving throws made to avoid poison effects.

**Hypnotize (Sp):** The serpentbearer's eyes become captivating, drawing the unwary in against their will. He may use *hypnotize* as the spell cast by a sorcerer of equivalent level to his own three times per day.

**Merge Flesh (Su):** In order that the source of his unnatural powers might not be discovered, the serpentbearer can conceal his snake companion my



## The Serpentbearer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Serpent Companion, Poison Resistance
2	+2	+3	+0	+0	Hypnotize
3	+3	+3	+1	+1	Merge Flesh, Silver Tongue
4	+4	+4	+1	+1	Venom Injection
5	+5	+4	+1	+1	Shed Skin
6	+6	+5	+2	+2	Distend Jaws
7	+7	+5	+2	+2	Serpent's Stealth
8	+8	+6	+2	+2	Nondetection
9	+9	+6	+3	+3	Poison Immunity, Evil Blood
10	+10	+7	+3	+3	Ophidian Form

merging its flesh with his own. While the snake is merged with the serpentbearer's flesh, it takes the form of a detailed tattoo. This may be located anywhere upon the body as the serpentbearer chooses and may even move around, though if it is seen to be doing so its true nature is certain to be detected. *Detect magic* will reveal the true nature of the tattoo and *dispel magic* will force the concealed snake to emerge from the host's body. Causing any damage to the tattoo will also break the merge flesh effect.

**Silver Tongue (Su):** The serpentbearer is an accomplished liar, using wit and cunning as well as his force of personality. He may add his combined Intelligence and Wisdom modifiers (if positive) as an insight bonus to any Bluff check.

**Venom Injection (Su):** Serpents' poison begins to flow through the veins of the serpentbearer. Once per day, when making a melee attack he may transmit poison through any weapon that inflicts slashing or piercing damage. The effect is as if the victim had suffered a bite from the serpentbearer's snake companion as well as the weapon damage. The serpentbearer's level is added to the DC of the Fortitude saving throw to resist the poison. The weapon does not bear any trace of the venom; it is merely a supernatural conduit.

**Shed Skin (Su):** The serpentbearer may change his facial appearance and heal 2d6 points of damage by shedding his skin. The process takes six hours, after which the Serpentbearer's skin appears red and tender for a further three hours. Only minor facial details may be changed; race, gender and age may not. Tattoos and light scars, however, may be removed altogether. The Serpentbearer may only

shed his skin again 28 days after he last did so. He may not maintain the merge flesh class feature while he is shedding his skin. The skin itself is left behind after the process is complete and is usually burned, so as not to arouse suspicion.

**Distend Jaws (Su):** In an ugly and gruesome manoeuvre, the serpentbearer can unlock his jaws and swallow objects or creatures of Small size or less. This may be done as an attack. The serpentbearer must first succeed in a melee touch attack to grab the opponent, then make a successful Grapple attack to swallow them whole. Once inside, the opponent takes 2d6+2 crushing damage per round. Depending on the size of what has been swallowed, the serpentbearer's abdomen may appear distended for up to an hour after the use of this ability. Only one object of Small size or two objects of Tiny size may be swallowed per hour. A serpentbearer will often use this ability to dispose of other people's familiars or animal companions, should they be small enough. Its other major use is the disposal of human remains.

**Serpent's Stealth (Su):** The serpentbearer is granted a +4 enhancement bonus on all Hide and Move Silently checks.

**Nondetection (Sp):** It is often necessary for the serpentbearer to go underground for a while to throw off pursuit. The serpentbearer may use *nondetection* as per the spell cast by a sorcerer of equivalent level to his own. He may do this once per day.

**Poison Immunity (Su):** The snake companion's essence has by now permeated the serpentbearer's body and psyche to such an extent that he is completely immune from all poison effects.

**Evil Blood (Su):** The serpentbearer's own blood has become venomous. It functions as an ingestive poison with a DC to resist of 10 plus the serpentbearer's level plus his Constitution modifier. It inflicts 1d6 initial Constitution damage and 2d6 secondary Constitution damage.

**Ophidian Form (Sp):** The identification of serpentbearer and snake is now complete. Once per day he may *polymorph self* (as per the spell cast by a 10<sup>th</sup> level sorcerer) into the form of any snake of up to Huge size.

## Classic Play

They don't come much more unpleasant than this character. The serpentbearer is a villain par excellence. What wizard or sorcerer would not hold a grudge against someone who swallowed his familiar whole? Any profession requiring guile, elusiveness and ruthlessness is well served by the serpentbearer class. Designed with evil-aligned fighters in mind but adaptable to fit any character class, the serpentbearer is (so to speak) the ideal snake in the grass for any party. An evil character who is keeping company with good characters for his own nefarious purposes would do well to consider the serpentbearer prestige class. In groups where the predominant alignment is evil, the serpentbearer makes an excellent leader. He is persuasive, dangerous in combat and always able to sell out his comrades and get away if he needs to. At fifth level he can change his facial appearance once a month, which is an ideal way to avoid the wrath of former friends who you have betrayed. As non-player characters they can be a true nightmare to confront. Serpentbearers love treachery; nothing amuses them more than winning the confidence of a group of people, stabbing them in the back (literally or metaphorically) and getting clean away with it. A player cannot easily tell when a serpentbearer who has previously gotten the better of him has returned with a new face.

A Games Master who wants to give the players a truly hard time should consider introducing a band of serpentbearer assassins into the campaign. Poison is so much more rewarding to use when you have secreted it yourself.

## TWICE-BORN

*'Death was nothing but the gateway to my true life. I know why I'm here now. I'm not afraid any more.'*

Everybody knows that death is not always the end. Powerful spells exist which can restore life to a dead body, or even bring a long-dead person back to life when no fragment of their corpse remains. The twice-born are those for whom death and the subsequent return to life were a mystical experience. They inevitably died while fighting for a cause and in so doing somehow became assimilated into the forces that drove the cause, whether for good or evil. The twice-born bring something of the divine back with them to their bodies. They have a strange fire in their eyes that was not there before.

**Hit Die:** d8.

### Requirements

To qualify to become a twice-born, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Alignment:** Any good or evil.

**Ability Scores:** Wisdom 14+, Charisma 13+

**Special:** Must have died fighting in the cause of either good or evil and been subsequently *raised* or *resurrected*. Must follow a specific deity.

### Class Skills

The twice-born class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis) and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

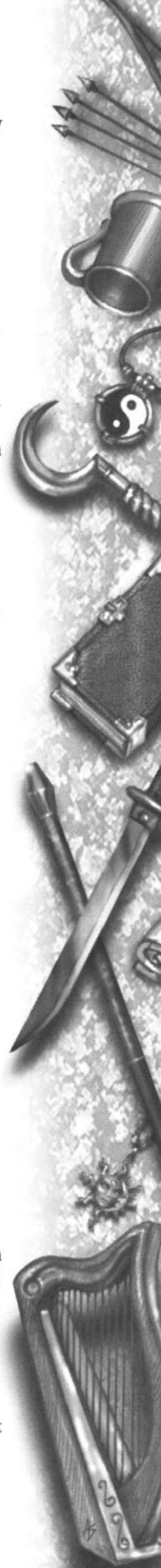
**Skill Points At Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the twice-born prestige class.

**Weapon and Armour Proficiency:** The twice-born gains no new weapon or armour proficiencies. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Obvious Alignment:** Anyone can tell the alignment of a twice-born just by looking. It cannot be





concealed by magic. Those of good alignment seem to radiate calm and peace, while those of evil alignment leave onlookers feeling disturbed, as if 'someone walked over my grave'.

**Aura (Sp):** The twice-born constantly radiates an aura of faint energy, benign or malign according to alignment. This is a spell-like ability requiring no attention to maintain and acts as a *bless* spell for those of good alignment and a *bane* spell for those of evil alignment.

**Unafraid of Death:** The twice-born has already passed into the sunless lands once and in so doing has largely overcome the innate fear of death which all mortal beings have. He has also acquired what might be called a slight degree of immunisation. He receives a +2 insight bonus on saving throws against death spells and magical death effects.

**Spells Per Day:** Beginning at 1<sup>st</sup> level, the twice-born gains the ability to cast divine spells as a cleric does. This spellcasting ability supplements existing spells. Spells are prayed for and bonus spells are based on Wisdom.

**Lay on Hands (Sp):** A twice-born of good alignment may heal another person by touch, healing his Wisdom modifier multiplied by his level in hit points. A twice-born of evil alignment inflicts damage with this ability. He must make a melee touch attack to cause the damage. In each case, this is a spell-like ability whose use is a standard action.

**Unearthly Sight (Sp):** The twice-born may see the world through the eyes of one for whom the material world will forever be a waking dream. He may use

*true sight* a number of times per day equal to his Wisdom modifier.

**Fearless:** The twice-born has destroyed all capacity for fear. He is completely immune to magical fear effects.

**Avatar Possession (Sp):** Once per day the twice-born may open himself completely to the massive power of the plane where his soul took refuge upon his death, making himself a living conduit between this world and the next. This may only be done in the presence of a grave threat of opposite alignment to the twice-born. (A grave threat is defined as an Outsider of more hit dice than the twice-born has overall levels, or a mortal adversary of the twice-born's own level or higher.) The twice-born must succeed in a Wisdom check (DC 15) to activate Avatar Possession; if it fails, no further attempt may be made that day. The effect is to grant a temporary increase of +2 to Strength, +2 to Constitution and a +2 enhancement bonus on Will saving throws. Additionally, a contingent spell-like effect centred on the twice-born activates at the moment of possession; *holy smite* for a good-aligned twice-born, *unholy blight* for an evil one. This is as the spell cast by a 10<sup>th</sup>-level cleric.

