

20
system

Ultimate Prestige Classes

Vol. 1

Supplementary Rulebook I

Ultimate Prestige Classes

Volume 1

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INTRODUCTION

Prestige classes were introduced with *Core Rulebook II* as an option to customise characters in greater detail than the options in the original rules allowed, giving players an opportunity to fit their character to their own unique vision. In its core rules, the d20 system already allows for many opportunities to customise a character via Skill and Feat selection, but a fighter remains a fighter regardless that he is the best shot with a bow or can deal devastating blows with his sword, and all wizards follow the same path even if they are general mages or arcane specialists.

A prestige class changes that. An elf Bowman simply cannot compete with the arcane archer, and even the most evil of rogues can only grasp at the abilities of a true assassin. Prestige classes introduce variants and innovation to the core classes' features, and a chance for a player to come closer to the concept he had in mind when creating a character. A bard may take up levels of fighter to participate in battle, but he will not be as effective as the warrior-poet skald, whose life is singing the glory of his tribe.

This book classifies prestige classes in six broad categories, some of them with a little overlapping between them. **Way of the Warrior** explores classes whose focus is fighting, pure and simple. Even if enhanced by magic or other abilities, combat is what moves and motivates these characters. **Secrets of the Arcane** features a plethora of wizard and sorcerer variants, new areas of magic or sources of arcane power. **The Power of Faith** is devoted to those classes that draw power from the commitment they have with an external power, be it a deity, an ideal or a natural force. **By Wits and Skill** is a collection of classes that rely on extraordinary abilities, on their savvy and general know-how to get them out of trouble or carry them to success. **Mind Over Matter** explores the power of psionics and the mysteries surrounding those talented with the power of the mind. Finally, **Monstrous Paths** gives players and Games Masters a look at how some monstrous races can and do create special training to give those pesky adventurers a nasty surprise.

Each class description is complete with all the information any Player Character needs to qualify for it and gain its benefits and advantages, including some advice both for players and Games Masters on how to better use it or integrate it into a running campaign.

ULTIMATE COLLECTION

Ultimate Prestige Classes, Volume 1 is the first volume of the Ultimate series, compiling some of the best prestige classes available. Designed to be seamlessly slotted into any fantasy-based D20 games system, these sourcebooks 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 1

The primary purpose of this sourcebook is to present players and Games Masters alike with a selection of the best prestige classes for any kind of character. These classes are among the best that Mongoose Publishing has printed in the past year, including Open Game Content material from many other sources and brand new material you will not find anywhere else. From specialised fighters to obscure practitioners of arcane lore, the prestige classes cover a wide range of roles, and they are classified in six broad categories for ease of use. Such classification is not strict, as many prestige classes cross the boundaries between character types, mixing the abilities of two or more character concepts in order to create a unique path of advancement.

Players will find new avenues for their characters to explore, focusing on certain aspects of their adventuring careers or veering off into entirely unexpected ones. Games Masters will find a treasure chest of classes to spice up their campaigns, including prestige classes for monsters, as well as advice on how to integrate prestige classes into their game, or what factors to consider when designing their own unique classes.

PRESTIGE CLASSES IN YOUR CAMPAIGN

The addition of prestige classes to the d20 system opened a veritable floodgate. No matter what part of your favourite hobby store's shelves you take it from, every d20 product just *has* to include prestige classes in order to feel complete. This is because prestige classes give authors, as well as players and Games Masters, a chance to customise the system to make it fit a concept. A sourcebook about gladiators can use the fighter class as a base, or create new feats to symbolise the special tactics of the gladiatorial arena, but a gladiator prestige class sums up everything the author intended for a gladiatorial fighter.

Another example is a campaign that simulates the wuxia genre of Chinese action films, where people fly across the skies kicking each other's buttocks into next week. The monk class is the direct child of this exotic fantasy genre, but it tries too much and ends up with a generic salad that dedicated fans of the flying Chinese martial artists can find bland. Enter prestige classes giving monks optional fighting styles, different powers and abilities that differentiate one martial artist from the next. Two prestige-classed characters can challenge each other and say 'my kung fu is better than your kung fu' based on more than class level and ability modifiers.

WHAT IS A PRESTIGE CLASS?

The straightforward answer to this question is 'a character class with special abilities focused around a specialise concept'. A behind-the-scenes answer would be 'a tool for Games Masters to flesh out the role of characters in his campaign world'. An over-simplistic answer is 'a way to get cool powers'.

A prestige class is many things to many people, and the challenge of including them in a campaign is deciding just how to treat them. In terms of pure mechanics, a prestige class is an experience point sink; it diverts the normal experience advance of a character down a special path. The player chooses to gain prestige class levels for his character instead of regular levels from his original or another class. At low levels this does not have as strong an impact as at high levels, where required experience reaches five digits. A prestige class must then be a worthy investment, giving the character special or unique abilities he would not have acquired anywhere else.

The core character classes have justification as to the source of their abilities as a basic part of the game, but prestige classes must work a little harder at this, because they represent focused areas of expertise in terms of both concepts and rules. Inside a campaign, a prestige class can be one of the following types:

Organizations and Institutions

Orders of knighthood, secret magical cabals, forbidden cults and other organizations can engender one or many prestige classes, depending on their complexity. Usually, one of the requirements for qualification is that the character must join the organization or be trained by one of its members.

Prestige organizations can be as strict or loose as the campaign dictates, but the class they support must clearly reflect their ideals and powers. An order of holy warriors will not include demon-summoning among the abilities it teaches its members... unless it is a unique order of demon hunters who have learned to call their prey to an ambush.

It does not matter if there are lengthy initiation rituals after extensive training, or that all it takes is a single master and a pat on the back, the fact is that the character, by virtue of his first level in the prestige class, now belongs to a larger group and is beholden to its goals and objectives. The Games Master has this relation as a tool for adventures, as the organization acts independently from the character and can invite unwanted trouble into his life.

This kind of prestige class is the one most useful to the Games Master, as it lets him detail the aspects of the game which are important to his campaign, without pointing them out explicitly to the players. A prestige organization is a physical representation of an ideal behind a campaign element, as it was deemed important enough to form an organization around it. A school of wizards with its own prestige class is a force to be reckoned with, whether it is tolerated openly or not. That it exists means that the organization is strong and can have an influence on the world one way or another.

By gaining class levels in addition to other membership benefits, Player Characters are encouraged to integrate more with their surrounding world, creating unique role-playing opportunities that go beyond what the core rulebooks present.

Specialized Training

Sometimes, the special abilities granted by a prestige class are not a matter of joining a thieves' guild or a priestly order; sometimes it is only a special set of abilities which anyone can start learning. As opposed to prestige organizations, prestige training does not impose any obligation on the character, but equally does not give him the social benefits of belonging to a larger group either.

Special training can be learned from a master, or consist of self-taught skills; the idea behind this kind of prestige class is that a character can take it without joining an organization, but its members are still recognised by their abilities. Fighting styles, unusual types of magic and unique skill sets are some examples of what could make the basis of a prestige class. Their abilities are distinct enough that anyone witnessing them will identify them, if not by name, then as something unusual that not anyone can do.

The class requirements for prestige training are not qualities an organization is looking for in potential recruits, but something the character must be able to do already if he wants to take the next step and learn advanced abilities.

The place that prestige training has in a campaign is not as clear-cut as that of an organization, but it still reveals much about the nature of the world. Somewhere along the campaign's history, people saw the need to create the special skills that the class represents and its prosperity or lack thereof reflect what the world is like. A prestige class of hunters of the undead is not necessary in a world protected by the power of the gods, but extremely vital in places where the dead do not rest easy.

Natural Development

A more unique kind of prestige class is one where the abilities each level grants are a natural development of the character's



current abilities or characteristics. In this case, the character takes levels in this class not because he learned them from outside sources, but because they are a sign of his growth. The opportunities for these classes are endless, from a strange upsurge of psionic power to mutations due to arcane exposure, or simply a development of the character's abilities in a certain direction, without the need to be inducted into a group or to spend time training and perfecting a skill.

Prestige development reflects the campaign world in more subtle ways than the other kinds of prestige classes, as it points at something that happens to characters, sometimes whether they like it or not. Of course, the player does choose to dedicate experience points to gaining the prestige class, so for him or her it is not a surprise.

The requirements for such a class focus more on the qualities a character has than in things he has learned, feats that are more of an innate ability like Great Fortitude or Lightning Reflexes than acquired skills like Power Attack or Craft Magic Weapons and Armour. There are also many 'Special' headings in the requirements, meaning that something happened to the character at some point in his life that would warrant him undergoing the changes that a natural prestige class brings with it.

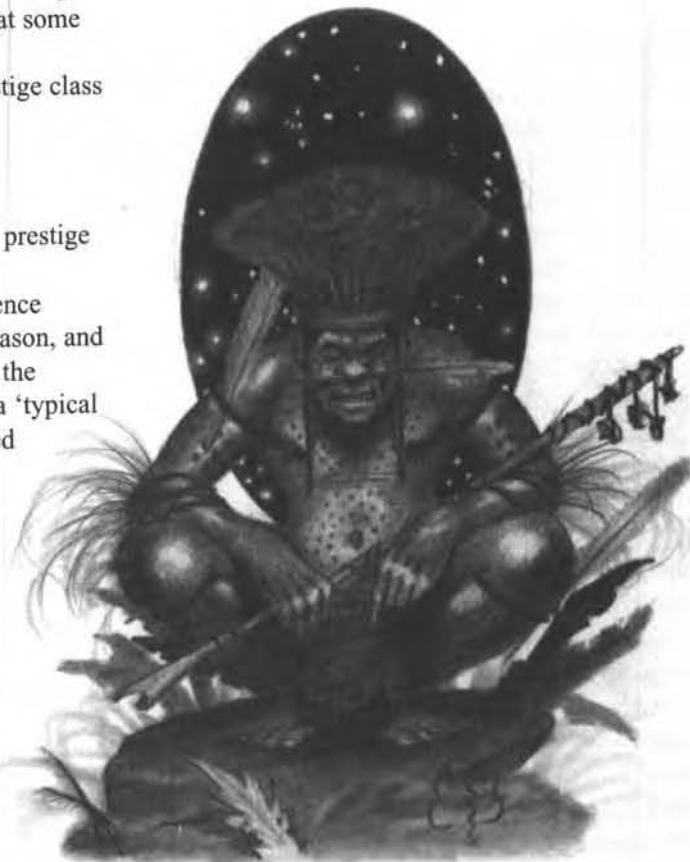
Gaining a Prestige Class

From a narrative point of view, gaining a prestige class is not a matter of having the right characteristics and gaining enough experience points. They are called 'prestige' for a reason, and it is that they set the character apart from the norm. He ceases to be 'just a fighter' or a 'typical rogue' and joins the ranks of the privileged few who master the special abilities of their new class.

For players, acquiring a prestige class takes planning as they take steps to meet the requirements. For the Games Master, even making the class available should be part of some planning, however loose, about how the class fits into his world. Pre-packaged campaign worlds make this easy, as they have all the relations and implications worked

out, but if the Games Master is running his own world or wishes to customise the pre-packaged one, he must think about what is the effect of a prestige class on the world. This does not have to be very exhausting, it only has to have enough thought behind it so that the Games Master can comfortably resolve certain questions on the fly, like what is the reaction of Non-Player Characters to a member of a certain prestige class.

Depending on the class in question, gaining its first level could be an adventure by itself, the culmination of a long in-game road of training and discovery as the character advances in his original class or by multiclassing in order to meet the prestige class's requirements. Games Masters should play out gaining the first level of a prestige class with the pomp and circumstance that the class requires; spectacular initiation ceremonies for organizations, dramatic tests of skill for the trained ones and a climatic change for the natural development. Players spent time and effort for qualifying for the class and they should get everything they paid for.



DESIGN YOUR OWN CLASS

A book on prestige classes without guidelines for creating your own would be incomplete, especially after expounding on how a prestige class is a tool for detailing a campaign world.

Creating a prestige class is more art than science; this chapter will give you advice on how to create prestige classes for your own campaign (or simply for your own amusement). However, it will not provide an exact mathematical formula for creating a balanced or 'correct' class, mostly because there is no set standard on what 'correct' and 'balanced' really are in respect to prestige classes. Instead, this chapter goes behind what the different elements of a class mean, and what the options imply. It will be up to you to decide if your class is balanced or over-powered; the idea is that the class must reflect something you want to show about your world or a concept you want to see developed.

BALANCE

A balanced class is one that does not give something for nothing. There are several point-based systems for measuring how balanced a class is, but class features can be so varied that they fall off any measurement. It is the question of the platypus: scientists believed the cute little animal defied natural laws because they had never encountered something like it before, when it just went by rules that fell outside of the scientists' experience. A class may change how the system works through its special abilities, and thus fall outside the point system's considerations.

The best way to see if a class is balanced or not is to compare a character with this class against others with an equivalent character level. To do this, figure out the lowest level a character needs to be to qualify for the prestige class. Base attack is a dead giveaway as it shows definite level advancement, while save bonuses are a little trickier, for classes gain these at different rates. Deduct 3 from the ranks in a skill to see the earliest level a character can be to reach that number. A lot

of skills and feats require a very high level from classes not focused on the prestige class's path (fighting feats point at fighters, many skills point at rogues, etc.). If there are too many requirements, figure the lowest level from a couple of them and add two or three levels.

Once you figure the lowest level, add the prestige class levels and compare the character to a single-classed adventurer and see how much they give up and how much they gain through the prestige class, and you can get a general idea of how well the character will perform alongside his single-classed companions.

This is an extremely general rule of thumb, but it is a good starting point for quick comparisons.

LEVELS

The first thing you must decide when designing a prestige class is how many levels a character can advance in it. This is an important consideration from the concept's point of view, as it defines what the class is in respect to the world it exists in.

10-level Class: This is the standard number of levels for a prestige class that is supposed to be a new and unique specialisation, or a complete career path. Prestige classes from organizations are more commonly 10-level classes, for they offer abilities adequate to their ideology and practices. Ten levels are half of a great hero's career; a 10th level fighter / 10th level dragon slayer should be roughly equivalent to a 20th level fighter, but his skills are geared towards slaying dragons, instead of general fighting techniques.

5-level Class: A class with five levels in its progression is not as exhaustive in its area of specialisation as a 10-level one. Fortunately, prestige classes do not count against the XP restriction for multiclassing, or the five-level option would become a disadvantage instead of a bonus. 5-level classes are a way of strengthening a certain area of interest. It is a bachelor's degree compared to the 10-level class doctorate, as the character learns all he can learn about the class in half the time. Suitable concepts for 5-level classes include military specialisations for fighter-type characters, variations of magic schools for arcane casters, focus on philosophical or religious concepts for

divine casters or focus on concepts centred around skill sets for rogues.

Less than 5 Levels Class: These are rare and almost not worth the effort except when the concept you have in mind does not merit as much as 5 levels. As many class features use class level to indicate bonuses or an ability's uses per day, you should be careful in including any of these in a small level class, for the bonus will not be enough when the character reaches its last level. These classes are fit for very focused concepts, with only a couple of new abilities that increase in power thanks to overall character level.

HIT DIE

The kind of die you roll to determine the character's hit points is one of the pillars of a core or prestige class. For creatures, the main calculation of their Challenge Rating is based on how tough they are to kill, or how many hit points they have, so it stands to reason that if a character's class has a higher hit die type, his staying power is higher and does not need many new abilities to help him survive.

d4: The lowest hit die is reserved for character types who have very powerful abilities that have little or nothing to do with physical confrontation. Among the core classes, this die belongs to psions, wizards and sorcerers, who can dish out an incredible amount of damage and provide tactical advantages with their magic. Prestige classes with an academic focus have a d4 as their hit die, because they are not meant to enter combat. Make sure that their other abilities make up for this, so that if they are not as useful in a battle, they are a great asset somewhere else.

d6: More durable than the academics, classes that roll a d6 for their hit points are still too frail to enter combat directly. These classes are good for support positions, and compensate their low hit points with special abilities that, while not as powerful and flexible as magic, are still very useful. Also, these classes tend to do very well in non-combat situations, able to put their unique skills to good use when dealing with traps, Non-Player Characters or simply getting out of the way. The bard and the rogue roll this die every level, and any prestige class based on them should use a d6.

d8: The middle point between the different hit die, the d8 stands in the middle of the balance between durability in combat and the possession of special abilities. Clerics, druids, monks and psychic warriors determine their hit points with a d8, setting the standard for mystic warriors, classes that can and do enter combat, but also have a number of mystical abilities at their command, be them magic, psionics or from another source.

d10: The fighting die - classes who have combat as a career description roll d10 at every level for their hit points, which makes them a hard nut to crack. They can have special abilities, but they are mostly of an extraordinary nature or aid them in their role as the brawn in any group. Fighters, paladins and rangers roll this die, and their advantages either give them better chances to hit their opponents or aid them in lasting even longer in combat encounters.

d12: The highest hit die in the system, only barbarians, undead or dragons use it to roll their hit points, which should give you an idea of how tough they are supposed to be. A class that rolls d12 as a hit die is supposed to enter combat, or at least suicide situations where lasting power is the best advantage to have. D12 classes should not have many special abilities, or should counter with a disadvantage that balances out the high hit point count they are able to achieve. Consider d10 to be the hit die ceiling for prestige classes, with d12 being the absolute limit.

REQUIREMENTS

A character's qualifications are used to judge how balanced a class is and they certainly determine at how high a level he can start gaining levels in the prestige class. However, this is a dangerous illusion, as requirements are not punishments, they are not something the character pays and loses in order to achieve the class, but continues to use and enjoy instead. In short, requirements are the passport to the prestige class, not the price of entry.

However, requirements do make sense from both the balance and the role-playing side. By assigning requirements, you control the minimum level a character must have before joining the prestige class and also make sure that he knows how to do

something before giving him the ability to do something else. Any field in a character sheet is open for use as a prestige class requirement, with the most common being:

Inherent: The character must belong to a certain race, culture, nation, religion or have a specific alignment. You can ask that a character have a minimum score in an ability before joining the class. An elitist and snobbish bardic school will not accept uncharismatic members, for example, and a wizard's guild will not accept anyone who is not smart enough.

Base Attack Bonus: A direct measure of what level you want a character to be before achieving the prestige class. High attack bonuses ask for fighter characters, and low ones are available to spellcaster classes at around similar levels. Rogues and clerics, as well as multiclassing fighter/spellcaster tread a middle ground.

Base Save Bonuses: With this you stress a certain quality a character must possess according to how well they respond to the different kinds of saves.

Skills and Feats: The rank in a skill determines level in a more subtle way as a character cannot have more ranks in a skill than his level plus three. Consider what kind of character you want to meet the requirements faster when you determine how many skills a character needs to qualify and how high they must rank, as rogues have skill points to throw around, while fighters, wizards and sorcerers are on the poor side of the scale. Feats are similar, as fighters get to turn the table with a great number of general feats but, on the other hand, without access to metamagic feats, for example. Feat requirements also let you control the abilities a character already has, in order to work in new abilities that are based on them.

Spellcasting: You can define how high a spell level a character must be able to cast in order to join the prestige class, as well as the kind of magic (arcane or divine) to narrow the eligibility of candidates. Alternatively, you can ask for specific spells, spells with a certain descriptor or from a school of magic. There are many combinations that can work as requirements; use your judgement as well as the concept of the prestige class you are creating.

Class Features: Subtly disguised under the 'special' field, you can ask for specific class features to narrow what kind of character can gain levels in the prestige class. Only barbarians can rage, only bards have bardic music and only rogues have sneak attacks, but by asking for such special abilities instead of naming a class as a requirement, you leave the door open for characters who may have those features from another prestige class or even an alternate core class. With a class feature as a requirement, you also make sure that the character counts on a certain ability that is advanced by the prestige class's own features.

Special: Special requirements fulfil anything that you can imagine and do not fit in any field in a character sheet. Special circumstances such as being chewed by a dragon for a class of dragon teeth-brushers are common, with the category being filled by special events in a character's life that give him a glimpse of the powers he can achieve with the prestige class. You have a greater flexibility in this field than in any other, as you can give specific conditions particular to your campaign. Just do not overdo it, as many special requirements can be met by some of the above categories.

SKILLS

Some point systems completely ignore this field when calculating how balanced a prestige class is. Skills are one of the innovations in the d20 system over its predecessors, and give players a wide array of options to customise their characters to their liking beyond what their class grants as a default. Prestige classes are no different, and behave in exactly the same way as core classes in regard to skills.

Class Skills

A class skill is an area of training or knowledge that the class focuses on, and most members of it should have at least a passing understanding of them. In terms of mechanics, ranks in a class skill only cost one skill point, and thus tend to advance more quickly than cross-class skills, which cost two points per rank. As a rule of thumb, the more special abilities a prestige class has, the fewer class skills it should have, as the character concentrates on mastering those abilities instead of learning skills. This is why fighters and wizards have so few class skills: their combat training (large

number of feats) or their magic studies (spells per day and spell level access) take up most of their attention.

Before assigning class skills, think about what members of the prestige class are supposed to know and be able to do. If you need help, you can easily base the skill list after the ones from the core class descriptions, especially when it comes to the rogues and bards, who have the largest class skill lists of all the core classes, which makes up for their low hit dice and weak attack bonus.

Skills per Level

The next measure of how skilled a character can be comes from the number of skill points he receives at each level. A large number of class skills usually goes hand in hand with a greater number of skill points available, as the character does need the points in order to choose among a wide list. Disregard the Intelligence modifier when balancing the class; it is an inherent bonus the character receives for his abilities, and he should not be penalised (or compensated) for it.

- **2 Points at Each Level:** For classes with many useful and powerful abilities or class features.
- **4 Points at Each Level:** For classes with fewer or weaker abilities, low hit dice or are supposed to learn skills as part of their concept.
- **6 Points at Each Level:** For classes who rely on their skills as much as they do on any ability granted by class features.
- **8 Points at Each Level:** For classes who have large class skill lists and who rely on what they know and are able to do.

BASE ATTACK

The base attack bonus is the easiest class characteristic to assign, as it directly represents the character's combat prowess.

Best: The attack bonus is the same as the class level, for classes that have combat as a central, or at least very important function.

Medium: Multiply the class level by .75, for classes who can enter combat, but who have other means of dealing damage or handling a situation.

Worst: Divide the class level by half to get the number, for classes whose main focus is *not*

physical combat and have powerful abilities to make up for this.

SAVES

Similar to the base attack, save bonuses help determine what a class is good for by defining special qualities. There are only two advancement tracks for save bonuses: a good one that reaches up to +7 at 10th level, and a bad one that only advances to +3. A character either has a good save or a bad save, there is no discussion about it.

The three saves a character can roll to avoid danger define the qualities that he acquires by joining a prestige class. Most classes have only one good save and two bad ones, with a few being the other way around. Extreme examples of all good or all bad save do happen, but this must be compensated by a corresponding deficiency or great advantage for each case.

The **Fortitude** save indicates that the character is used to physical abuse and trains often to better his body. High **Reflex** saves point at quick reactions both mental and physical and a class focus on getting out of the way. A good **Will** save means that the character has trained his mind, and it is mental exercise which takes up most of his attention.

WEAPON AND ARMOUR PROFICIENCY

The first item under the Class Features heading defines what weapons and armour the character is able to use by virtue of joining the prestige class. These proficiencies are treated in the same way as in the core class descriptions, considering what the focus of the class is. Many classes give no additional proficiencies as they concentrate on the new training they provide, and leave the character with the knowledge he carries from his original class.

Fighter prestige classes should train the character in the use of simple and martial weapons, as well as in the use of all armour and shields, regardless of what he was able to use before. As the classes depart from a combat focus, they skip the training in the heaviest armour and martial weapons first. When balancing out this feature, use your judgement on what the player should learn to use



when gaining his first level in a class, and take away proficiencies if the class is too powerful in other areas.

As an alternative, some classes train their members in the use of specific weapons, be they simple, martial or exotic. If this is the case, provide the list of weapons the character will be proficient with. Consider carefully giving a class an exotic weapon proficiency, as these always cost feats and, by granting it, you are basically giving the character a free feat. Of course, if the class is actually based in the mastery of an exotic or martial weapon, go full tilt and give Weapon Focus or Weapon Finesse in the class features as well.

In the case of armour, a general consideration is that if the class has a high Reflex save, it will not be too keen on training its members in the use of heavy armour that would cramp the save by taking away Dexterity bonuses. Classes that rely on speed and mobility or spellcasting also forego heavy and even medium armour proficiency. Shields are optional for most classes, but you must be clear on whether a character will learn to use them, and which ones, when he joins the prestige class.

SPELLCASTING

If the prestige class is able to wield magic, there are several ways in which you can determine its progression and limit the character's power:

Increased Spellcaster Level: The most comfortable way to assign spell advancement is to let the character grow in power as if he gained levels in his original spellcasting class. This saves you time and effort, as a character can join the class at any point after he meets the requirements, and makes it impossible to know what his spellcasting abilities will be when he finally decides, or is able to gain gain his first level in the prestige class. The character can cast as many spells per day as if his prestige class levels were normal levels, using his original spell list and method of casting.

Spells per Day: When the class is open to characters who are not spellcasters, but does grant the ability to wield magic, you should opt for giving the class its own table of spells per day. This option is also useful for limiting spellcasters' power because, when they gain prestige levels in the class, they do not gain access to higher spell

levels, but merely complement their capacity to cast lower level spells. You are free to determine how many spells of each level the character will be able to prepare or cast daily, but it is advisable to model the table after the existing ones for clerics, druids and wizards, sorcerers, bards and paladins and rangers, depending on how important magic is to the class. Remember that '0' is an acceptable number, as it means the character will be able to cast spells if his score in the ability that governs his spellcasting is high enough.

Spell Lists: When the class has its own spell table, it usually has its own spell list that defines which spells the character can cast or even learn. If the class resembles a core spellcasting class, use that class' spell list but, if you want to give the prestige class a unique flavour, be prepared to sift down the spell list to choose which kind of magic is more suited for the class' concept. You are not limited to arcane or divine magic if having a certain spell fits the concept, just remember that longer lists mean more power that you will need to balance out somewhere else.

Other: You are certainly not limited to the standard spellcasting system. If you come up with a different way a character can cast spells, take special care to describe how the new system works and how the character's level and different modifiers influence such use of magic. There is no way to properly quantify what is too powerful or not strong enough when dealing with new magic systems, so give it a few tests before deciding if other class characteristic need bolstering or weakening.

CLASS FEATURES

Class features are the main attraction of a prestige class; they define what the character will be able to do that sets him apart from others. Class features are unique and give you a chance to combine aspects of different core classes, push the rules to their limits and give the character a distinct role in the game. As with spellcasting, it is nearly impossible to quantify the power of a class feature without resorting to subjective judgement, but a good call is that if the class gains a new ability at every level, something else has to give. Either lower the class' base attack or save bonuses, make the requirements higher or take away class skills and skill points per level.

There are three general types of features. *Static features* give the character a unique ability that stays relatively the same regardless of his level. *Increasing features* grow more powerful or useful when the character reaches certain levels in the class, broadening in scope, granting more daily uses or enhancing its characteristics. *Stacking features* are the ones that increase numerically as the character advances, like bonuses to AC, attack rolls, saving throws or skill checks. Typically, such bonuses equal the character's level in the prestige class plus an ability modifier, but they can be assigned arbitrarily.

Also, class features can be classified in several groups depending on the advantages or abilities they grant. Of course, anyone can create a class feature that does not fit in any of these categories, which is why point-based creation systems fray at the edges when encountering class features.

Resources: The character gains a tangible good when reaching a level. This can be money, equipment, animal companions, minions, land, vehicles or anything else that the character could possibly lose in the course of the game. A paladin's special mount is an example of a resource-based class feature.

Role-Playing Features: These features force the character to act in certain ways, becoming restrictions as well as guidelines to role-play a member of the prestige class. A monk's lawful ways is an example of a role-playing feature.

Enhancements: The character gets better at something, whether it is one of the fields in his character sheet or at performing certain manoeuvres or actions. This enhancement may remain constant or increase with the class level. A barbarian's +10 feet bonus to movement rate is an example of an enhancement feature.

Die Roll Bonuses: The character gains a specific bonus to some die rolls when a circumstance is met, or simply enjoy this bonus constantly. The Weapon Focus and Iron Will feats are examples of die roll bonus features.

Skill Mastery: The character has a constant bonus to one or several skill checks relating to the class' concept. This bonus can remain constant or

increase with the class level. A ranger's bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against a favoured enemy is an example of a skill mastery feature.

Extraordinary Abilities: These abilities allow the character to perform astounding feats outside other character's capabilities. These abilities are plausible even if hard to believe, and reflect intense training or unique talent. Most of them can be used at will and last for as long as they are needed but exceptions happen. A rogue's sneak attack is an example of an extraordinary ability feature.

Supernatural and Spell-Like Abilities: When dealing with magic and the supernatural, anything goes. Class features of magic or supernatural origin can mimic existing spells or grant the character unique abilities that can only be achieved through magical means and are the most flexible and varied class feature. From the ability to see in the dark to the power of dispelling magic effects at will, supernatural and spell-like abilities can be anything your imagination can think off. A balancing element to these abilities is how many times the character can use them in a time period as well as how long the advantages last. Refer to *Core Rulebook I* and *II* for explanation on how supernatural and spell-like abilities work. A cleric's ability to turn undead is an example of a supernatural ability feature, while a druid's *wild shape* is an example of a spell-like ability feature (spell-like abilities' names are written in *italics*).

CONCLUSION

The guidelines in this chapter are only suggestions and are by no means complete. They try to give a general insight into what goes into designing a prestige class, without setting anything down to stone. Use this chapter as a starting point when creating your own prestige class, but do not feel constrained by the classifications and definitions; keep your concept for the class in sight at all times and designate its characteristics based on the fun it will be playing it. You can worry later about weakening it to make it more balanced.





THE WAY OF THE WARRIOR

There was a time when playing a fighter type character was simple. All you had to keep track of was how well you hit. Now, playing a warrior who dives headfirst into combat is as fun as complex as playing a crafty spellcaster, for good tactics and special abilities now come into play. Whether the warrior depends on his strength to cut through his enemies or he is a skilled master of exotic fighting styles, his life is devoted to improve his ability to inflict a great deal of hurt.

The prestige classes presented in this chapter follow on this theme from different angles. Be it the savage ferocity of the berserker, the stylish flair of the swashbuckler, the discipline of the knight or the dedication of the dragon slayer, they all enjoy the benefits of their special training to do battle. Some of them use magic of divine or arcane origin, but the mystical power they command is clearly intended to be an aid to physical combat, not its replacement.

The core classes most suited for these prestige classes are the fighter, monk and the barbarian, with the more combat-oriented paladins and rangers following suit.

BESERKER

Often confused with the more common barbarian, the berserker is a fighter who is able to achieve a heightened state of mind in close combat. Known to be deadly warriors, berserkers wind themselves up into a lethal fury before battle commences then charge headlong into the enemy, regardless of the consequences, so great is their desire to slay. This fury allows the berserker to fight longer and hit harder than normal, all the while shrugging off the blows of his opponents as if they were inconsequential. There are few that can stand up to the sheer blood-crazed might of a berserker in full attack, and most will simply flee rather than face his terrible anger.

Berserker Non-Player Characters can often be found in the less disciplined armies of the world, where their incredible fighting abilities drive a

wedge into any enemy force. Regarded by many as complete psychopaths, they are still valued as mercenaries by any leader wishing to completely obliterate his enemy.

Hit Die: d10.

Classic Play

Barbarians should stay away from this class unless they wish to spend one level learning something they already can do. The berserker class lets other characters experience what barbarians do when raging and the additional abilities from the rage are a great bonus. The Games Master should be careful staging combat when a berserker is around; he could cleave his way through a battlefield with ease. Being a 5-level class, it serves to expand the character in the way of a savage fighter, without taking too much away from his original pursuits.

Requirements

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

Alignment: Any non-lawful.

Base Attack Bonus: +4 or higher.

Feats: Cleave, Endurance, Iron Will, Power Attack, Weapon Focus, Weapon Specialisation.

Class Skills

The berserker's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), 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 berserker prestige class.

Weapon and Armour Proficiency: The berserker is proficient in all simple and martial weapons, and all armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.