**Phoenix Immolation (Sp):** Having sacrificed himself once in the cause of good or evil, the twice-born may choose to do so again in a far more drastic manner. In this gesture of utter and final devotion, the twice-born voluntarily allows his body to be destroyed by a concentrated blast of the forces which he serves. To do so is to decide to return to one's plane of alignment permanently, with no wish ever to return to the material world. The player

### The Twice-Born

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
1	+0	+2	+0	+2	Obvious Alignment, Aura	1				
2	+1	+3	+0	+3	Unafraid of Death	2				
3	+2	+3	+1	+3	Lay on Hands	3	1			
4	+3	+4	+1	+4		4	2			
5	+3	+4	+1	+4	Unearthly Sight	4	2	1		
6	+4	+5	+2	+5		4	3	2		
7	+5	+5	+2	+5	Fearless	4	4	2	1	
8	+6	+6	+2	+6		4	4	3	2	
9	+6	+6	+3	+6	Avatar Possession	4	4	3	2	1
10	+7	+7	+3	+7	Phoenix Immolation	4	4	4	3	2

should be aware that following such a decision there can be no further raising or resurrection, as the soul has stated its intention not to return to a physical body ever again and an unwilling being cannot be raised or resurrected.

To activate Phoenix Immolation, the twice-born simply utters a prayer to his deity asking to be called home in glory. This is a full-round action. If the twice-born is distracted by damage or other interruption a Concentration check must be made as if he were casting a 6<sup>th</sup>-level spell. Failure means that Phoenix Immolation may not be attempted again that day. On completion of the prayer, the following spell-like effects activate in sequence as if cast by a 25<sup>th</sup> level cleric:

- *blasphemy* or *holy word* (according to alignment) centred on the twice-born
- *fire storm* centred on the twice-born
- *summon monster IX*. The summoned creature fights to the best of its ability as the twice-born would have wished it.
- *holy aura* or *unholy aura* upon one ally of the twice-born's choice within 150 feet

During the activation of these spell-like effects, the body of the twice-born is consumed completely by fierce blue-white fire or licking tongues of scarlet-tipped darkness, depending on alignment.

### Classic Play

This class is for those players who want a character 'touched by the Gods'. Being killed and raised is a traumatic experience that sometimes changes a character's whole outlook on life. Coming face to face with the Gods is rather different from being merely aware of their existence. So if you want your character to have come back from the other side as a minor avatar, this is the class for you. Just remember to act in a suitably messianic fashion.

Twice-borns are natural leaders, inspired as they are by the raw energy of good or evil. They do not suit campaigns where subtlety or diplomacy play a large part and are much more at home leading the forces of light or darkness into battle, whether on the field of war or on important strategic quests. Clerics are the most likely to adopt this prestige class but any non-atheist character could easily do so.



# MONSTROUS PATHS

Monsters who are eligible to take character classes can also take prestige classes. It stands to reason that monstrous cultures should train well qualified members of their race to take on special duties within the community and that the masters of serving creatures should train their minions to become more than mere drones. Here you will find several examples of monsters who have become more than average specimens, whether this training has been undergone in service to others of their kind or purely for their own advantage.

## CHOSEN BRIDE

*'This one special. This one bound to God of our people. She bad. We only kill you, eat you perhaps. She do worse.'*

Orcs do not pay the female members of their society a great deal of heed. They are seen as a resource, a combination of a beast of burden, domestic slave, concubine and brood-mare. Male orcs hold dominion, both within the domestic unit and the tribe.

There are sometimes exceptions to this rule. Very infrequently, a female orc child is born whose strength and mass is equivalent to that of a male. These orcish amazons are even more prone to anger and bellicose than the males of the species are, if that can be believed. Such aberrations are recognised as such and removed from their low social strata. They are exempted from the usual duties of an orc female and assumed into a secret conclave of priestesses, there to serve one of the Gods of the Orcs. They are considered to be married to this God; hence their title of Chosen Bride. To interfere with one of these

elect females is to invite a slow death by sequential dismemberment.

These chosen brides are steeped in mystery and go out of their way to cultivate this. They answer only to the religious authority within their tribe and refuse to interact socially with anyone who is not a member of their sect. They appear swathed in black wrappings that hide their faces and bodies alike.

Most of the Chosen Brides start out as barbarians or warriors, though some are adepts or clerics.

**Hit Die:** d8.

### Requirements

In order to become a chosen bride, a character must fulfil all the following criteria.

**Base Attack Bonus:** +5.

**Alignment:** Any evil.

**Sex:** Female.

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

**Skills:** Knowledge (religion) 4 ranks.

**Special:** The chosen bride must be a virgin and must take an oath of chastity and fealty to the cult and to her god.

### Class Skills

The chosen bride's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), and Swim (Str). See *Core Rulebook I* for skill descriptions.

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

### The Chosen Bride

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Fearless
2	+2	+3	+0	+3	Challenge Hero
3	+3	+3	+1	+3	Nameless
4	+4	+4	+1	+4	Smite Good 1/day
5	+5	+4	+1	+4	Sisterhood (saving throw)
6	+6	+5	+2	+5	Faceless
7	+7	+5	+2	+5	Smite Good 2/day
8	+8	+6	+2	+6	Sisterhood (hit point transfer)
9	+9	+6	+3	+6	Side by Side
10	+10	+7	+3	+7	Smite Good 3/day



## Class Features

All of the following are class features of the chosen bride prestige class.

**Weapon and Armour Proficiency:** Chosen brides are proficient with all simple and martial weapons, with all forms of armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Fearless (Ex):** All chosen brides are immune to fear effects, magical or otherwise. Allies within 10 feet of the bride gain a +4 morale bonus on all saving throws against fear effects. Granting the morale bonus to allies is a supernatural ability.

**Challenge Hero (Su):** Beginning at 2<sup>nd</sup> level, a bride may issue a ceremonial challenge to the leader of an enemy force. If no clear military leader is present, the Games Master chooses who the bride challenges instead; first, any opponent with the Leadership feat, then the opponent with the highest base attack bonus and finally if no opponent fits any of the other qualifications, the opponent with the highest Charisma ability score. The challenge itself is a mind-affection compulsion effect that is not language-dependent. In most cases, a crooked finger or wave is enough to get the message across.

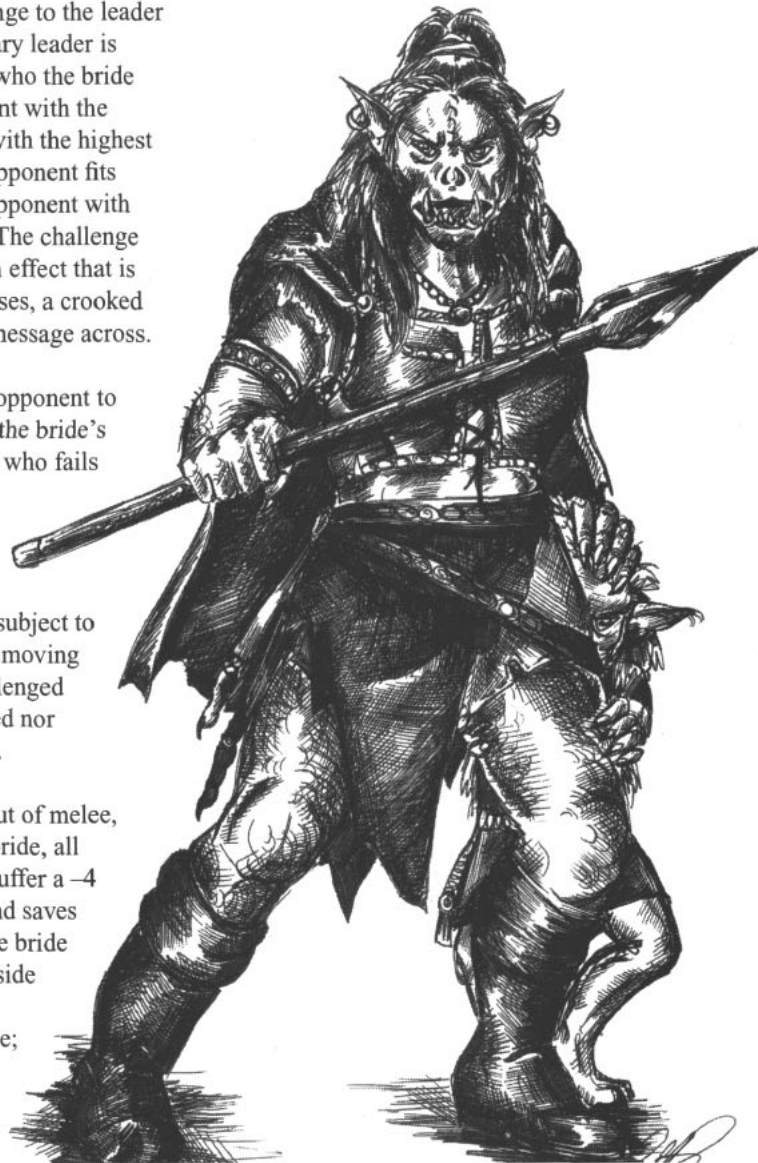
Refusing the challenge requires the opponent to make a Will saving throw (DC 15 + the bride's Intimidate skill level.) An opponent who fails the save, or who opts not to resist, immediately moves by the shortest possible path up to the challenging bride, who may then engage him in melee combat. (The opponent is subject to attacks of opportunity as normal for moving through threatened areas.) The challenged opponent is not deemed to be stunned nor negatively affected in any other way.

If the challenged opponents backs out of melee, runs away or falls in combat to the bride, all combatants on the opponent's side suffer a -4 morale penalty on attacks, checks and saves for the duration of the combat. If the bride falls or runs, the combatants on her side suffer an identical penalty. Multiple uses of this ability are not cumulative; a side can be demoralised only once per combat.

**Nameless (Su):** At 3<sup>rd</sup> level, as the bride's identity continues to dissolve into the sisterhood, she loses her individual name but gains a +4 resistance bonus against Enchantment spells and effects.

**Smite Good (Su):** At 4<sup>th</sup> level, the bride gains the ability to focus her divine husband's wrath into a devastating melee attack. Once per day, she may add her Charisma modifier (if positive) to her attack roll and deals one extra point of damage per bride class level. This ability functions only against good-aligned opponents. At 7<sup>th</sup> and 10<sup>th</sup> level the bride may use this ability an additional time per day.