The Berserker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Berserk Fury
2	+2	+3	+0	+0	Savage Fear
3	+3	+3	+1	+1	Berserk Attack
4	+4	+4	+1	+1	Shrug off Blow
5	+5	+4	+1	+1	Mindblock

Berserk Fury (Ex): The berserker is able to focus his inner rage at will and channel it into just one purpose – killing! The berserker is able to enter a Barbarian Rage once per day by taking a full attack action.

Savage Fear (Su): At 2nd level, the berserker gains the ability to terrify his enemies in combat due to the wildness in his eyes and the power of his blows. Any enemy attacked by the berserker is

automatically affected as though by a *fear* spell. The Will save to avoid this effect is made at DC 10 + the berserker's class level + his Charisma modifier. Creatures of 5 Hit Dice or more are immune to this effect.

Berserk Attack (Ex): On achieving 3rd level, the berserker becomes an absolute whirlwind of fury in close combat. In any combat round, the berserker may choose to gain an additional free attack at his highest base attack bonus. However, all attacks made round will suffer a –5 circumstance penalty to their rolls.

Shrug off Blow (Ex): The red mist descends upon the berserker when he is in the midst of battle. At 4th level, the berserker may ignore all damage from any one single attack whilst in a Berserk Fury. He may do this once per day.

Mindblock (Ex): At 5th level, the berserker is heedless of any distraction whilst in his fury, single-mindedly concentrating on the slaughter of his enemies. Whilst in a Berserk Fury, the berserker may add his class level to any save made against mind-affecting spells.



BRAWLER

There are few fighters with as low a reputation as the brawler and their true skills are rarely recognised. Assumed to be nothing more than a barroom bully, brawlers are noted for picking on the weak for nothing more than fun and sport. However, they are in fact highly skilled individuals who often possess as much self-discipline as the highest knight, though their origins tend to be much lower. Specializing in unarmed combat, the brawler earns his living by championing his tavern, often engaging in contests with rival establishments

The Brawler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Surprise Strike +1d6
2	+2	+3	+0	+0	Combat Awareness
3	+3	+3	+1	+1	Powerful Punch
4	+4	+4	+1	+1	Surprise Guard
5	+5	+4	+1	+1	Surprise Strike +2d6, Barroom Fury

every year to retain his title as the best fighter in town. They are also skilled in pacifying entire mobs when common brawls break out in their home tavern and, as such, enjoy the free hospitality of the landlord until they are finally ousted by a more powerful brawler.

Brawler Non-Player Characters are usually found in taverns and inns, where they choose worthy opponents against which to test their incredible skill. Of almost any race, an experienced brawler can defeat an entire adventuring party should they choose to start trouble in his tavern.

Hit Die: d10.

Classic Play

Despite the name, the brawler is not only useful in bar fights, he can adventure competently enough armed only with his bare hands. Although certainly no match for a high-level monk, the brawler can still duke it out with the best of them. However, he is much more useful when fighting against humanoid than against stranger creatures and his ability to resist sneak attacks does make him more suitable for places where there are going to be rogues targeting him. It is not too out of the question to let this class have a lower base attack requirement if the player wishes his character to start off as a tavern bouncer, and work his way up to becoming a trained fighter.

Requirements

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

Base Attack Bonus: +5 or higher.

Ability Scores: Str 15+

Feats: Alertness, Improved Unarmed Strike.

Class Skills

The brawler's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), 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 brawler prestige class.

Weapon and Armour Proficiency: The brawler 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Surprise Strike (Ex): The brawler is adept at laying opponents out in the midst of a brawl, long before they are aware of his presence. The brawler gains the Sneak Attack class feature of the rogue.



This bonus stacks with any Sneak Attack already attained.

Combat Awareness: At 2nd level, the brawler gains the ability to fend off several opponents at once, a worthy trick when confronting a mob angered over rising bar prices. When confronting unarmed attackers, the brawler cannot be flanked and opponents gain no bonus for attempting to do so.

Powerful Punch: The brawler hones the power of his punches, and gains the reputation of not needing weapons because of his mighty blows. From 3rd level onwards, the brawler deals 1d6 points of normal damage with his unarmed attacks. He can always opt to deal subdual damage at no penalty.

Surprise Guard: Knowing the value of keeping his eyes open during a fight, the brawler is very difficult to catch unawares. He can negate one die of sneak attack damage for every class level if the sneak attack is successful.

Barroom Fury (Ex): At 5th level, the brawler is able to enter a Barbarian Rage once per day.

BUCCANEER

Cursed and reviled by merchantmen across the high seas, the buccaneer is one who has made the ocean his home, his life and his passion. They are men who make their living from their ships and the sea, and are highly skilled individuals with few equals, though few seem to take themselves, or others, seriously. Often seen as being the rogue of the sea, many buccaneers are, in fact, much maligned and many work as merchantmen themselves, simply trying to safely carry their precious cargoes from one port to another. Others are dedicated explorers, eager to seek out new lands yet to be discovered.

The majority, however, earn their title of disrepute well and do indeed epitomise the role of pirate. Honing their skills in launching devastating boarding actions, they are responsible for waves of terror, and love nothing more than the sight of a fat, low-riding merchantman striking colours as soon as their pirate flag is raised. Such buccaneers pursue not only gold and riches but also reputation, a commodity as basic to them as food and water. Bright, flamboyant figures, renowned buccaneers

often dress themselves in the finest cottons and silk even whilst on board ship, and are likely to take a great deal of offence if anyone fails to recognise them.

Hit Die: d8.

Classic Play

This is the half of the sea-orientated, swashbuckling prestige classes that is often ignored. The buccaneer adds a maritime flair worthy of Errol Flynn to any seagoing character and is strongly suggested for those who already have levels as a swashbuckler, regardless of source (for your convenience, we provide such a class in this very chapter). The downside to the buccaneer is that many of his class features are useless when he is far from a ship. Nautical campaigns will have much more colour with a buccaneer among the party members.

Requirements

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

Base Attack Bonus: +3 or higher.

Ability Score: Charisma 13+.

Skills: Balance 6 ranks, Swim 6 ranks, Tumble 6 ranks.

Class Skills

The buccaneer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (seamanship) (Int), Move Silently (Dex), Sense Motive (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 buccaneer prestige class.

Weapon and Armour Proficiency: The buccaneer is proficient in all simple and martial weapons, and light and medium armour, but not shields. Note that armour check penalties for

The Buccaneer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Shipboard Climbing
2	+2	+3	+3	+0	Up close and Personal
3	+3	+3	+3	+1	Witty Repartee
4	+4	+4	+4	+1	Superb Seaman
5	+5	+4	+4	+1	Swarm Rigging
6	+6	+5	+5	+2	Superb Balance
7	+7	+5	+5	+2	Rope Fighting
8	+8	+6	+6	+2	Superb Seaman
9	+9	+6	+6	+3	Sabotage
10	+10	+7	+7	+3	Acrobatic Defence

armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Shipboard Climbing: At 1st level, a buccaneer may add a +2 competence bonus to all Climb checks when on board ship. This includes climbing up the outside hull of a boat, as well as masts and rigging.

Up Close and Personal: Buccaneers are skilled at the close quarter fighting involved in all boarding actions. When fighting with two small size weapons, the penalties for fighting with two weapons is reduced by a further -2 as soon as the buccaneer achieves 2nd level.

Witty Repartee (Ex): When engaged in melee combat, the buccaneer keeps up a steady stream of banter that can soon infuriate an unbalanced opponent. From 3rd level onwards, the buccaneer may use his witty repartee class feature in conjunction with a full attack combat option. Both he and one opponent make opposed Will checks, with the buccaneer using his class level as a bonus modifier. If the buccaneer is successful, his opponent suffers a -2 morale penalty to all attacks rolls until the start of the buccaneer's next round.

Superb Seaman: At 4th level, the buccaneer becomes so in tune with his ship and the sea that he may add a +3 competence bonus to all Profession (sailor) checks. At 8th level, he receives a further

+3 competence bonus on all Profession (sailor) checks.

Swarm Rigging (Ex): The buccaneer can climb rigging and other ropes at his full movement rate at 5th level, as a move-equivalent action.



The Dragon Slayer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Improved Power Attack
2	+2	+3	+3	+0	Latch Attack
3	+3	+3	+3	+1	Fearless (+4 save)
4	+4	+4	+4	+1	Penetrating Blow
5	+5	+4	+4	+1	Improved Critical vs. Dragons
6	+6	+5	+5	+2	Aura of Invincibility
7	+7	+5	+5	+2	Relentless Attack
8	+8	+6	+6	+2	Fearless (immune)
9	+9	+6	+6	+3	Spot Vulnerability
10	+10	+7	+7	+3	Improved Penetrating Blow

Superb Balance (Ex): Upon reaching 6th level, a buccaneer making a successful Balance check may move at full speed along any precarious surface.

Rope Fighting (Ex): At 7th level, a buccaneer has become so proficient at fighting along masts and in the rigging that he may retain his Dexterity bonus to his Armour Class when engaged in combat. In addition, enemies will gain no bonus to hit when he is in such a position. The buccaneer will still lose his Dexterity bonus in other circumstances, such as being flat-footed.

Sabotage (Ex): Given 1d6 minutes, a 9th level buccaneer may sabotage a ship's rudder or rigging, halving its base speed and giving the ship a -2 circumstance penalty to its Manoeuvrability. The sabotage may be rectified by the ship's crew with a Seamanship check at DC 20. This will take one hour to complete.

Acrobatic Defence (Ex): At 10th level, so long as he wears light or no armour and is not encumbered, the buccaneer gains a +4 dodge Armour Class bonus when executing the fight defensively standard or full round action. In addition, he gains a +8 dodge Armour Class bonus when executing the total defence standard action.

DRAGON SLAYER

Where men and dragons have crossed paths, dragon slayers emerged. A combination of devastating martial prowess and insane bravery, a dragon slayer dares to stand against dragons and other titanic beasts that threaten to single-handedly destroy towns and level fortresses. A dragon slayer focuses on dealing massive amounts of damage in as short a time as possible. Unlike other

specialised fighters, such as dwarven shock troops, dragon slayers willingly place themselves in dangerous situations merely to improve their chance of getting in that one lucky blow. Fighting wyrms is a nasty brutish business. A single flick of a dragon's claw can disembowel even the stoutest warrior. A dragon slayer concentrates on maximizing his opportunities, trying to deal a crippling wound before the dragon can finish him off the fame and fortune that accompany the victory of the slayer are often enough to provide for a comfortable living, but soon enough news spreads of a new draconic threat, and the dragon slayer, whether he relishes his role or not, finds all eyes turning expectantly towards him.

Hit Die: d10.

Classic Play

One of my favourite special effects to make fun of in movies is the small human clinging for dear life to a huge monster whilst trying to hurt it. Somehow, I get that image when reading this class and because the most fun game sessions are spiced with cinematic moments like this one the class seems to fit perfectly into the fantasy archetypes. One of the disadvantages of this class is that dragon-hunting is not an activity with a long life expectancy but the dragon slayer's ferocity can well be applied to other big opponents. I mean, if you are able to face down dragons, what are giants and aberrations?

Requirements

To become a dragon slayer, a character must meet the following criteria:

Base Attack Bonus: +5.

Feats: Iron Will, Power Attack.

Special: In order to become a dragon slayer, you must help defeat a dragon in combat. This dragon can be any size, but it must be a chromatic or metallic dragon.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: A dragon slayer is proficient with all simple and martial weapons, all shields, and all armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Improved Power Attack: The first lesson a dragon slayer learns is how to make each blow count. When using the Power Attack feat, the dragon slayer doubles the damage bonus he receives from that feat.

Latch Attack (Ex): Dragon slayers perfect the art of turning a disadvantage into an advantage. When a huge or larger creature hits them with a claw, bite, or other physical attack, the dragon slayer grabs hold of the attacking limb, latches on tight with one hand, and uses the other to deliver a devastating series of blows against his opponent. When a dragon slayer is attacked by a huge or larger creature, he may use a held action to attempt a touch attack on the creature. If the attack is successful, the dragon slayer finds a foothold on the creature's limb. For all subsequent attacks against the creature, he gains a +4 bonus to hit and damage. However, the dragon slayer loses all Dexterity and dodge bonuses to his AC. The creature may shake the dragon slayer free by spending a full round action and winning

an opposed Strength check against the dragon slayer. If the dragon slayer loses this check, he immediately tumbles to the ground and takes falling damage as normal.

Fearless (Ex): Facing down several tons of scales, claws, fangs, and fiery death requires a bit more than a hero's normal dose of courage and discipline. Dragon slayers gradually lose their sense of self preservation, having become so experienced at risking life and limb against titanic foes that they acquire an almost casual indifference towards death. At third level, a dragon slayer gains a +4 bonus to all fear effects. At eighth level, dragon slayers become completely immune to fear.



Penetrating Blow (Ex): Creatures as big as dragons literally have several feet of scales, muscles, bones, and tendons between a dragon slayer's blade and a vital organ. Dragon slayers learn not only how to injure their enemies, but how to follow up on a wound in such a way as to maximise the pain and damage they inflict. Whenever a dragon slayer rolls the maximum possible value on a damage die with a melee or missile weapon against a huge or larger opponent, he may immediately re-roll that die and add the result of the second roll to the first. Unlike critical hits, the dragon slayer does not double any Strength, magic, or other bonuses to his damage roll. If the dragon slayer wields a weapon that uses two or more dice for damage, re-roll and add each individual die that yields a maximum value. For example, a dragon slayer armed with a greatsword (2d6 damage) re-rolls and adds each time either or both dice come up a six. If the dragon slayer rolled a 2 and a 6, he would re-roll the 6 and add the result to the 8 he initially rolled. If he rolled two 6s, he would re-roll both dice and add them to the 12 he rolled.

Aura of Invincibility (Ex): A dragon slayer becomes so sure of himself and his purpose that his limitless reserves of confidence spill over to those around him. His reputation as a dragon killer and unbeatable warrior serves to inspire confidence in his allies. If the dragon slayer spends a free action each round encouraging his allies and taunting his foes, his allies gain a +1 morale bonus to all attacks and saves. Against dragons, this bonus increases to +2.

Relentless Attack (Ex): Dragon slayers become so focussed on the task at hand that not even death itself can slow them down. When a dragon slayer is reduced to 0 or fewer hit points in combat, he may make a Fortitude save (DC 25) each round to continue fighting as normal. The DC of this save increases by 2 for each round that the dragon slayer spends below 0 hit points. As soon as the dragon slayer spends a combat round without making an attack, he collapses as per the standard rules for characters at or below 0 hit points.

Spot Vulnerability (Ex): At 9th level, the dragon slayer has completed the study of dragonkind and has mastered the art of picking out vulnerable points in a dragon's body. With a successful Spot check (DC 20) a dragon slayer can pick out a

single unarmoured point on a dragon's body. Striking at that point incurs a -4 penalty to hit, but the dragon does not receive the benefit of its natural armour for that attack. If the dragon slayer can attack more than once per round, only one of his attacks incurs this bonus.

Improved Penetrating Blow (Ex): The dragon slayer may now continue to roll and add damage dice so long as he rolls the maximum result on the die. He no longer is limited to a single bonus die roll. This ability otherwise functions as per the penetrating blow ability.

GLADIATOR CHAMPION

There are few as famed or renowned in any major city as the gladiator champion. His is the name spoken in taverns by drunks, around the dinner table in noble society and in the streets by the masses. Children can even be seen emulating him. Everyone talks of his latest match in the arena, where he strode forth on to the sands of death to claim yet another victory for his stable master.

Whilst a fearsome warrior in his own right, the gladiator champion has honed his skills and abilities to one end alone – victory within the arena. Sheer slaughter takes second place for this true expert. Specialised in engaging the crowd as well as performing amazing displays of courage and skill, he may seem a little out of place if freedom is ever attained and he starts travelling with a party of adventurers to slay orcs. If the truth be told though, few gladiator champions look forward to possible freedom. Most are hooked upon the roar of the crowd at their entrance, the feeling of thousands of eyes watching their every sword stroke, and the unparalleled feeling of victory when yet another opponent is vanquished to the ecstatic cries of the mob. Whether fighting blind, unarmed, chained or on the back of a speeding chariot, there is no field of combat he cannot hope to excel in. There are none who can truly compete with the experienced gladiator champion whilst on his home ground – the sands of the arena.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +6 or higher.

Skills: Handle Animal 6 ranks, Perform 4 ranks.

Feat: Power Attack, Combat Reflexes.

Special: The character must have spent a few years in gladiatorial fights or have gained fame and status in spectacle combat.

Classic Play

If you are looking to play Russell Crowe's character in *Gladiator*, look elsewhere – the gladiator champion is not one to angst over honour and family while struggling with impossible odds. He is in the arena by choice because he is good at it. As the name of one of his abilities, a character with this class can be devastating in combat if the player has the patience to work his way through the levels with the more crowd orientated abilities. Depending on the style of campaign, the Games Master may wish to restrict the Exotic Weapon feats to particular types of weapons.

Class Skills

The gladiator champion's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), 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 gladiator champion prestige class.

Weapon and Armour Proficiency: The gladiator champion is proficient in 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Exotic Weaponry: Starting at 1st level, the gladiator champion gains an exotic weapon proficiency feat. He gains additional feats at 4th, 7th and 10th level.

Renown: The character receives a bonus to any Charisma based check equal to half his prestige class level, rounding down. This only works in places where his reputation has reached the ears of the populace and he is recognised. The Games Master determines how famous the character is at new places he visits.

Perform Bonus (Ex): At 3rd, 6th and 9th levels, the gladiator champion receives a competence bonus on his Perform checks as he learns to control the crowd and display his talents with ever more expertise.

Prize Status: From 4th level onwards, the gladiator champion's fame and notoriety is such that his employer or bookie must divert more of the match winnings to his purse. The Games Master decides how this feature works in his campaign, but it means that the gladiator's income increases by half for every match in which he earns money. another spellcaster by touch. This bonus stacks with the one granted by the Spell Penetration feat. At 9th level, he can spend three uses of his shatter defence ability to grant a +4 bonus to the caster check.

The Gladiator Champion

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Exotic Weaponry
2	+2	+3	+0	+0	Renown
3	+3	+3	+1	+1	Perform Bonus +2
4	+4	+4	+1	+1	Prize Status, Exotic Weaponry
5	+5	+4	+1	+1	Devastating Attack 1d8
6	+6	+5	+2	+2	Perform Bonus +4
7	+7	+5	+2	+2	Lightning Strike, Exotic Weaponry
8	+8	+6	+2	+2	Devastating Attack 2d8
9	+9	+6	+3	+3	Perform Bonus +6
10	+10	+7	+3	+3	Improved Death Move, Exotic Weaponry





modifiers to this roll. If the gladiator champion beats his target's check with his own, the target is automatically slain in a very grisly manner.

Devastating Attack (Ex): At 5th level, the gladiator champion gains the ability to unleash one mighty, awe-inspiring attack that can easily crush the defences of any opponent. The crowd often goes wild when they see this carefully mastered move and it soon becomes a signature of the gladiator champion when he steps into the arena. A devastating attack may only ever be performed with one type of weapon – the gladiator champion must specify this weapon immediately. A devastating attack must be performed as a full round action. One attack roll is made as normal and if it hits, an extra 1d8 damage will be caused. At 8th level, this damage bonus goes up to 2d8. The devastating attack will not work against creatures immune to critical hits.

Lightning Strike: Gained at 7th level, the gladiator champion gains a +2 bonus to his

Initiative. This may stack with other bonuses, such as the Improved Initiative feat.

Improved Death Move (Ex): At 10th level, the gladiator champion gains the most awesome attack of all – the improved death move. When a creature has 25% or less of its starting hit points remaining, the gladiator champion and the target make opposed Strength or Dexterity (gladiator champion's choice of which) checks to determine the success of the improved death move. Both gladiator champion's and target's level and/or Hit Dice are used as bonus.

GREEN SENTINEL

The green sentinel is a special kind of hunter, trained from a very young age in the art of hunting the supernatural. Serving as elite guardsmen for elven nobility as well as peacekeepers in the land, the green sentinels forego the study of a normal combat style or a magic school, focusing on ways to combine the two into the single purpose of fighting against supernatural opponents. The sentinels take into their ranks only the most capable and dedicated elves, commanding respect wherever they go and rooting out evil wherever it may nest. Members of the green sentinels are ready to give their lives in support of their companions, piercing enemies' defences so that others have a better chance of defeating them.

Many classes can complement the abilities of a green sentinel, and although fighters, paladins and rangers are the most numerous, the particular skills of spellcasters and rogues are welcomed. Fighters find that their new abilities give them an edge when fighting against foes they would normally have a hard time damaging without magical aid, while spellcasters can bolster their own powers as well as the abilities of their fellows. Rogues become particularly adept at surprising a supernatural foe, creating openings for others to attack. Even the rare monk profits from joining the sentinels, becoming living weapons against enemies of elvenkind.

Hit Die: d10.

Requirements

Race: Elf.

Base Attack: +5 or higher.

Skill: Knowledge (arcana) 5 ranks.

Feat: Power Attack and Spell Penetration.

Classic Play

Even if the Games Master opens the class to non-elves, players should be careful when deciding if they want to take this class or not. Green sentinels are team players because their abilities are geared to support others or himself. None of his special abilities deals damage directly, but instead give other forms of attack a better chance at succeeding. If the player does not want to share the wealth of the sentinel's bonuses with anyone else, that is fine, but it is much better if the whole party can hit that ghost than only the fighter with the magic dagger.

Class Skills

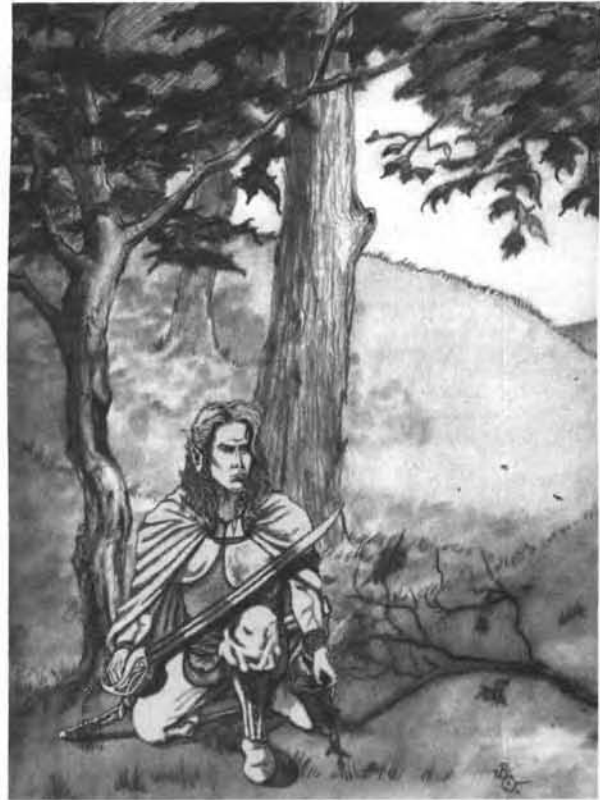
The green sentinel's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Profession (Wis), Search (Wis), Spot (Wis), Tumble (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Green sentinels are proficient with all simple and martial weapons. They are proficient 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Find the Enemy I (Ex): At 1st level, a green sentinel may select a type of creature as a favoured enemy. This is the same as the ranger favoured enemy class feature, and if the character has any ranger levels he can select another type of creature. The sentinel gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against his chosen type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A green sentinel also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the sentinel cannot strike with deadly accuracy beyond that range). The bonus does not apply to damage against creatures that are immune to critical hits.



Shatter Defence (Su): At 2nd level, the sentinel learns to channel his will and knowledge about the supernatural into his or others' attacks. Once per day per sentinel level, the character can spend an action to enchant his or any of his companion's weapons so that they act as a magical weapon with a +1 enhancement bonus. He needs to touch the weapon in order to enchant it. This bonus does not add to attack or damage rolls, it only counts to defeat a creature's damage reduction. This enchantment only lasts for a single attack and then discharges. At every even level, this ability can negate higher damage reduction ratings. If the sentinel spends five uses of his shatter defence ability, he negates the creature's DR for a number of rounds equal to his Wisdom modifier (minimum 1).

Shatter Magical Defence (Su): By spending two uses of his shatter defence ability, the green sentinel can spend a standard action to grant a +2 bonus to a caster check to defeat a creature's Spell Resistance. He can enjoy this bonus if he has levels in a spellcasting class, or transfer it to another spellcaster by touch. This bonus stacks with the one granted by the Spell Penetration feat. At 9th level, he can spend three uses of his shatter defence ability to grant a +4 bonus to the caster check.

The Green Sentinel

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Find the Enemy I
2	+2	+3	+0	+3	Shatter Defence +1
3	+3	+3	+1	+3	Shatter Magical Defence +2
4	+4	+4	+1	+4	Shatter Defence +2
5	+5	+4	+1	+4	Find the Enemy II
6	+6	+5	+2	+5	Shatter Defence +3
7	+7	+5	+2	+5	Strike Ethereal
8	+8	+6	+2	+6	Shatter Defence +4
9	+9	+6	+3	+6	Shatter Magical Defence +4
10	+10	+7	+3	+7	Shatter Defence +5

Find the Enemy II (Su): The green sentinel may choose a second creature type as a favoured enemy. In addition, the character can spend three uses of the shatter defence ability to see invisible and ethereal creatures for a number of rounds equal to his Wisdom modifier.

Strike Ethereal (Sp): With a successful Knowledge (arcana) check (DC 15 + target creature's CR), the green sentinel is able to damage an ethereal creature as if it was in the Material Plane for his next physical or spell attack.

Multiclass Note: Paladins can gain levels as green sentinels and still be able to advance as paladins.

THE KNIGHT

On many battlefields, in the midst of carnage and mayhem, there can often be found a body of men, utterly steadfast in the face of all adversity. Well-equipped, these hardened warriors sit upon their warhorses, lances couched, swords loosened in the scabbards, until the critical moment of battle when they sweep across the field in a massive armoured wave, smashing all opposition aside. Ordinary soldiers, even hardened veterans, view these warriors with awe. These are the knights of the elite military orders.

Playing a knight is one of the easiest ways a player can become directly involved in a crusade campaign – holy wars are the stock in trade of these warriors. While many fighters are deeply pious men and some clerics wield a mace with considerable skill, it is the knight who typifies the ultimate hybrid of professional warrior and religious zealot. Unlike the paladin, the knight

expects to serve as part of an organised band of warriors, and his ultimate goal is battle!

Every knight serves an order, a body of men who serve an ideal and who are prepared to fight and die in its pursuit. Typically, the order lives apart from the broad mass of society, praying and training within a consistory, a closed community where a number of knights, their retainers and servants, and a few specialist auxiliaries (including archers, spell-casters and the like) work together. The order will own the land on which they live, and some farmland and resources around the consistory, which provides income. From this, the knight draws his food and equipment for until he becomes of sufficiently high level, he will never possess personal wealth.

Life in a consistory is hard, filled with days of training, fasting, prayer and more training. Though servants take care of trivial concerns, the knight works day and night to harden body and soul for war. When the call comes, he sets forth without hesitation, to fight, triumph or die in some far off foreign land.

The Life of a Knight

The knight differs from other character types in the way his or her life is given over to duty. The different orders place enormously different emphases on codes of honour, chivalry, wider duties to the religion they are sponsored by or the people they serve – the character of the order's patron deity has a great deal to do with what a knight 'believes' in. However, all orders share one common aspect, and that is a knight's primary and

sole loyalty is to the order. It is his or her duty to serve the order faithfully and without question and even chaotic characters and races can be united by this ethos.

Knightly orders are extremely organised and hierarchical. They are governed by their 'rules', a regime of training, dedication, prayer and discipline, which bonds tightly all members to the order. These vary enormously, of course. Good orders stress piety, hospitality and service to the community outside the consistory, while those of evil alignment require the gathering of slaves and sacrificial victims, pillage and the creation of an aura of fear about them through acts of brutality.

The daily life of a knight is built around training, both in combat and in the beliefs and history of the order. Physical training is extremely harsh and some orders outwardly boast they suffer more casualties in training than on the battlefield. Several hours of every day are spent in this kind of training, interspersed with periods of rest, meals and prayers or other acts of devotion to the patron deity; the monotony is occasionally broken by patrols or periods of duty at outlying guard posts or watch stations. Evenings are taken up by mental exercises, in the form of lectures in the history of the order, tactical training, and religious instruction.

This constant diet of preparation is only broken by those times when the knight leaves the consistory, either on crusade, to patrol border regions, or to perform some diplomatic or ceremonial function. As a member of an elite, most Knights expect to be treated hospitably by their co-religionists wherever

they travel, and they are lavishly equipped and accounted on such forays.

Hit Die: d10.

Requirements

To qualify as a knight, a character must fulfil all of the following criteria.

Base Attack Bonus: +5 or higher.

Feats: Armour Proficiency (heavy), Martial Weapon Proficiency (in weapon favoured by the order).

Skills: Ride 6 Ranks *, Knowledge (religion) 6 Ranks.

Alignment: As permitted by the order.

Race: As permitted by the order.

Special: Many orders have strict entry rituals or requirements, as covered in the Crusader Orders chapter. A character must also fulfil any of these requirements to become a knight of that order.

Class Skills

The knight's class skills (and key ability for each) are: Concentrate (Con), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex)*. See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

* Ride is only a Class Requirement and Class Skill in those orders where the knights are or can be mounted. The Ride skill is specific to the order's normal mount, be that horse, giant lizard or killer whale.

The Knight

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Retainers, Possessions
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Knightly Virtue
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Responsibility of Command
6	+6	+5	+2	+2	Bonus Feat
7	+7	+5	+2	+2	Responsibility of Command
8	+8	+6	+2	+2	Knightly Virtue
9	+9	+6	+3	+3	Responsibility of Command
10	+10	+7	+3	+3	Bonus Feat



Classic Play

At first sight, the knight might appear to be a poor man's paladin but not only does it adhere more closely to the concept of the medieval knight, it also carries with it the support of an entire organization: his order of knighthood. This brings as many responsibilities as it gives benefits (free equipment for one) both of which the player must balance before making the commitment required to take this prestige class. Knights work much better when the Games Master makes the effort to integrate them into his campaign because then they also have a history of tradition to fall back upon and a justification to not only the order's resources and influence, but its very existence as well.

Class Features

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

Weapon and Armour Proficiency: Knights are proficient in 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Retainers: All knights have 1-5 retainers in their service, paid for and provided by the order. All retainers begin as a 1st level fighter in the most basic stages of training to be a knight. As the knight gains new character levels himself, he may choose to add an additional retainer, or to increase the level of an existing retainer by one. Retainers slain in the course of the knight's adventures will be replaced when he returns to the consistory, though new retainers will begin as 1st level fighters regardless of how experienced their predecessors were.

Squires: Knights may have one or more squires, who are fighter class characters. They may never gain more than five levels and the knight can never ask them to face a combat he does not undertake himself. The primary role of a squire is the immediate care of his knight and they are trained to use all their strength, courage and endeavour to retrieve their knight should he be brought down in combat.

Groom: The knight's groom is charged with the care of his warhorse (or other combat mount) and all his pack animals. A groom is a warrior classed character with the skill Profession (groom), which covers all aspects of equine care. They can be of any level, though never more than half the level as their knight (in other words, a sixth-level knight may have a 3rd level fighter as a groom). Even those knights who do not serve in an order that fights mounted may have a groom to look after their pack animals. A knight may only have one groom.

Man-at-arms: A man-at-arms is the knight's immediate personal bodyguard at all times when the knight himself must lay down his arms, such as when he is asleep, eating or praying. They can be of any fighter level, though they may never exceed the combined level of all the knight's squires. A knight may only have one man-at-arms.

Possessions: A knight's weapons, armour, warhorse (or other combat mount), retainers, shelter, training and subsistence are all provided by the order and so can never be considered as personal possessions – should the knight leave the order, these things are also left behind. In theory, all knights are equipped equally but in practice, it is natural that the best mounts and finest armour held by the order are given to the most senior commanders and veterans. A knight may not augment these provisions with personal wealth, with a few exceptions. Any treasure found or looted becomes the possession of the order.