**Sisterhood (Su):** As she is accepted into the secret society, the bride's physical uniqueness becomes less and less important. Their wrappings make



all brides look the same and their emotional bond makes them homogenous on a mental and spiritual level.

At 5<sup>th</sup> level, a bride may grant a +4 resistance bonus on any single saving throw to any other bride within 30 feet, once per round. This ability is a free action that does not provoke an attack of opportunity and it may be used after the target bride has been required to make a save. The bride who grants this bonus suffers a -4 resistance penalty on all saving throws made during the same round.

At 8<sup>th</sup> level, a bride may transfer up to 10 hit points to any other bride within 30 feet, following the rules as given above. As with saving throws, this ability may be used as a free action but it may only be used once per round. Transferred hit points are permanent; they do not revert to the sending bride. This ability can be used to raise a character's hit point total above her normal maximum but in this case the extra hit points disappear after an hour. The sending bride may replace her lost hit points with natural or magical healing, as normal.

**Faceless (Su):** At 6<sup>th</sup> level, the bride's physical identity is consumed by the totality of the group. She is no longer recognisable as an individual (even with her wrappings removed) and gains a +4 resistance bonus on saving throws against all Transmutation spells and effects.

**Side by Side (Ex):** On attaining 9<sup>th</sup> level, brides think and act as one creature. As long as the bride is adjacent to any other bride of any level, she gains a +2 insight bonus to all attack rolls, armour class, saving throws and skill checks.

### Classic Play

Unless most of the party are half-orcs or especially orc-friendly, the chosen bride is more likely to be a character class reserved for the monsters. This is especially the case at higher levels, when the bride has retreated within the mysterious confines of her sisterhood. That being said, the bride is a powerful ally to have, capable of demoralising a whole side by bringing down the leader. She works very well as a plot hook for the Games Master. A party of evil characters might be given the duty of escorting a chosen bride, or even a group of them, through the wilderness to the site of a new orc stronghold. Adventurers who had defiled an orcish temple (hardly the most uncommon occurrence in the world) could well find the chosen brides are the ones to hunt them down and avenge the desecration. Alternatively, a half-orc character in the party could find he has a half-sister who has entered the ranks of the sisterhood...

## CUTTHROAT

*'Good, now go and find the rest of the family and dump their bodies in here. The fire will do the cleaning up for us. Oh, don't look so shocked. I can't help being like this. It's in my nature.'*

Cutthroats are exceptional and important members of the orcish community. They are half-breeds who particularly favour their human parent, so much so that they have a high chance of passing for human. While most hybrids with this characteristic are reviled as pale weaklings by their tribes, those rare few who are selected to become cutthroats receive no less respect than a seasoned warrior would be entitled to. Many half-orcs can only ever gain acceptance within their tribe by taking this route. The cutthroat's special task is to study the culture

### The Cutthroat

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak Attack +1d6
2	+1	+0	+3	+0	Filthy
3	+2	+1	+3	+1	Improved Disguise
4	+3	+1	+4	+1	Sneak Attack +2d6
5	+3	+1	+4	+1	Poison Use
6	+4	+2	+5	+2	Improved Gather Information
7	+5	+2	+5	+2	Sneak Attack +3d6
8	+6	+2	+6	+2	Loaded For Bear
9	+6	+3	+6	+3	Blinding Strike
10	+7	+3	+7	+3	Sneak Attack +4d6

and behavioural norms of civilised society, in order that they might better infiltrate it and sow discord.

Cutthroats are so capable with disguise techniques that most of their opponents never realise they have orc blood. They draw upon base cunning and ruthlessness instead of talent or skill. There are few intelligent creatures with such an utter lack of morality. Eager to prove themselves to their full-blood kinsmen, the cutthroats make a point of being as depraved and vicious as possible.

Most cutthroats work for their tribe, gathering valuable information before the attack begins. Some, however, go independent and take up employ with any influential figures who are building a power base and are not fussy about the help they pay for. Hardened rogues are the most likely employers, though necromancers and evil clerics will also give cutthroats a job if they need dirty work done.

The class is a hard one to qualify for. Accordingly, most applicants are ranger/rogue multiclass before taking up the cutthroat's path.

**Hit Die:** d8.

### Requirements

To qualify to become a cutthroat, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +5.

**Race:** Half-orc.

**Alignment:** Any evil.

**Skills:** Disguise 5 ranks, Gather Information 5 ranks.

**Favoured Enemy:** Any humanoid.

**Special:** The half-orc must be close enough to a human in appearance to pass for one.

### Class Skills

The cutthroat's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int),

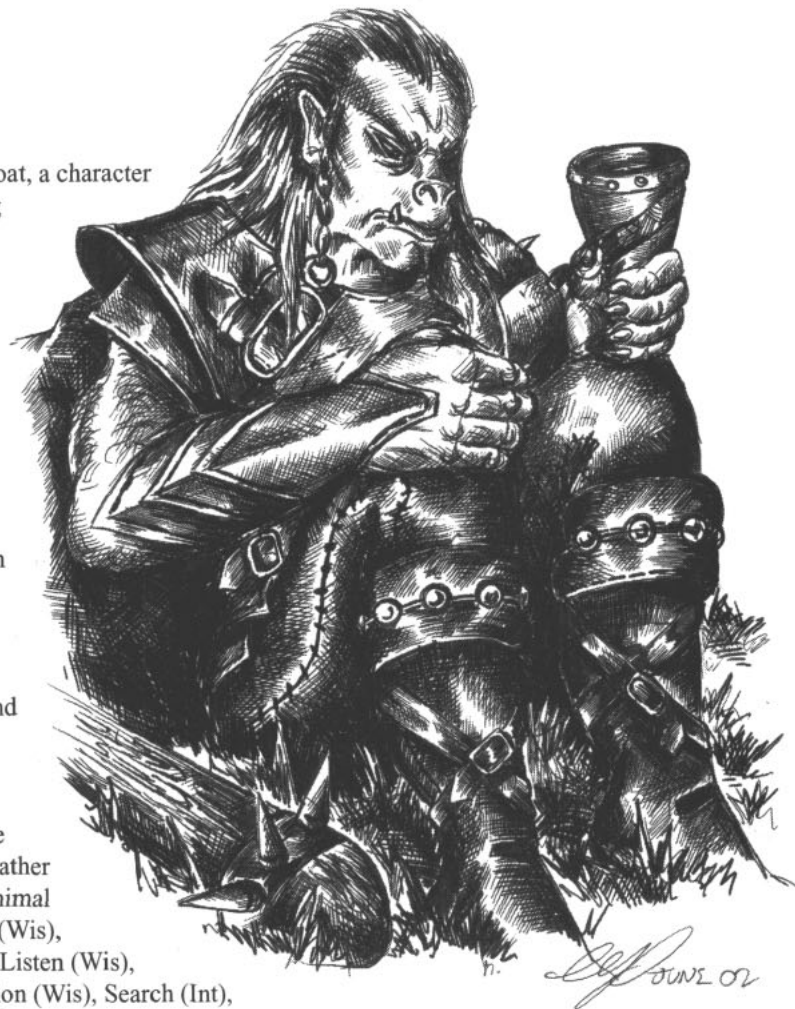
Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

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

### Class Features

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

**Weapon and Armour Proficiency:** Cutthroats are proficient with all simple and martial weapons, as well as hand crossbows and repeating crossbows. In addition, they do not suffer the usual -4 nonproficiency penalty for attacking with an improvised weapon. All cutthroats are proficient with light and medium armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.





**Sneak Attack (Ex):** A cutthroat gains the ability to make a sneak attack as a rogue does, whenever his target is denied a Dexterity bonus to armour class (whether the target actually has a Dexterity bonus or not) or when the cutthroat flanks his target. At 4<sup>th</sup> level, the cutthroat deals an extra 1d6 points of damage with his sneak attack and an additional 1d6 every three levels thereafter. This ability follows the normal restrictions of the rogue's sneak attack ability. If the cutthroat gets extra sneak attack damage from another source (such as levels of rogue) the bonuses to damage stack.

**Filthy (Ex):** The cutthroat's prolonged exposure to disgusting conditions has acclimatised him to all sorts of health hazards. He is partially resistant to poison and disease, receiving a +2 circumstance bonus on all saving throws made to resist these effects.

**Improved Disguise (Ex):** At 3<sup>rd</sup> level, the cutthroat's mastery of physical disguise and mimicry is almost an art form. He may make a normal Disguise check with only 1d6 minutes of preparatory work, or in only 1 minute with a -1 circumstance penalty. He may also attempt an apparent change of up to one-quarter of his normal height and weight. Finally, the cutthroat gains a +4 competence bonus on all Disguise checks.

**Poison Use (Ex):** At 5<sup>th</sup> level, the cutthroat's experience enables him to envenom a blade without risk of accidentally poisoning himself.

**Improved Gather Information (Ex):** At 6<sup>th</sup> level, the cutthroat's ability to gain an informer's confidence becomes second nature. He may always take 10 on a Gather Information check to find general information (at the Games Master's discretion.) In addition, he gains a +4 competence bonus on Gather Information checks made in order to learn about a specific person or item.

**Loaded For Bear (Ex):** A cutthroat of sufficient skill is especially lethal with ranged weapons. Upon attaining 8<sup>th</sup> level, the cutthroat may use a Medium-size or smaller crossbow in each hand without suffering the usual attack penalty. (The off-hand weapon attack penalty still applies.) This feature does not grant any special ability to load crossbows with one hand, so this ability is usually reserved for use during a surprise round. The weapons are usually abandoned once both are fired.

**Blinding Strike (Ex):** Upon reaching 9<sup>th</sup> level, a cutthroat may attempt a special blinding strike

once per day instead of a normal melee attack. If this vicious and wicked attack hits, it deals damage normally and the target must make a Fortitude saving throw (DC 15 + the cutthroat's Wisdom modifier.) A target that fails the saving throw is blinded for 3d10 minutes.

A blinding strike has no effect on a creature that is immune to critical hits, that does not depend upon eyes to see or that have no sense of sight.

## Classic Play

This class has a real reek of the underworld about him. A thoroughly nasty piece of work, he will prove greatly enjoyable to play if the players are of a mind to be evil. All the classic urban gangster stereotypes apply, from the double crossbow use to the brutality and blinding.

Notwithstanding that the Games Master can always use cutthroats as advance orc scouts, their place seems to me to be far more that of the criminal enforcer, debt collector, bodyguard and so forth. Cutthroats could easily bring a small town under orcish dominance without an army even having to invade. All they would need to do is intimidate the right people, bully and bribe their way into power and make sure everyone knew what the penalty for crossing them was. As they used to say in London's East End, if you can make people afraid of you, you can get them to do anything.

## DEATHLESS MASTER

*'Swiftly draw down the eyelids' veils one last and lasting time! Hollow out their hearts! Rend; ravage; be upon them! Send down their sanctimonious souls to slip and slither in their sorry spilled essence!'*

Although those living clerics, blackguards and other mortal agents who command undead are a significant and respected authority when vast amounts of undead are to be coordinated as an army, the greatest power on the field at such times is that of the deathless master. Generals of the undead, they are intelligent specimens of their kind who have been given power to draw directly from the negative energy plane and empower themselves and their allies. A formidable horror in their own right, they also turn an aimless shambling horde of undead into a disciplined fighting force, able to do far more damage than they would have had they remained leaderless.

## Requirements

To qualify to become a deathless master, a character must fulfil all the following criteria.

**Base Attack Bonus:** +6 or higher.

**Race:** Any intelligent Undead.

**Alignment:** Any evil.

**Feats:** Cleave, Power Attack, Mounted Combat.

**Skills:** Knowledge (arcana) 4 ranks, Knowledge (undead) 4 ranks.

## Class Skills

The deathless master's class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (undead) (Int), and Ride (Dex). See *Core Rulebook 1* for skill descriptions.

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

## Class Features

All of the following are features of the deathless master prestige class.

**Weapon and Armour Proficiency:** Deathless masters are proficient with all simple and martial weapons, all types of armour and all shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Bolster Troops (Su):** The deathless master may draw upon the dark energy of the negative plane to bolster undead around him, in order to provide proof against turning or rebuking before it takes place or to cancel a successful turning or rebuking. He does this as a negative-energy-channelling cleric of three times his deathless master level. This power can be used a number of times per day equal to his Charisma modifier plus three. This number of uses is in addition to any bolstering or rebuking abilities the deathless master may already have from other classes. This ability may not be used to control undead or for any other use requiring negative energy channelling.

**Command Undead (Ex):** The deathless master may control up to 10 Hit Dice of undead per deathless master level. He possesses no inherent ability to take control of undead by rebuking or



## The Deathless Master

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day				
						1	2	3	4	5
1	+1	+0	+0	+2	Bolster Troops, Command Undead, Spellcasting	0+d				
2	+2	+0	+0	+3		1+d	0+d			
3	+3	+1	+1	+3	Ride-By Attack	2+d	1+d	0+d		
4	+4	+1	+1	+4		2+d	2+d	1+d	0+d	
5	+5	+1	+1	+4	Grim Reaper	3+d	2+d	2+d	1+d	0+d

controlling, or to animate undead. The undead he controls are transferred to him by necromancers who are controlling them already, thus freeing the necromancers to bring more undead creatures under their own control while simultaneously placing troops under the deathless master's control. This undead commanding ability stacks with any other ability of the same kind granted by another class, such as levels in cleric or wizard.

**Spells Per Day (Su):** The deathless masters are true exemplars of what an undead captain should be. Being especially favoured by foul deities, they are granted the ability to cast a limited number of divine spells. These are mainly for the purpose of shoring up the troops. The spellcasting ability of a deathless master draws upon their Charisma ability score for the purpose of determining the DC of saving throws against spell effects and calculating bonus spells for level. To be able to cast spells of a given level, the deathless master must have a Charisma ability score of 10 plus the spell's level. In order to determine spellcaster level for the purpose of resolving spell effects, add their Charisma modifier to their level as a deathless master. For example, a level 4 deathless master with 16 Charisma would have a caster level of 6 for all deathless master spells).

Deathless master spell lists are given below. All spells listed are either found in *Core Rulebook I* or described later in this entry. In addition, each deathless master may select one of the following domains, receiving the ability to cast spells from it as well as gaining the Granted Power: Chaos, Law, Evil, Death, and Destruction.

**Ride-by-Attack (Ex):** Trampling foes underfoot and hacking off heads from atop a mount is typical intimidating behaviour for a deathless master in the field. At level 3, the deathless master gains the Ride-by-Attack feat as a bonus feat if he did not already have it.

**Grim Reaper (Ex):** The deathless master rips through enemy forces in battle like a reaping scythe. At level 5, he gains the ability to make a 5-foot step between cleave attacks. This applies whether he is fighting from the ground or from his mount, though in the latter case it is of course the mount that takes the 5-foot step.

## Level 1 Deathless Master Spells

*Seal of Corrupt Sanctuary, Lesser Necrotic Boon, Basic Bone Binding*

## Level 2 Deathless Master Spells

*Seal of Corrupt Sanctuary, Shield Other, Mortification*

## Level 3 Deathless Master Spells

*Necrotic Boon, Advanced Bone Binding, Osseous Obstacle*

## Level 4 Deathless Master Spells

*Cruel Laceration, Magic Circle vs. Good, Prayer*

## Level 5 Deathless Master Spells

*Major Necrotic Boon, Dispel Good, Circle of Doom*

## Advanced Bone Binding

*Necromancy*

**Level:** Clr 3

**Components:** V,S

**Casting Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Target:** One Undead

**Duration:** Instantaneous

**Saving Throw:** Will halves (harmless)

**Spell Resistance:** Yes

This spell refreshes the negative energy matrix that animates undead, completely restoring lesser creations.



More effective for the purpose of reassembling damaged undead than the customary *inflict serious wounds*, this spell heals up to 3d8 points of damage +1 point per caster level (up to a maximum of +15.) If the spell is cast upon the living, it has no effect.

## Basic Bone Binding

*Necromancy*

**Level:** Clr 1

**Components:** V,S

**Casting Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Target:** One Undead

**Duration:** Instantaneous

**Saving Throw:** Will halves (harmless)

**Spell Resistance:** Yes (harmless)

This spell refreshes the negative energy animating undead. Specifically designed to heal undead creatures, this spell is more effective than the usual technique of using *inflict light wounds*. The undead target is healed of 1d8 points of damage +1 point per level of the caster (up to a maximum of +5.) This spell has no effect upon living creatures.

## Cruel Laceration

*Necromancy*

**Level:** Sor/Wiz 2, Blk 2

**Components:** V,S,F/DF

**Casting Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Effect:** Ray

**Duration:** 2 rounds / level

**Saving Throw:** Fort partial

**Spell Resistance:** Yes

This spell is a more potent form of *mortification* (see below).

This spell causes increased damage to living tissue, deepening wounds and making them more grievous. By use of this spell, a subject might bleed to death through a wound no deeper than a scratch, as blood refuses to clot naturally. A ranged touch attack must be made against the subject. If the target succeeds at a Fortitude saving throw, then he is affected as if struck by a *mortification* spell. If the saving throw should fail, the subject suffers one point of damage each round from blood loss and gangrenous mortification for the duration the of the spell. This applies to any damage received while the *mortification* spell effect is operative. For example, a target struck three times during the spell's duration will suffer 3 points of damage per round from blood

loss and gangrenous mortification. To stop this damage accruing requires the application of any form of magical healing or a successful Heal check at DC 15.

This spell has no effect on undead, constructs, animated objects, outsiders and oozes.

*Arcane Focus:* autopsy tools or a sacrificial dagger.

## Major Necrotic Boon

*Necromancy*

**Level:** Clr 7, Wiz/Sor 9

**Components:** V,S,M

**Casting Time:** 1 full round

**Range:** 400 ft

**Area:** All undead in a 400 ft radius spread centred on caster

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell functions as the other *necrotic boons*, with far more negative energy channelled into it. All undead within range receive all of the following profane bonuses: +3 bonus to attack and damage rolls, +2 to armour class and saving throws, +4 bonus to Initiative checks and 1 additional melee attack per round at their full attack bonus. The negative planar energy sent coursing through this spell is so plentiful that any undead still functional at the end of the spell's duration must make a Will saving throw (DC as it was for the initial spell) or be consumed utterly by the surge of power and reduced to ash and fragments of bone. . If the caster of this spell is undead himself, he may choose to exempt himself from its effects.

*Material Component:* A semi-sentient undead creature, such as a skeleton or zombie.

## Lesser Necrotic Boon

*Necromancy*

**Level:** Clr 2, Wiz/Sor 3

**Components:** V,S,M

**Casting Time:** 1 action

**Range:** 60 ft

**Target:** 1 HD of undead / level in a 60 ft radius spread centred on caster

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** No



As *necrotic boon*, though much less negative energy is channelled into the undead charges. Up to 1 Hit Die of undead per caster level within range receives the caster's choice of one of the following profane bonuses: +1 bonus to attack and damage rolls, +1 to armour class and saving throws, +2 to initiative checks, or +3 hit points for the spell's duration. If the caster is undead, he may target himself with the spell.

*Material Component:* One ounce of powdered bone.

## Mortification

*Necromancy*

**Level:** Sor/Wiz 1, Blk 1

**Components:** V,S,F/DF

**Casting Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Effect:** Ray

**Duration:** 2 rounds / level

**Saving Throw:** None

**Spell Resistance:** Yes

This spell adds mortification damage to injuries by utilising small amounts of negative energy. Injuries to living tissue are exaggerated and the damage inflicted is deeper and more grievous. Even a minor knife wound can be induced to run freely with blood, the surrounding flesh becoming putrid with infection.

A ranged touch attack must be made against the subject. If successful, the subject suffers an additional

1d6 damage every time it takes damage from any weapon or non-energy damage source for the duration of the spell. Spells dealing energy damage and breath weapons do not inflict additional damage. This spell has no effect on undead, constructs, animated objects, outsiders or oozes.