The exceptions to this are; one combat mount and any number of smaller riding and pack beasts; a personal weapon, even a magical one, so long as it is consistent with the any chosen weaponry of the order; small personal magical items, such as rings and amulets, so long as the value of these is not greater than the knight's level times 1,000 gold pieces; all personal and familial effects of little or no gold piece value.

At 1st level, a knight is accoutred according to the standards of his order. For most standard orders, this amounts to the following starting gear;

Breastplate, large metal shield, the order's weapon of choice (usually a longsword unless otherwise specified), a riding mount (where appropriate), backpack and liveried uniform for normal day wear. Retainers are equipped with leather armour, the order's weapon of choice, a backpack, flint and steel, a lantern, rope and other minor miscellaneous items to the value of 2d10 gold pieces. Rations are provided for knights and their retainers whilst away from the order.

At each level thereafter, a knight is granted better equipment by the order, from its own stockpiles and armoury. With each level gained, the knight can select one of the following;

Armour Improvement: The knight may select armour that provides greater protection. Every time this improvement is selected, the knight gains a new suit of armour with an Armour Class bonus of +1 greater than his previous suit.

Weapon: The knight may select a secondary weapon of his own choice.

Magical Items: The knight may select a single magical item (including potions, which will be replenished when he returns to the consistory) of a value no greater than his class level times 1,000gp.

Bonus Feat: Whenever a knight receives a bonus feat, he may select one of those from the fighter's list of bonus feats as described in *Core Rulebook I*.

Knightly Virtue: Knights are the divine hand of justice for their patron deities in the material world, second only to the greatest clerics and high priests. When Knightly Virtue is gained for the first time at 3rd level, the knight may cast a 1st level spell from a domain associated with his order once per day. At 8th level, the knight may cast a 2nd level spell from a domain associated with his order once per day, and a 1st level domain spell twice per day. These spells are cast at a caster level equal to the knight's class level.

Responsibility of Command: At various levels of his career, a knight becomes eligible for command responsibilities within the order. At 5th level, a knight gains the title of Lord, and can take command of a small consistory (see *Crusades of Valour* for more information about consistories) where the Knight-Lord will command a up to a dozen lesser knights.

At 7th level, a knight becomes known as a Prior and can take command of a medium-sized consistory. In battle, the Prior commands approximately 50 knights. Priors also fulfil other functions on behalf of their order, such as acting as representatives at the courts of kings.

At 9th level, a knight becomes a Commander and is eligible for command of a large consistory, leading 200-300 Knights.

A 9th level or greater knight can become the Grand Master of his entire Order, with hundreds or even thousands of knights under his command. Naturally, there can only be one such leader and this is always the most senior knight present within the order on the death or retirement of the incumbent Grand Master.

KNIGHT OF THE GRIFFIN

An esoteric and widespread order of knights, those fighters belonging to the Order of the Griffin are rarely found together massing their forces against evil armies. Instead, such knights tend to travel alone, or with attendant hangers-on, searching out evil-doers and vanquishing them in the name of all that is right and proper. Following a rigidly defined code that propels them on in the face of adversity, no matter what the personal cost, knights of the griffin are amongst the foremost defenders of civilisation across the entire world, though they bear no allegiance to any one kingdom or nation.

Knight of the griffin Non-Player Characters can be found almost anywhere in the world, wherever a great evil rises its head to threaten the forces of good.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +7 or higher.

Alignment: Any good.

Feats: Great Cleave, Weapon Focus, Weapon Specialisation



Classic Play

Just as the knight class above is a good interpretation of the historical knight, the knight of the griffin is its romantic counterpart, the knight who starred in tales of chivalry as opposed to the one who actually existed. Paladins should not take this class, as it reproduces many of their class features and repackages them so that they are available to any warrior true of heart and resolve. This short career option is easy to integrate into any campaign, just change the 'griffin' to any name that fits to the theme of the campaign setting. The knight of the griffin also fills the shoes of the knight errant, so that a character with this class is free to wander the land in search of wrongs to right, preferably in the company of other Player Characters.

Class Skills

The knight of the griffin's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Ride (Dex), 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 knight of the griffin prestige class.

Weapon and Armour Proficiency: The knight of the griffin is proficient in 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Resolute: The knight of the griffin is rarely swayed by the full terror the forces of evil can unleash. He may use his class level as a morale bonus for any checks made against fear effects.

Controlled Charge (Ex): Often forced to fight alone with no ally to guard his back, the knight of the griffin learns to control wild swings that can easily leave him open to attack. At 2nd level, he may make a charge action as normal, but no longer suffers the -2 penalty to his Armour Class.

The Knight of the Griffin

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Resolute
2	+2	+3	+0	+0	Controlled Charge
3	+3	+3	+1	+1	Heroic Stand
4	+4	+4	+1	+1	Countercharge
5	+5	+4	+1	+1	Fearless

Heroic Stand (Ex): At 3rd level, the knight of the griffin will be so dedicated to his pursuit of evil that he will never give up in battle. The knight of the griffin may continue to fight normally until he reaches -10 hit points, or until the combat ends, at which point he will automatically fall dead.

Countercharge (Ex): So long as the knight of the griffin is not caught flat-footed, he may launch a Countercharge against any attacker who charges him, such is his vigilance in his quest. Both the Knight of the Griffin and his enemy will count as charging in the first round of combat. He may combine Countercharge with the Controlled Charge class feature.

Fearless: On reaching 5th level, the Knight of the Griffin is now completely fearless in his pursuit of wrong-doing. He is now completely immune to the effects of fear, regardless of its source. Such is his aura of calm and righteousness that he will also confer this class feature to any ally within ten feet of him.

LEGEND

Few commoners believe the legend really exists – surely such a man or woman is the very stuff of myth and dreams, for they single-handedly defeat entire armies, immense dragons and have saved the entire civilised world many times over. Upon meeting such a legend, many feel a little disappointed, for such fighters shun fame and fortune, seeking only to do what is right and proper according to their own code of honour. However, even fewer dare whisper the name of those few legends who join the servants of evil, steadily working towards the ruin of all peoples for their own cruel and capricious gain.

Legend Non-Player Characters are extraordinarily rare, but have a major effect on the world whenever they appear, leading armies and destroying the most dreaded of dragons and devils.

Hit Die: d12.

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +15 or higher.



Feats: Endurance, Great Cleave, Great Fortitude, Improved Critical, Leadership, Run, Toughness, Weapon Specialisation.

Special: Must have personally slain a creature with a Challenge Rating of at least 15, without aid.

Classic Play

There are legends and then there is *the* Legend. Characters who meet the requirements qualify for legendary status already and gaining levels in the legend prestige class affirms that. Since 'legend' is more a status than a profession, levels in this class basically exchange a normal fighter's bonus progression for abilities that are more fitting for one whose name will end up in epics and ballads for years to come. Games Masters should take care with this class, not because of any chance of it unbalancing a game (by 15th level the rest of the party should be capable of equally astounding actions) but more to be certain the player who advances as the legend prestige class does not steal the spotlight from the rest of the party.

Class Skills

The legend is a person of many talents and has the most extraordinary of capabilities. All skills are considered to be class skills for the legend. 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 legend prestige class.

Weapon and Armour Proficiency: The legend is proficient in 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Favour of the Gods: Greater deities watch every move the legend makes, and vie with one another to influence his destiny. The legend may ignore any one dice he rolls and simply choose the result of his action. This may not be done if the dice roll resulted in a 1, which is regarded as an automatic failure. He can invoke the gods' favour once per day at 1st level, twice at 3rd level and three times at 5th level.

Pain Driven (Ex): In a strange way, the legend lives for pain and adversity. Whenever he suffers damage, he gains a +2 circumstance bonus to his Strength ability score for a period of one hour. The legend may do this once per day.

Inspiring (Ex): At 3rd level, the myth surrounding the legend grows and those fighting alongside him begin to believe they can never be defeated. When leading a unit of followers and cohorts into battle as, the legend grants them a +2 morale bonus to all attack and damage rolls.

Killing Machine (Ex): The legend is a demon in combat, a fiend channelling his energy into just one thing - killing. When performing the Great Cleave feat, the legend may make a five foot move to attack another opponent. If successful in this attack, he may move another five feet to attack a third opponent, and so on. The maximum distance moved in a round using Killing Machine may not be greater than the legend's base speed.

To the Bitter End (Ex): The legend flatly refuses to succumb to overwhelming odds, continuing to fight on long after another hero would have given up and died. Upon reaching 5th level, the legend

The Legend

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Favour of the Gods 1/day
2	+2	+3	+0	+0	Pain Driven
3	+3	+3	+1	+1	Inspiring, Favour of the Gods 2/day
4	+4	+4	+1	+1	Killing Machine
5	+5	+4	+1	+1	To the Bitter End, Favour of the Gods 3/day

may continue fighting until he reaches -10 hit points. In every combat round after he has been reduced to -10 hit points or less, the legend may make a Fortitude save at DC 10 + 1 per hit point below -10. Success will allow him to continue fighting, whilst failure will result in him falling dead. Note that a legend is technically dead when he reaches -10 hit points and so cannot be healed by any means once he passes this threshold.

LIVING BLADE

Dedicating their lives to honing skill in a single edged weapon, the living blade is the master of combat, the very epitome of all fighters. Coming from a variety of backgrounds and disciplines, the living blade pursues battle, always seeking ever greater enemies against which to test his mettle and fighting capabilities. Few will cross swords with him and live to tell the tale, for the living blade thrives on challenge, realising that to not test himself every day is to begin to fade from the world.

Living blade Non-Player Characters can be found almost anywhere, for they are driven to test their skills against the most dire of foes. Where a great enemy exists, a living blade will be sure to soon track it down.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +7 or higher.

Feats: Weapon Focus (slashing weapon), Weapon Specialisation (slashing weapon), Whirlwind Attack

Class Skills

The living blade's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Heal (Wis), Jump (Str), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Classic Play

From a purely mechanical point of view, the living blade class is an excuse to stack similar bonuses that are not normally stackable, like having Weapon Focus and Weapon Specialisation twice for a single weapon. The rest of the levels are more interesting, hinting at a fighting style that differs from straight-forward hack and slash. The abilities are easy to understand and implement in the middle of play and the living blade makes a good option for warrior types who prefer to fight with a little more finesse and do not want to lose damaging capabilities in the process.

Class Features

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

Weapon and Armour Proficiency: The living blade is proficient in 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



The Living Blade

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Weaponmastery
2	+2	+3	+0	+0	Superb Specialisation
3	+3	+3	+1	+1	Deadly Opponent
4	+4	+4	+1	+1	Web of Death
5	+5	+4	+1	+1	Furious Strike

Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Weaponmastery (Ex): The living blade chooses one slashing weapon. He will gain a +1 competence bonus to all attack rolls whilst using this weapon in addition to any bonus from the Weapon Focus skill.

Superb Specialisation (Ex): At 2nd level, the living blade learns how to concentrate his attacks to do lethal damage against an enemy. He gains a +2 competence bonus to all damage rolls made with his chosen weapon. This bonus stacks with Weapon Specialisation.

Deadly Opponent (Ex): On reaching 3rd level, the living blade is skilled enough in combat to deny an enemy the chance to attack him. He may always remove one attack from an enemy in melee combat, at the expense of one of his own. Both removed attacks must be at the lowest base attack bonus possible for each combatant. The use of this ability must be declared at the start of a combat round.

Web of Death (Ex): The living blade is able to construct a web of death with his chosen weapon, daring enemies to approach and meet their own end. All enemies fighting the living blade in melee combat suffer a -1 circumstance penalty to their Armour Class.

Furious Strike (Ex): At 5th level, the living blade is able to make an additional attack roll at his lowest base attack bonus when making a full attack action.

MASTER BOWMAN

Few archers attain the skill of the master bowman, possessing neither the drive not the concentration necessary to achieve complete mastery their weapon. True master bowmen can often be found

in seclusion, heightening their skills with quiet contemplation. Such fighters are renowned for being able to land their arrows with pinpoint precision and, at range, are deadly to their enemies. It is said that the true master bowman has supernatural powers to guide his arrows, placing them with total accuracy with each shot, irrespective of the target's speed and cover. Utterly confident of their abilities, master bowmen rarely take the time to prove their skill to lesser mortals.

Master bowmen Non-Player Characters can sometimes be found in uninhabited regions, perfecting their art in seclusion. A few become heroes or bandit kings, but most find they have little use for demonstrating their skills to the outside world.

Hit Die: d8.

Classic Play

What the living blade above does for swordsmen, the master bowman does for archers. It opens a path of specialisation for characters who are already good with their weapon but want to push the limits and truly excel in their mastery of the bow. The new abilities it presents are not a regurgitation of existing feats but are new ways to bend the rules of combat in extraordinary yet simple ways. A good sidetrack for fighter characters to invest their experience in if they are already bowmen.

Requirements

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

Base Attack Bonus: +12 or higher.

Feats: Far Shot, Point Blank Shot, Precise Shot, Quick Shot, Shot on the Run, Weapon Focus (any bow), Weapon Specialisation (any bow).

Skills: Concentration 4 ranks, Craft (bowyer/fletcher) 8 ranks.

The Master Bowman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Master Shot
2	+2	+3	+0	+0	Shoot the Opening
3	+3	+3	+1	+1	Master Aim
4	+4	+4	+1	+1	All Seeing Eyes
5	+5	+4	+1	+1	All seeing aim

Class Skills

The master bowman's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (bowyer/fletcher) (Int), Hide (Dex), Listen (Wis), Move Silently (Dex), Spot (Wis), and Swim (Str). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the master bowman prestige class.

Weapon and Armour Proficiency: The master bowman is proficient in all simple and martial weapons, and light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Master Shot (Ex): By making only one shot in a round, the master bowman may add his class level to all attack and damage rolls he makes with a bow.

Shoot the Opening (Ex): Whilst armed with a bow of any type, the master bowman threatens an area around him of 20 feet. He may make attacks of opportunity as normal against any target within this area with his bow.

Master Aim (Ex): With careful aiming, the master bowman is able to place his arrows in the most critical locations when he attacks. At 3rd level, the master bowman may add 1d6 points of damage to all successful attacks he makes with his bow, so long as he does not move or make a move equivalent action.

All Seeing Eyes (Ex): At 4th level, the master bowman is not only truly skilled in his own

weapon, but he can predict the actions of other, lesser, archers. The master bowman may no longer be caught flat-footed by any kind of ranged attack.

All Seeing Aim (Ex): Dense cover means little to the master bowman and he can pick out targets cowering behind foliage and brickwork with ease. On achieving 5th level, any target selected by the bowman will never benefit from any more than one



quarter cover or concealment. Targets behind total cover or concealment are immune to this class feature.

NOBLE DEFENDER

The feudal system of many nations is dominated by the noble class. Often this upper class are the only people permitted to own land - all those below are beholden to them for justice, protection and life. This requires nobles to be more than simply indulgent despots if they wish to maintain a prosperous and peaceful land. The foremost of the responsibilities of a noble is to protect his subjects from outside threats, and so most become competent warriors in addition to rulers. In long established regions, nobility is a hereditary position, but in many outlying regions a skilful and charismatic warrior can find himself placed in charge of a frontier barony or town simply because he, above all others, can guarantee its safety.

Non-Player Character noble defenders will be found wherever a feudal system is in place and some type of military threat exists. They rarely are

found in cities or peaceful areas, instead ruling where their martial prowess will be put to best use.

Hit Die: d10.

Classic Play

The noble defender is one of those classes that needs a story behind it, such as gaining the first level as soon as the character is knighted or awarded a title for his exploits, or by starting a new role for the whole party as agents of the crown (not to be confused with the class in the **By Wits and Skill** chapter, although the two could work well together). The class features offer a chance for the players to take a broader picture to their games, if the Games Master is comfortable running many cohorts and followers and the campaign switches focus or is already devoted to court intrigue. Normal adventuring is not well suited to this class, as its abilities relate to people and a more urbane setting than that of a dungeon.

Requirements

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

Base Attack Bonus: +9 or higher.

Alignment: Any non-chaotic and non-evil.

Skills: Diplomacy 6 ranks.

Feats: Leadership

Special: Noble title of baron or higher, and a keep or castle within at least 10 square miles of land. Must be part of a kingdom or nation operating with a feudal system.

Class Skills

The noble defender's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nobility) (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 noble defender prestige class.

Weapon and Armour Proficiency: The noble defender is proficient in all simple and martial weapons, and all armour and shields. Note that armour check penalties for armour heavier than



The Noble Defender

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Noble Command +1
2	+2	+3	+0	+0	Noble Renown
3	+3	+3	+1	+1	Noble Command +2
4	+4	+4	+1	+1	Castle
5	+5	+4	+1	+1	Noble Command +3

leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Noble Command: The noble defender is a courageous individual and his presence on a battlefield inspires his men to fight with ever greater dedication. The noble defender may add his Noble Command bonus to his Leadership score.

Noble Renown: The noble defender's reputation as a competent and fair ruler is well known and aids him greatly in dealing with ally and enemy alike. At 2nd level, the noble defender receives a +4 competence bonus to all Charisma-based checks made in relation to the land and peoples he rules over.

Castle: At 5th level, the noble defender has proved himself to be a wise and just ruler and is rewarded by his liege lord. The noble defender is granted 100,000 gold pieces to either upgrade his existing keep or begin the construction of a new castle, as he wishes.

NOMAD LORD

The Nomad Lord wanders freely, without ties to land or possession except for his mount. He considers all those who live a settled, more secure existence deprived of the true riches of life: freedom, honour and glory. Nomad lords of good alignment lead by example and care little for the opinions of the 'less fortunate', which leads others to see them as arrogant. Evil nomads share in this arrogance, but lead through terror and intimidation, pillaging ruthlessly to increase their power.

Unlike a knight, the Nomad Lord does not charge daringly at his foes, but harasses and skirmishes

with them, striking like lightning and then disappearing into the distance.

Nomad lords are usually barbarians or rangers but any character who wishes to become a master of the plains can profit from this class.

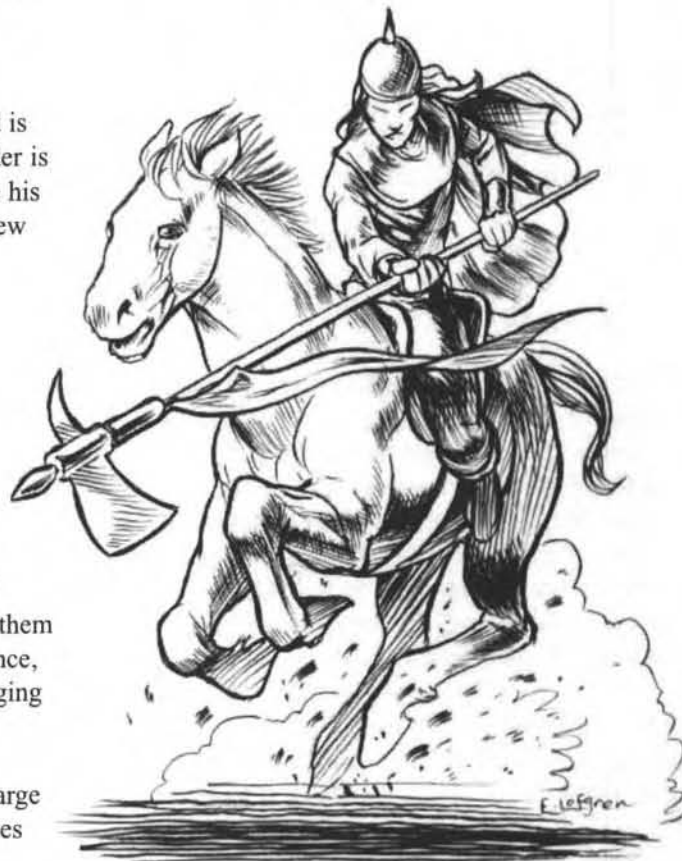
Hit Dice: d10.

Requirements

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

Base Attack Bonus: +4.

Skills: Handle Animal 4 ranks, Ride 6 ranks, Wilderness Lore 2 ranks.



Feats: Mounted Combat, Ride-By Attack, Mounted Archery.

Special: Must be part of a nomadic tribe with a sizeable herd of mount animals, or spend at least one year with such a tribe.

Classic Play

The nomad lord needs space, lots of space because if your best abilities are only available with a horse under your legs, you are going to want it to have space to run and charge. Obviously, this class will suffer in dungeon crawls and also requires a lot of upkeep from the player. If the adventures take place mainly above ground in relatively clear space, however, the nomad lord is deadly and almost untouchable. Games Masters should be prepared for a lot of frustration if the monsters cannot keep up with a horse because then the character will simply move around, dealing damage from afar, that is when he is not trampling down the hapless creatures (players: take note...)

Class Skills

The nomad lord's class skills (and the key ability for each skill) are Animal Empathy (Cha; exclusive skill), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Jump (Str), Profession (Wis), Ride (Dex), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the nomad lord prestige class.

Weapon and Armour Proficiencies: Nomad Lords are proficient with all simple and martial weapons, as well as light and medium armour and shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Favourite Mount: The Nomad Lord has an animal that serves as his personal steed, companion and friend.

Though no more intelligent than a usual animal of its type, the favourite mount is steadfastly loyal and gains an increasing number of abilities as the nomad lord improves in level as noted on the table below.

When a nomad lord's mount dies, is sold, stolen or given away, he can replace it with an animal from the herds of his tribe, with a training period of only one week. The nomad lord is assumed to know the herds of his tribe, and can quickly pick out an animal that is already trained but not yet dedicated to a particular rider. A favourite mount away from its owner loses all special properties in one week.

This ability is similar to the paladin's Special Mount ability. Should the nomad lord have paladin levels, the abilities dealing with the attributes of the mount stack (bonus hit dice, natural armour), but the special abilities do not, so use the best in each category.

Favourite Mount

Class

Level	HD	Armour	Speed
1	+0	+1	+10
2	+1	+2	+15
3	+2	+3	+20
4	+3	+4	+25
5	+4	+5	+30

Safe in the Saddle (Ex): You ignore the attack penalties and concentration requirements for spells that a normal rider suffers. See *Core Rulebook I*.

Share Defences (Su): The nomad lord and his mount can share each other's defences. While riding the mount, only one saving throw is made for attacks that could harm both mount and rider, using the best modifier. This also enables the nomad lord to share the mount's improved evasion abilities at higher levels, and to use Mounted Combat to negate attacks directed at himself or his mount.

Wheeling Attack (Ex): The nomad lord no longer needs to move in a straight line when using Ride-By Attack or Mounted Archery; he can ride forward, make an attack, turn completely around and continue with the rest of your movement.

The Nomad Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Favourite Mount, Safe in Saddle, Share Defences
2	+2	+0	+3	+3	Wheeling Attack
3	+3	+1	+3	+3	Improved Evasion
4	+4	+1	+4	+4	Empathic Link
5	+5	+1	+4	+4	One Life

Improved Evasion (Ex): If the Nomad Lord or his mount is subject of an attack that normally allows a Reflex saving throw for half damage, they take no damage if they make a successful saving throw and only half damage even if the saving throw is failed. Improved Evasion is an extraordinary ability and only works when the character is mounted.

Empathic Link (Su): The Nomad Lord has an empathic link with his mount out to a distance of up to one mile. The Nomad Lord cannot see through his mount's eyes, but he can communicate with it telepathically. Mounts see the world differently from humans, so misunderstandings are always possible.

One Life (Su): At 5th level, the mount and rider are so perfectly united that they effectively combine their life forces. While the rider is mounted, he can apply any damage suffered by either himself or his mount to either of them, as desired. In the case of effects that would damage them both, the combination of mount and rider only takes damage once; effectively, they are now one creature. Once this ability is gained, there is an inseparable bond between man and mount. The character will not ride another mount, nor the mount will allow a different rider. If either the mount or rider is slain, the surviving party suffers a -4 morale penalty to all skill rolls, saves and attack rolls. For an animal, this is permanent; the rider negates the penalties when he takes a new favourite mount.

OFFICER OF WAR

Armies require leaders to function, and good leaders to attain victory. Officers of war are individuals who are trained to lead soldiers into battle and to bring them home again safe. A good officer of war is one who can both fight and rally troops with moving speeches, doing all he can to succeed in the orders given to him by superiors, all

the while keeping as many of his soldiers alive as possible. Such men are rare and valuable commodities for any army, possessing an equal mix of leadership and skill in arms that is hard to find.

Officers of war Non-Player Characters are often found in well-trained armies and mercenary companies, usually within the upper echelons of any such organisation.

Hit Die: d10.

Classic Play

Like the noble defender a few pages back, the officer of war needs a campaign world to support the concept and is limited in that his abilities are more useful in large-scale conflicts than in more traditional encounters. This class is useful to Games Masters when they are running a campaign where war has a large role, used mostly on Non-Player Characters. Players taking this class should expect to enjoy some good role-playing, as the class offers many chances for interaction with the character's troops.

Requirements

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

Base Attack Bonus: +7 or higher.

Alignment: Any non-chaotic.

Feats: Endurance, Leadership

Skills: Knowledge (military) 8 ranks.

Special: Must have led a unit of at least 20 mercenaries or soldiers.

Class Skills

The officer of war's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (military) (Int), Swim (Str), and Wilderness Lore (Wis). See



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

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the officer of war prestige class.

Weapon and Armour Proficiency: The officer of war is proficient in 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Command: Officers of war know how to effectively lead large numbers of men into battle and retain the organisation of the unit. He may add his class level to his Leadership Score.

Rallying Call (Ex): At 2nd level, the officer may shout encouragement to any faltering troops within

60 feet as a standard action. All allies within range may make an immediate Will save at DC 15 to recover from any lingering cowering, frightened, panicked or shaken effects. This class feature may be used once per day for every class level the officer of war has attained.

Marching Cadence: Knowing the benefit of moving troops into position quickly, the officer of war can force march any unit he commands with no ill effect. The unit may increase the distance they travel in a day by 25%.

Calming Presence (Ex): On achieving 4th level, the officer of war exudes confidence that bolsters his men in the heat of battle. All allies within 60 feet of the officer of war gain a +2 morale bonus to all Will saves.

Inciting Speech (Ex): Before entering battle, the officer of war may give a rousing speech to the men he leads into combat. This takes one minute and affects all allies who can hear the speech. When the Inciting Speech has concluded, the officer of war makes a Leadership check at DC 20. If successful, all those who bore witness to it receive a +1 morale bonus to all save, attack and damage rolls for the next hour.

REAYER

The reaver is a powerful ally to have in boarding actions, whether in defence or attack, and every good privateer or pirate captain will eagerly employ a mate who demonstrates such skills. Noted for his passion to get to grips with the enemy, the reaver readily advocates the direct course of boarding actions to resolve battles, the

The Officer of War

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Command
2	+2	+3	+0	+0	Rallying Call
3	+3	+3	+1	+1	Marching Cadence
4	+4	+4	+1	+1	Calming Presence
5	+5	+4	+1	+1	Inciting Speech

type of combat he excels in. Able to perform heroic feats only talked about in legend, the reaver inspires the rest of the crew with his bold actions and daring bravery.

Hit Die: d10.

Armed and armoured for the vicious melee that results from a boarding action, the reaver can often appear as any ordinary land bound mercenary. His abilities, however, will shine through as he fights – he handles rolling ships and slippery decks with ease and hold no fear of falling into the sea, to be dragged down and drowned by his heavier armour. The merchantmen who suffer the reaver leaping over their railings to secure vital positions onboard their own ship may look upon him as being little better than a common pirate but the wise will seek to employ their own reaver to guard their ship against capture.

Requirements

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

Base Attack Bonus: +4 or higher.

Skills: Swim 6 ranks.

Feats: Power Attack, Two-Weapon Fighting.

Classic Play

Another situation-specific class, the reaver is useful in nautical campaigns and, even more limiting, mainly on boarding action. The armour expertise and bonus feat features are the only ones that are really useful when not aboard a ship, which is why players and Games Masters should talk things out before acquiring this class. If the Games Master is planning to run adventures without too many ship encounters, the reaver works best as a Non-Player Character prestige class. That said, of course, the class truly excels in nautical campaigns.

Class Skills

The reaver's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (seamanship) (Int), Swim (Str), and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

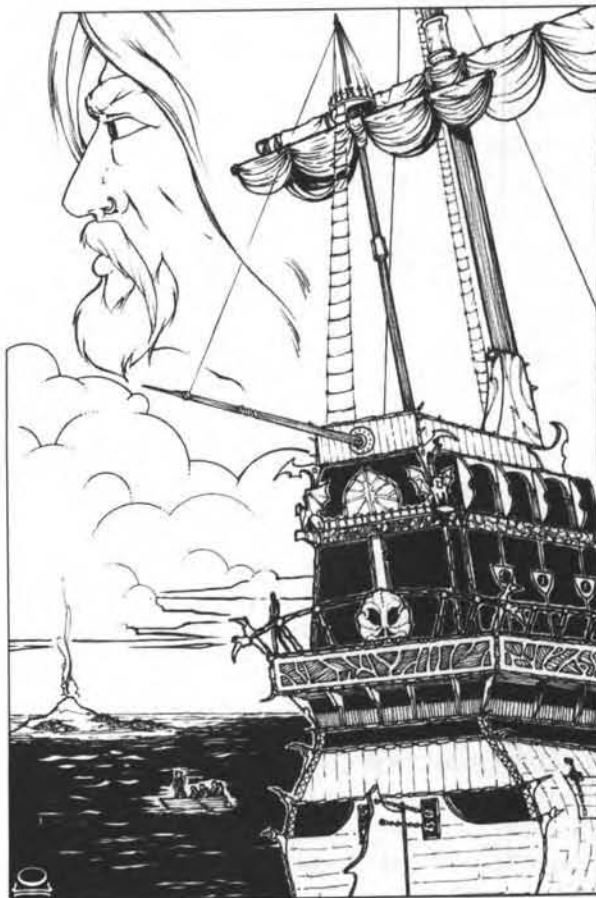
Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The reaver is proficient in all simple and martial weapons, and light and medium armour, together with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Armour Expertise: From 1st level onwards, the reaver may ignore the armour check penalties of many lighter types of armour. Every time this class feature is gained, the reaver may ignore armour check penalties of up to the number listed in the parentheses. This feature does not subtract from the penalty, it only allows the character to ignore that amount of penalty. For example, at 5th level, he could ignore the penalties from a chain shirt or lighter armour, but would suffer the full -3 penalty if he wore hide armour.



The Reaver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Armour Expertise (1)
2	+2	+3	+0	+0	Inspire Crew +1
3	+3	+3	+1	+1	Bonus Feat
4	+4	+4	+1	+1	Instil Fear
5	+5	+4	+1	+1	Armour Expertise (2)
6	+6	+5	+2	+2	Inspire Crew +2
7	+7	+5	+2	+2	Skilled Boarder
8	+8	+6	+2	+2	Bonus Feat
9	+9	+6	+3	+3	Armour Expertise (3)
10	+10	+7	+3	+3	Inspire Crew +3

Inspire Crew (Ex): Reavers are skilled not only in boarding actions, but also in encouraging their crews to fight to best effect. A crew led by a reaver are likely to believe they are invincible and will never be defeated. From 2nd level, the reaver grants the crew he leads the morale bonus listed on the table below to their attack and damage rolls. This only applies during boarding action and if the reaver flees or is killed during the battle, this morale bonus will immediately be converted into a morale penalty, affecting the crew's attack and damage rolls.

Bonus Feat: At 3rd and 8th level, the reaver may choose a bonus feat from the following list: Ambidexterity, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Quick Draw, Weapon Finesse or Weapon Focus. Any prerequisites for these feats must be met in the normal way before they may be chosen.

Instil Fear (Su): When the reaver reaches 4th level, he gains the extraordinary ability to cast *fear* as a free action once per day. This ability may only be used during a boarding action and the reaver must perform some dramatic and morale-building action in view of his crew and his enemies in the action it is used. This ability has a range of 5 feet per class level of the reaver and all within range will be frightened for 1d6 rounds. Those who pass a Will save (DC 10 + reaver's class level + reaver's Charisma modifier) will merely be shaken for this time.

Skilled Boarder (Ex): Reavers are the masters of boarding actions and well respected by their captains. At 7th level, the reaver may add his class level to any check required in boarding actions

(Tumble, Climb, Jump, Profession (sailor), etc.), whether his ship is the attacker or defender.