*Arcane Focus:* a small bone saw.

## Necrotic Boon

*Necromancy*

**Level:** Clr 5, Wiz/Sor 7

**Components:** V,S,M

**Casting Time:** 1 action

**Range:** 100 ft

**Target:** 2 HD of undead / level in a 100 ft radius spread, centred on caster

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** No

This spell augments the negative energy animating an undead creature, making it more effective in battle. Up to 2 Hit Dice per caster level of undead within range receive the caster's choice of one of the following profane bonuses: +3 to attack and damage rolls, +2 to armour class and saving throws, +4 to initiative checks, or 1 additional melee attack per round at their full attack bonus. If the caster is undead, he may also be a target of the spell.

*Material Component:* A human skull

## Osseous Obstacle

*Conjuration (Creation)*

**Level:** Clr 3, Sor/Wiz 3

**Components:** V,S,M/DF

**Casting Time:** 1 action

**Range:** Medium (100 ft + 10 ft / level)

**Area:** 5 ft sq / level

**Duration:** 10 minutes / level (D)

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a wall into existence formed entirely from entangled bones.

Similar to other 'wall of' spells, this conjuration causes a wall formed of tightly packed human bones to materialise. Up to 5 ft square per caster level can be created with this spell. The wall is 1 inch thick per 4 caster levels, and like other walls may be thickened at the expense of surface area. To double the thickness reduces the area by half. Though bones are structurally strong, they are quite brittle. The spell is thus more useful for slowing enemies down than for halting them outright. Each 5 foot segment of the wall has eight points per inch of thickness and a hardness rating of 4. If a section of the wall is reduced to 0 hit points, it is shattered to fragments and crumbles away.

*Arcane Material Component:* A femur.

## Seal of Corrupt Sanctuary

*Necromancy*

**Level:** Sor/Wiz 3, Clr 2, Undead 2

**Components:** V,S,M/DF

**Casting Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Area:** 30 ft radius spread

**Duration:** 1 round / level

**Saving Throw:** None

**Spell Resistance:** No

This spell bolsters the negative energy animating undead creatures, making them more resistant to turning.

All undead in range receive a +4 profane bonus to turn resistance, increasing their effective hit dice by 4 for the purpose of resolving turning checks. If the caster is undead, he may target himself with the spell. This spell is markedly different from *desecrate* in its effects, as *seal of corrupt sanctuary* increases the effective Hit Dice of the undead. Thus, even if the turning is successful, fewer undead will be turned.

**Arcane Material Component:** A pinch of crushed glass.

## Classic Play

New life for old foes! Transforming an ordinary sentient and intelligent undead creature into one of the deathless masters is a great way to take players unawares. Everyone is familiar with the clichéd arrangement whereby necromancers fling a horde of zombies and skeletons at the party but less familiar are those more successful necromancers whose undead allies are sufficiently competent to warrant a division of undead under their own command. It is quite a comfort to players that masses of undead are usually so shambolic and uncoordinated, as they are much more frightening when directed intelligently. Clever use of the local geography and frequent bolstering and healing could result in one undead legion doing the damage of four or five. As well as making classic undead encounters significantly more challenging, deathless masters play a crucial role when whole armies of the undead are mobilised. In a siege situation, these would be the targets to go after first, if you could reach them.

## DROW INFERNALIST

*'Allies of my blood, allies of my house, I summon, stir and call thee up! Come in some dreadful form!'*

The drow infernalist specialises in one thing: the calling up of demonic powers. This is most often done in order to defend the world below against its myriad of enemies, or to defend one house against another. Infernalists are reclusive, intense individuals who busy themselves learning thousands of tongue-twisting names and copying out complicated seals by hand. They often have collections of macabre devices and ritual equipment of which they are very proud. Though they are loyal to their respective houses, they do not involve

themselves overmuch in the politicking that so often goes on between drow dynasties. They have far more weighty matters on their minds. Even the priestesses of the drow treat the infernalists with a degree of respect. Though the infernalists respect the priestesses' authority, at high levels they and their demonic allies can be more than a match for them.

**Hit Die:** d6.

## Requirements

To qualify to become an infernalist, a character must fulfil all the following criteria.

**Alignment:** Any evil.

**Race:** Drow.

**Base Will Save:** +6.

**Skills:** Knowledge (arcana) 8 ranks, Knowledge (demonology) 8 ranks, Knowledge (the planes) 8 ranks, Spellcraft 10 ranks.

**Feats:** Dual Casting and Iron Will.

**Spellcasting:** The infernalist must have the ability to cast 3rd-level divine or arcane spells.

## Class Skills

The keeper's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (demonology) (Int), Knowledge (the planes) (Int), Profession (Wis), and Spellcraft (Int). See *Core Rulebook I* for skill descriptions.

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

## Class Features

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

**Weapon and Armour Proficiency:** Infernalists are proficient with all simple weapons. They are not proficient with any type of armour or with shields. If a keeper wears armour of any type or uses a shield, his spell-casting abilities are impeded as per the usual rules for arcane spell failure. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Spells per Day:** At each new level of experience, the infernalist gains new spells per day as if he had also gained a level in a spellcasting class he





belonged to before he took the prestige class. He does not, however, gain any additional benefits associated with advancement in that character class, such as additional feats. Effectively, the infernalist's new level is added to his spellcasting class level with regard to spells per day and caster level.

**Abyssal Contact (Sp):** The infernalist opens a channel of communication with the denizens of the great abyss. From 1<sup>st</sup> level, he may draw upon the *contact other plane* spell once per day. This spell-like ability may be used one additional time per day at 3<sup>rd</sup> level, 5<sup>th</sup> level, 7<sup>th</sup> level and 9<sup>th</sup> level, to a maximum of 5 uses per day.

**Binding (Sp):** The first lesson any infernalist learns is how to keep his summoned demonic guests under control. From first level onward, the infernalist gains the power to use the various different versions of *binding* albeit to a limited degree and a limited number of times per day. This effect works only

upon outsiders and does not work upon any other type of creature.

**Demon Summoning (Sp):** Even from his very first level as an infernalist, the character may employ his most feared and revered power – the ability to summon demonkind – once per day. The infernalists disdain traditional categorisations of the hordes of the abyss, preferring to use their own nine fold division system. For the purposes of this ability, a 'demon' is considered to be an outsider of an abyssal or fiendish nature. The drow infernalist may not summon devils or any other lawful evil outsiders with this ability.

It is important to note that this ability only *summons* the demon or demons. It does not grant any measure of control over what is summoned, nor does it protect the user or even permit communication if there is no shared language. A summoned demon may well turn on the summoner if further actions

### Binding Usage

Infernalist Level	Binding Version and Uses Per Day					
	Chaining	Slumber	Bound Slumber	Hedged Prison	Metamorphosis	Minimus Containment
1	1	-	-	-	-	-
2	2	1	-	-	-	-
3	3	2	1			
5	3	3	2	1	-	-
7	3	3	3	2	1	-
9	3	3	3	3	2	1

### Demon Summoning

Demon Summoning Ability	Hit Dice of Demons Summoned
I	One demon of 3 HD or less
II	One demon of 4 to 6 HD or 1d3 type I demons
III	One demon of 7 to 8 HD or 1d4+1 type I demons
IV	One demon of 9 to 10 HD or 1d4+1 type I or II demons
V	One demon of 11 to 12 HD, 1d3 type IV demons or 1d4+1 type I to II demons
VI	One demon of 13 to 14 HD, 1d3 type V demons or 1d4+1 type I to IV demons
VII	One demon of 15 or 16 HD, 1d3 type VI demons or 1d4+1 demons of lesser type
VIII	One demon of 17 to 18 HD, 1d3 type VII demons or 1d4+1 demons of lesser type
IX	One demon of 19 HD, 1d3 type VIII demons or 1d4+1 demons of lesser type.

## The Drow Infernalist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+2	Infernal Contact, Binding, Demon Summoning I	+1 caster level
2	+1	+0	+3	+3	Demon Summoning II	+1 caster level
3	+2	+1	+3	+3	Demon Summoning III	+1 caster level
4	+3	+1	+4	+4	Demon Summoning IV	+1 caster level
5	+3	+1	+4	+4	Infuse Demonic Essence, Demon Summoning V	+1 caster level
6	+4	+2	+5	+5	Demon Summoning VI	+1 caster level
7	+5	+2	+5	+5	Demon Summoning VII	+1 caster level
8	+6	+2	+6	+6	Demon Summoning VIII	+1 caster level
9	+6	+3	+6	+6	Demon Summoning IX	+1 caster level
10	+7	+3	+7	+7	Infernal Insight, Infernal Mutation	+1 caster level



are not taken. Fortunately for the infernalist, most demons are willing to negotiate. The infernalist may even cultivate a 'stable' of named demons upon whom he can rely to do his bidding without wasting time in negotiation.

The demon or demons remain summoned for one day per level of the infernalist. Upon the expiry of the effect, they return to their home plane. In all other respects, including casting time, this ability functions in the same way as a *summon monster* spell.

**Consume Demonic Essence:** At 5<sup>th</sup> level, the infernalist has become known among demons as a figure to be feared, all the more so because he may now use them up like so much fuel for his magic. He may now infuse any spell with the essence of a demon from type I to III (the demon must be present and within 30 feet) in order to amplify the power of the spell. This ability may be used once a day.

The spell is now treated as an evil or unholy spell as well as any other sub-type designations it may already have. Spells that previously inflicted ordinary or energy damage, such as *fireball*, now inflict profane damage instead. For instance, a *resist elements* spell would offer no protection against a *fireball* that had been infused with demonic essence.

The spell also becomes more difficult to resist. A circumstance bonus is added to the spell's DC, depending on the type of demon consumed in the casting of the spell. A type I demon adds a +2 to the bonus, a type II demon adds +4 and a type III demon adds +8. The same bonus is added to the caster level check when attempting to overcome spell resistance.