SHOCK TROOPER

The deep mine complexes and tunnels dug by dwarves and gnomes are prime targets for many monsters that lurk deep within the earth. While goblin and orc attacks are troubling, worse still is the threat posed by such horrid monsters as purple worms, umber hulks, and other gigantic subterranean predators. Many experienced dwarven miners have at least one tale to spin of a carrion crawler or other such beast running loose in the lower mines, requiring a rapid muster and assault to slay the creature before it could wreak too much havoc.

Shock troopers serve as emergency shock troops in a dwarf hold or gnome colony. They are trained to rapidly respond to threats and deal tremendous amounts of damage to them as quickly as possible. The faster a threat such as a purple worm is dealt with, the less chance it has of bursting into the community's living or food storage areas.

Hit Die: d10.

Requirements

To become a shock trooper, a character must meet the following criteria:

Base Attack Bonus: +5.

Race: Dwarf or gnome.

Feats: Power Attack, Quick Draw, Run.

Classic Play

If you want an encounter with a big creature to end quickly, get a shock trooper. These guys are trained to boost their chances against the beast, getting bonuses to attack and to damage together with several options to give them a better fighting chance. The problem is that, for all their formidable skill, if the enemy is not large-sized, they are as good as any run-of-the-mill fighter and they do not lose the versatility of the fighter as they advance. This balances the class out neatly, giving the Games Master a chance to limit the shock trooper's utility when planning encounters.

Class Skills

The shock trooper class skills (and the key ability for each) are Balance (Dex), Climb (Str), Craft (Int), Intuit Direction (Wis), Jump (Str), Listen (Wis), Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the shock trooper prestige class.

Weapon and Armour Proficiency: Shock troopers are proficient with all simple and martial weapons. They are proficient with light and 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, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Fast Movement (Ex): When wearing no armour, light armour, or medium armour, the shock trooper moves at a faster speed than normal for his race. His base movement increases by 10 ft. This increased base speed is also used to calculate his speed when running or using a double move action. This does not stack with the barbarian's fast movement ability.

Bonus Damage (Ex): The shock trooper studies extensively the anatomy of large creatures and their weaknesses. When facing a creature that is size Large or bigger, the shock trooper may take a

full round action to deal an attack that does extra damage to his target. At 2nd level, this attack does +1d6 damage. This bonus rises to 2d6 at 4th level, 3d6 at 6th level, and 4d6 at 8th level. This damage does not stack with sneak attack damage and does not increase in the case of a critical hit.

Improved Aid Another (Ex): Shock troopers are taught how to maximise their ability to draw attacks and confuse their opponents, allowing their comrades a better chance to strike at an enemy. When facing creatures of size large or higher, the shock trooper may grant an ally a +4 circumstance bonus to attacks made against a large or bigger creature when using the aid another action.

Focused Attack (Ex): Shock troopers know that a single well-timed blow is deadlier than a hundred poorly planned ones. Against a large or bigger opponent, the shock trooper may take a full round action to watch its movements and plan a perfect strike against it. On the round immediately after using this ability, the shock trooper gains a +4 circumstance bonus to all of his attacks against the creature he observed. This ability may be



The Shock Trooper

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Fast Movement
2	+2	+3	+0	+0	Bonus Damage (+1d6)
3	+3	+3	+1	+1	Improved Aid Another
4	+4	+4	+1	+1	Bonus Damage (+2d6)
5	+5	+4	+1	+1	Focused Attack
6	+6	+5	+2	+2	Bonus Damage (+3d6)
7	+7	+5	+2	+2	Improved Dodge
8	+8	+6	+2	+2	Bonus Damage (+4d6)
9	+9	+6	+3	+3	Into the Breach
10	+10	+7	+3	+3	Encompassing Critical

combined with the shock trooper's bonus damage ability.

Improved Dodge (Ex): Shock troopers learn not only how to destroy large monsters, but also how to avoid their blows. The shock trooper gains a +2 dodge bonus to his AC against all creatures of size large or higher.

Into the Breach: Many of the creatures that a shock trooper is expected to face have the ability to swallow dwarves and gnomes whole. Shock troopers learn how to make the best of this unfortunate situation. When swallowed by any creature, a shock trooper is capable of using a weapon of any size while trapped in the creature, and attacks with a +2 circumstance bonus. It is not unknown for the braver (or crazier) shock troopers to launch themselves into a gigantic monster's jaws and carve their way down into its gullet.

Encompassing Critical (Ex): At 10th level, the shock trooper has achieved a tremendous mastery of fighting large monsters. No matter what weapon he uses, he is considered to have the Improved Critical feat with that weapon when fighting monsters of large size or higher. If the shock trooper already has Improved Critical with his weapon, this ability stacks with the feat.

STUDENT OF THE DRAGON

Legend has it that in isolated monasteries dragons take the form of men and practice the martial arts amongst the unwitting monks in training. The draconic form does not lend itself to the fighting style practiced by most monks, but while in human

form dragons can attain the same level of skill as the most renowned masters of unarmed combat. Over time, the dragon monks developed their own form of martial arts, drawing upon what they learned during their time in the monasteries and combining it with ancient dragon magic and the secrets of draconic fighting styles.

Some of these dragons were not content merely to develop these new forms of martial arts in isolation and yearned to pass their teachings along to human students. Thus, the Students of the Dragon were born. Students of the Dragon learn to model their lives and fighting style after the draconic founders of their schools. They seek insights into the dragon mind that allow them to tap into their own potential. Like standard monks, they focus their ki energy to perform amazing physical feats that are normally impossible without the aid of magic. However, Students of the Dragon learn to focus their ki to duplicate the abilities and skills mastered by dragons.

Some monasteries that follow the path of the dragon pass along knowledge first given to them centuries ago by a dragon sensei (master) of the martial arts who has long since left the human monks to their own devices. Other schools remain in contact with the dragons that originally imparted their teachings to the monastery. Evil dragons often use allied monasteries as recruiting grounds for humanoid lieutenants to serve in their dark hosts, while good dragons see the monasteries they helped create as important bulwarks against the growth of evil. The hatred between good and evil schools of the dragon is as deep as it is ancient.

Hit Dice: d8.

Classic Play

The student of the dragon is able to emulate all those neat moves in Chinese martial arts films, such as fighting in midair and breaking things with their bare hands. This class is all about mobility and power, which does call for some careful thought from the player during combat, especially on where the character is going to land.

Requirements

To become a student of the dragon, a character must meet the following criteria.

Base Attack Bonus: +7

Knowledge (arcana): 13 ranks

Feat: Improved Unarmed Strike

Language: Draconic

Class Skills

The student of the dragon class skills (and the key ability for each) 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), Profession (Int), Swim (Str), Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency:

Students of the dragon gain no additional proficiencies with armour, weapons, or shields.

Monk Abilities: A student of the dragon continues to gain the monk's unarmed attack bonuses and damage, AC bonuses and unarmoured speed bonuses. He gains unarmed attacks as a character of his monk and student of the dragon levels combined.

Wings of the Dragon (Su): As a dragon effortlessly glides through the air, the student learns to stride through the skies, raining blows upon his helpless enemies trapped on the ground below. The student of the dragon's jumping distance is no longer limited by his height. In addition, the student may move as if he had perfect air manoeuvrability while jumping, allowing him to move around corners or hover in place. The student must still land at the end of his movement, although the surface area need not be larger than 4 ft. wide. Running across water is also possible as long as the student does not stop on water.

Strength of the Dragon (Ex): The dragon's claws are as hard as steel and as sharp as any blade. The student learns to make his fists and feet into a match for any metal weapon. When using his bare hands to attack an object of any sort, the student of the dragon rolls double damage and doubles all



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The Student of the Dragon

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Wings of the Dragon
2	+1	+3	+3	+0	Strength of the Dragon
3	+2	+3	+3	+1	Eyes of the Dragon
4	+3	+4	+4	+1	Fist of the Dragon
5	+3	+4	+4	+1	Tactics of the Dragon
6	+4	+5	+5	+2	Roar of the Dragon
7	+5	+5	+5	+2	Fury of the Dragon
8	+6	+6	+6	+2	Ki strike (+1)
9	+6	+6	+6	+3	Thunder of the Dragon
10	+7	+7	+7	+3	Spirit of the Dragon

damage modifiers. In the event of a critical hit, this multiplier stacks with the critical hit multiplier.

Eyes of the Dragon (Su): The student is at home in both night and day, light and dark. At third level, the student of the dragon gains darkvision with a range of 60 ft.

Fist of the Dragon (Su): The dragon's inner strength is reflected in his mighty breath weapon. As the dragon focuses his inner strength and transforms it into pure energy, so too does the student of the dragon focus his ki into his fists. When the student of the dragon gains this ability, he must choose one of the following energy types: acid, cold, fire or lightning. Once per day per his Wisdom modifier, the student of the dragon may elect to deal damage of his chosen type when making a bare-handed attack.

Tactics of the Dragon (Ex): One of a dragon's most fearsome attacks is to swoop down on its enemies and attack them from above. The student of the dragon learns to soar through the air and rain blows on his opponents from above. When using the Wings of the Dragon ability, the student may, at any point in his movement, use a standard attack action to make a melee attack.

Roar of the Dragon (Su): A dragon's majestic, overwhelming presence inspires terror in its enemies. The student of the dragon learns to focus his ki and unleash it in a 60 ft. cone of energy that has the same effect as a *cause fear* spell to all caught within the cone. The DC to save against this effect is equal to 10 + the student of the

dragon's class level. The student of the dragon may use this ability three times per day.

Fury of the Dragon (Ex): Once a student has mastered the ways of the dragon, he has finally proven that he possesses the strength of mind and dedication to the martial arts to be entrusted with the final secret of the dragon. While the dragon is a brilliant strategist who relies on foresight and wisdom to defeat his foes, his raw physical fury is unmatched by any living creature. The student of the dragon learns how to tap into his primal anger and manifest the true fury of the dragon. This ability allows a student of the dragon to increase the critical multiplier of his open handed attacks to x3.

Thunder of the Dragon: This devastating attack is the natural progression of the student's emulation of a dragon's ability to strike from the heavens. The student of the dragon leaps straight up into the air and plummets back towards the earth, delivering a crippling kick to a single opponent as he drives his foot into his foe. The student must have enough space to leap 20 ft. into the air, and may only use this attack against an opponent who is within 5 ft. of his starting spot. The student attacks with the full attack action, gaining multiple attacks if applicable against a single target. The student gains a +4 bonus to hit and deals double normal ability three times per day. Leaping up in the air like this provokes an attack of opportunity.

-: The student of the dragon has mastered the air. He receives a +20 modifier to all his Jump checks and he adds +1 foot for each point in the check result above 10, regardless of the mode of jumping

(running, standing, running high, standing high or jump back). He can freely use the Wings, Tactics and Thunder of the dragon with his modified Jump check.

Multiclass Note: Monks can gain levels as students of the dragon and still be able to advance as monks.

SILVER HEARTS

A legend among their own kind, the warriors of the Silver Heart transcend the barriers of race and nation, an implacable force of good to defend all creatures in the land. Two things separate warriors from this order from other knights and paladins: for one, they are all female, which is a requisite for the second difference, the unicorns they ride. No one knows who founded the Order, or how she got the unicorns to cooperate. The only thing anyone knows is that a unicorn will approach an elf maiden at a point in her life and, if she mounts it, it carries her away. She will return a week later in the unlikely case that she refuses the honour, or years later, clad in the gleaming armour of the Silver Heart atop the unicorn that chose her. What befuddles the elves more is that human girls are as common as elf maidens among these unicorn riders, a fact that offends some, but others are quick to point out that it was the unicorn's choice.

While many Silver Hearts are chosen among ordinary maidens, an experienced adventurer can receive the visit of a unicorn if she is pure and righteous. Paladins and clerics are the most suited for this task, although fighters and bards appear to be second choices with the order's mysterious leaders. The only true requisite for joining the order is that the maiden remains pure, whether she is a spellcaster or a rogue, and a unicorn in search of its new and potential rider will brave any terrain and obstacle to reach her. The order does not discriminate among the elven subraces, as they serve no apparent authority from their homelands. Legends tell about sea elves riding magical narwhal whales, and if a drow maiden is, by any chance, good at heart, the unicorn she rides will dispel any prejudice against her.

As Non-Player Characters, Silver Hearts are only found when there is a great evil threatening the land, always riding with a specific purpose. A warrior from this order may enlist the party's aid

in her fight, or come to their help in the nick of time.

Hit Die: d10

Classic Play

The silver hearts offer an interesting, if somewhat classic prestige class for female characters. With the image of a unicorn knight firmly fixed in mind, this class allows players the chance to be truly pure of heart, noble and above all dashing in their attacks upon evil creatures.

Requirements

Race: Elf, half-elf or human.

Alignment: Any good.

Base Attack: +7 or higher.

Skills: Ride 8 ranks.

Special: The character must be a maiden, with all that maidenhood entails.

Class Skills

The Order of the Silver Heart's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), and Ride (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Armour and Weapon Proficiency: Members of the Order of the Silver Heart are proficient with all simple and martial weapons. They are proficient 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment, or loot carried.

Spells: A warrior of the Silver Heart casts divine spells. She may prepare and cast any spell on the Order of the Silver Heart spell list, provided she can cast spells of that level.

In order to cast a spell, the Silver Heart must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against her spells is 10 + the spell's level + the character's

Charisma modifier. Bonus spells for the Order of the Silver Heart are based on Charisma.

The character's caster level is equal to her Silver Heart levels plus any paladin, cleric or bard levels.

Special Mount: Upon attaining her first level as a Silver Heart, the character wins the loyalty of a unicorn, with which she bonds magically. For every two levels in her Silver Heart class, her mount gains an additional Hit Die and its natural armour increases by one.

Control Mount (Su): As the beastrider and windlord ability, except that for the Silver Heart it is a supernatural ability as she guides the unicorn with her mind.

Cloak of Normalcy (Sp): Three times per day, the Silver Heart can disguise her unicorn as a normal, if particularly beautiful horse. This is an illusion



effect, and it ends when the unicorn uses any of its spell-like abilities.

Distant Healing (Su): By focusing their healing talents together, the Silver Heart and her unicorn can cast any cure spell at close range (25 feet plus 5 feet per class level) instead of by touch. The character must actually cast a cure spell she prepared previously, or spend one of the unicorn's uses of its spell-like abilities. She can use this ability only when mounted on her unicorn.

Aura of Virtue (Su): The Silver Heart radiates her purity, giving her a supernatural grace that is impossible to ignore. She adds her Charisma modifier to her AC.

Undying Loyalty: After some time spent together, the Silver Heart and her unicorn are joined forever. From this point forward, she may marry and have children, and the unicorn will not abandon her. However, she loses the advantages of the control mount and aura of virtue abilities when she loses her maidenhood.

Summon Mount (Sp): If the character is ever separated from her unicorn, she can make a Concentration check (DC 20) to send a call for help and the unicorn will use its *teleport without error* ability to reach her, even if she is outside its original forest home. She can attempt this summoning once per day.

Battlefield Dominion (Sp): Silver Hearts are prized allies in any battle, as they can lend their support to anyone in the field. As a standard action, Silver Heart and unicorn can teleport to any point next to an ally engaged in melee who is within a range of 400 feet plus 40 feet per Silver Heart level. She can use this ability only when mounted on her unicorn, and only two times per encounter.

Radiant Light (Su): As a standard action, the character and her unicorn radiate a blinding holy light. All evil creatures suffer a -1 morale penalty to attack and damage rolls and to saving throws. Anyone gazing upon her shining form must make a Will save (DC 21) or be enraptured by the sight, as if under the effects of the *enthral* spell. The Silver Heart may free anyone from the enthrallment at will. In addition to this, creatures susceptible to bright light or sunlight suffer fully the effects of

The Order of the Silver Heart

Class Level	Base Attack	Fort Save	Will Save	Ref Save	Special	Spells per day				
						0	1	2	3	4
1	+1	+2	+0	+0	Special Mount, Control Mount	2				
2	+2	+3	+0	+0	<i>Cloak of Normalcy</i>	3	0			
3	+3	+3	+1	+1	Distant Healing	3	1			
4	+4	+4	+1	+1	Aura of Virtue	3	2	0		
5	+5	+4	+1	+1	Undying Loyalty	3	3	1		
6	+6/+1	+5	+2	+2	<i>Summon Mount</i>	3	3	2		
7	+7/+2	+5	+2	+2		3	3	2	0	
8	+8/+3	+6	+2	+2	<i>Battlefield Dominion</i>	3	3	3	1	
9	+9/+4	+6	+3	+3		3	3	3	2	
10	+10/+5	+7	+3	+3	Radiant Light	3	3	3	2	0

their vulnerability. The Silver Heart can sustain this radiance for a number of rounds equal to her Charisma modifier, and can call upon it once per day. After the effect ends, non-evil creatures must roll a second Will save (DC 10 + Charisma modifier) or have their attitudes shifted one category higher. Those already feeling helpful may fall in love with the Silver Heart.

Multiclass Note: Paladins can gain levels in the Order of the Silver Heart and still be able to advance as paladins.

Order of the Silver Heart Spell List

Members of the Order of the Silver Heart choose their spells from the following list:

0-Level Spells: *Cure minor wounds, detect magic, detect poison, light, purify food and drink, read magic, resistance, virtue.*

1st Level Spells: *Alarm, bless weapon, cure light wounds, detect undead, expeditious retreat, hypnotism, mage armour, magic weapon, protection from evil, sleep.*

2nd Level Spells: *Animal trance, cure moderate wounds, daylight, delay poison, enthrall, remove paralysis, resist elements, shield other, silence, undetectable alignment, whispering wind.*

3rd Level Spells: *Cure serious wounds, discern lies, dispel magic, greater magic weapon, haste, heal mount, keen edge, magic circle against evil, prayer, remove blindness/deafness, remove curse, remove disease.*

4th Level Spells: *Break enchantment, cure critical wounds, death ward, detect scrying, dimension door, dismissal, dispel evil, freedom of movement, holy sword, neutralize poison.*

STONEGAARD

Most dwarven prestige classes answer the urge to specialise in a narrow aspect of their field, but the stonegaard is the opposite. Almost any dwarf can qualify for the class, as it represents membership in the stonegaard militia present in most dwarven communities. In defensive military engagements the 'gaard is the anchor of dwarven strategy. It is almost never used offensively.

The stonegaard is a large military force and the requirements to join are much lower than for other prestige classes. Typically, stonegaards serve for ten years and then move on to do other things. Most become officers in other dwarven military units or pursue more peaceful professions within their homeland. A few stonegaard veterans turn to adventuring, often becoming some of the most accomplished members of their clan.

Almost all stonegaard are drawn from the ranks of dwarven warriors, but fighters, barbarians and rangers often join as well. Dwarven paladins generally feel that they serve their community best in serving their deity, so they seldom join the stonegaard. Rogues and bards seeking more martial training sometimes enlist, but few can tolerate the strict rules.

Requirements

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

Alignment: Any non-chaotic.

Race: Dwarf.

Base Attack Bonus: +1.

Feats: Armour proficiency (medium), Martial weapon proficiency (any), Shield Poficiency.

Class Skills

The stonegaard's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Ride) and Swim (Str).

Skill points at each level: 2 + Int modifier.

Class Features

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

Weapon and Armour proficiency: Stonegaard are proficient with all simple and martial weapons, with all armours and with shields.

Close Fighting (Ex): At 1st and 3rd levels, a stonegaard gains a bonus when fighting beside allies. The stonegaard trains extensively in close-formation fighting, and stonegaard are at their best when they are close enough to support one another's efforts in combat. A stonegaard adjacent to an ally with a close fighting bonus applies his own close fighting bonus to his attack and damage rolls. Stonegaard can apply their close fighting bonus only once per attack, regardless of the number of adjacent allies with a close fighting bonus.

Command Radius (Ex): At 2nd and 3rd, the stonegaard increases his ability to command. Leaders of the stonegaard are trained to bolster the other members of their unit, manoeuvring carefully to maximise the effect of their presence. Any

stonegaard gains a +2 morale bonus on Fortitude and Will saving throws when inside an ally's command radius. Multiple command radius bonuses do not stack.

SWASHBUCKLER

Eschewing armour in favour of mobility, the swashbuckler is a dashing hero, always ready to do battle against his enemies with nothing more than a flashing blade and witty retort. Typically found wenching and drinking in urban and port areas, the swashbuckler mixes combat with style, keen to chase the latest fashions and win the hand of the fairest noble maiden, even as he swings from a chandelier in the midst of a tavern brawl.

Swashbucklers may be found amongst the ranks of pirates, soldiers and even the highest nobility, but they all have a certain pizzazz that sets them apart from the common fighter.

Swashbuckler Non-Player Characters are especially common amongst pirates and elite guard units. Often members of the aristocracy become swashbucklers, revelling in the style of their craft.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5 or higher.

Feats: Dodge, Expertise, Improved Disarm, Mobility.

Skills: Climb 6 ranks, Jump 8 ranks, Tumbling 6 ranks.

Class Skills

The swashbuckler's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Gather Information (Cha), Jump (Str), Knowledge (nobility) (Int), Ride (Dex), Swim (Str), Tumble (Dex) and Use Rope (Dex). See Chapter

Stonegaard

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Close Fighting +1
2	+2	+3	+0	+0	Command Radius (10 ft.)
3	+3	+3	+1	+1	Close Fighting+2, Command Radius 30 ft.

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 swashbuckler prestige class.

Weapon and Armour Proficiency: The swashbuckler is proficient in 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Leaping Dodge (Ex): Whilst wearing no armour, the swashbuckler is able to leap out of the way of his enemies' blows, never allowing a sword strike to so much as skim his finest silks. The swashbuckler may add his class level to his Armour Class when not wearing armour or carrying any kind of shield. He may not use Leaping Dodge when caught flat-footed.

Acrobatics: At 2nd level, the swashbuckler is a truly audacious fighter, gleefully performing acrobatic tasks many would consider simply insane. He gains a +4 competence bonus on all Balance, Climb, Jump and Tumbling checks.

Evasion (Ex): The swashbuckler's reflexes become lightning fast at 3rd level, allowing him to escape many dangers unscathed that would instantly slay another. If exposed to any attack that allows a Reflex save for half damage, the swashbuckler will take no damage with a successful saving throw. This is an extraordinary ability.



Uncanny Dodge (Ex): On achieving 4th level, the swashbuckler gains the Uncanny Dodge class feature, enabling him to react to danger long before his senses would normally allow him to do so. The swashbuckler will never lose his Dexterity bonus when caught flat-footed.

Freedom of Movement (Ex): At 5th level, the swashbuckler is all but unstoppable in combat, taking the fight to his enemies despite the worst hindrance. When exposed to any effect that limits his mobility (such as *slow* or *web* spells), the swashbuckler may re-roll any failed saving throw.

The Swashbuckler

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Leaping Dodge
2	+2	+3	+0	+0	Acrobatics
3	+3	+3	+1	+1	Evasion
4	+4	+4	+1	+1	Uncanny Dodge
5	+5	+4	+1	+1	Freedom of Movement

SECRETS OF THE ARCANE

Wizards require thought to play. At lower levels, they are one-shot wonders with few real advantages, but as they progress, they become forces of nature. The power of magic is one of the staples of fantasy gaming, and wherever there is magic, there is a kind of character able to wield its power and twist it into form and function. As spells allow characters to do impossible, or at least improbable things, the range of their abilities is immense. New spells are not enough to fit a magical concept into the system and so prestige classes come as new ways of doing magic, focusing on certain areas of specialisation, resembling science in the way it can branch into new and unforeseen fields of study.

The prestige classes in this chapter offer new avenues to explore the ability to wield the power of the universe through knowledge or talent. The dark exploration of the necromantic crypt lord contrasts with the light-bringing sun mage, the navigator-wizard and the sea witch complement their seagoing abilities and the artificer and force mage specialise in the making of magical items. They are all different, but similar in the way that they apply knowledge and personal energy to the pursuit of the arcane.

The core classes most suited for these prestige classes are the bard in his focus on magic as song, the wizard and the sorcerer.

ARCANE AVATAR

Years of study and experimentation expose a wizard to a wide range of strange, mysterious energies. Normally, wizards show no outward effects from channelling their spells and forging magic items but sometimes a wizard spontaneously develops a variety of unique abilities and powers unrelated to his arcane spellcasting. Some theorists believe that a wizard with nascent sorcery abilities partially awakens those powers over the course of his studies and training. Others are quick to point out that only the mightiest wizards develop these powers. They claim that when a wizard reaches the pinnacle of his abilities, he becomes a living

embodiment of the arcane arts. Magic flows through and around him, allowing him to call upon its powers with great ease.

Arcane avatars are so named for their supreme mastery of magic. Though they may not know as much magical lore as more experienced sages and wizards, they hold tremendous power at their beck and call. Avatars are natural spellcasters. Effects and spells that other wizards find arduous and draining present minimal difficulties to the avatar. He becomes so deeply immersed in magic that he begins to see its underlying structure and, ultimately, becomes a living part of the magical patterns that surround him.

Hit Die: d4.

Classic Play

Logically, any spellcaster able to cast 6th-level spells knows enough about magical energies to deal with them directly, so goes the concept behind the arcane avatar. However, some of the class's abilities fall short of the label of supreme mastery of magic. Not all of them, of course, as having a constant Spell Resistance should give spellcasting enemies something to think about. Augment Magic and Counter-magic might not seem spectacular but Call Spell and Master of Magic most certainly are as they grant unlimited spell access and control over the strength of nearby spells.

Requirements

To qualify to become an arcane avatar, a character must fulfil all the following criteria.

Feats: Any 4 metamagic feats.

Spellcasting: Ability to prepare 6th-level arcane spells.

Class Skills

The arcane avatar's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the arcane avatar class.

Weapon and Armour Proficiency: The avatar gains no additional proficiencies with weapons, armour or shields.

Spells: At every level in this prestige class, the character gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 avatar, he must decide to which class he adds the new level for purposes of determining spells per day.

Avatar of Magic (Su): The arcane avatar's physical form becomes infused with magical power. Energy washes over him without harm or flows through him and his spells as he chooses. The avatar gains spell resistance of 15 + his Charisma modifier. As the avatar now continually radiates magic, he may be spotted with a *detect magic* spell or effect. He also sees magical auras with his regular vision. He now continuously gains the benefits of a *detect magic* spell as a supernatural ability.

Augment Magic: The avatar chooses two of his metamagic feats. He subtracts one from the levels those feats add to spells they modify. The avatar's magical nature allows him to gain a critical understanding of the underlying structure of his spells. This understanding makes it much easier for him to modify his magic's effects.

Call Spell: With great understanding comes tremendous power. With his extensive knowledge



of the fabric of magic and his intuitive understanding of its ways, the avatar can duplicate the effects of any known spell. When preparing his spells for the day, the avatar may sacrifice two spell slots of any given level to prepare any spell of the same level from his spell lists. For example, an avatar who did not have the spell *lightning bolt* in his books could choose to prepare that spell by using two of his 3rd-level spell slots for it.

Counter-magic (Sp): Just as the avatar can call magic and forge it into spells, so too can he dismiss it and ruin his enemy's ability to cast spells. When attempting to counterspell an opponent's casting,

The Arcane Avatar

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Avatar of Magic
2	+1	+0	+0	+3	Augment Magic
3	+1	+1	+1	+3	Call Spell
4	+2	+1	+1	+4	Counter-Magic
5	+2	+1	+1	+4	Master of Magic

the avatar need not use *dispel magic* on his enemy's spell. Instead, he attempts to choke off the flow of energy to his foe's casting. Instead of casting a spell to counter his enemy, the avatar imposes his force of will on the magical patterns that surround him. The avatar rolls 1d20 and adds his arcane caster level, as does his foe. If the avatar rolls high or ties his enemy's roll, he successfully counters his opponent's spell. Counter-magic is a standard action that takes the place of the normal counterspell action.

Master of Magic: At 5th level of this prestige class, the avatar achieves the pinnacle of his abilities. Once per day, he may now enter a meditative state in which he melds his spirit with

the magical energy and patterns that surround him. In this state, the avatar commands absolute control over the arcane magic in his direct vicinity. He shunts magic away from his enemies while allowing it to flow to his body and mind. The avatar must use a full-round action to enter this state, after which he slips into a deep trance. He remains in it for up to 2d4 rounds, during which time he is completely helpless as his spirit leaves his body to meld with the pattern of magic. Before activating this ability, the avatar must decide how long he wants to remain within the flow of magic up to the rolled amount. He cannot end this ability before his chosen duration. If the avatar's body is killed while in this state, he dies as normal. Each round the avatar meditates, he may choose one of several effects from the following list:

Replenish Magic: The avatar relaxes his spirit, allowing magical energy to seep into his body, mind, and soul, refreshing and replenishing his arcane abilities. If the avatar chooses to use this option for one round, he immediately regains one spell of up to 3rd-level he previously cast that day. If the avatar spends one round doing nothing, he may then use this ability to regain a spell of up to 6th level.

Silence Magic: The avatar brings the flow of magic to an absolute halt. No magic operates within a 60 feet of the avatar. All magical weapons, items, constructs, spells, supernatural abilities, and spell-like abilities immediately cease to function.

Strengthen Magic: The avatar calls arcane energies to him, enhancing the effects of all spells cast within a 60-foot radius of his physical form. Increase the DC of spells within that area by 4.

ARCANE DELVER

Elves have an affinity with magic and its study, and it shows in the way many of them have at least a rudimentary knowledge of wizardry while pursuing other careers. However, some push their powers even further, going beyond the capabilities of normal wizards into a finer and more precise control of the magical energies that make spells work. The arcane delvers are not organised, but receive their due recognition by their peers in elven magical schools. A young elf apprentice studying under an arcane delver has the option to learn his



The Arcane Delver

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Shape Spell	+1 level of existing class
2	+1	+0	+0	+3	Time Spell	
3	+1	+1	+1	+3	Place Spell	+1 level of existing class
4	+2	+1	+1	+4	Disrupt Spell	
5	+2	+1	+1	+4	Intermittent Spell	+1 level of existing class

master's secrets once he proves he is worthy of them, or he may continue to study the arcane arts normally. Beyond the walls of magical academies, arcane delvers are no different than other wizards, and people think of them only as particularly talented spellcasters.

Arcane delvers are mainly wizards, as sorcerers rarely come upon an arcane delver willing to train them into his secrets, unless they risk the scorn of the learned spellcasters and enter an academy. Bards face the same problem, but they are less interested in honing their spellcasting skills than sorcerers may be. There is no record of divine delvers, but it is not unthinkable that a cleric following a deity of magic could learn some of the arcane delvers' tricks.

Hit Die: d4.

Classic Play

While the arcane avatar above focuses on the raw control of magic, the arcane delver devotes his energy to a fine control of how spells work. The abilities of this class are like heightened metamagic feats, except that they do not incur a spell level increase. The balancing factors for each ability vary from skill checks to temporary ability damage or experience cost, making them useful but less certain than the more typical ways of heightening the power of a spell. Players should take note of the tactical advantages of each ability, like the 5th level Intermittent Spell, which gives the caster more than one chance to affect creatures that made their saving throw or resisted the effect on its first casting.

Requirements

To qualify to become an arcane delver, a character must fulfil all the following criteria.

Race: Elf, half-elf or elf-friend.

Skill: Spellcraft 10 ranks.

Feats: The character must possess at least three metamagic feats.

Spells: The character must be able to cast 3rd level arcane spells, or the 3rd level divine spell from the Magic domain.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

Armour and Weapon Proficiency: Arcane delvers are only proficient with the dagger, quarterstaff and crossbow. They are not proficient with any kind of 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment or loot carried.

Spells: At every odd level, the arcane delver gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 delver, he must decide to which class he adds the new level for purposes of determining spells per day.

Shape Spell (Su): The arcane delver has a much finer control of his spells' energy, and can shape an

area of effect in ways undreamt of by other wizards. The character must roll a Spellcraft check (DC 15 + spell level); for every two points that the result exceeds the DC, he can change how the spell affects a single five-foot square or move around one such square around the affected area. He can make his spell have no effect on a square inside the normal area, for example. With this ability, a ray might snake around allies to hit an enemy, a fireball might explode but strangely not affect choice places inside it, or a lightning bolt could curve slightly to hit opponents adjacent, but not inside the line of effect. The wizard still needs line of sight to target a creature, but if he rolls a high enough result in the Spellcraft check, he may not need a straight line of effect.

Time Spell (Su): The character can delay the activation of a spell as he casts it. As part of a normal spellcasting action, the arcane delver can choose to delay the spell up to 4 rounds. He decides how many rounds the spell will wait on the moment of casting, and he is free to perform any action in the interim, including casting other spells. He suffers one point of temporary Constitution damage for every round the spell is delayed, as he is keeping the triggered magical energies inside him until they are unleashed. If he suffers any damage before his delayed spell activates, he must succeed at a Concentration check (DC 10 + spell's level + damage received) or the spell dissipates.

Place Spell (Su): The arcane delver can bend the arcane pattern of a spell's energy and entwine it within an object. The character creates temporary magical items in this way, storing a spell until he or another spellcaster triggers it as if he were casting it. Any person may activate the spell with a simple Concentration check (DC 15) and its activation does not require preparation or spending of a spell slot. The arcane delver spends 5 XP per spell's level and suffers one point of temporary Intelligence damage per two levels of the spell. The enchanted item shows on *detect magic* until the spell is released, becoming a mundane object in the process.

Disrupt Spell (Su): The character knows how magic is shaped on a raw and basic level and finds it easier to disrupt other spells. The arcane delver does not need to unleash the same spell an opposing caster casts in order to counter it, instead he rolls the normal counterspell Spellcraft check in

order to identify the spell's level, and then sacrifices a spell one or more levels higher than the one he wants to counter. The delver is merely throwing the spell's raw energy to smother and shatter the target spell.

Intermittent Spell (Su): The arcane delver has such control over his magic that he can switch 'on' and 'off' any spell with a duration longer than instantaneous. After casting the spell and as an action, he can roll a Concentration check (DC 15 + spell's level) to suspend the spell's effect until the beginning of the next round. Creatures inside the area must roll their saving throws again once the spell reactivates. The character cannot make an intermittent effect for spells with a duration of instantaneous or concentration, and the spell ends after its normal duration, regardless of how many times it was interrupted.

ARCANE LEECH

Though most spellcasters are content with their own magic or the arcane power they can extract from scrolls, potions and other items, there are a few who feel they are entitled to the spells of any other arcane spellcasters they encounter. Known as arcane leeches, these talented arcane spellcasters are able to quietly remove spells from the very minds of their targets, increasing their own power while crippling their foes.

Many arcane leeches go on to become excellent assassins, specializing in the murder of other arcane spellcasters. By turning the magic of their targets against them, leeches gain a definite advantage in any battle. Hated and feared by other spellcasters, the arcane leech lives an exciting, dangerous life and creates new enemies every time he uses his abilities. For some, though, there is no replacing the thrill of theft, especially the theft of magical thoughts.

Hit Die: d6.

Requirements

To qualify to become an arcane leech, a character must fulfil all the following criteria.

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

Spellcasting: The ability to spontaneously cast arcane spells, the ability to cast *dispel magic*.

Classic Play

This class is the ideal naysayer. In a high magic campaign this class excels at giving players an edge against their magically-minded opponents. An arcane leech works better as support for his party members when they are up against spellcasters or creatures with arcane spell-like abilities. Dragons come to mind but all sorts of outsiders are equally available as prey for this class. The Games Master has the chance to frustrate a Player Character caster with an arcane leech Non-Player Character and should expect angry looks when caster checks favour him.

Class Skills

The arcane leech's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually)(Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (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 arcane leech prestige class.

Weapon and Armour Proficiency: An arcane leech does not gain additional weapons and armour proficiencies to any carried from previous classes.

Arcane Disruption: Rather than wait to dispel a spell cast by the target, the arcane leech can use this ability to pre-emptively disrupt the caster. When this ability is used, the arcane leech chooses one of the spells he is able to cast and selects a target. The leech then casts the spell and makes a Dispel check. If the check succeeds, the targeted spellcaster may not cast the selected spell for the remainder of the day, regardless of how many slots he has available or times it was prepared. This ability does not work against divine spells, but it works against spell-like abilities if the entry states that they are cast at an equivalent arcane caster level.

Dispel Conversion: The arcane leech is able to convert any available spell slot of 3rd-level or higher into a *dispel magic* spell, which can only be

used as a counterspell against a target spellcaster. The original level of the spell slot is unimportant, as it is simply converted into a *dispel magic* spell which is cast as normal.

Dispel Mastery: The arcane leech receives a +4 competence bonus to any dispel checks he makes.

Increased Spell Slots: When the arcane leech gains a level, he gains a number of new spell slots as if he were a sorcerer of a level equal to his previous arcane spellcaster levels plus his arcane leech levels. This does not grant any knowledge of new spells to the arcane leech, nor does it increase the number of spells he knows. It only increases his available spell slots, enabling him to cast more spells than normal. If the leech gains spell slots of a level for which he knows no spells, he may still use those slots to cast lower level spells or can convert them to *dispel magic* spells.



The Arcane Leech

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Leech Spell	Increased Spell Slots
2	+1	+0	+0	+3	Dispel Conversion	Increased Spell Slots
3	+1	+1	+1	+3	Dispel Mastery	Increased Spell Slots
4	+2	+1	+1	+4	Arcane Disruption	Increased Spell Slots
5	+2	+1	+1	+4	Steal Spell	Increased Spell Slots

Leech Spell: Whenever an arcane leech successfully counters a spell, he may cast the countered spell at any time within the next 1d4 hours. This spell does not count against his normal daily limit and does not have to be a spell the arcane leech could normally cast. The leech also does not need to have any of the required spell components for the spell – the original caster already burnt the components when this spell was stolen. The arcane leech may use this ability a number of times each day equal to his arcane leech levels plus his Intelligence modifier. This ability does not work against divine spells, but it works against spell-like abilities if the entry states that they are cast at an equivalent arcane caster level.

Steal Spell: The arcane leech may attempt to steal a known spell from a targeted spellcaster. To do so, the leech must cast *dispel magic* at the targeted mage and sacrifice a spell slot equal to the level of the spell the leech would like to steal. The leech must then make a dispel check – if the check is successful, the leech steals one spell of the appropriate level which the caster knows. The spell is determined randomly by the Games Master and is available to the leech just as if he had leeched the spell (see above). The targeted caster may not cast the stolen spell for the remainder of the day, regardless of his available spell slots or the spells he has prepared. This ability does not work against divine spells, but it works against spell-like abilities if the entry states that they are cast at an equivalent arcane caster level.

ARCANIST

The arcanist trades all other abilities in his pursuit of more magic and power. Always a multiclass spellcaster of more than one spell-casting class, the arcanist oversteps borders and taboos to practice his magic as powerfully as possible. He uses both arcane and divine magic, ignoring the strictures of gods, to cast more spells of the highest levels

possible. As such, he is willing to trade all other abilities.

The classic arcanist usually has levels of cleric or druid combined with levels of sorcerer or wizard. The class is less appealing to bards, rangers and paladins, as they have more class-related abilities to lose.

The arcanist trains his mind as a precise tool of magic. This takes hours of rote memorization, opening that final potential of the mind. Training takes place in monasteries or under the tutelage of a dedicated mentor. This intensive, repetitive training has a detrimental effect upon spontaneity; the arcanist is not known for creativity.

Arcanists can be of any alignment. The mental discipline of the class is a lawful trait, but many arcanists are outcasts from religious or magical orders, chaotic individualists who put their own personal development before all other concerns.

Only religions that respect self-sacrifice or magic are likely to encourage their followers to become arcanists. But some clerics go rogue in order to become arcanists; these may have agents and followers of their former patrons at their heels. Most wizards admire the arcanist's dedication and willingness to give it all up for magical power, but find them lacking in magical creativity. Bards, sorcerers and druids generally fail to see the point of arcanism, and may even be hostile to such narrowly-focused individuals.

Hit Die: d4.

Requirements

To qualify to become an arcanist, the character must fulfil all the following criteria.

The Arcanist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+1 spellcaster level in 2 existing classes
2	+1	+0	+0	+0	+1 spellcaster level in 2 existing classes
3	+1	+1	+1	+1	+1 spellcaster level in 2 existing classes
4	+2	+1	+1	+1	+1 spellcaster level in 2 existing classes
5	+2	+1	+1	+1	+1 spellcaster level in 2 existing classes
6	+3	+2	+2	+2	+1 spellcaster level in 2 existing classes
7	+3	+2	+2	+2	+1 spellcaster level in 2 existing classes
8	+4	+2	+2	+2	+1 spellcaster level in 2 existing classes
9	+4	+3	+3	+3	+1 spellcaster level in 2 existing classes
10	+5	+3	+3	+3	+1 spellcaster level in 2 existing classes

Skills: Concentration 7 ranks, Knowledge (arcana) 5 ranks, Knowledge (nature or religion) 5 ranks, Spellcraft 7 ranks.

Spellcasting: Ability to cast first level divine spells and first level arcane spells.

Classic Play

'Sacrifice' is the right word for describing what this class does, which is, in short, the melding of divine and arcane magic. The cost, however, is everything else. As the character advances his spellcasting ability in two classes, he has a poor progression in all the other characteristics: the lowest base attack, the worst saves, the lowest hit die, the fewest skill points per level, a pathetic number of class skills and no other special ability or bonus feat. Characters wishing to become arcanists should also make sure that they comply with both the Intelligence or Charisma and Wisdom scores necessary to cast the spells from the levels they have access to, or the benefit is wasted.

Class Skills

The Arcanist's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (any) (Int), Scribe (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The arcanist gains no new ability to use weapons and armour.

Spells per Day: An arcanist continues training in magic as well as his field of research. Thus, when a new arcanist level is gained, the character gains new spells per day as if he had also gained a level in one arcane and one divine spellcasting class he belonged to before he added the prestige class. The character does not, however, gain any other benefit a character of that class would gain (improved



chance of controlling or rebuking undead, metamagic or item creation feats, etc.). This essentially means the arcanist adds his class level to the level of two other spellcasting classes, then determines spells per day and caster level accordingly. The spells of each class are cast as normal for that class and retain their basic type (i.e., divine or arcane).

This combined spell ability is very powerful, but has several drawbacks, as outlined under special limitations.

Special Limitations

The arcanist must accept limitations to his ability to use spells. Power on this level requires sacrifice.

Limited Magic Item Creation Feats: An arcanist may not count his arcanist levels against the level requirements of item creation feats. As an example, a Wiz 3/Clr3/Arcanist 5 cannot learn any item creation feats requiring a caster level over three to learn, despite the fact that his caster level as either a cleric or wizard is eight.

Prohibited Metamagic: An arcanist cannot use or learn any metamagic feats with spellcasting classes improved by his arcanist class. Any metamagic feats he knows become useless to him unless he has a third spellcasting class not affected by his arcanist spellcasting abilities.

Prohibited Spell Research: Arcanists cannot research new spells for spellcasting classes improved by their arcanist class. Arcanists fill their minds by rote learning to prepare the maximum possible number of spells. This rigid training inhibits the creativity required to research new spells. This does not prohibit an arcanist with a spellbook from scribing or copying spells, and such a character still gets the two free spells with each level of advancement.

ARTIFICER

The artificer is fascinated with magic items. He seeks fulfilment by putting his efforts into analyzing and creating items. Other spellcasters look upon him with amusement or exasperation, as he shows little interest in perfecting his spellcasting abilities, but his power is not to be underestimated, as he will never travel without useful and powerful magical items.

The typical artificer is found in towns and cities, almost never in villages. The fact is, his trade not only requires various materials, but also rich customers, who are more easily found in larger population centres. The artificer is unlikely to perform his trade in a lone tower deep in the wilderness, with the exception of an extremely powerful hermit or two. Typically, there is a 5% chance per 1000 inhabitants that a city will have an artificer.

The Non-Player Character artificer sells his product to make a living, but rarely keeps magic items in stock, crafting each item on demand, catering to the specific requirements of the customer. The cost in his own life-force is prohibitive enough that the artificer would not think of manufacturing a magic item without some purpose – either for his own use or for a paying customer. Also, keeping a large stock of magic items invites unwanted attention from the local thieves' guild.

A dwarven clan of weaponsmiths reputed for masterwork weapons could have an artificer among its artisans, specializing in weapons and armour. The same applies with other crafts, such as jewellers supporting an artificer who specialises in the manufacture of magical rings.

Hit Die: d4.

Classic Play

If there was ever a prestige class that benefited from downtime, this is it. The entire life of an artificer is the creation of magic items, as costly as this activity is both in gold and experience. If the campaign is rife with magic items, the artificer is even more useful, for his abilities include their manipulation and easy identification. No longer must the spellcaster spend the whole day figuring out what each of the items the party found does and he can even put them to good use when making his own.

Requirements

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

Skills: Knowledge (arcana) 10 ranks, Craft (any) 10 ranks (total, in one or more craft skills).

Feats: Two item creation feats besides Brew Potion and Scribe Scroll.

Special: The artificer must have a large workshop worth 5,000 gp to build and establish (the Games Master should adjust this up or down to suit the gp level in his campaign).

Special: The Artificer must have created at least one magic item with each of his Item Creation feats.

Class Skills

The artificer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Disable Device (Int), Knowledge (each skill acquired separately) (Int), Profession (Wis), Spellcraft (Int) and Use Magical 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 artificer prestige class.

Weapon and Armour: The artificer cares little for battle, and gains no proficiency in any weapons or armour.

Level Prerequisites: The artificer's level stacks with his original spellcaster level for the purpose of meeting level prerequisites for Item Creation feats and magic item manufacture.

Spellcasting: At levels three, six and nine, the artificer gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 artificer, he must decide to which class he adds the new level for purposes of determining spells per day. However, his caster level is equal to his original class level plus his artificer levels for meeting prerequisites for item creation feats and determining spell effects in magic items and caster checks.

Efficient Process (Ex): The artificer has a very ordered and organised workshop. He knows where everything is and where everything goes. He knows how best to use the materials at hand and where to get the other materials he needs. Thanks

The Artificer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Efficient Process, Analyze Items	
2	+1	+0	+0	+3	Item Creation Feat	
3	+1	+1	+1	+3	Salvage Parts	+1 spellcasting level
4	+2	+1	+1	+4	Disable Curse	
5	+2	+2	+2	+4	Item Creation Feat	
6	+3	+2	+2	+5	Salvage Parts	+1 spellcasting level
7	+3	+2	+2	+5	Duplicate Potion	
8	+4	+2	+2	+6	Item Creation Feat	
9	+4	+3	+3	+6	Salvage Parts	+1 spellcasting level
10	+5	+3	+3	+7	Disable Curse, Analyze Items	

to this, the cost in gold and experience points for creating magic items are reduced by 5% per class level, provided the artificer is working in his personal workshop and nowhere else. This reduction stacks with any reduction from other sources.

Analyze Items (Sp): The artificer may cast *identify* once per day at 1st level and more times per day as he advances in level. This ability requires only an hour of concentrated observation and no material components. At 10th level the artificer also gains the ability to cast *analyze dweomer* once per day as per the spell. The caster level for these abilities is the artificer class level plus his other spellcasting levels if the spell appears on the spell list for the other class.

Bonus Feat: The artificer gains bonus feats as he progresses in levels, but he can only choose Item Creation feats. This restriction does not apply to feats acquired by advancing in character level, only to artificer bonus feats.

Disable Curse (Ex): The artificer may freely remove a cursed item from his person if part of the curse is the inability to remove it. He must succeed in a Will save with a DC equal to 10 plus the caster level required to manufacture the item. This does not remove the curse from the item itself; it merely allows the artificer to rid himself of it without actually having to cast *remove curse*. At 10th level the artificer may use this ability on another person and take the item, curse and all. He may then attempt his usual Will save to disable the curse and discard the item.

Salvage Parts (Ex): An artificer can, through careful examination of an existing magic item, gain valuable insight and even salvage precious ingredients and materials to use towards the manufacture of his own magic items. By dissecting and disassembling the enchantments around the existing magic item, he can substitute part of the total cost in both gold and XP to use in the building of one of his own, using the stored magic energy instead of his own life force. The disassembly must be part of the new magic item's creation process, meaning that the artificer cannot take a magic item apart and use the materials and experience points in building another item a year later. Additionally, the artificer cannot pay for

more than half the required costs with the energy and materials from salvaged magic items.

The salvaged item must be of the same type as the one the artificer wants to create (wands for wands, rings for rings, etc.). The proportion of the cost the character can salvage depends on the enchantments used to create the item. He can salvage 2% of his current project's costs for every spell level placed in the salvaged magic item and, if the spell is the same he needs to craft his own item, he can salvage 4% from each of that spell's levels instead. For example, Khilderas is building a *ring of the ram* (8,600 gp and 344 XPs to create, requires *bull's strength* and *telekinesis*) and manages to get his hands on a *ring of telekinesis* (requires *telekinesis*). He can salvage the *ring of telekinesis* for 10% (860 gp and 34 XPs) of his project's creation cost as *telekinesis* is a 5th level spell but, since it is exactly one of the spells he needs for his *ring of the ram*, he can use the enchantment to pay for 20% of the creation cost (1,720 gp and 68 XPs).

The salvaged item is destroyed in the process.

Duplicate Potion (Ex): The artificer may use the Brew Potion feat to duplicate any potion, regardless of whether he knows the specific magic normally required. He must have the potion to be duplicated, and must successfully identify it through *identify* or *analyze dweomer*.

Duplicating the Potion requires a successful Alchemy check at DC 30 + spell level, but the artificer adds his class level to his roll. The artificer must still pay any XP and gold costs involved in the manufacture.

CRYPT LORD

Crypt lords have chosen to leave the world of the living behind to focus on the power granted by the netherworld. They are among the most notorious of necromancers, distrusted even by their peers.

As a crypt lord increases in skill, his powers reinforce his body with traits found in the undead. As his ability to channel the negative energies of unlife increases, he develops powers of creating and rebuking undead. The crypt lord's knowledge of necromancy increases such that he is able to develop necromantic varieties of many spells that would ordinarily belong to other schools.

Crypt lords come almost exclusively from the ranks of arcane necromancers, specialist wizards in particular. Some priests of dark gods venture down this road as well, finding themselves addicted to the touch of unlife and likening the negative energies to the touch of their deities.

Non-Player Character crypt lords are often found near locations infested by undead far from civilization. Their ability to appear as another undead creature allows them to walk among even the most vicious free-willed undead without trouble. However, most humanoid societies find crypt lords to be abhorrent mockeries of life and refuse to traffic with such corpse-brokers.

Hit Die: d4.

Classic Play

If a character is to become a crypt lord, he must make sure that he has companions with a *very* open mind, are evil themselves or whom he can turn into his slaves (after an appropriate bout of megalomaniacal laughter). Crypt lords are everything bad that people think of when hearing the word 'necromancer', and then some. Games Masters should take note, as crypt lords make for interesting antagonists with their cleric-like abilities over the undead. The class is more interesting before granting lichdom to the character because it is natural to see a rotting cat familiar in a lich's company, but seeing it along a still living (yet creepy looking) caster sends a different message of wrongness that works well when establishing atmosphere.

Requirements

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

Alignment: Any evil.

Skills: Knowledge (undead) 7 ranks.

Feats: Spell Focus (necromancy).

Spellcasting: Ability to cast at least seven necromantic spells, at least one being a 3rd-level spell or higher.

Special: An aspiring crypt lord must have suffered the life-draining attack of an undead creature, be it energy drain or ability score loss, before he is able to understand the forces of unlife well enough to enter this class.

Class Skills

The crypt lord's skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (undead) (Int), Profession (Wis), Scry (Int) and Spellcraft (Int). See Chapter 4: Skills in core *rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the crypt lord prestige class.

Spells per Day: At every level in this prestige class, the character gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with level advancement (hit points, feats, special abilities, etc.) beyond an effective level of spellcasting. If

The Crypt Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Extended Necromancy, Rebuke Undead	+1 level
2	+1	+0	+0	+3	Undead Appearance	+1 level
3	+1	+1	+1	+3	Energy Drain Resistance	+1 level
4	+2	+1	+1	+4	Undead Familiar	+1 level
5	+2	+1	+1	+4	Natural Armour	+1 level
6	+3	+2	+2	+5	Raise the Dead	+1 level
7	+3	+2	+2	+5	Natural Armour	+1 level
8	+4	+2	+2	+6	Create Undead	+1 level
9	+4	+3	+3	+6	Energy Drain Immunity	+1 level
10	+5	+3	+3	+7	Lichdom	+1 level



the character had more than one spellcasting class before becoming a crypt lord, he must decide to which class he adds the new level for purposes of determining spells per day.

Extended Necromancy: The crypt lord is able to take any transmutation spell that relates to the modification of the body as an equivalent necromancy spell. These spells, however, show their taint. For instance, *cat's grace* and *bull's strength* often give the subject of the spell an appearance akin to a ghoul or a wight. Any shape taken via a polymorph spell appears to be an animated, shambling, decayed corpse of the variety of creature whose form is taken.

Rebuke Undead (Su): The crypt lord has the supernatural ability to rebuke undead a number of times a day equal to one plus his Charisma modifier. This ability uses the crypt lord's level, though it can stack with any turning/rebuking gained from other classes such as cleric. For instance, a 5th-level cleric/6th-level crypt lord would rebuke undead as if he were 11th level. The crypt lord may also take the Extra Turning feat during his future level advancement if he so chooses.



Undead Appearance (Su): At 2nd level, the crypt lord's synchronicity with negative energies has changed his presence to resemble that of an undead creature, shrouding any life energies that may be sensed by undead. Non-sentient undead such as zombies and skeletons do not attack the crypt lord unless specifically commanded to do so, and sentient undead regard the crypt lord as though he were a ghoul or wight. Undead appearance does not change the crypt lord's flavour, so that any undead creature tasting the crypt lord's flesh or blood knows the truth immediately. Similarly, the crypt lord does not gain the immunities and special qualities inherent to the undead or their vulnerabilities to turning.

Energy Drain Resistance (Ex): At 3rd level, the crypt lord's attunement to negative energy allows some resistance against it. The character gains a +5 resistance bonus to any Fortitude save related to energy level or ability damage caused by undead or necromantic spells.

Undead Familiar: By 4th level, the negative energies surrounding the crypt lord have tainted any familiar he may possess. The familiar becomes an undead creature and gains the special qualities of the undead creature type along with related bonuses. Its appearance transforms accordingly.

Natural Armour (Ex): The flesh of the crypt lord slowly takes on the aspect of undeath. His flesh hardens and becomes grey, growing as tough as leather. At 5th level the crypt lord gains +1 to his natural armour class; at 7th level, he gains another +1 to his natural armour class.

Raise the Dead (Sp): By infusing the energy of unlife into corpses, the 6th-level crypt lord is capable of animating cadavers as puppets. A successful rebuke check upon targeted corpses (treat the corpses as skeletons or zombies) raises a number of skeletons or zombies from the available corpses equivalent to the number the rebuke check would have affected, provided there are enough corpses to animate. This raising is only temporary and lasts one hour for each level of the crypt lord. Each use of this power counts as one use of the crypt lord's rebuke undead power.

Create Undead (Sp): At 8th level, the crypt lord is capable of infusing so much negative energy

that he can create a fully-fledged undead creature. This supernatural ability takes such a toll that the crypt lord loses the ability to rebuke or raise undead via direct manipulation of energy for a week. The resulting undead creature is of a type specified by the crypt lord, with a Challenge Rating no higher than the crypt lord's level. The resulting undead is free-willed, and normal methods must be used to control it.

Energy Drain Immunity (Ex): By 9th level, the crypt lord's power over negative energy is such that he is now immune to its effects. The crypt lord is no longer subject to energy drain or ability damage from undead attacks or necromantic spells.

Lichdom: The mastery of the 10th-level crypt lord is such that his powers will raise him from the dead if his life ends. The crypt lord must create a phylactery (at half cost) but becomes a lich upon the phylactery's completion (apply the lich template to the crypt lord). See *Core Rulebook III* for more details.

DARKSOUL

Drow live in the shadows and everything they do is covered by darkness, so it was only natural that their wizards and sorcerers found a way to tap into the power of the dark. The black arts of the darksoul draw power from the Plane of Shadow and from negative energy to empower their castings. The lure of darkness has trapped other creatures outside of the drow caverns, and every elf succumbing to the shadows is a small victory for the darksouls. These dark spellcasters gather in small cults, barely acknowledged by other drow except where female clerics are involved. Some drow venture onto the surface to head cults formed by members of different races, educating them into the shadow arts and disbanding them when their education is complete, so that they can spread their taint like a virus.

Darksouls come from the ranks of wizards and clerics, but talented sorcerers can channel the power of shadows easily, especially if it is from there that their power comes. Other spellcasters like bards, evil rangers and blackguards are not as focused in their art, even if they benefit greatly from the abilities of a darksoul.

Hit Die: d6.



Requirements

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

Race: Drow elf, half-drow or special.

Alignment: Any evil.

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 5 ranks.

Spellcasting: The character must be able to cast 2nd level spells.

Special: Evil characters of any race may take this prestige class even if they are not drow.

Class Skills

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

The Dark soul

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Death Touch	+1 level of existing class
2	+1	+0	+0	+3	Shadow Casting	+1 level of existing class
3	+1	+1	+1	+3	Taint Spell +1d6	+1 level of existing class
4	+2	+1	+1	+4	Power of Darkness	+1 level of existing class
5	+2	+1	+1	+4	Taint Spell +3d6	+1 level of existing class

Skill Points at Each Level: 2 + Int modifier.

Classic Play

Becoming a darksoul caster opens up ways for a character to empower his effects in a manner that metamagic feats do not, however, some of them carry a cost as he channels extraplanar energies from the Plane of Shadows or from negative energy. The abilities are not unbalancing, comparing the class with others, although a player may find less demanding options for making his character's magic harder to resist or stronger in effect.

Class Features

Armour and Weapon Proficiency: Darksouls are proficient with all simple weapons. They are 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment or loot carried.

Spells: At every level, the darksoul gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 darksoul, he must decide to which class he adds the new level for purposes of determining spells per day.

Death Touch (Su): Once per day per darksoul level, the character can channel negative energy as a spell-like ability that is a death effect. By scoring a melee touch attack against a living creature, the character can roll 1d6 per darksoul level. If the

total at least equals the creature's current hit points, it dies.

Shadow Casting (Su): The darksoul envelopes any of his spells in the stuff of shadows, making them harder to resist. He can raise the DC of any spell he casts by +1 for every point of subdual damage he chooses to suffer. This damage cannot be avoided, and he cannot raise the DC of a spell by more than +5.

Taint Spell (Su): The character can lace any spells that deal damage with negative energy, dealing +1d6 extra points of unholy damage. At 5th level, the amount of extra damage increases to +3d6.

Power of Darkness (Su): By allowing himself to suffer one point of temporary Constitution damage, he can raise the caster level of any spell he casts by one. This affects amount of damage, duration, range and any other parameter in which caster level has an effect, including dispelling attempts. If the character uses this ability more than three times per day, he must roll a Will save (DC 15 + level of highest spell enhanced by darkness) or permanently lose the Constitution damage he incurred.

DREAMER

The power of dreams is a potent thing. While they sleep, even the feeblest of creatures spins a world of his dreaming into being, crafting it from the cobwebs of his mind and infusing it with the essential energies of its being. The dreamers have learned to harvest this miraculous energy and distil it down into useful forms. While others are content to leave their dreams when they wake, the dreamer seeks to either enter the dream wholly or bring a portion of the midnight world into the light of day.

Members of this prestige class have studied the secret arts of dream harvesting and the alchemical techniques necessary to make use of the energy so gained. From ephemeral essences to finished draughts, the dreamers are powerful workers of dreaming energy. Because they must harvest the ephemeral essences they need from the dreams of others, a process which can be painful and dangerous for the donors, the dreamers must be circumspect when harvesting if they wish to avoid conflicts. Most dreamers make their homes in cities and several own inns or hostels, which provide them with a steady supply of dream donors. A few even offer to purchase dreams, paying their donors in gold or services in exchange for allowing the dreamer to harvest ephemeral essences while the donors sleep.

Hit Die: d4.

Classic Play

'I'll show you terror in a handful of dust'. This is a quote from a *Sandman* advertisement and remains one of my favourite slogans for a comic book. The dreamer prestige class is supposed to follow along that route, using dust as a metaphor of distilled dream power. The real limitation with this class is that it does not start to be useful until 4th level (which would be character level 11th if the character joined the class at its earliest possible). Until then, the dreamer can do nothing but stock up on dream essences and dream dust, something the player is advised to do whenever possible, and something the Games Master must keep an eye on, as four levels worth of collecting gives the dreamer quite an arsenal to use once he can actually use the stuff.

Requirements

To qualify to become a dreamer, a character must fulfil all the following criteria:

Skills: Alchemy 10 ranks, Knowledge (arcana) 10 ranks, Concentration 5 ranks.

Spells: The ability to cast spontaneous magic.

Class Skills

The dreamer's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Listen (Wis),

Move Silently (Dex), Search (Wis), Sense Motive (Wis), Speak Language (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 dreamer prestige class.

Weapon and Armour Proficiency: A dreamer does not gain additional weapons and armour proficiencies.

Spells Per Day: The dreamer continues to gain ability as an arcane spellcaster. For each level gained as a dreamer, the character gains new arcane spells as if he had also gained a level in whatever arcane spell casting class he belonged to before becoming a dreamer. The dreamer does not, however, gain any other benefits of his former arcane class. In other words, to determine the number of spells that a dreamer can cast per day, simply add his level of dreamer to the level of his previous arcane spell casting class. Characters with more than one arcane spell casting class must



The Dreamer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Harvest	+1 Spellcasting Level
2	+1	+0	+0	+3	Distil Essences	+1 Spellcasting Level
3	+2	+1	+1	+3	Condense Dusts	+1 Spellcasting Level
4	+3	+1	+1	+4	Dream Spells	+1 Spellcasting Level
5	+3	+1	+1	+4	Draught of Skill	
6	+4	+2	+2	+5	Draught of Battle	+1 Spellcasting level
7	+5	+2	+2	+5	Draught of Power	
8	+6	+2	+2	+6	Draught of Defence	+1 Spellcasting level
9	+6	+3	+3	+6	Draught of Restoration	
10	+7	+3	+3	+7	Unlocking the Dream	+1 Spellcasting level

decide which class to assign each level of dreamer to for purposes of determining spells per day.

Harvest (Su): The dreamer is able to extract essential ingredients for his concoctions from the dreams of others. This ability may only be used when other creatures are present (within 20 feet of the dreamer) and sleeping, and requires a full hour to complete. The dreamer does not have to be within line of sight of the donor, but more than one inch of stone or metal, or an eighth of an inch of lead between the dreamer and the donor will prevent harvesting. At the end of this time, the dreamer must make a Knowledge (arcana) check (DC 15). For every 5 points, or fraction thereof, by which the dreamer exceeds the DC of the check, he extracts a single ephemeral essence from the sleeping target, who each suffer 1d6 hit points of subdual damage as a result. This damage may wake the sleepers, who are entitled to a Will save (DC 15 + levels of the dreamer class the dreamer possesses). If the save is successful, the targets immediately wake and are aware of the dreamer's involvement in their disturbed rest.

Distil Essences: Once ephemeral essences are extracted from sleepers, they must be distilled before they can be used to create dreaming draughts. Any dreamer may distil a number of essences equal to his levels in the dreamer prestige class, but distilling more than one at a time may have undesired consequences. If only one essence is distilled, the process requires four hours and automatically succeeds in creating a single dose of dreamer's dust. If more than one essence is distilled, the process still takes only four hours but requires a successful Alchemy check (DC 10 + number of essences to be distilled). If the check fails, the distillation process is ruined and a number

of essences are lost (determine the exact number by consulting the table below). If the check succeeds, however, the dreamer successfully creates a number of doses of dreamer's dust equal to the number of essences distilled. Distilling essences requires an alchemical laboratory.

Condense Dusts: In order to incorporate more than a single dose of dreamer's dust into a dreamer's draught, the dusts must be condensed. This requires an Alchemy check (DC 10 + the number of doses of dust to be condensed) and one hour per dose of dust to be condensed. If the check succeeds, the dusts are condensed into a single dose with a potency equal to the total number of dusts condensed. If the check fails, however, use the Essences Destroyed table to determine how many doses of dust are destroyed during the failure. Note that performing a condensation requires an alchemical laboratory.