Spells cast using this ability have an effective caster level of the infernalist's level plus twice the demon's numeric 'type'. So, if a level 5 infernalist used up a type II demon in casting a spell, the spell would have an effective caster level of 9. Any demon whose essence is consumed in this way is destroyed utterly and may never reform itself again. For this reason, drow infernalists are despised by the lower demonic orders, who see them as exploitative tyrants instead of masters who they will willingly serve.

In order to be consumed by use of this ability, a demon must first be helpless. No demon will voluntarily submit to being consumed unless under the influence of mind-affecting magic.

**Infernal Insight (Ex):** The infernalist's protracted trafficking with demons has taught him all manner of things about the world and the creatures within it, bringing even the most obscure trivia within his grasp. He achieves a level of knowledge terrifying in its scope. He now receives +10 insight bonus to all Knowledge (demonology) skill checks and to all Knowledge (arcana) skill checks involving demons, their habitation and their deeds. He also benefits from a +3 insight bonus to any Knowledge check at all, irrespective of its field.

**Infernal Mutation:** The final development of the infernalist's art is the consummation of dread pacts that enable him to become akin to those he commands. He undergoes a profound change in nature, changing his creature type to outsider forever more (drow, evil). In addition, his tough and finely scaled skin grants him a +5 natural armour bonus and damage reduction 5/magic, along with a +5 bonus to spell resistance.

Finally, he acquires the infernalist's most coveted power: to command demons as an evil cleric commands undead. This is a supernatural ability.

## Classic Play

This is a seriously deadly class. Drow are nasty enough at the best of times but when one of them is flinging demonic adversaries with too many arms at you, it is perhaps time to reconsider your strategy. The only measure of balance is found in the infernalist's relative lack of control over what he has summoned. Demons may be conjured into a melee and let loose to run amok to great effect; however, a canny party can take advantage of a demon's chaotic nature and come up with ways to turn it against its original summoner. Only when the infernalist reaches 10<sup>th</sup> level does he become a menace of epic proportions, very hard to bring down by weapons or magic and able to issue commands to demons as easily as an evil cleric commands an undead horde.

## ORC SAPPER

*'Dig harder, you sons of troll! What you stand around for? Tunnel not going to dig itself! Take deep breath and smell dwarf behind wall! No tunnel dug, no dwarf on spit for supper! How you like that apple, eh? Come on! Put back into it!'*

The traditional way to keep out the orcs has always been simple but effective; build a wall. The higher the walls and the harder the material from which they were built, the safer one could sleep in bed at night. By riding forth to harass their orc foes during the day and retreating to their fastnesses by evening, the orcs' enemies were able to inflict massive damage upon them. However, the orcish spirit is tenacious, cunning and very persistent. Orcs spent many hours and lost many lives perfecting the art of breaching (and sometimes bringing down) the walls their foes had erected. The specialists in this art are called orc sappers.

The sappers are much more inclined to thoughtful ways than their fellows; nonetheless, they remain orcs, with an orc's values. They have no interest in the technical aspects of their craft beyond the results it can bring. Once the defences are down, they join in the general rioting and ravaging with the rest of their less cerebral kinsmen.

The orc sapper is likely to be drawn from the ranks of the experts or rogues, though some began their careers as fighters, barbarians or warriors.

**Hit Die:** d6.





(Wis), Profession (Wis), Spot (Wis) and Use Rope (Dex). See *Core Rulebook I* for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

## Class Features

All of the following are class features of the orc sapper prestige class.

**Weapon and Armour Proficiency:** Orc sappers are proficient with all simple weapons, with light and heavy picks and with light and medium armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Dig Pit (Ex):** Orc sappers are masters of the ancient arts of battlefield engineering: digging trenches, raising earthworks and shoring up walls. When pressed, they can dig out a simple pit trap in next to no time. The orc sapper must make a Profession (miner) or Craft (trapmaking) check, with a DC equal to 15 + the trap's Challenge Rating. If this check is successful, the pit will be dug in a base time of 4 hours per 20 feet of depth. This base time may be reduced by one half-hour for every additional worker with at least 4 ranks in Profession (miner) or Craft (trapmaking) to a minimum of one half-hour per 20 feet of depth.

**Sniper (Ex):** In their drive to defeat troops behind heavy cover, orc sappers learn the patience and deadly accuracy of a trained sniper. Beginning at 2<sup>nd</sup> level, an orc sapper who readies an attack with a ranged weapon gains the listed bonus on attacks against opponents from behind cover. This bonus only applies to targets benefiting from cover; it has no effect on miss chances due to concealment, or on targets that are not in cover.

**Tunnel (Ex):** At 3<sup>rd</sup> level, the orc sapper becomes proficient in tunnelling. If he succeeds at a Profession (miner) check against the listed DC (see below) he can burrow through the earth at a speed of 10 feet. The orc sapper must make another check on each round on which he chooses to burrow. This ability requires the use of specialist mining tools, equal in size and weight to an alchemist's

## Requirements

To qualify to become an orc sapper, a character must fulfil all the following criteria.

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

**Skills:** Profession (miner) 8 ranks, Knowledge (engineering) 5 ranks, Disable Device 5 ranks.

**Feats:** Sunder.

## Class Skills

The orc sapper's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Knowledge (any) (Int), Listen

## The Orc Sapper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Dig Pit
2	+2	+3	+3	+0	Sniper +2
3	+3	+3	+3	+1	Tunnel
4	+4	+4	+4	+1	Property Damage (+4 to break checks)
5	+5	+4	+4	+1	Sniper +4
6	+6	+5	+5	+2	Improved Tunnel, Property Damage (+1d6)
7	+7	+5	+5	+2	Sniper +7
8	+8	+6	+6	+2	Property Damage (+2d6, ignore hardness)
9	+9	+6	+6	+3	Sniper +10
10	+10	+7	+7	+3	Property Damage (+3d6, anti-construct)

lab. The orc sapper cannot use the run action while burrowing. If he fails his check, he must make a successful Fortitude saving throw with a DC equal to that of the tunnel, or take 1d6 subdual damage from exhaustion. See the accompanying chart for the DC for various typical soil types.

## Tunnel

Soil Type	Tunnel DC
Muddy earth	10
Loose soil	15
Packed soil	20
Rocky soil	25
Solid rock	35

**Property Damage (Ex):** At 4<sup>th</sup> level, the orc sapper's intimate understanding of mechanical structures grants him a +4 Insight bonus on break checks made against an object. At 6<sup>th</sup> level and every other level thereafter he deals an additional 1d6 points of damage when striking an object if he would otherwise have scored a successful critical hit. At 8<sup>th</sup> level, he can take a full-round action to ignore hardness when attacking an object and at 10<sup>th</sup> level he can ignore damage reduction when dealing damage to a construct.

**Improved Tunnel (Ex):** At 6<sup>th</sup> level the orc sapper becomes exceptionally skilled at tunnelling. This ability works like the tunnel ability (see above) but the orc sapper burrows at a speed of 20 feet and may use the run action at a -10 circumstance penalty to his Profession (miner) check. If he fails his tunnel check while running, he takes 3d6 subdual damage.

## Classic Play

The orc sapper is the kind of prestige class who makes a splendid supporting character (or hireling, if the party has the necessary connections) but is unlikely to be a player's primary choice. Not that tunnelling abilities in a dungeon or cavern environment aren't amazingly useful, of course; one can always make one's own way around a trapped area, hammer right through a wall or even create a new exit to the surface if time and provisions allow! The most natural place to find an orc sapper is of course in a siege situation, where their abilities are at their most destructive. It never hurts for a Games Master to have rules and classes to hand in order to play through a battle; while one could always improvise rules for such things as a sapper, I personally find it is much more convenient to have them prepared in advance. When a unit's abilities are clearly defined, one can see the situation tactically and create a plausible battle plan with which the players can interact.

## MERFOLK WAVESINGER

*'We have observed you from afar and waited to see how you would act. You have caused no harm, nor have you stolen from the seas. It is my belief that you are kindly people. That is good. Had you been of evil intent, I would have sung you up a storm and whirled your ship upon the Kiniscree Rocks.'*

Many of the merfolk are bards, singing their strange melodies in resonant chambers of coral and passing down the oral history of their people from one bard to another. Most are content to achieve prowess in this class alone. There is however a secret school of merfolk called the wavesingers, who learn the

ancient songs whose verses hold the secrets whereby storms are raised from clear skies or turbulent seas are made calm. They hold positions of respect and privilege among their kind. Their powers are only ever called upon when there is great need; to use them wantonly or for show is to betray the teaching.

Some surface-dwellers know of the wavesingers and have attempted to capture them, so that they can be forced to change the sea's conditions on demand. There are even those who claim that the custom of having a figurehead at the prow of a ship hearkens back to the days when a captive wavesinger would be tied to the ship's jib and forced to smooth the vessel's passage. These myths must have been misinformed, as any wavesinger who has been threatened with violence has inevitably used his voice to call down tempestuous ruin on his would-be captors. By contrast, those surface-dwellers who have tried flattery or charm to win the favour of a wavesinger have often fared extremely well. Wavesingers are often obliged to be more distant from the surface world than most and are very grateful for contact with surface dwellers, who they often find fascinating. Some wavesingers have such good relations with a given ship that upon sighting it far off in the distance, the crew will hear the mermaid or merman singing a faint, haunting, unaccompanied tune, after which the clouds will break, the wind blow with fresh strength and the sun dance upon clear waters.

In temperament, most wavesingers are more serious and contemplative than their playful kin. They are almost always bards before assuming the wavesinger class.

**Hit Die:** d8.

### Requirements

To qualify to become a wavesinger, a character must fulfil all of the following criteria.