Dream Spells: A dreamer can use dust to fuel his spells by tossing a dose of the dust into the air. The potency of the dose of dreamer's dust determines the level of spell which can be cast – regardless of the level of the spell, it must be a spell which is known by the dreamer. This casting is treated exactly as if the dreamer had cast the spell spontaneously and any verbal, somatic or material components necessary for the spell must be handled as normal. All spells cast in this way, however, are treated as if they are phantasms and the targets are entitled to a Will save (DC determined by the caster level and level of the spell, as normal) to disbelieve the spell. Targets who fail their Will save are affected by the spell as normal, while those who succeed are able to disbelieve the spell and suffer no ill effects from it. Targets are allowed their normal saving throw

Essences Destroyed on a Failure

# of Essences in Distillation Process	Number Destroyed
2 - 3	1d3
4 - 6	2d3
7 - 8	2d4
9 - 10	1d8+1d4*

*If the number of essences destroyed is greater than the number of essences in the distillation attempt, treat this as if the number of essences destroyed is equal to the number of essences in the attempt.

against this spell in addition to the Will save for disbelief.

Draughts (Su): The dreamer mixes dreamer's dust with a measure of alcohol while concentrating on the desired result. This requires a Concentration check (DC 10 + potency of the dust used). If the check succeeds, the result is one of the dreamer's draughts, which are detailed below. Drinking a dreamer's draught is a full-round action, which does provoke an attack of opportunity. The drink is potent and fills the dreamer with an overwhelming euphoria for a few seconds, totally occupying his attention as he savours the drink. Any character may benefit from drinking one of these draughts.

† *Draught of Skill:* Each point of potency in the dust used to create this draught can be used to provide a competence bonus or extend the draught's duration. Each point of potency used to provide a bonus may be applied to a single skill – to apply a +1 bonus to both Alchemy and Spellcraft skills, the dreamer would need to use 2 points of potency, one for each skill. The base duration for draughts of skill is 1 hour. Each point of potency used to extend the potion adds 15 minutes to this duration.

† *Draught of Battle:* Each point of potency in the dust used to create this draught can be used to provide a bonus to attack or damage rolls, or to extend the draught's duration. The base duration of this draught is one round plus the number of potency points devoted for extending the duration. Each point of potency used to enhance attack rolls adds +1 to these rolls for the duration of the draught, and each point of potency used to enhance damage rolls adds +1 to these rolls for the same duration. All bonuses granted by this draught are competence bonuses and may not be higher than +5.

† *Draught of Power:* Each point of potency in the dust used to create this draught can be used to increase the effective level of any spell cast for the duration of the draught, or to increase the duration of the draught. Every point of potency increases the effective level of spells cast by 1. The base duration of the draught is 5 rounds plus 1 round per dreamer level of the creator.

† *Draught of Defence:* Each point of potency in the dust used to create this draught can be used to provide a deflection bonus to the character's Armour Class or to increase the duration of this draught. Each point used to provide a deflection bonus provides a +1 bonus to the character's Armour Class, with a maximum bonus of +5. The duration of this draught is 1 round per dreamer level of the draught's creator, and additional points spent to increase this time add 2 rounds to the duration.

† *Draught of Restoration:* Every 3 points of potency in the dust used to create this draught can be used to restore one spell of 1st- to 3rd-level which was previously cast by the dreamer during the current day. There is no duration for this draught – once the dreamer drinks it the spell is restored immediately. Restored spells can be cast again just as if the slots used to power them were not already used during the day. Restored spells are cast as standard spontaneous spells.

Unlocking the Dream: The ultimate expression of the dreamer, this allows a dreamer to express the substance of dreams within himself. When this ability is gained, the dreamer no longer needs to harvest energy from other sleeping creatures, he may instead convert his own life force into ephemeral essences. For each ephemeral essence

created in this way, the dreamer suffers 1 hit point of damage, which can be healed normally.

FORGE MAGE

Combining an innate magical ability with skill at crafting arms and armour, the dwarven forge mage is able to create fantastic, durable items for the members of his clan. Over the centuries since the creation of this discipline, the forge mages have become an important element in the defence of dwarven communities. While there are other races more adept at weaving spells or creating magic items, there are none more capable of combining their magic with weapons and armour.

Forge mages guard their knowledge closely and allow only those with an inborn talent for magic and trained familiarity with armour and weapons to join their ranks. These limitations keep the numbers of forge mages relatively low but ensure proficiency in those who do receive the necessary training.

The weapons and armour produced by a forge mage are often the only thing standing between a dwarven warrior and certain death at the hands of his enemies. This leads many clans to guard their forge mages a bit zealously, keeping them safely hidden away from outsiders and protected from attacks by their enemies. Unfortunately, this causes a few forge mages to flee from their own

community, seeking out freedom in the life of an adventurer.

Hit Die: d6.

Classic Play

This class is similar to the artificer but specialises in crafting tools of war. Unsurprisingly this class will be looked upon more favourably in a group with many fighter types than if he was another kind of spellcaster. The requirements make sure that the character is, at a minimum, a 5th level spellcaster and a 4th level fighter, meaning he can still hold out on his own even if he runs out of spells. Like the artificer and a normal spellcaster with many Item Creation feats, the forge mage needs downtime in order to craft weapons and armour, not to mention money and access to a forge. If the party is willing to rest for a few months before an adventure, they can set out much better armed than they might otherwise have been.

Requirements

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

Skills: Craft (weaponsmithing) 11 ranks, Craft (armoursmithing) 11 ranks, Alchemy 10 ranks.

Feats: Craft Magic Arms and Armour, Weapon Specialization.

Class Skills

The forge mage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), 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 forge mage prestige class.

+1 Level Crafting: When the forge mage gains a new level, he may add this level to the existing levels of a previous arcane spellcasting class for the purposes of meeting the crafting requirements for weapons and armour only.



The Forge Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Metallurgical Expertise, +1 level crafting
2	+1	+0	+0	+3	Exquisite Articulation, +1 level crafting
3	+2	+1	+1	+3	Master Weaponsmith, +1 level crafting
4	+3	+1	+1	+4	Signature Ability, +1 level crafting
5	+3	+1	+1	+4	Forge Mastery, +1 level crafting

Exquisite Articulation (Ex): At this level of skill, the forge mage is able to create metal armour so easy to wear it is treated as if it were one category lighter than normal for purposes of movement and other limitations. Making articulated armour takes one week longer than normal and increases the DC of the Craft check by 5. Only medium and heavy armour may be articulated.

Forge Mastery (Su): When this ability is gained, the forge mage has become so adept at creating magical weapons and armour he no longer suffers the normal loss of experience points. For purposes of determining the XP cost of an item only, the forge mage reduces the cost of the weapon or suit of armour by 50%.

Master Weaponsmith (Su): As an expert with a particular weapon, the forge mage is able to craft magical weapons of that type more efficiently than other mages. When crafting a magical weapon with which the forge mage has the Weapon Specialization feat, the prerequisite level is equal to one level of the forge mage prestige class per point of the weapon's enhancement bonus. Thus, a third-level forge mage can create weapons with a +3 enhancement bonus. In addition, the Market Price modifier is reduced by 1, with a minimum market price of +1. For example, a forge mage with the master weaponsmith ability can create a weapon with the dancing special ability for a market price increase of +3, rather than +4, provided he has weapon specialization with the weapon being created.

Metallurgical Expertise (Ex): The forge mage is adept at preparing the metal used in creating weapons or armour. A successful alchemy check (DC 15) allows the forge mage to prepare enough materials to create one suit of metal armour or one weapon. This check requires 1d3 days and, if successful, provides a +5 bonus to the Craft check to actually make the armour or weapon.

Signature Ability (Su): Each forge mage develops an affinity for a particular weapon or armour special ability. At this level of expertise, the forge mage picks this ability and, when attempting to make a weapon or suit of armour, may reduce the Market Price of the ability by 2, to a minimum of +1.

KEEPER OF SONGS

Keepers of songs have an important role in elven society as the guardians of tradition. Much more than bards, the keepers of songs learn the ballads and anecdotes that give strength and meaning to elven culture, travelling from settlement to settlement keeping the stories fresh. Their knowledge of customs and precedents also has these minstrels functioning as judges, whether they hold the office or not. A community will ask a keeper to pass judgement based on what stories tell about the situation at hand, trusting that he can dredge up the most obscure detail to deal with anything. An elder songkeeper trains new members of this class, taking from one to half-a-dozen apprentices at the same time. The selection process is informal, with young aspirants approaching the keeper and asking for the chance to learn, with acceptance or rejection coming apparently out of whim.

Bards fit naturally as keepers of songs, but given the elven love for music, dance and stories, many other classes seek to add levels as songkeepers to spice up their abilities. Spellcasters are well-served by the songkeeper's ability to weave magic into song, with sorcerers and wizards benefiting from the legendary the keeper tends to pick up along the way, and clerics and druids become closer to the people and woodland creatures they deal with as part of their tasks.

Hit Die: d6.

Requirements

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

Race: Elf or half-elf.

Spellcasting: Ability to cast 2nd level spells (either divine or arcane).

Skills: Knowledge (history) 5 ranks, Perform 8 ranks.

Classic Play

There is a lot of printed text extolling the virtues of elven music but few examples of what effect this has upon magical music-making. Elven bards now have a way to explore this power through the keeper of songs class. The class abilities do not overly impact on a campaign, so it is easy for a Games Master to let players gain keeper of songs levels. Overall, the class appears a bit weak and limited, applicable only in certain situations but, like the bard on which it is based, it plays on versatility rather than on specialisation.

Class Skills

The keeper of songs class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str) and Use Magic Device

(Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

Armour and Weapon Proficiency: Keepers of songs are proficient with all simple weapons. They are 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour, equipment or loot carried.

Spells: At every level, the keeper of songs gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 keeper, he must decide to which class he adds the new level for purposes of determining spells per day.

Tradition Lore: A songkeeper may make a special tradition lore check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check is similar to bardic knowledge and stacks with levels of bard, if the knowledge sought deals with elven lore. Tradition lore does not apply to knowledge outside this field.

Treesong (Su): Once per day per songkeeper level, the character can put all his feeling behind an elven song. The haunting words make full use of the elven language, conveying two meanings at once: allies gain a +1 morale bonus on attack rolls and saving throws while enemies must roll a Will save (DC set by a Perform check) or suffer a -1 penalty to attack rolls and saving throws. This ability is considered a bardic music song, and



The Keeper of Songs

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Treesong, Tradition Lore	+1 level of existing class
2	+1	+0	+0	+3	Spellchanting	+1 level of existing class
3	+1	+1	+1	+3	Ancient Music	+1 level of existing class
4	+2	+1	+1	+4	Commanding Voice	+1 level of existing class
5	+2	+1	+1	+4	Judgement of the Forefathers	+1 level of existing class

the character can stack his bard levels when determining uses per day.

Spellchanting (Ex): The songkeeper can weave his spells into any song he sings. He must succeed at a Perform check (DC 15 + spell level) to correctly time the spell's words with the music's tempo, thus dispensing with somatic and material components (he must still provide any material exceeding 50 gp in cost). He takes an extra partial action to cast (1-action casting time becomes a full-round action, and a full-round duration takes a partial action from the next turn. The real advantage of spellchanting is that the songkeeper adds his Charisma modifier to the spell's DC. If his original spellcasting class relies on Charisma (like sorcerer and bard), it means that he effectively adds his modifier twice while spellchanting.

Ancient Music (Sp): The character can sing the most ancient legends in elven lore and summon the shades of ancestral elven warriors to help him. The warriors are ghostlike images wielding a wide variety of melee weapons, enveloped in mist and all singing the song with the character. The number of warriors equals three per songkeeper class level. The warriors attack all enemies inside a 60-foot radius area centred around the songkeeper, dealing a total of 1d6 points of damage per warrior. The character assigns how much damage each creature inside the area receives before the targets roll a Reflex save (DC 10 + songkeeper level + Charisma modifier) to halve it. The warriors remain for as long as the character sings, and each round he can reassign the damage inflicted to each creature that remains inside the area as long as the total is the same rolled for the first round. Targets can keep rolling their Reflex saves normally. The warriors are chaotic good in alignment (drow songkeepers summon neutral evil warriors), and thus affected by spells like *protection from good*, and *dictum*. If the warriors are targeted by spells such as *banishment*

or *dismissal*, they use your Will save bonus to resist. Being incorporeal, force barriers such as *mage armour* or *wall of force* affect them normally. The songkeeper may use this ability only once per week, and suffers 1-2 points of temporary Constitution damage when he stops singing and the warriors disappear.

Commanding Voice (Sp): By putting the weight of his knowledge behind his voice, the songkeeper may issue elaborate commands that others must obey. This ability works like the *suggestion* spell, except that the songkeeper can negate the +2 bonus to save against Enchantment effects that other elves enjoy, as he draws the power from elven law and tradition. The DC to resist is equal to 10 + songkeeper level + Charisma modifier, and the character can use this ability once per day.

Judgement of the Forefathers (Su): The songkeeper can recite the tenets of elven tradition as challenges to enemies, keeping them at bay. The character can project the power of his voice up to 30 feet away from him, affecting one creature per songkeeper level plus his Charisma modifier. This ability targets the creatures with the fewest HD first, and all affected must succeed at a Will save (DC equal to songkeeper's Perform check) or be forced to stay away for as long as the character keeps reciting. The keeper of songs decides which creatures he wishes to affect. This ability is a mind-affecting, compulsion effect. The songkeeper suffers 1-2 points of temporary Wisdom damage when he stops reciting and the effect lifts.

NAVIGATOR-WIZARD

The navigator-wizard is a rare and elusive figure, for few studious practitioners of the arcane arts venture onto the ocean, but a captain will always be ready to part with a great deal of gold to secure their services when embarking on a long and

The Navigator-Wizard

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Infallible Direction	+1 level of existing class
2	+1	+0	+0	+3	Fast Pursuit	+1 level of existing class
3	+1	+1	+1	+3	Intuitive Seamanship	+1 level of existing class
4	+2	+1	+1	+4	Catch the Wind	+1 level of existing class
5	+2	+1	+1	+4	True Voyage	+1 level of existing class
6	+3	+2	+2	+5	Intuitive Seamanship	+1 level of existing class
7	+3	+2	+2	+5	Weather Prediction	+1 level of existing class
8	+4	+2	+2	+6	Ride the Wind	+1 level of existing class
9	+4	+3	+3	+6	Intuitive Seamanship	+1 level of existing class
10	+5	+3	+3	+7	Control Winds	+1 level of existing class

potentially dangerous voyage. Navigator-wizards are driven by a passion and a thirst to explore and make use of their talents, not simply to fund their own arcane research, but also simply to be given the chance to see new and exotic lands for the very first time. Others, tired of the constraints imposed by employers, seek to purchase their own ship and hire their own crew with a view to simply setting sail and crossing vast oceans no one has yet dared to navigate. Many of the greatest exploring vessels of history were captained by navigator-wizards.

It is said that a ship with a skilled navigator-wizard on board will never become lost at sea, for he employs both his considerable learning in the profession of navigation alongside a deep understanding of all arcane arts related to the sea. It is his privilege to almost 'feel' the weather and the sea, guiding his ship unerringly to take best advantage of both. Many superstitious crews will start to believe that the navigator-wizard can make his own weather and thus start to give him a wide berth.

Hit Die: d4.

Requirements

To qualify to become a navigator-wizard, a character must fulfil all the following criteria.

Skills: Profession (navigator) 6 ranks.

Feats: Spell Mastery.

Spellcasting: Must be able to cast Divination spells of 2nd level or greater.

Class Skills

The navigator-wizard's class skills (and the key ability for each skill) are Concentration (Con), Decipher Script (Int, exclusive skill), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Profession (navigator) (Wis), Scry (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Classic Play

One of the favourite pastimes for Games Masters running a nautical campaign is to get the Player Characters lost at sea. The navigator-wizard takes that fun away. Paranoid players playing in such a campaign will find the class to their liking, for it lessens many of the threats that would plague a ship in the high seas. As with other sea-going classes presented in this book, the navigator-wizard is restricted when not on board a ship, although he keeps advancing in spellcasting level and some abilities can come in handy even on dry land. Games Masters should not overly worry about being unable to get the Player Characters lost at sea... there are always sea monsters...

Class Features

All of the following are class features of the navigator-wizard prestige class.

Weapon and Armour Proficiency: Navigator-wizards gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells per Day: A navigator-wizard continues training in magic as well as his own field of research. Thus, when a new navigator-wizard level is gained, the character also gains spells as if he had also gained a level in an 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 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 navigator-wizard, he must decide to which class he adds the new level for purposes of determining spells per day.

This essentially means that he adds the level of navigator-wizard to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly.

Infallible Direction (Su): A navigator-wizard automatically knows where True North lies. This grants a +3 competence bonus to all navigation checks.

Fast Pursuit (Ex): The 2nd-level navigator-wizard learns to manoeuvre his ship to make the best use of wind and wave to gain an advantage over any other vessel he is pursuing or trying to escape from. He may add his class level to any opposed skill checks made when involved in a pursuit.

Intuitive Seamanship (Ex): At 3rd level, a navigator-wizard learns how to get the very best out of his ship and his crew. All Profession (sailor) checks made by the navigator-wizard or his crew receive a +2 competence bonus. At 6th and 9th levels, this bonus rises to +4 and +6 respectively.

Catch the Wind (Su): On achieving 4th level, the navigator-wizard is able to manoeuvre his ship to take best advantage of winds and currents for



sustained periods of time and may freely cast minor incantations to influence them. Any ship with a navigator-wizard on board may increase both its base and daily movement rate by 10%.

True Voyage: At 5th level the navigator-wizard will never become lost at sea. He automatically passes all future navigation checks, unless thrown off course by magical means (such as teleportation).

Weather Prediction (Su): The navigator-wizard may start to predict the weather at 7th level, through powerful divination rituals. He may faultlessly predict the weather for a number of days equal to his class level by spending an hour performing no other action.

Ride the Wind (Su): This is a more advanced form of Catch the Wind. On reaching 8th level, the navigator-wizard may add 25% to the base and daily movement rate of any ship he is on.

Control Winds (Sp): At 10th level the navigator-wizard may cast the spell *control winds* once per day, at a casting level equal to his class level. This is a spell-like ability.

PENUMBRAL LORD

There are those who seek knowledge within darkness rather than candle-lit tomes. The greatest of these shadow magicians are the spellcasters known as penumbral lords, who draw magical power from transgressing the boundary between the Material Plane and the Plane of Shadows. Theirs is the face never seen for shadows hide their features. Theirs is the figure seen only in outline by the light of the moon.

Only those versed in the magic of shadows may become penumbral lords. As a result, the class draws its recruits almost exclusively from the ranks of wizards and sorcerers, though other classes might find such spells through other prestige classes.

Non-Player Character penumbral lords are, as would be expected, highly secretive people who keep their own counsel. Though they seem to be exclusively introverted, many maintain a social façade, all the better to further their plots and intrigues. They might be found in the dark recesses of forgotten caves or in the shadowy halls of criminal guilds, or even in the high courts of the land they live, in essence, wherever shadows fall.

Hit Die: d4.

Classic Play

The penumbral lord prestige class is an attempt to spice up the stuff of shadows, that ephemeral hinted at plane of darkness and mystery, giving players and Games Masters alike an excuse to notice the Plane of Shadows and try to exploit its potential. The disadvantage is that there are not many shadow spells available in the core rules but players should feel free to look into other d20 products to augment their penumbral lord's repertoire, under Games Master's approval, of course. This prestige class is excellent for spellcasters who want to be sneaky without necessarily being sinister, although dealing with shadows accomplishes the latter quite easily.

Requirements

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

Hide: 10 ranks.

Feats: Silent Spell.

Spellcasting: Ability to cast three different illusion (shadow) spells, one of which must be *shadow conjuration*.

Class Skills

The penumbral lord's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Decipher Script (Int), Hide (Dex), Knowledge (arcana) (Int), Move Silently (Dex), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the penumbral lord prestige class.

Weapon and Armour Proficiency: A penumbral lord is proficient with the dagger, club, quarterstaff and all simple ranged weapons. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide jump, Move Silently, Pick Pocket and Tumble.

Spell Advancement: At every level in this prestige class, the character gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 penumbral lord, he must decide to which class he adds the new level for purposes of determining spells per day.

Darkvision: At 1st level, a penumbral lord gains darkvision to 60 feet. Additionally, natural light cannot blind or penalise a penumbral lord, regardless of the penumbral lord's racial penalties.



Shadow Strength: A penumbral lord's magic is often powered by tapping the energies of shadow itself. He slowly becomes adept at making such quasi-real illusions stronger. When casting spells from the shadow subschool of Illusion that call for the illusion to possess a certain percentage of actual effectiveness (such as *shadow conjuration* or *shadow evocation*), treat the creations of a penumbral lord as if they had a strength of 10% for every penumbral lord level or as described in the spell description, whichever is greater. Therefore, at 5th level the objects he creates with *shadow conjuration* are 50% as strong as the real

thing to those who disbelieve them, as opposed to merely 20% as when the spell is cast by a wizard or sorcerer. Because of the nature of shadow, these spells can never reproduce reality, so the maximum percentage strength of these spells is 75%, reached at 8th level.

Shadowcat Form (Sp): When a penumbral lord reaches 2nd level, he can transform himself into a shadowcat, a house cat formed entirely of shadows. The 'cat' appears as a shadow flat upon the ground. In darkness, or within any shadowy area,

The Penumbral Lord

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Darkvision, Shadow Strength	+1 level of existing class
2	+1	+0	+0	+3	Shadowcat Form	+1 level of existing class
3	+1	+1	+1	+3	Shadowcast I	+1 level of existing class
4	+2	+1	+1	+4	Improved Darkvision	+1 level of existing class
5	+2	+1	+1	+4	Shadowcast II	+1 level of existing class
6	+3	+2	+2	+5	Shadowraven Form	+1 level of existing class
7	+3	+2	+2	+5	Shadowcast III	+1 level of existing class
8	+4	+2	+2	+6	Shadowstep	+1 level of existing class
9	+4	+3	+3	+6	Shadowcast IV	+1 level of existing class
10	+5	+3	+3	+7	Shadow Home	+1 level of existing class

a penumbral lord in shadowcat form adds +10 to any Hide checks. Additionally, the shadowcat is two-dimensional, so the penumbral lord can slip under doors or fit through any opening that is at ground level. Openings above the ground (like an open window) are inaccessible in this form. Also note that a penumbral lord in this form cannot go up steps or otherwise move upward. He can move *down* in this manner, and no damage is sustained no matter the extent of the fall. This power may be used twice per day and lasts for 1d6 plus the character's class level in minutes. It requires a full action to make the transformation either to or from shadowcat form. However, transformation from shadowcat form when the duration has expired is a free action.

Shadowcast: Beginning at 3rd level, a penumbral lord begins to tap the Plane of Shadows for energy with which to power his magic. If the penumbral lord casts a spell within a shadowed area, he may choose not to lose the prepared spell when it is cast, but instead cast a nearly-real version of the same spell with shadow magic. Spells up to 3rd level from the shadow sub-school may be cast this way using shadowcast. Instead of losing the prepared spell (the penumbral lord could cast the same spell again the following round), he instead loses hit points equal to the level of the spell (minimum 1 hit point). Additionally, any saves allowed by a spell that has been shadowcast are made at +2. Spells cast in this way are not illusion (shadow) effects and cannot be disbelieved; they are simply being powered by the Plane of Shadow.

At 5th level, Shadowcast II allows a penumbral lord to use shadow energy to power any spell or cantrip (0 level) through 3rd level, regardless of its

school. Therefore, a 5th level penumbral lord/14th level wizard could use Shadowcast II to not lose a prepared lightning bolt spell. Shadowcasting in place of a bard or sorcerer spell allows the penumbral lord to retain the spell slot as if unused. Like Shadowcast I, saves against such spells gain a +2 bonus, but now the penumbral lord loses twice the spell's level in hp (minimum 1 hit point for a cantrip).

When he reaches 7th level, a penumbral lord may use Shadowcast III to maintain any prepared spell from the shadow sub-school up to 6th level. The same penalties and expenses that apply to Shadowcast I apply to Shadowcast III.

At 9th level, the penumbral lord can now retain any spell up to 6th level by replacing the casting with shadow energy. The same penalties and expenses that apply to Shadowcast II apply to Shadowcast IV.

Improved Darkvision: At 4th level, a penumbral lord's 1st-level ability of darkvision is enhanced. Now, he may see even in magical darkness, and he cannot be blinded by magical light.

Shadowraven Form (Sp): The penumbral lord can now become a shadowraven, a form similar to shadowcat. The caster can now reach heights above the ground level, including 'flying' up steps or through an open window. The penumbral lord's raven-shaped shadow will always be on some nearby surface, such as the side of a building as he ascends toward an open window. This power may be used twice per day and lasts for 1d6 + the casters penumbral lord level in minutes. It requires a full action to make the transformation either to or

from shadowraven form. Transformation from shadowraven form when the duration has expired is a free action.

Shadowstep (Sp): At 8th level, a penumbral lord gains the spell-like ability to step into the shadows and become one with them. This requires a full-round action. Once completed, the penumbral lord seems to fade away. He actually remains in the same location, but he cannot cast spells, move or speak (though he can use telepathy if it was in effect prior to the shadowstep). Likewise, he cannot be attacked, magically or physically. Nor can he be detected by almost any means as he has essentially left the physical plane and entered the Plane of Shadow. Returning from the shadows requires a full-round action, and the penumbral lord is stunned for 1d6 - his Intelligence modifier in rounds. If the area where the penumbral lord stepped should ever fall out of the shadows (as the sun rises and banishes the darkness, for instance), the shadowstep automatically ends and the caster is stunned for 1d6 - his Intelligence modifier in rounds. While within the shadows, a penumbral lord is only faintly aware of his surroundings. He knows how many creatures are nearby, but he cannot hear them speak, etc. Within the shadows, a penumbral lord requires no sleep, food or water. He cannot prepare spells, but the time spent in shadow counts toward the rest requirement for such preparation.

Shadow Home (Sp): When a penumbral lord reaches 10th level, he can make a home in the shadows. He enters the shadows as with his Shadowstep ability and exists within the gloomy depths in that same fashion, but now he also has the ability to move as long as he remains in shadowed areas. Additionally, his senses are not diminished - he may see and hear (but not touch, taste or smell). Finally, rest and spell preparation are now possible within the shadows.

PHYSICAL ADEPT

Physical adepts are spellcasters who have learned to channel their arcane might in ways that other casters not only find difficult, but sometimes even worthless. Instead of throwing arcane energies into the air to give shape to spells, physical adepts learn to channel that power inward and boost their physical prowess. This ability does not mean that the adepts have rejected traditional spellcasting, but

that they train in alternative ways of using the power at their command.

Although they put a cap on the power they achieve with time, they compensate with the ways they can use it, especially when they spring a nasty surprise on opponents who believe they are tackling the stereotypical frail wizard or sorcerer, and they learn to help their friends in battle while keeping true to their arcane studies.

Hit Die: d4.

Classic Play

The best type of spellcaster who can opt for this class is one who is already multiclassing as a fighter or another combat-ready class. The adept's spell list is particularly geared towards boosting combat capabilities and defences, and the unique ability to sacrifice spell slots to enhance those same capabilities makes this class a fighter's idea of what being a spellcaster should be like. Adventuring spellcasters should find this class useful as well, for wizards often become an opponent's target when they demonstrate who the real threat in a party is and the physical adept's abilities help them survive undesired melees.

Requirements

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

Spellcraft: 10 ranks.

Feats: Spell Focus (transmutation), Silent Spell and Still Spell.

Spellcasting: Must be able to cast 3rd level arcane spells and at least half of the spellcaster's spells have to be from the school of transmutation.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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





Weapon and Armour Proficiency: The physical adept gains no proficiency in any weapon or armour.

Spells: A physical adept casts arcane spells. A physical adept may prepare and cast any spell on the physical adept spell list provided he can cast spells of that level. He casts spells the way a sorcerer does. To learn or cast a spell, a physical adept must have a Charisma score of at least $10 +$ the spell's level. The Difficulty Class for a saving throw against a physical adept's spell is $10 +$ the spell's level + the physical adept's Charisma modifier. Bonus spells for physical adepts are based on Charisma.

Arcane Recuperation: A physical adept gains the ability to sacrifice an unprepared, but open, spell slot to heal a number of hit points equal to the level of the open spell slot used in this manner (0-level spells may not be used in this manner). This is a standard action and the spell slot is considered unavailable until the physical adept can properly rest.

Arcane Augmentation: At 2nd level, a physical adept gains the ability to sacrifice an unprepared, but open, spell slot to grant augment one of his physical ability scores. The enhancement bonus granted by this augmentation is equal to the level of the open spell slot used in this manner (0-level spells may not be used in this manner). The enhancement lasts for a number of hours equal to the number of levels the character has in the physical adept class. This is a standard action and the spell slot is considered unavailable until the physical adept can properly rest.

Arcane Armour: At 3rd level, a physical adept gains the ability to sacrifice an unprepared, but open, spell slot to grant himself an amount of natural armour equal to the level of the open spell slot used in this manner (0-level spells may not be used in this manner). The natural armour lasts for a number of hours equal to the number of levels the character has in the physical adept class. This is a standard action and the spell slot is considered unavailable until the physical adept can properly rest.

The Physical Adept

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1	+0	+0	+0	+2	Arcane Recuperation	2	—	—	—
2	+1	+0	+0	+3	Arcane Augmentation	3	2	—	—
3	+1	+1	+1	+3	Arcane Armour	3	2	2	—
4	+2	+1	+1	+4	Arcane Restoration	3	3	3	2
5	+2	+1	+1	+4	Arcane Resistance	4	3	3	3

Arcane Restoration: At 4th level, a physical adept gains the ability to sacrifice an unprepared, but open, spell slot to heal an amount of ability damage equal to the level of the open spell slot used in this manner (0-level spells may not be used in this manner). This is a full-round action and the spell slot is considered unavailable until the physical adept can properly rest.

Arcane Resistance: At 5th level, a physical adept gains the ability to sacrifice an unprepared, but open, spell slot to grant himself an amount of spell resistance equal to 10 plus the level of the open spell slot used in this manner (0-level spells may not be used in this manner). The arcane resistance lasts for a number of hours equal to the physical adept's Charisma modifier. This is a full-round action and the spell slot is considered unavailable until the physical adept can properly rest.

1st level: *Burning hands, endure elements, enlarge, expeditious retreat, feather fall, jump, reduce, shocking grasp, spider climb.*

2nd level: *Alter self, bull's strength, cat's grace, darkvision, endurance, levitate, protection from arrows, resist elements.*

3rd level: *Blink, dispel magic, fly, gaseous form, haste, protection chaos/evil/good/law, protection from elements, slow, and water breathing.*

4th level: *Minor globe of invulnerability, polymorph other, polymorph self, and stoneskin.*

SEA WITCH

Master of wind and wave, the sea witch is an invaluable crew member for any ship that travels the high seas. These spellcasters have long been known for their dedication to protecting their ship and their crew at any cost. They are trained not only to command the elements of the sea, but also to summon and control its beasts.

While some small number of sea witches hail from the ranks of bards, rangers or wizards, most originate from either the druid or sorcerer class.

As a result of their training, sea witches access a number of spells at lower levels than other types of spellcasters, making this class attractive to those of a nautical bent.

Sea witches tend to rise rapidly to positions of power on any ship they find themselves on. In fact, a ship without a sea witch as part of its crew is at a severe disadvantage. Fleets led by sea witches often control key trade routes. As a result, sea witches have a reputation as master merchants as well as effective spellcasters.

Despite the name, many sea witches are male. Sea witches can be of any alignment and religious background, if they can find a mentor willing to train them. Older sea witches might retire to isolated islands, which they guard fiercely, though it is far more common for them to go down with their ship, or less commonly, to die on their ship and to be buried at sea.

Hit Die: d6.

Classic Play

Unlike the navigator-wizard above, the sea witch is not content with simply not getting lost at sea but bonds with his ship to their mutual benefit. Unlike the navigator-wizard, the sea witch has no ability, beyond his spells, that is useful away from a ship or a large body of water. In nautical campaigns, however, the sea witch makes for an ideal character to have around. If there is a navigator-wizard present, or the same character has levels in both prestige classes, the ship is virtually unsinkable and very hard to threaten. Imagine a large galleon imbued with *mage armour* and *expeditious retreat* and you get a glimpse of what the sea witch might be capable of. For the Games Master, having a sea witch also hinders attempts to scare players sailing the high seas, but the same solution applies: sea monsters.