**Base Attack Bonus:** +3 or higher.

**Race:** Merfolk.

**Skills:** Perform 6 ranks.

**Spellcasting:** Must be able to cast 2<sup>nd</sup> level bardic spells.

**Special:** The wavesinger must be taught the art of wavesinging by a senior member of this prestige class.

### Class Skills

The wavesinger class skills (and the key ability for each skill) are Heal (Wis), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

### Class Features

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

**Weapon and Armour Proficiency:** Wavesingers gain no new weapon or armour proficiencies.

**Spells per Day:** A wavesinger continues training in magic as well as learning the songs by which the elements are bound. Thus, at 1<sup>st</sup>, 3<sup>rd</sup> and 5<sup>th</sup> level, the character also gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. However, he does not gain any other benefit a character of that class would have gained with that level advancement (hit points, feats, special abilities etc.) beyond an effective level of spellcasting. If the character had more than one spellcasting class before becoming a wavesinger, he must decide to which class he adds the new level for the purpose of determining spells per day.

**Whistle up the Wind (Sp):** The wavesinger's first foray into the art of controlling the elements with the power of his voice is the relatively simple trick of whistling up a breeze. With a successful

### The Merfolk Wavesinger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+2	+2	Whistle up the Wind	+1 level of existing class
2	+1	+0	+3	+3	Song of Stillness	
3	+2	+1	+3	+3	Cacophonous Cry, Mist	+1 level of existing class
4	+3	+1	+4	+4	Stormy Weather	
5	+3	+1	+4	+4	Lay of the Lightning	+1 level of existing class



Perform check (DC 15) he may create the effect of a *gust of wind* spell, with the caster level being that of his level as a wavesinger plus his highest other spellcasting level. Unlike the spell, the *gust of wind* does not cease after one round but persists for as long as the wavesinger keeps up the tune to a maximum of one hour per level. If this is being done to help a becalmed ship, the wavesinger must swim behind or alongside the ship or it will cease to benefit from the wind the moment it moves out of the range of effect.

All of the wavesinger's abilities that require a Perform check to activate are sound-dependent. They do not work within a field of magical *silence* nor if the wavesinger is muffled in any way or his song cannot reach the environment on which it is supposed to be working.

**Song of Stillness (Su):** Music is said to have charms to soothe savage emotions; this soothing sea-lullaby has the same effect upon angry waters. With a successful Perform check (DC 15) the wavesinger may calm stormy seas within a hundred foot radius. This effect may be maintained for five rounds (one minute) per wavesinger level and the song must be maintained throughout.

**Cacophonous Cry (Su):** The wavesinger does not only use his voice for benevolent ends. It is now infused with magical power, so that the wavesinger may utter an ear-splitting screech, so that enemies who suffer its effects are plunged into *confusion*. For every round during which the cacophonous cry is sustained, the wavesinger must make a Perform check. All creatures targeted within 60 feet of the wavesinger must succeed in a Will saving throw (DC equal to the result of the Perform check) or be affected as if by a *confusion* spell as cast by a 6<sup>th</sup> level sorcerer for the remainder of the round. A cacophonous cry may be sustained for one round per level of the wavesinger. This is a supernatural, mind-affecting ability. It may be used once per day only, as it is too harrowing for the wavesinger to use often.

**Mist (Su):** The wavesinger's song may cause an area half a mile in radius to be filled with *obscuring fog* as if the spell were cast by a 10<sup>th</sup> level druid. No rolls need be made to achieve this effect but interruption of the song causes the ability to cease. Those who are lost in the fog may still hear the song clearly, if faintly. The ability may be used three times per day.

**Stormy Weather (Su):** The wavesinger is now vested with a terrible responsibility: that of holding the reins of the sea-storm itself. Once per day, he may sing so as to cause (or abate) storm conditions as per a *control weather* spell cast by a 20<sup>th</sup> level druid. He must sing throughout the 10 minutes necessary to cast the spell; interruption means he must start again from scratch. He may either sing to raise a storm or quell one; no other weather conditions are permissible. He may, however, raise or calm the storm as many times as he wishes while the spell lasts.

**Lay of the Lightning (Sp):** Given suitable stormy conditions, the wavesinger may hit a high shrill note that causes the lightning to strike down from above as the wavesinger directs. This functions in all respects as a *call lightning* spell cast by a 15<sup>th</sup> level druid. The wavesinger may use this ability a number of times per day equal to his Charisma modifier.

## Classic Play

Merfolk are a tolerant and playful race, capable of getting by peacefully enough in normal conditions but they are not really up to much when it comes to fighting, even with a few bards in their midst. A dozen experienced sahuagin can seriously work over a merfolk colony if they catch them unprepared, especially if there are some reef warriors in their number (see Ultimate Prestige Classes I.)

The wavesinger gives the merfolk a little more of the power they are traditionally believed to have, so as to even the odds a little more. As most of the effects of the wavesinger's song take place above the water's surface, the standard merfolk defensive action is to retreat to the shallows and sea-caves, then blow up a storm so that their enemies find the seas between them too rough and murky to traverse.

## OGRE CHILD-CATCHER

*'Oh ho ho, little manikin. And what shall I have for my supper tonight?'*

A figure from the grimmest of childhood legends, the ogre child-catcher is no myth but a hideous reality. His specialty is in stealing the children away from small villages and towns and carrying them off for the cooking pot. He has developed a taste for their tender flesh and will no longer be satisfied with the rough game with which his fellow ogres are content to glut themselves. He creeps quietly in the shadows, his net close to hand, lurking close to

places where children who have failed to heed their parents' warnings might wander off on their own, such as woodland paths or hedgerows, or where they might dare each other to go, like abandoned buildings or old ruins. He is sufficiently quick to catch and silence his victims that they have little chance to make any noise. Some child-catchers are so cunning that they have learned to speak not in their own rumbling tones but in a voice amazingly close to that of a human.

When several children have gone missing in a community, ogre child-catchers are often the first to be suspected. Unless a child-catcher is especially greedy or stupid, he will not stay long in any one area, moving on before he is tracked down and slaughtered by the warriors of the village. Child-catchers will steal the children of any kind of humanoid, preferring dwarves, elves, humans and halflings but also content to devour the young of orcs, kobolds and their ilk if no better meat can be had.

It is a curious thing but ogre child-catchers do not like to kill their prey outright before dragging them back to eat them. They much prefer to take them back to their lairs alive, busying themselves with the preparatory cooking arrangements before adding the final ingredient. This habit has caused a great many of them to be discovered and killed before they have had a chance to enjoy their grisly meal; nonetheless, they are convinced that there is no other way to cook their quarry.

**Hit Die:** d8.

### Requirements

To qualify to become a child-catcher, a character must fulfil all of the following criteria.

**Race:** Ogre or ogre mage.

**Alignment:** Chaotic evil.

**Ability Score:** Intelligence 9+.

**Skills:** Move Silently 4 ranks.

### Class Skills

The child-catcher class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (trapmaking) (Int), Disguise (Cha), Listen (Wis), Move Silently (Dex) and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

**Skill Points At Each Level:** 6 + Int modifier.

### Class Features

All of the following are class features of the child-catcher prestige class.

**Weapon and Armour Proficiency:** The child-catcher gains weapon proficiency in the use of the net and with any large bladed weapon of his choice. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Set Snare (Ex):** The child-catcher cannot always be there to grab his victims. With a successful Craft (trapmaking) check at DC 10, a length of rope and a handy tree, he may cobble together a simple snare. This functions as a trap of CR 1 and may be detected with a Search check at DC 15 plus the level of the child-catcher. When triggered, the target must succeed in a Reflex saving throw (DC 15 plus the child-catcher's level) or be caught around the leg whipped into the air by a rope, there to dangle upside down until the ogre comes to collect them. Creatures of larger than Small size receive a +2 circumstance bonus to this saving throw, as the trap is not intended to catch adults.

**Power Attack:** It is sometimes necessary for the child-catcher to sacrifice a little accuracy in order to put more force behind his blow, especially when the target cannot see the blow coming. He receives Power Attack as a free bonus feat.

**Snatch (Ex):** The child-catcher is extremely competent at the art of snatching up a small target with a net and bundling it up. At each level he receives a competence bonus to his attack roll

### The Ogre Child-Catcher

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Set Snare, Power Attack, Snatch +2
2	+2	+3	+0	+0	Wring Neck, Snatch +3
3	+3	+3	+1	+1	Creep, Snatch +4
4	+4	+4	+1	+1	Cleave, Snatch +5
5	+5	+4	+1	+1	Mimic, Snatch +6

when using a net to entangle a target, as listed. In addition, if he succeeds in entangling a target on one round, he may haul the target into his space (with an opposed Strength check) and commence a grapple attack as a single action on the next round following.

**Wring Neck (Ex):** The child-catcher cannot afford to have his prey making too much noise. It is occasionally necessary for it to be killed quickly. If the ogre is grappling a target of Medium size or less, he may at any time attempt an opposed Strength check. If the ogre succeeds by 10 or more, the target's neck has been wrung and it is killed instantly.

**Creep (Ex):** Stealth is essential in the child-catcher's horrible work. He knows how to move in the shadows of the trees and between farm buildings without spooking the livestock. He thus receives a +4 circumstance bonus to all Hide and Move Silently skill checks when in a wilderness environment or rural settlement. The bonus is lost if he should ever be in an urban setting.

**Cleave:** Child-catchers sometimes have the opportunity to bag several victims at once. At this level, the ogre receives Cleave as a free bonus feat.

**Mimic (Ex):** The oldest and most accomplished of the child-catchers have discovered that the best way to entice your prey away from safety and into your clutches is to pretend to be someone else, someone they will trust. The ogre has listened carefully to human conversation for so long that he not only learns the Common tongue if he did not know it already, he gains the ability to make his voice sound human. With a successful Charisma check (DC 10) the ogre may mimic the tones of a human. He may mimic those of a dwarf or gnome with a similar check at DC 8 and those of an elf or halfling with a similar check at DC 12, as dwarven and gnomish voices tend to be lower and gruffer whereas elves and halflings have higher tones. By making a similar check at a DC of 20, the ogre may imitate a specific person; to do this, he must have heard that person's voice on several occasions. He may never imitate the voice of a person of the opposite gender; there are limits to his craft!