Requirements

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

Skills: Concentration 8 ranks, Profession (sailor) 8 ranks.

Spellcasting: Ability to cast 3rd-level spells.

Special: A sea witch must accept the character as a student. Mentor sea witches typically arrange tests that try all of their pupil's attributes and abilities. Would-be sea witches rarely come away from their testing and training unchanged, and many have long unkempt hair that seems tormented by the wind even on still days.

Class Skills

The sea witch class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intuit Direction (Wis), Knowledge (Int), Profession (Wis), Sense Motive

(Wis), Speak Language, 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 sea witch prestige class.

Weapon and Armour Proficiency: A sea witch 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, Pick Pocket and Tumble.

Bond with Boat/Ship: When casting any spell with a personal range, a sea witch can target the vessel to which he is bound. This ability works for any spells cast by the sea witch, regardless of the class that provides them.

To bond to a ship, the sea witch must perform a ritual that requires one day for every 25 feet (or less) of length of the ship. The sea witch must be in contact with the target ship for the duration of the ritual. The sea witch may eat or drink during the bonding but may not engage in combat, other spellcasting or even animated conversation. The sea witch may only be bound to one vessel at a time, but may change the bond at will.

For the purposes of this ability, a small boat is one less than 25 feet long, a large boat is between 25 and 50 feet long, a small ship is 50 to 100 feet long and a large ship is any ship over 100 feet long. If you are using the rules in *Seas of Blood*, a large boat is a Tiny or Small vessel, a large boat is a Small or the smaller Medium-size vessels, a small ship is a Medium-size vessel and a large ship is a Large or Huge vessel.

Spells: Beginning at 1st level, the sea witch gains the ability to cast spells. This spellcasting ability supplements existing spells. They cast their new sea witch spells as they did in their previous class.

The Sea Witch

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1st	2nd	3rd	4th	5th
1	+0	+0	+2	+2	Bond with Small Boat	1				
2	+1	+0	+3	+3	Ignore Metamagic Penalty	2				
3	+2	+1	+3	+3	<i>Aquatic Wild Shape</i>	3	1			
4	+3	+1	+4	+4	Bond with Large Boat	4	2			
5	+3	+1	+4	+4	Ignore Metamagic Penalty	4	2	1		
6	+4	+2	+5	+5	<i>Aquatic Wild Shape</i>	4	3	2		
7	+5	+2	+5	+5	Bond with Small Ship	4	4	2	1	
8	+6	+2	+6	+6	Ignore Metamagic Penalty	4	4	3	2	
9	+6	+3	+6	+6	<i>Aquatic Wild Shape</i>	4	4	4	2	1
10	+7	+3	+7	+7	Bond with Large Ship	4	4	4	3	2

Clerics continue to pray for spells and base their bonus spells on Wisdom, sorcerers use Charisma and wizards use Intelligence. To cast a spell, the sea witch must have the applicable attribute of at least 10 + the spell level. Sea witches with multiple spellcasting character classes choose upon becoming a sea witch which class their sea witch spell casting will emulate. The sea witch spell list appears below.

Ignore Metamagic Penalty: Sea witches of sufficient level may reduce the cost of metamagic feats by one or more levels, so long as they are casting on the deck of a ship to which they are bound. The reduction applies once per day, and the level of the spell cast may never be reduced below the original level of the spell. For example, Serena is a 3rd-level sea witch and she wishes to cast *create water* using the Empower Spell feat. Normally, this would require a 3rd-level spell slot, but for Serena, it is the equivalent of a 1st-level spell (0-level spell + 2 levels for Empower Spell -1 level for sea witch ability). Alexia, Serena's 8th-level sea witch mentor, wants to cast *expeditious retreat* on her vessel using the Extend Spell and Silent Spell feats. For most spellcasters, this would be the equivalent of a 3rd-level spell (1st-level spell +1 level for Extend Spell +1 level for Silent Spell), however, Alexia casts the combination as a 1st-level spell. Alexia can ignore three levels of metamagic penalty and thus ignores one level on Extend Spell and one on Silent Spell; the third level is wasted as there are no more levels of metamagic penalties involved in the casting.

When using this ability, sea witches who cast spells as sorcerers or bards simply expend the appropriate spell slot as they normally do when casting with

metamagic feats. Sea witches whose spellcasting abilities require them to prepare spells may use this ability to ignore metamagic penalties and spontaneously add a metamagic feat to a prepared spell. They may add metamagic feats to their spells up to the limit of their sea witch ability to ignore added metamagic levels. For example, a 3rd-level sea witch who knows some wizard spells can ignore one added metamagic level, so she might spontaneously add the Still Spell feat to a prepared spell. But she could not spontaneously add Maximize Spell to a prepared spell. Spontaneously adding metamagic feats to spells extends the spell's casting time as described in *Core Rulebook 1*.

Aquatic Wild Shape (Sp): At 3rd level, the sea witch gains the ability of wild shape, just as druids do, but is limited to medium-size aquatic animals. At 6th level, the sea witch may shift into the forms of small and large aquatic animals, and may change twice per day. At 9th level, the sea witch may shift into the forms of tiny and huge aquatic animals, and may transform three times per day.

Sea Witch Spell list

1st level: *Alarm, animal messenger, charm person or animal, comprehend languages, create water, expeditious retreat, obscuring mist, silent image, sleep, speak with animals, spider climb, summon nature's ally I (aquatic animals only), unseen servant.*

2nd level: *Animal trance, animate rope, augury, blur, charm monster, daylight, detect thoughts, fog cloud, hold animal, identify, invisibility, summon nature's ally II (aquatic animals or humanoids only), wind wall.*

3rd level: *Call lightning, clairaudience, clairvoyance, create food and water, dispel magic, dominate animal, gaseous form, gust of wind, shrink item, stinking cloud, summon nature's ally III* (aquatic animals or humanoids only), *water breathing, water walk.*

4th level: *Air walk, animate object, control water, control winds, detect scrying, diminish plants, freedom of movement, hold monster, improved invisibility, repel vermin, solid fog, summon monster IV* (aquatic animals or humanoids only), *summon nature's ally IV* (aquatic animals or humanoids only).

5th level: *Animal growth, awaken, cloud kill, control weather, fabricate, find the path, ice storm, iron wood, mislead, sending, summon monster V* (aquatic animals or humanoids only), *summon nature's ally V* (aquatic animals or humanoids only), *veil.*

SEEKER

To follow the trail of prey, bounty hunters follow rumours and hearsay and rangers use tracking, but

spellcasters prefer to use magic. The seekers are part of a small order of sorcerers who dedicate their talents towards finding things, be it objects or people, and always for the right price. The seekers are not bounty hunters, but they often hire out their services to law enforcement personnel or when specifically asked to find an escaped criminal. Whatever the case, when a seeker takes his first step on the road, the target is as good as found.

Most people do not trust seekers, seeing their talent as a threat to privacy, for everybody would like to believe that their secrets are safe.

Hit Die: d4.

Classic Play

Have you ever lost your car keys? Then you know how popular a seeker's service can be and how their relatively simple abilities can be put to excellent use. Sorcerers should have a field day with this class as they can look forward to better things on each level than only more spells. This does give more power to the sorcerer class, except at levels where his spellcasting ability does not advance, but not to the extent of making them significantly outshine other prestige classes or core class characters.

Requirements

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

Base Attack Bonus: +1.

Skills: Spellcraft 4 ranks, Scry 4 ranks, Use Magic Device 2 ranks.

Special: Must be able to cast 1st-level spells as a sorcerer.

Class Skills

The seeker's class skills (and the key abilities for each) are: Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (Arcana) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



The Seeker

Class	Base	Fort	Ref	Will		
Level	Attack	Save	Save	Save	Special	Spellcasting
1	+0	+0	+0	+2	Seeking, <i>Detect Magic</i>	
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3	<i>Detect Good or Evil</i>	+1 level of existing class
4	+2	+1	+1	+4		+1 level of existing class
5	+2	+1	+1	+4	<i>Detect Traps</i>	
6	+3	+2	+2	+5		+1 level of existing class
7	+3	+2	+2	+5	<i>Clairaudience/Clairvoyance</i>	+1 level of existing class
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+6	<i>Greater Scrying</i>	
10	+5	+3	+3	+7		+1 level of existing class

Class Features

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

Weapon and Armour Proficiencies: Seekers are proficient with all simple weapons. They are not proficient with any type of armour, nor with shields.

Spells per Day: A seeker is still, by all rights, a spellcaster so he or she continues to gain spells as if the character had gone up a level in his or her last arcane spellcasting class.

Seeking (Su): This is the root of a seeker's power. Once per day a seeker may attempt to seek something and cannot change to seeking something else until he has officially abandoned what he is after. Once the seeker has abandoned a target person, item, place, or anything else he is after, the character must completely start over to begin seeking again. This means that any direction or insight the character had is now null and void.

In game terms, when a seeker picks something to seek he spends one hour in a meditative ritual. After which the character makes a roll against the DC of the table on the next page. This roll is 10 + Cha bonus + the character's level in the seeker class. If the seeker has succeeded then the Games Master will tell the character the direction of his prey and generally how far away it is. The problem with seeking is that on that first attempt there is no way of knowing how dangerous the path might be. Seeking will guide the character down the fastest path and the character will know when to take a different road, get on a boat, climb

a mountain, or whatever obstacle is in the way. This may take the seeker through a dragon's lair if the character is not careful.

Each day the seeker can perform the ritual again and each day of success will give him a better idea of what he may face ahead. The seeker may get a glimpse of a terrible creature he must face, or some bad weather that will block the character's path. Again, this can be done each day and the seeker will get a better idea (at the Games Master's discretion) of what is ahead for what the character seeks. If the seeker simply fails the roll he gains no further insight. Again, if the seeker abandons the object of the first attempt then he starts over. The path will become different, as will the obstacles.

If the seeker should ever roll a natural 1 then the GM should roll 1d20 as well, on a 5 or less the character failed so badly that he is being completely misled and thinks he is on the right track. The character will continue on this poor course as long as he or she seeks the same objective. The table below notes the Difficulty Class for seeking certain things. The seeker's difficulty is a simple guideline and there are many other things a seeker may go after.

In addition, if the seeker has a personal effect or representation of what he seeks, the character gets a +1 to his roll.

Detect Magic (Sp): A seeker gains the ability at 1st level to cast the spell *detect magic* at the current level of the character 1/day per seeker level.

Seeking Difficulty Table

DC	Seeker's focus
10	Low-level character or monster (CR 1-3). Common magical item or well-known place.
13	Seek a person/creature that has recently committed a specific, but minor crime.
15	Seek a mid-level character or monster (CR 4-7). Seek an uncommon item or little-known place.
18	Seek a fairly bad criminal over a specific crime such as severely beating someone or theft of something valuable.
20	Seek a mid-high level character or monster (CR 8-10). Seek a fairly rare item (missing crown jewels) or a barely-known place.
23	Seek a nasty criminal for a specific, terrible crime like murder or evil sacrifice.
26	Seek a high-level character or monster (CR 11+). Seek a minor artefact or near-legendary place.
30	Seek a terrible villain like a high-level blackguard.
33	Seek a major artefact or legendary character or monster. Seek a mythical location.

Detect Good or Evil (Sp): A seeker gains the ability at 3rd level to cast the spell *detect good* or *detect evil* at the current level of the character 1/day per seeker level.

Detect Traps (Sp): A seeker gains the ability at 4th level to cast the spell *detect traps* at the current level of the character 1/day per seeker level.

Clairaudience/Clairvoyance (Sp): A seeker gains the ability at 7th level to cast the spell *clairaudience/clairvoyance* at the current level of the character 1/day per two seeker levels.

Greater Scrying (Sp): A seeker gains the ability at 9th level to cast the spell *greater scrying* at the current level of the character 1/day per level in the seeker class.

SOCIETY OF ATHEISTS

Known as the prayer breakers, this network of magi contends that the gods are nothing more than powerful mortals who, through use of their magical abilities and a few clever ruses, have tricked mortals into serving their whims and surrendering free will for obedience to contradictory, illogical, or harmful doctrines. The atheists see the temporal power enjoyed by clerics and the material wealth that flows to them. They believe that clerics are complicit partners in their deities' masquerade, pawns who have sold out their mortal brethren in exchange for a few magic spells and the wealth and influence afforded by their position. The atheists seek to discredit religions and usher in a new era of enlightenment, one that revolves around material concerns, rather than pointless metaphysical conflicts. They believe religion clouds man's natural cognitive abilities,

turning him from an independent being into a hapless vassal. Yet, amongst their ranks the atheists are sharply divided.

Good atheists compete with religions through social and political outlets. They seek to curb the influence of temples on government and daily affairs. While they may see religion as an unhealthy influence, they deal with clerics much in the same manner two political or economic rivals may compete for resources. In times of trouble, good-aligned atheists gladly set aside their differences to fight the forces of evil alongside the clerics they rail against. These magi hold a particular hatred for evil religions, as they see them as a corrupting fount that poisons men's minds and turns society against itself.

Evil atheists violently oppose all religions. They often form cabals dedicated not only to overthrowing the social order and seizing power, but also smashing malevolent temples in order to break any threat they pose to the atheists' ascension. Many evil wizards choose this path solely out of a sense of hatred against good clerics or to improve their abilities to crush divine spellcasters of all types. Most evil atheists see their beliefs as merely another tool to use against the enemy, and few fight for the cause in and of itself.

Hit Die: d4.

Requirements

To qualify to become a member of the society of atheists, a character must fulfil all the following criteria.

Feats: Spell Penetration.

Skills: Diplomacy 4 ranks, Knowledge (religion) 8 ranks.

Spellcasting: Ability to cast arcane spells of 3rd level; no ability to cast divine spells.

Special: A potential member of the society of atheists must either have never chosen a patron deity or publicly denounce his previous affiliations within the nearest temple of his ex-deity.

Classic Play

This class takes the difference between arcane vs. divine to a more absolute and definitive argument: the atheist will have none of the other. Atheists are a fun class in a way, like slamming the door on a religious fanatic's nose. The player should discuss the viability of taking atheist class levels with the Games Master because if the gods are an active and involved factor in the campaign, the atheist will soon find himself the target of a couple of hundred enraged followers, planar emissaries and, if the character is obnoxious enough, even an avatar or two to knock some faith into him, the hard way. However, atheists are an excellent loose cannon to set free among the ranks of an evil cult.

Class Skills

The atheist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the society of atheists prestige class.

Weapon and Armour Proficiency: A wizard of the society of atheists gains no additional proficiencies with weapons, armour or shields.

Spells: For each level gained in this prestige class, the atheist gains an additional level of arcane spellcasting ability. To determine the number of spells the atheist can cast and his caster level, add his levels in the society of atheists prestige class to his levels in wizard or sorcerer. For example, a 7th-level wizard/4th-level atheist prepares and casts spells as an 11th-level wizard. However, he does not gain any other benefit a character of that class would have gained with 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 atheist, he must decide to which class he adds the new level for purposes of determining spells per day.

Prayer Breaker (Ex): The atheist learns to craft his magic to better counteract the unique properties and weaknesses of divine spells. When using *dispel magic* or *greater dispelling* against a divine spell effect, the atheist gains a +2 bonus to his dispel check. This bonus does not count against the normal maximum bonuses for caster level allowed by both of those spells. Instead, it is a separate bonus that stacks with the caster level modifier.

Shield of Blasphemy (Ex): The atheist's refusal to acknowledge the gods grants him the ability to better resist some of their followers' spells and abilities. When making a Will save against a divine spell, the atheist gains a +2 bonus to his roll. The atheist's denial of divine magic's power is so strong that it hardens his mental defences against such effects.



The Society of Atheists

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Prayer Breaker	+1 level of existing class
2	+1	+0	+0	+3	Shield of Blasphemy	+1 level of existing class
3	+1	+1	+1	+3	Shield of the Heretic	+1 level of existing class
4	+2	+1	+1	+4	Smite Divinity	+1 level of existing class
5	+2	+1	+1	+4	Prayer Choker	+1 level of existing class

Shield of the Heretic (Su): When attempting to counter a divine spell, the atheist may use the same spell or any arcane spell of the divine spell's level +1 or higher to nullify his opponent's enchantment. The atheist studies divine magic and learns the most effective ways to disrupt its flow into the material world with arcane energy. The atheist's training and knowledge allow him to snuff out divine magic with a normally incompatible arcane spell.

Smite Divinity (Ex): The atheist's disdain for those associated with the supposed 'gods' and their followers is reflected in his magic. The atheist's belief in his cause becomes so great that outsiders or divine spellcasters suffer a -1 penalty to their saving throws against any of his spells. The atheist learns secret techniques against these targets, and his inner anger and defiance help fuel his magic's power.

Prayer Choker (Su): The atheist's ability to deflect and destroy divine magic allows him to sever the connection between a deity and its mortal followers. With his magical spells, the atheist closes the conduit that allows energy to flow from a god to a cleric during a turning attempt, a spellcasting, or any other ability that uses divine energy. An atheist may use *greater dispelling* to temporarily rob a divine spellcaster of many of his abilities. The atheist casts his spell at the divine caster, ignoring any enchantments or spells that already affect him. He then makes a dispel check. Every round, for a number of rounds equal to 5 + the atheist's Charisma modifier, the divine caster must roll 1d20 and add his divine casting level. If he fails to beat the total, the divine spellcaster may not make use of his spells, turning abilities, domain abilities or any other supernatural or spell-like abilities granted by divine spellcasting classes (cleric, druid, paladin, ranger) for that round. If the divine caster has levels in more than one of those classes, stack his casting level, not his actual level, in each. The atheist chokes off the divine

spellcaster's connection to his god, possibly rendering him helpless. Note that divine abilities already in effect, such as a *bless* spell or a druid's *wild shape* ability continue to operate normally, though if they end before the Prayer Choker is over the caster may not be able to reactivate them.

SPELLEATER

Lurking at the edges of accepted magical research, the spelleaters are the bane of wizards across the world. These cabals of power-hungry, ambitious mages congregate out of sight of the established wizards' guilds and academies. In many areas, particularly those ruled by spellcasters, the spelleaters are banned, the use of their art punishable by execution. This fear and hatred of the spelleaters derives from the exotic, brutal methods they use to expand their magical abilities.

The art of spelleating teaches its practitioners how to rip into the mind of another wizard and tear away his prepared incantations. Beginning spelleaters can literally knock spells out of an opponent's mind, crippling his ability to work magic. Experienced spelleaters learn to harness the energies unleashed when they destroy their enemies spells, turning them against their foes or storing them for later study. Experienced wizards fear spelleaters for their ability to steal spells from them, sapping their energy while boosting their own.

Spelleating comes with a price. While a person must be schooled in the arcane arts in order to master the basic spelleating techniques, spelleaters delay their mastery of traditional arcane casting in favour of studying spelleater lore. A great stigma surrounds spelleating, as traditionally only the ambitious, self-centred and malevolent would stoop so low as to steal another wizard's skills straight from his mind.

Spelleaters congregate in cells and cabals, usually founded by a powerful spelleater who draws ambitious young apprentices into his inner circle. These groups meet under a thick veil of secrecy, for fear of the backlash their art may provoke. Most spelleaters use their art in secret, selecting isolated wizards or sages to attack, plunder and destroy. Whenever a minor apprentice suddenly displays a mastery of powerful spells, the elders and archmages soon dispatch agents in search of spelleater activity.

Hit Die: d4.

Classic Play

In school, there is always one child who copies from others, instead of studying for himself. The spelleater is that child. The class is an excellent alternative to any arcane spellcasting class, for its abilities are balanced to be more useful to spontaneous and preparing casters alternatively (spelleating per se is not as useful to sorcerers, while spellripping is extremely handy). The Games Master is advised to put some limits on the spells the spelleater can filch for his own repertoire and to play out in full the consequences of stealing from the minds of other casters, for they are unlikely to be pleased with the character afterwards.

Requirements

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

Feats: Endurance, Iron Will, Toughness.

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

Spellcasting: Ability to cast arcane spells of 3rd level or higher.

The Spelleater

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Spelleating (1/day)	
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3	Spelleating (2/day)	
4	+2	+1	+1	+4		+1 level of existing class
5	+2	+1	+1	+4	Spelleating (3/day)	
6	+3	+2	+2	+5	Spell Ripper	+1 level of existing class
7	+3	+2	+2	+5	Spelleating (4/day)	
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+6	Spelleating (5/day)	
10	+5	+3	+3	+7	Spell-devourer	+1 level of existing class

Special: Complete a quest on behalf of a cabal of spelleaters. This task typically involves tracking down and recovering a magical item worth at least 5000 gp and presenting it to the cabal. After completing this task, the character is considered to be a trusted member of the cabal and gains access to its secrets.

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The spelleater gains no additional proficiencies with armour, weapons or shields.

Spelleating: The spelleater can reach into a spellcaster's mind and steal spells from him. He establishes a mystic bridge to his victim and forces a spike of arcane energy into his mind, shattering one of his prepared spells or sapping his energy. The victim of this ability experiences the odd sensation of savage teeth gnawing on his mind, hence the term spelleater.

The spelleater activates this ability with a standard action. He must be able to see his target, and the ability has a maximum range of 60 feet. The spelleater decides what level spell he wishes to





attack and makes a spellcasting check by rolling a d20, adding his Charisma modifier and his level in this prestige class. The DC for this check equals 10 plus the victim's Charisma modifier plus the level of the spell targeted. If the check succeeds, the victim loses a random spell of the targeted level from his list of prepared spells. Casters that do not prepare spells lose one casting slot of the appropriate level. If the spellcaster selects a level that the victim cannot cast, either because he lacks the skill or he has no spells remaining for that level, he automatically targets the next lowest level. If the victim has no spells of the chosen level or lower available, the spellcaster wastes his action but does not expend a use of the spellcasting ability.

For example, Lorrek the Foul has three levels in spellcasting. He chooses to eat one his enemy's 3rd-level spells. If his foe had no spells of that level,

Lorrek's attempt would automatically resolve against his foe's 2nd-level spells. If he also lacked spells of that level, the attack would target 1st-level spells, and then 0-level spells.

Once a spellcaster has devoured a spell, he may attempt to scribe it into his spellbook. Treat this as an attempt to add a spell to a book from a scroll or another spellbook. However, the base DC to decipher the spell is 30 + the spell's level. The spellcaster retains a basic understanding of the magical patterns the spell evokes. By drawing on these memories and impressions, he recreates the spell in his book. The spellcaster may use this ability with any and all spells he consumes, but he may not add spells to his book if they are higher than the maximum spell level he can cast. If the spellcaster fails to understand the spell, he must either eat the spell again or find it by more traditional means to gain another chance to

decipher it. Obviously, casters that do not prepare spells or use spellbooks gain no benefit from this ability. Spellcasters may only add spells to their books that appear on their class lists.

The spellcaster can use this ability once per day at 1st level. At each odd-numbered level in this prestige class, he gains an additional daily use of spellcasting.

Spells per Day: At every even-numbered level of this prestige class, the spellcaster gains an additional level of spellcasting ability. When a character gains a level of spellcasting ability, he gains more spells per day and his spells become more powerful. He does not gain any of the other class features that normally come with gaining a level in a spellcasting class. For example, an 8th-level wizard/4th level spellcaster prepares and casts spells

as a 10th-level wizard. However, he does not gain the bonus feat or other special abilities a wizard gains at 10th level.

Spellripper: At 6th level, the spellleater becomes a much more dangerous foe to spellcasters of all types. After successfully eating a spell, the spellleater may use it against his opponent. Spellleaters who prepare spells may replace a prepared spell with the eaten spell. The prepared spell he chooses to replace must be at least the same level as the eaten one. If the spell is higher than his top spell level, he may drop a number of levels of prepared spells equal to the eaten spell's level. The spellleater may cast the spell at any time, though it occupies the slots allocated to it. For example, a spellleater who drops 6th and 3rd-level spells to rip a 9th-level one may not prepare new spells to take their place until he casts or drops the 9th level spell. A spellcaster who does not prepare spells temporarily adds the ripped spell to his list of known enchantments. Unlike spellleaters who prepare spells, casters who do not prepare spells, such as sorcerers, cannot rip spells that are too high level to cast. A spellleater may rip any spell, including those that do not appear on his class's spell lists. The spellleater casts the spell at his caster level, not the level of his victim.

A spellleater may attempt to add ripped spells to his spellbook as per the spellleater ability, even if he uses the spell during the course of the day.

Spell-devourer: At 10th level, the spellleater masters the art of plundering his enemies' minds for enchantments. He may now eat and/or rip multiple spells with one spellleating attempt. Add together the total levels of the spells the eater wishes to devour. If the spellleating check succeeds, the spellleater successfully attacks one spell per chosen level. A spellleater may choose to devour multiple spells of the same level. For example, a spellleater could target a 1st, 3rd, and 4th-level spell at once. His spellleating check would be $10 + 1 + 3 + 4 +$ the target's Charisma modifier. If the attack succeeds, resolve it as three separate spellleating attacks against the chosen levels. A spellleater who wants to devour two 3rd-level spells would have a DC equal to $10 + 3 + 3 +$ the target's Charisma modifier.

A spellleater may attempt to add devoured spells to his spellbook as per the spellleater ability, even if he uses the spells during the course of the day.

SONOMANCER

Sonomancers walk a line between a bard's love of song and curious nature and the calculating battle-readiness of a hardened sorcerer. They love music, but also love the crack of thunder, the roar of a waterfall, or complete silence, as all of these are manifestations of sound. When faced with a challenge, a sonomancer is as likely to use the destructive energies at his call as he is to try and talk his way around the problem. He still maintains a love of song and can create magical effects via song as well.

The sonomancer is a mage whose studies focus on the magic of sound. Many sonomancers are drawn from the ranks of bards, especially those who become fascinated by magic, although wizards and sorcerers are not uncommon. The occasional rogue or cleric (usually of a music-loving deity) may become a sonomancer, but members of other classes are almost never found among their ranks.

Hit Die: d4.

Classic Play

Being the jack-of-all-trades that they are, bards often opt for prestige classes that augment their spellcasting ability, or their fighting ability or their skills and extraordinary abilities. The sonomancer provides a way to achieve the first, although it remains open to any character who is interested in the magic of sound. Note that while any character can join, few fighters will bother to spend 40 skill points in the required cross-class skills. Bards have all the requisite skills as part of their class. By sacrificing their base attack and class skills, bards gain a wider spell selection, and other casters supplement their own knowledge with the dominion over sonics that the sonomancer has. This availability balances out with the fact that the character does not gain access to higher spell levels, so it is a fair trade.

Requirements

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

Skills: Perform 8 ranks, Spellcraft 6 ranks, Knowledge (arcana) 6 ranks.

Class Skills

The sonomancer's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Knowledge (Arcana) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Speak Language (any), 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 sonomancer prestige class.

Weapon and Armour Proficiency: The sonomancer gains no new ability to use weapons and armour.

Sonomancer Cantrips: At first level, a sonomancer learns a small number of arcane spells and gains the ability to cast them. The sonomancer gains these spells from the sonomancer spell list. He may cast three 0-level spells per day and knows four spells of 0-level. These are cast in the same manner as a bard or sorcerer (i.e., Spell DC is tied to Charisma). Sonomancers gain further spells only through their spell boost ability. These cantrips are cast at the sonomancer's class level.

Sonomancers without other arcane spellcasting classes: Some sonomancers come from non-spellcasting classes, with their caster level being their sonomancer level. They only learn spells

from the sonomancer list and not from any other class spell list. The Combined Levels ability does not apply in this case; the sonomancer's caster level is his class level.

Combined Levels: A sonomancer adds his class level to the class level he has achieved in every prior arcane class when determining his caster level for that class. Extra spells per day and other benefits are not received. Thus, a 9th-level bard who is also a 3rd-level sonomancer has a caster level of 12. If he gained a level of sorcerer, his sorcerer spells would have a caster level of 4 (one from sorcerer and three from sonomancer), while his bard spells would continue to have a sonomancer level of 12 (three from sonomancer plus nine from bard).

Classic Play

Being the jack-of-all-trades that they are, bards opt for prestige classes to augment their spellcasting ability, or their fighting ability, or their skills and extraordinary abilities. The sonomancer provides a way for the first path, although it remains open to any character who is interested in the magic of sound. Note that, while any character can join, few fighters will bother to spend 40 skill points in the required cross-class skills. Bards have all of the requisite skills as part of their class. By sacrificing their base attack and class skills, bards gain a wider spell selection and other casters supplement their own knowledge with the dominion over sonics that the sonomancer has. This availability balances out with the fact that the character does not gain access to higher spell levels.

Sonomancer Music (Sp): Much like the bard, the sonomancer learns to use music to duplicate

The Sonomancer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Combined Levels, Sonomancer Cantrips, <i>Sonomancer Music</i>
2	+1	+0	+3	+3	Spell Boost, Sonomancer Spell List
3	+1	+1	+3	+3	Deafening Sonics
4	+2	+1	+4	+4	Spell Boost, Sonic Subsumption
5	+2	+1	+4	+4	Irrepressible Voice
6	+3	+2	+5	+5	Spell Boost, Echolocation
7	+3	+2	+5	+5	Silencing Sonics
8	+4	+2	+6	+6	Spell Boost, Sonic Subsumption
9	+4	+3	+6	+6	Thunderous Sonics
10	+5	+3	+7	+7	Spell Boost, Sonic Mastery

magical effects. A sonomancer may use these abilities once per sonomancer level per day. If the sonomancer also has bard levels, these uses per day stack with bardic music, and using either a bardic ability or a sonomancer ability counts against these total daily uses. Note that this has no effect on the Bardic Knowledge class ability, which is completely separate. Sonomancers may use their musical abilities to create the following effects. All effects are spell-like abilities and may be countered by the countersong ability of a bard or another sonomancer.

Countersong: A sonomancer with at least 3 ranks in Perform may use the countersong ability. This ability is identical to the bard's countersong ability (see *Core Rulebook I*). Recall that bard and sonomancer levels stack for purposes of using this ability.

Doubletime: A sonomancer with at least 8 ranks in Perform may motivate a single creature within hearing to move and act more quickly (if the creature is unwilling, a Will save of DC 10 plus the sonomancer's Charisma modifier is allowed). The creature gains an extra partial action each round (this stacks with any partial actions otherwise granted, such as from a haste spell). The sonomancer can maintain this effect for as long as he continues singing and can perform mundane actions (such as combat) but not magical actions (including the casting of spells, use of scrolls, etc.) up to a maximum of 5 rounds. The effect ends immediately when the sonomancer stops singing.

Song of Silence: A sonomancer with at least 8 ranks in Perform may create a musical effect that dampens all sound in an area. The area so affected is a sphere with a 15-foot radius, centred on the sonomancer. Anyone attempting to make a Listen check within this area has a -10 circumstance penalty to his roll, and anyone trying to make a Move Silently check has a +10 circumstance bonus to his roll. The sonomancer may maintain this effect for up to 5 rounds. The sonomancer may take mundane actions, but not magical

actions, while maintaining this effect. The effect ends immediately the sonomancer stops singing.

Shrill: A sonomancer with at least 11 ranks in Perform may create a shrill vibration that will shatter a single mundane object of his choice. The object must be made of glass or crystal. The sonomancer must take a full-round action to perform the shrill, and designates a single nonliving target within 30 feet. At the end of the shrill, the target takes 5d6 points of sonic damage, ignoring hardness, with a Fortitude save for half damage (DC 13-plus the sonomancer's Charisma modifier).

Sound Wall: A sonomancer with at least 20 ranks in Perform can create a wall of pure sonic energy anywhere within 30 feet of himself. The wall thus created must be at least 5 feet in each dimension (height and width) and can be no greater than 20 feet in any dimension (note that physical barriers—



and physical barriers only—may cause the wall to be smaller than the listed dimensions). The wall affects missile fire in the same manner as a *wind wall* spell. Attempting to pass through the sound wall requires a Strength check with a DC equal to the sonomancer's class level plus his Charisma score. Creatures attempting to pass through the wall take 2d6 sonic damage for each attempt and must save against Fortitude (DC 16 + sonomancer's Cha modifier) or be deafened for 2d6 rounds. The wall can only be detected by a low hum until the creature actually enters the wall. The wall can be maintained for a number of rounds equal to the Sonomancer's Charisma bonus (minimum of one round). The sonomancer may perform mundane actions, but may perform no magical actions while maintaining the wall. A magical silence effect automatically cancels the wall in the area affected.