### Classic Play

The Games Master should use this class to add a new dimension of horror to an old adversary. One for the low level characters to get their teeth into, the child-catcher is an ideal villain for a small scale adventure, providing a clear motive for investigation

and a wily opponent to tangle with, perhaps with a few other encounters on the way and an occasional red herring. The child-catcher has more tricks up his sleeve than a regular ogre; even medium-level characters may find themselves ensnared, dragged into a grapple and wrung by the neck before they are quite aware what is going on.

## SOUL GORGER

*'I kill you and I eat you, elf. But might not happen that way around.'*

Many would say the orc race is barbaric now but this is nothing compared to how they used to be. In common with other barbaric tribes, there were those among them who would complete their victory over an enemy by devouring him, believing (correctly, in this case) they would gain supernatural strength by doing so. This is no mere token consumption of a morsel of flesh; this is a horrendous and bloody feast, usually held before the tribe goes into battle, so that the orcs hurl themselves into the fray with their faces still besmeared with the blood of the other side's relatives.

Soul gorgers are those orcs who are most accomplished at devouring others. They understand which parts to consume in order to gain the most benefit from a fallen foe. At low levels they gain strength from devouring hearts, whereas at higher levels they may even learn a dead enemy's thoughts by eating his brains still warm from the skull. This ability makes them very popular with the larger war bands, who take them into service as spies and counterspies.

Members of all sorts of classes join this class, united only by their fascination with the flesh and their voracious appetite for it. Barbarians, druids and rangers make up the bulk of the members with rogues, fighters and sometimes clerics also being counted amongst them. All soul gorgers are interested in anatomy (even if only from a butcher's standpoint) and often carry sharp instruments into the field with them to gain access to the bodily organs more easily.

### Requirements

To qualify to become a soul gorger, a character must fulfil all the following criteria.

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

**Skills:** 8 ranks in either Heal, Profession (butcher) or Survival.



## The Soul Gorgor

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Consume skin
2	+2	+3	+0	+0	Consume lungs
3	+3	+3	+1	+1	Consume brain
4	+4	+4	+1	+1	Consume heart
5	+5	+4	+1	+1	Consume enemy

**Feats:** Great Fortitude.

**Special:** The soul gorgor must eat an enemy he has defeated in single combat.

### Class Skills

The soul gorgor's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str). See *Core Rulebook I* for skill descriptions.

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

### Class Features

All of the following are class features of the soul gorgor prestige class.

**Weapon and Armour Proficiency:** Soul gorgors are proficient with all simple and martial weapons, with light armour and with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand and Tumble.

**Consume (Su):** Soul gorgors consume their enemies' bodies in an ancient ritual to absorb the creature's likeness, powers and memories and ultimately their shape. At each new level they may consume an additional body part to gain a new ability and eventually they can consume an entire creature and gain accumulated benefits.

The consumed body must be that of a corporeal creature that has a discernible and functional anatomy. Constructs, elementals, oozes, plants and undead, as well as incorporeal creatures, may not be consumed in this manner. Removing a part, or consuming a part of an entire creature, takes a variable amount of time depending on the creature's size as shown on the table below.

These times assume that the soul gorgor is a Medium-size creature. If he is larger or smaller

than Medium-size, adjust the time required by a number of 'steps' on the table corresponding to the difference. For example, an orc soul gorgor normally requires 10 minutes to remove and 1 minute to consume the heart of a Large creature. If he were increased to Large size by a *righteous might* spell, the same heart would require only 1 minute to remove and a full-round action to consume.

**Removing Parts:** The soul gorgor may attempt a Heal, Profession (butcher) or Survival check to remove body parts in such a way as to preserve the rest of the corpse for further consumption. (Thus, with successful checks the soul gorgor may be able to remove both the heart and the skin, for example.) The DC for each check is given on the table below. A soul gorgor with at least 4 ranks in Knowledge (nature) gains a +4 synergy bonus on this check. If the check is successful, the soul gorgor may carry the removed body part with him for later use. It rots within 2 days but it can be preserved in salt or by spells such as *gentle repose*. Each body part weighs 1/30 of the creature's total weight.

If the check fails, the part is successfully removed but the corpse is too mangled for further consumption and no additional parts can be salvaged.

### Removing Parts

Part	DC to Remove
Skin	15 + creature's natural armour bonus
Lungs	15 + creature's Constitution modifier
Brain	15 + creature's Wisdom modifier
Heart	15 + creature's Strength modifier

**Consume Skin:** At 1<sup>st</sup> level the soul gorgor gains the ability to steal an opponent's appearance by consuming its skin. This ability has a duration of 1 day and can be used to imitate only the consumed creature; it is otherwise identical to *alter self* cast by a sorcerer whose level equals the soul gorgor's Hit Dice. In addition, the soul gorgor gains a +1 natural armour bonus for every +4 natural armour bonus of the consumed creature. This armour bonus also lasts for one day.

## Consume

Creature Size	Time to Remove (Per Part)	Time to Consume (Per Part)	Time to Consume (Entire Creature)
Fine	Standard action	Standard action	Standard action
Diminutive	Standard action	Standard action	Full-round action
Tiny	Full-round action	Standard action	1 minute
Small	1 minute	Full-round action	10 minutes
Medium-size	1 minute	Full-round action	1 hour
Large	10 minutes	1 minute	5 hours
Huge	1 hour	10 minutes	10 hours
Gargantuan	2 hours	1 hour	1 week
Colossal	3 hours	10 hours	5 weeks

The soul gorger may only consume the skin of creatures of his size.

**Consume Lungs:** On reaching 2<sup>nd</sup> level, the soul gorger learns to consume a creature's lung (or gills, or breathing apparatus) thus gaining a portion of its speed and endurance. If the consumed creature has a higher base speed, the soul gorger moves at that speed for one hour although he does not gain the ability to climb, swim, fly, burrow and so on. In addition, the soul gorger gains a +1 resistance bonus on all saving throws for every 4 HD of the consumed creature, to a maximum of +8. This saving throw bonus also lasts for one hour. For example, a soul gorger who consumed the lungs of a 12 HD dire bear would have a base speed of 40 feet and gain a +3 resistance bonus on all saving throws for 1 hour.

**Consume Brain:** The 3<sup>rd</sup> level soul gorger can steal an enemy's memories and skills by consuming its brain. He gains access to the creature's most closely guarded thoughts but he cannot discern whether any memories are natural, implanted (such as by the *modify memory* spell) or the result of a compulsion or charm effect. These stolen memories quickly fade; after an hour it requires a successful Concentration check to access them. This check has a DC of 15 +2 for each hour after the first.

In addition, the soul gorger gains the consumed creature's racial bonuses on skill checks and attacks for 1 hour. Only bonuses that result from training, memory or innate talent are transferred in this manner. The soul gorger does not, for example, benefit from a bonus to the Hide skill which depends on the colour of the consumed creature's coat, nor from a Jump bonus which depends on the strength of its legs. A dwarf's stonemasonry could however

be acquired, as could a gnome's attack bonus against kobolds and goblinoids.

**Consume Heart:** At 4<sup>th</sup> level, the soul gorger is able to gain some of a creature's strength and power by consuming its heart. He gains a +1 enhancement bonus to his Strength and Constitution ability scores for every 4 HD of the consumed creature, to a maximum of +6. This enhancement bonus lasts for one hour.

**Consume Enemy:** Finally, at 5<sup>th</sup> level the soul gorger learns to consume an entire creature, gaining the benefits from its skin, lungs, brain and heart in one huge meal, without making checks for each new step. The benefits of eating an entire creature are gained only when the meal is finished. In addition, the soul gorger gains the ability to take the form of the consumed creature for up to 1 day. This effect is otherwise identical to the *polymorph self* spell.

## Classic Play

To think of all the monster carcasses you have left lying there to rot, when they could have been granting you special powers! A truly disgusting but extremely resourceful class, the soul gorger is an ideal accompaniment for a group of barbarians of fighters. No mean combatant himself, his ability to eat brains gives him a versatility that comes in handy at the most unexpected times.

A half-orc soul gorger is not necessarily evil. So long as he does not attempt to consume creatures that are not yet dead or kill creatures that are not enemies purely so he can eat them, there is no reason why a good character should object to his devouring the bodies of the fallen. It does not pay to turn your nose up at your team-mates' curious dietary practices; some day, they might well save your life.

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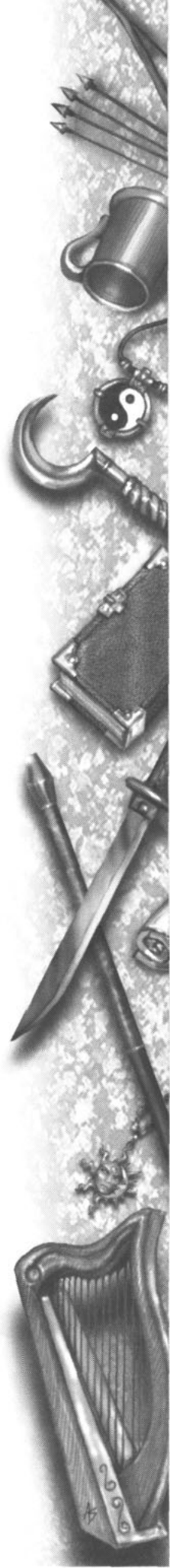
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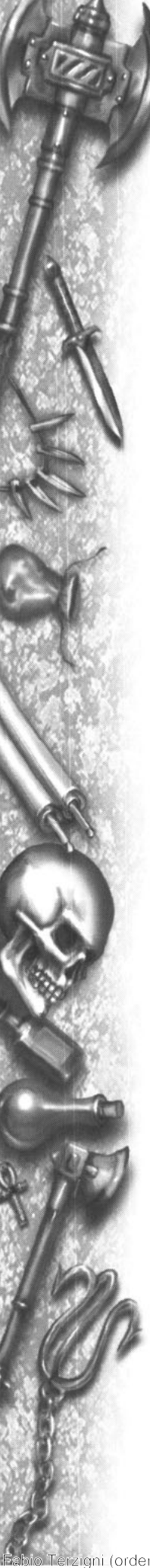
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