Sonomancer Spell List: At second level, the character learns to integrate his knowledge of sound with any existing spellcasting knowledge. A character with levels in another arcane spell-casting class may choose spells from the sonomancer spell list as though they were class spells for his other arcane class.

Spell Boost: A sonomancer's study of magic allows him to increase his spellcasting ability. He gains one spell slot for a previous arcane spellcasting class and, if that class can cast spontaneously, such as a sorcerer or bard, he also gains one known spell. The spell slot and possible known spell belong to one spell level higher than the highest spell level the character can already cast from his previous arcane class.

If the character has more than one spellcasting class, he chooses which he applies the spell boost to at every level he gains one. Once he chooses to which class to assign each spell boost, the decision is final and cannot be changed later. A boost stacks with previous spell boosts, meaning that the spell slot gained from a previous boost counts as the highest spell level the character can cast for determining the level of the new spell boost. If a character that can cast 9th-level spells gains this ability, the character instead gains one extra 9th-level spell slot (and an additional known spell of 9th-level).

Sonomancers may choose to apply the spell boost ability to their sonomancer class (indeed, for some characters, the sonomancer is their only spellcasting class). This limits available spells to those on the sonomancer class list.

Deafening Sonics (Su): When casting a spell with the sonic descriptor and an instantaneous duration, the sonomancer may choose to add deafening volume to the spell. Any creature affected by the spell makes an additional Fortitude save (DC 10 + spell level + sonomancer's Charisma modifier) or becomes deafened for 1 round per sonomancer level. Unlike metamagic feats, this does not change the level of the spell slot required, nor does it alter casting time. It cannot be combined with the sonomancer's Silencing Sonics ability, nor with his Thundering Sonics ability. This ability may be used three times per day.

Sonic Subsumption: Each time this ability is indicated, the sonomancer chooses one form of energy other than sonic (e.g., fire, cold, electricity). He gains access to any spell with that descriptor from any class list as though it were a sonomancer class spell at the level listed for the original class. The access to sonomancer spells effectively grants all of the character's previous arcane classes access to these spells. The character replaces the energy type of the subsumed spells with sonic energy. For example, a 6th-level bard gains his fourth level as a sonomancer, and chooses cold as his energy type. His spell boost ability has provided him with a 4th-level spell. He selects *ice storm* as his spell (from the sorcerer list, not the bard list), which has the cold descriptor, but instead it becomes *sonic storm*, behaving precisely as *ice storm* but dealing sonic damage instead of cold damage.

Irrepressible Voice (Su): The sonomancer has such a mastery of sound that he can resist silencing effects when casting spells. He makes a caster check as if he was trying to dispel the effect, rolling 1d20 and adding his sonomancer levels to the class levels of his highest arcane class to determine his caster level. The DC is 11 plus the silence effect's caster level, as normal for a counter attempt. If the sonomancer is successful, his voice rings true as he casts his spell inside the silenced area. This does not dispel the silence effect, but only allows the character to cast freely. If he remains inside the area, he must make a caster check every time he wants to cast a spell. This ability does not enable

the sonomancer to otherwise speak in a silence effect, therefore keeping him from speaking command words or spell triggers for magic items.

Echolocation (Su): The sonomancer becomes so well-attuned to sound and silence that he is able to detect creatures' positions by their sound. He gains the Echolocation ability (see *Core Rulebook III*) with a range of 30 feet.

Silencing Sonics (Su): When casting a spell with the sonic descriptor and an instantaneous duration, the sonomancer may choose to add a silencing effect to the spell. Any creature affected by the spell must also make a Will save (DC 10 + spell level + sonomancer's Charisma modifier) or become silenced for 1 round per sonomancer level. Unlike metamagic feats, this does not change the level of the spell slot required, nor does it alter casting time. It cannot be combined with the sonomancer's Deafening Sonics ability, nor with his Thundering Sonics ability. This ability may be used three times per day.

Thundering Sonics (Su): When casting a spell with the sonic descriptor and an instantaneous duration, the sonomancer may choose to add extra power to the spell to dispel magical silence effects. Any magical silence in the area of the spell cast by the sonomancer is also treated as though a targeted *dispel magic* had been cast on it, using the sonomancer's highest caster level to attempt the dispel. For example, this allows a *shout* spell to attempt a dispel of a *silence* spell in addition to the spell's normal effects. The dispelling attempt takes place before the original spell's effect, so if in the above example the *shout* spell dispels the *silence*, those inside the area would then suffer the effects of the *shout* spell. If the dispel did not succeed, the silence effect blocks the sonic effect as normal. Unlike metamagic feats, this does not change the level of the spell slot required, nor does it alter casting time. It cannot be combined with the sonomancer's Deafening Sonics ability and may be used three times per day.

Sonic Mastery (Su): At 10th level, the sonomancer gains complete mastery over magical effects involving sound and silence. As a move-equivalent action that provokes an attack of opportunity, the sonomancer may attempt to dispel any silence effect that would otherwise affect him. Treat this as though the sonomancer had cast a

targeted dispel magic at the silence effect. He may use this ability as often as he wishes. Furthermore, the sonomancer gains Energy Resistance (sonic) 10 and is completely immune to non-damaging sonic or sound-based attacks (e.g., the singing of a harpy). Finally, he may attempt to counter any spell with a sonic descriptor by using any prepared spell (or spell slot) of equal or greater level. This is otherwise treated as a standard counterspell attempt. For example, if a sorcerer attempted to cast *shout* (a 4th-level spell), a sonomancer could use any spell or spell slot of at least 4th level to attempt a counterspell.

Sonomancer Spell List

Sonomancers who have another arcane spellcasting class use that class list, adding these spells to it at the appropriate levels. Sonomancers who have no other arcane spellcasting classes choose their spells from the following list only:

0 level: *Daze, detect magic, ghost sound, mage hand, mending, read magic.*

1st level: *Alarm, charm person, command, identify, message, ventriloquism.*

2nd level: *Enthrall, hold person, shatter, silence, sound burst, whispering wind.*

3rd level: *Bestow curse, charm monster, dispel magic, remove curse, sculpt sound.*

4th level: *Confusion, emotion, lesser geas, minor globe of invulnerability, shout.*

5th level: *Dominate person, greater dispelling, mind fog, permanency.*

6th level: *Globe of invulnerability, mass suggestion, permanent image, true seeing.*

7th level: *Antimagic field, limited wish, power word stun, spell turning.*

8th level: *Demand, mass charm, power word blind, symbol.*

9th level: *Dominate monster, power word kill, wail of the banshee, wish.*

SOULFORGER

For centuries, philosophers have debated the connections and divides between arcane and divine magic. The most obvious difference between the two is the capacity of divine energies to mend and repair living creatures. Both types of magic can channel negative energy to animate the dead, but only spellcasters who tap into the power of the gods can restore life, mend wounds, and revitalise the weak. While bards can use their music to

soothe energies, wizards lack access to this power. Arcane casters can inflict wounds and drain strength, but they cannot undo the damage they wreak. Some legends speak of a great council held at the foundation of the world, where the gods laid down the patterns that would form the fundamental laws of the universe. Even the children of chaos took part in this conclave, for without order to sunder, chaos would have no context in the universe, just as shadow cannot exist without light. Philosophers and theologians believe that at these debates, the divide between arcane and divine magic was built.

If this theoretical compact is indeed true, it explains many of the horrors and tortures endured by the few wizards who seek the path of the soulforger. Some call these researchers madmen who court fates worse than death, while others see them as courageous explorers who seek to push the arcane arts to their very limits.

Soulforgers seek to create life. They use their arcane powers to forge wholly new creatures, spawning them from vats, culturing them in their laboratories, and customising them to fit their needs. Soulforgers research the limits of arcane spells, discovering methods to replicate the healing capacities of divine magic. With these new magical abilities, the soulforger builds his creatures, surrounding himself with living servants of his own design. Like a carpenter who erects a building to serve a particular purpose, the soulforger turns his vats of proto-organic material into creatures forged to his exact desires.

This power comes at a high price. Many philosophers believe the gods, or perhaps even greater powers, view this practice as an abomination against the natural order, as only

divine beings and their followers should hold sway over life and death. Others claim the magic used by soulforgers twists their minds, its secrets and methods anathema to the human mind. Whatever the source, the soulforger slowly slips into insanity as he expands his knowledge. While some of these wizards manage to hold on to their minds, many slip over to madness. Fancying themselves gods, these would-be divine figures forge great armies of terrible beasts born and bred to serve their master.

Hit Die: d4.

Classic Play

Dr. Victor von Frankenstein as an arcane spellcaster – this sums up the soulforger class, as it grants the character who gains levels in it the ability to create life. The rules for creating magical beasts are simple and somewhat limited but they fit the concept of the class well. As with the creation of constructs, the soulforger must be a man of great monetary resources, as making the creatures is costly and maintaining them is even more so. Lenient Games Masters may reduce the price of keeping the creatures sane, or lengthen the period that maintenance remains effective. The Games Master should take note that the beasts are more permanent than summoned creatures, granting the caster with more useful servants. Again, this is outweighed by the cost of their creation and maintenance.

Requirements

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

Feats: Craft Wondrous Item, Brew Potion, Spell Focus (necromancy).

Skills: Heal 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (nature) 8 ranks.

The Soulforger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						0	1	2	3	4	5
1	+0	+0	+0	+2	Craft creature, spells	3	1	-	-	-	-
2	+1	+0	+0	+3		4	2	-	-	-	-
3	+1	+1	+1	+3	Madness	4	2	1	-	-	-
4	+2	+1	+1	+4		4	3	2	-	-	-
5	+2	+1	+1	+4		4	3	2	1	-	-
6	+3	+2	+2	+5	Madness	4	3	3	2	-	-
7	+3	+2	+2	+5		4	4	3	2	1	-
8	+4	+2	+2	+6		4	4	3	3	2	-
9	+4	+3	+3	+6	Madness	4	4	4	3	2	1
10	+5	+3	+3	+7	Craft Flesh Golem	4	4	4	3	3	2

Special: Discover a copy of the forbidden *Book of Bone and Blood*, an ancient codex that contains the secrets of creating life from raw materials both mundane and fantastic.

Class Skills

The soulforger's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scribe (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 soulforger prestige class.

Weapon and Armour Proficiency: The soulforger gains no additional proficiencies with armour, weapons or shields.

Spells: Soulforgers prepare spells as do wizards, though they have their own spell list. Their spells count as arcane magic and they gain new spells in their books at the same rate as a wizard.

Craft Creature: The soulforger's primary focus lies in creating, raising and devising new life forms. These creatures are the end result of many hours of research, design and careful creation. As the soulforger gains levels, he learns to make more intricate creatures that feature a wider range of bizarre abilities and powers. The soulforger's creations all count as magical beasts, even if their form and function mimics that of a humanoid or other creature type.

To create a creature, the soulforger must first create a laboratory with arcane tools, vats and other resources costing a total of 10,000 gp. This lab must be kept in a permanent residence or laboratory. Once he has acquired the necessary tools, he must then determine the traits and abilities he wishes to assign to it. The

following table summarises the options and abilities available by soulforger level.

A creature uses the saving throws and base attack bonus of a fighter with a level equal to its hit dice. It gains skill points equal to twice its Intelligence score plus its HD. All creatures begin as either small or medium size, the soulforger chooses which, with facings of 5 feet by 5 feet and a reach of 5 feet. A soulforger of 4th level or higher may create larger creatures. Smaller creatures require such fine, exact craftsmanship that they are beyond the soulforger's abilities. The basic creature begins with the following ability scores: Strength 8, Dexterity 10, Constitution 10, Intelligence 6, Wisdom 6, Charisma 4.



Soulforger creature tables

Class Level	Hit Dice	Melee Damage	Ranged Damage	Movement	Special Movement	Poison	Natural Armour
1	1	1d4	-	30 ft.	-	-	+1
2	2	1d6	-	35 ft.	-	-	+2
3	3	1d8	1d4	40 ft.	Swim	-	+3
4	4	2d4	1d6	45 ft.	Climb	DC 10, 1/1	+4
5	5	1d10	1d8	50 ft.	Fly (clumsy)	DC 11, 1d2/1d2	+5
6	6	1d12	2d4	55 ft.	Fly (poor)	DC 12, 1d3/1d3	+6
7	7	2d6	1d10	50 ft.	Fly (average)	DC 13, 1d4/1d4	+7
8	8	3d4	1d12	65 ft.	Burrow	DC 14, 1d6/1d6	+8
9	9	2d8	2d6	60 ft.	Fly (good)	DC 15, 1d6/1d8	+9
10	10	3d6	3d4	75 ft.	Fly (perfect)	DC 16, 1d8/1d10	+10

Class Level	Spell Level Once/Day	Spell Level Three/Day	Spell Level Unlim/Day	Bonus Feats	Special Abilities	Stat Points
1	-	-	-	1	Low-light Vision	2
2	0	-	-	-	Darkvision 60 ft.	4
3	-	-	-	2	Aquatic	6
4	1	0	-	-	Large-size, 10 ft. reach	8
5	-	-	-	3	Immune to Critical Hits	10
6	2	1	-	-	Blindsight	12
7	-	-	0	4	Huge-size, 15 ft. reach	14
8	3	2	-	-	Tremorsense 60 ft.	16
9	-	-	-	5	Fast Healing 2	18
10	4	3	1	6	DR 10/+1	20

The soulforger selects the options he wants his creature to have and notes their listed soulforger level. A soulforger may only choose traits, features, and abilities that have a listed level equal to or less than his current level in this prestige class. After totalling the levels of all the selected options, multiply the result by 250 to determine the gold piece value of the raw materials needed to produce the creature and by 25 to determine the XP cost of the rituals and incantations necessary to grant the creation a spark of life. The process of forming the creature's body from the proto-organic goop of its component materials requires a number of full days of work equal to the total levels of the creature's qualities. The soulforger can undertake no other tasks aside from tending to his creation, though he need not spend consecutive days tending to his creation. If by some mishap or attack the soulforger's laboratory is destroyed while he is in the midst of creating a creature, the beast is automatically destroyed and the soulforger must begin his work anew.

For example: Fenwix is a 7th level wizard/5th level soulforger. She wishes to create a skirmishing creature to help defend her tower. It will have 4 hit dice (level 4), do 1d6 damage in melee (level 2), 1d8 ranged (level 5), move at 50 ft. (level 5), climb (level 4), have a mild poison on its quills (DC11, 1d2 Dex/1d2 Dex) (level 5), +3 natural armour (level 3), the use of true strike once per day (level 4), Point Blank Shot, Far Shot and Precise Shot as bonus feats (level 5), low-light vision (level 1) and Str 10, Dex 18, Con 10, Int 6, Wis 6, Cha 4 (10 bonus stat points) (level 5). The total levels used is 4+2+5+5+4+5+3+4+5+1+5=43. Fenwix must spend 250 x 43 = 10,750 gp and 25 x 43 = 1,075 XP to create the creature, and the process will take 43 days.

Hit Dice: The creature's hit dice determine its hit points, saving throws, and base attack bonus. It gains the base attack and saves of a fighter whose level equals its hit dice. The soulforger's products use a d8 for their hit dice. Once the creature is

completed, roll to determine its hit points. A creature that does not possess one level in this ability has 1d4 hit points, +0 base attack bonus and saves of +0.

Melee Damage: The creature has a melee attack that deals the listed damage. A creature may be granted a second melee attack simply by purchasing two attacks for it. Each attack deals damage according to its level, and both attacks use the creature's base attack bonus without penalty. A creature that does not have at least 1 level in melee damage has no effective melee attacks, but may use weapons if it possesses hands. This attack is a claw, bite, fang, or other natural attack.

Ranged Damage: The creature has a natural ranged attack, such as a launched barb or a manticores spikes, that deals the listed damage. This attack has a range increment of 30 ft. Creatures with 2 or fewer levels in this ability have no natural ranged attack. The creature has unlimited ammunition for this attack.

Movement: The creature has the listed speed for its level. A creature with 0 levels in this feature has a movement of 15 ft.

Special Movement: In addition to walking or running, the creature has a special mode of movement. Creatures that gain the swim or climb movement mode have a speed equal to their walking speed when using those special abilities. Creatures that gain the ability to burrow dig through the earth at half their normal speed. Creatures that can fly move through the air at twice their walking movement rate.

Poison: A creature with a poison feature of 4th level or higher produces a natural venom usable with all of its attacks gained by the melee damage and ranged damage features. Creatures that do not have natural attacks cannot use poison. The creature's poison requires a Fortitude saving throw at the listed DC to resist. The damage listed with the DC is placed in order of primary then secondary damage. The soulforger may choose which of the six characteristics (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) the poison damages. No poison can damage more than one characteristic with its poison. All of the creature's natural attacks are coated with its poison.

Natural Armour: The creature gains the listed natural bonus to AC. The bonus comes from a tough hide, armoured plates, or other thick, hard parts of its anatomy. A creature with 0 levels in this ability has a natural AC bonus of 0.

Spell-like Abilities: Creatures can be engineered with unique organs, incredible intellects, and other bizarre features that allow them to duplicate magical spells. The creature uses a standard action to activate the spell ability. Its caster level equals its hit dice. Otherwise, obey all rules listed in the spell's description. These spell-like abilities count as supernatural monster special qualities or attacks. The soulforger may grant a creature several spell-like abilities by purchasing this ability multiple times. Each ability must be linked to one particular spell. For example, a creature may have the ability to cast *magic missile* once per day, not the capacity to use any 1st-level spell.

Spell Level One/Day: The creature may cast a single arcane or divine spell of the listed level once per day.

Spell Level Three/Day: The creature may cast a single arcane or divine spell of the listed level three times per day.

Spell Level Unlim/Day: The creature may cast a single arcane or divine spell of the listed level an unlimited number of times per day.

Bonus Feats: The creature gains the listed number of feats. When choosing its feats, the beast must fulfil all listed prerequisites, such as minimum characteristics, other feats, and so on. Spell-like abilities do not count as spellcaster levels. The soulforger may not select this feature multiple times to gain bonus feats.

Special Abilities: At the listed level cost, the creature gains a specific special ability. The soulforger may choose multiple abilities from this list, so long as he pays the level cost for each of them. Creatures that become large or huge due to this feature may have any of the standard facings listed in the core rules for those sizes.

Stat Points: This feature grants the soulforger a pool of points to add to the creature's base characteristics. The basic creature begins with the following characteristics: Strength 8, Dexterity 10, Constitution 10, Intelligence 6, Wisdom 6, Charisma 4. Each point gained from this feature may be spent on any of the six characteristics.

Soulforgers cannot select this feature more than once in order to gain more than 20 points to add to his creation's base characteristics.

Control and Maintenance of Creatures: The creatures created by the soulforger exhibit many outward signs of life, yet their origin causes them to interact with magical healing in strange ways. These creatures are never effected by *cure* spells or any other beneficial divine magic. Only the soulforger's spells may heal them. These spells must be cast by the soulforger responsible for a creature's genesis. Spells cast from scrolls and potions, even those crafted by the appropriate soulforger, have no effect on them. Furthermore, they do not heal naturally. Without magical aid, their wounds continue to fester and never fully heal.

Over time, the beasts concocted by the soulforger slowly grow insane. While soulforgers blame this on their still-imperfect understanding of the fundamental nature of life, their critics and most priests claim it is a mark of the gods' disfavour towards their blasphemies. After four weeks of life, there is a 5% chance per day that a soulforger's creation turns into a malevolent, murderous fiend. Its alignment immediately shifts to chaotic evil, and if its master does not also follow an evil alignment it either seeks to kill him and seize his treasure or venture out on its own to plunder and ravage the countryside. A soulforger can preserve his creation's sanity by regularly strengthening the magical bounds and fields that give it life. By completing a ritual that requires 500 gp in consumable materials, the soulforger prevents his creation from going wild for one week. After a creature has turned to the path of evil, nothing short of a *wish* can return it to normal. A soulforger who maintains several creatures must spend 500 gp on each of them to prevent their slide to madness.

The soulforger's creations cannot speak unless they spend skill points to acquire languages. They obey the soulforger to the best of their abilities at all times, unless they turn wild.

Healing: The creatures created by the soulforger may not be healed with divine magic, nor do they heal naturally. As beings created by a mortal, they lack the connection to the outer planes necessary to gain divine healing or heal naturally. Arcane

healing, such as spells cast by a bard, does heal these creatures.

Spells: The soulforger gains access to a unique set of spells that combine many enchantments from the divine spell lists with several arcane formulae. The soulforger wields spells as a wizard, and must prepare spells each day from his spellbooks. At 1st level, his spellbooks contain all 0-level soulforger spells and a number of 1st-level spells equal to 3 + his Intelligence modifier. With each level gained in this prestige class, the soulforger gains three new spells in his books. These spells may be from any level that the soulforger has access to. A soulforger's scrolls count as arcane ones for purposes of determining who else may read and use them. The soulforger's Intelligence determines which spells he may cast, his bonus spells, and the saving throw DCs of his enchantments.

Madness: Whether as the result of some curse by the gods or the strain of mastering his unique form of magic, the soulforger slowly loses his grip on reality. Many claim that the process of creating life places too much of a strain on the intellect and the soul for a mere mortal to pursue it. Such practices, they say, are best left to the gods. Whatever the source of this madness, its effects are undeniable.

At 3rd level, the soulforger's grip on reality slightly loosens. He suffers a permanent -2 penalty to Wisdom. Slight noises, subtle hints, and other minor details now escape his notice. Even when at rest or trying to sleep, the secrets of life and obsessive plans to produce more powerful creatures dance in his head. Even the least ambitious soulforger finds these thoughts flitting at the edge of his consciousness. This obsession with his craft makes it difficult to focus on other tasks, and his mind wanders at the most inopportune moment.

At 6th level, the soulforger develops an unhealthy attachment to his creatures. He cares for them like they are his own, natural children and refuses to acknowledge their flaws. The soulforger must make a Will save (DC 25) to order his creations to make suicidal attacks or needlessly risk their lives. For instance, the soulforger now refuses to use his creatures as guinea pigs for magic item testing, trap springers, or other recklessly hazardous tasks. He must always use his healing magic to tend to his creatures, even if other allies are more grievously wounded.

At 9th level, the soulforger's attachment and concern for his creations blossoms into insanity. If the soulforger views his creations attacking others, running rampant, or taking other uncontrolled actions, he must make a Will save (DC 30) to take notice and respond. The soulforger makes this saving throw each round. If he fails it, he may not take any hostile actions against his creatures. If he succeeds, he may act normally. Regardless of the result of his save, he must make another the next round to determine his available actions. The soulforger refuses to take action against his creations, even if they attack him first. The soulforger finds it incredibly difficult to raise a hand against his children, and many have died at their hands, paralysed with fear at the monstrosity they built and undying, paternal love for it.

Craft Flesh Golem: At 10th level, the soulforger's research into the creation of life grants him important insights into the preparation, manufacture and magic needed to produce a flesh golem. The soulforger may build a flesh golem at half the listed gp and XP cost for the rituals needed to produce it. Furthermore, he need not have access to the spells listed under the golem's prerequisites. The soulforger's arcane teachings allow him to circumvent the traditional methods used to create golems. Unfortunately for the soulforger, his warped view of his creatures extends to his flesh golems. If one turns berserk, he is vulnerable to its attacks. The rules for the soulforger's madness apply to any flesh golems he produces using this class ability. They do not count against any golems he crafts using traditional methods.

Soulforger Spell List

0-level: *cure minor wounds, daze, detect poison, disrupt undead, inflict minor wounds, light, mending, mount, open/close, purify food and drink, resistance.*

1st level: *cause fear, chill touch, command, cure light wounds, death watch, detect undead, enlarge, ghoul touch, hypnotism, inflict light wounds, invisibility to undead, ray of enfeeblement, reduce.*

2nd level: *bull's strength, calm emotions, cure moderate wounds, death knell, delay poison, endurance, enthrall, gentle repose, ghoul touch, inflict moderate wounds, lesser restoration, make whole, scare, speak with animals, spectral hand.*

3rd level: *animate dead, blindness/deafness, contagion, cure serious wounds, halt undead,*

inflict serious wounds, negative energy protection, remove blindness/deafness, remove disease, speak with dead, speak with plants, vampiric touch.

4th level: *cure critical wounds, death ward, enervation, fear, inflict critical wounds, minor creation, neutralise poison, poison, restoration, status.*

5th level: *greater command, healing circle, hold monster, magic jar, major creation, permanency, raise dead, slay living.*

SUMMONER

The summoner is a spellcaster who has a special connection to a powerful patron. He draws on that connection for his spells and other abilities. Unlike the bond between a priest and his deity, the summoner's pact is with an entirely different sort of entity: powerful elemental lords, demons, celestials and the like are all possibilities. This connection, called a pact, enhances the spellcaster's magical abilities so long as they draw on the patron's own. In return, the summoner advances his patron's interests in the physical world.

A character without spellcasting ability is not capable of branching into the summoner prestige class. The character must be able to cast at least a few summoning spells to be able to open the proper channels to his patron. Clerics and druids might find it difficult to reconcile the summoning pact with the duties of faith, but this compromise is by no means impossible. Paladins, rangers and bards might gain some benefit, but overall it would be minor. Non-Player Character summoners were typically arcane spellcasters before striking their pact, and they are greatly feared due to the immense, if narrow, powers at their command. Even good-aligned summoners are often viewed with suspicion, given the demanding nature of their pact.

Hit Die: d4.

Requirements

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

Skills: 5 ranks in the Knowledge skill dealing with the summoner's potential patron. For example, a summoner seeking a pact with Crebus, an elder earth elemental, would need 8 ranks in Knowledge (inner planes).

Feats: Skill Focus (knowledge - as above).

Spellcasting: Ability to cast three different summoning spells, all of the same type (either arcane or divine).

The Pact: The formation of the pact must be roleplayed extensively. The summoner-to-be must seek out and gain an audience with his potential patron, and impress it with his knowledge and abilities. The meeting often involves tests of various sorts or riddles and challenges to be overcome, depending on the nature of the individual patron. If the patron is pleased with the character's performance, it agrees to enter into a pact with the character (described below).

Class Skills

The summoner's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (Patron lore) (Int), Profession (Int), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Classic Play

Making a pact with the devil was never so much fun, or at least advantageous. Summoning is an overlooked sub-school with the potential to be more useful than its more explosive and direct cousins in evocation and transmutation. Consider the advantage of being able to bring several minions to the fray at a moment's notice and with a greater range than for normal spellcasters. The problem with this is that it involves a *lot* of book-keeping by both player and Games Master. The player should have his own copy of *Core Rulebook III* and be familiar with the process of applying templates to creatures. Ideally, he should have his own bestiary in his notes to make life easier both to him and the Games Master who must deal with both the party's opponents and *their* minions as well.

Class Features

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

Weapon and Armour Proficiency: Summoners gain no additional proficiency in any weapon or armour.

Spells: A summoner continues training in magic as well as advancing his status as a summoner. When a new summoner level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would gain (improved chance of controlling or rebuking undead, metamagic or item creation feats and so on). If he later returns to his previous class to gain a level, his overall casting ability is increased by a level.

Spells learned as a summoner must relate to the patron's abilities in some fashion. For example, a summoner with a pit fiend as a patron could learn arcane spells of the evil or fire subtypes, or divine spells from the Law, Evil, or Fire domains (depending on the starting class of the character). Alternately, he may learn spells relating to fear or disease, since these are similar to abilities possessed by the devil.

Metamagic Feats: As the summoner increases in level, he gains particularly potent versions of summoning spells. Beginning at 1st level, and at

every odd-numbered level thereafter, he gains a bonus metamagic feat that may only be used with summoning spells. These feats do not increase the spell level of the summoning spell they augment. These feats apply only to the bonus spells gained as a summoner (see below). The summoner cannot choose to stack multiple feats on any one casting (though he may stack these summoning metamagic feats with metamagic feats gained in the usual method, though these 'ordinary' feats add spell levels as usual).

Summoning Spells: In addition to metamagic feats, the summoner also gains special access to additional summoning spells. Beginning at second level, and at every even-numbered level thereafter, the character gains a bonus spell that must be used to prepare/cast a summoning spell of the highest level he may normally cast. This spell produces the effects of a normal summoning spell one level greater. For example, if a 5th-level wizard earns two levels of summoner (becoming a 7th level spellcaster), he gains a bonus spell that may be spent on *summon monster IV*. This spell produces the effects of *summon monster V* when cast and may only be used to summon beings of the patron's type. If few (or no) monsters of the patron's type are listed in the spell descriptions, the player should work with the Games Master to determine appropriate monster types.

When the character gains access to *summon monster IX*, he may cast it in one of two ways: first, he may summon 1d3 creatures of the same type from the 9th-level list, or 1d4 +1 creatures of the same type from a lower-level list; or he may summon his patron itself. This latter option should never be undertaken lightly, as the patron responds

only if the need is great. If the patron deems the need trivial, it may sanction the character in some fashion, if it appears at all. If the cause for summoning is just and the patron fights for the character, it may actually perish: In this case, the character loses all benefits from being a summoner and becomes a spellcaster of his previous class.

SUN MAGE

Many elf communities revere the sun as a god. He brings light to the world, provides for the health of plants and animals, banishes the dark, and radiates life and happiness. To the elves, the sun is the centre of all that is good in the world, a great beacon of the power of good and the enduring spirit of elvenkind. Some elf wizards seek to harness the power of sunlight and put it to use with their magic. To these sun mages, there is no better choice for a patron. The sun embodies many of the qualities elves hold dear. He shines steady and bright, endures year after year never growing dim, and casts a joyous light on the world. Sun mages seek similar ends with their magic. They drive back the shadows, endure in the face of evil, and stand stalwart as eternal guardians of their people. They embrace a militaristic interpretation of elven sun lore, viewing it as a steadfast guardian of the elves and ever-watching eye of all that is holy and just.

Sun mages gather in conclaves, with each such group dedicated to watching over a particular realm or stretch of wilderness. When undead orcs, and other threats gather to threaten the elves, the sun mages form one of the first lines of defence against the rising tide of darkness. They use their magic to smite their enemies, drive back creatures of the depths, and watch over their charges. Drow,

The Summoner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Metamagic Feat	+1 level of existing class
2	+1	+0	+0	+3	Summoning Spell	+1 level of existing class
3	+1	+1	+1	+3	Metamagic Feat	+1 level of existing class
4	+2	+1	+1	+4	Summoning Spell	+1 level of existing class
5	+2	+1	+1	+4	Metamagic Feat	+1 level of existing class
6	+3	+2	+2	+5	Summoning Spell	+1 level of existing class
7	+3	+2	+2	+5	Metamagic Feat	+1 level of existing class
8	+4	+2	+2	+6	Summoning Spell	+1 level of existing class
9	+4	+3	+3	+6	Metamagic Feat	+1 level of existing class
10	+5	+3	+3	+7	Summoning Spell	+1 level of existing class



in particular, are the hated enemies of sun mages, as their abandonment of the surface world signifies to the sun mages that they are irredeemably corrupted. After all, only the most twisted elf could turn his back on the warm, blessed light of the sun.

Sun mages form expeditions to the earth's depths, seeking to carry the purifying light of their patron to their enemies. Such crusades take the form of small, highly-trained parties of sun mages, paladins and rangers who delve deep into the earth, seeking out and eradicating dark elf cities, orc encampments, and other nests of evil.

Hit Die: d4.

Requirements

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

Spellcasting: Ability to prepare 3rd level arcane spells.

Race: Elf or half-elf.

Skill: Knowledge (Astronomy) 4 ranks.



Special: The would-be sun mage must dedicate himself to the study of celestial bodies, observing the moon, sun and stars for a week. During this time, he may not eat, speak, or use magic of any sort. Typically, such initiates stand atop a wooden platform erected atop the tallest tree in the elves' forest.

Classic Play

It is always more fun to play the villain, and the number of prestige classes devote to 'dark' casters reflects this preference. However, where there is darkness, there is also light and sun mages show that a wizard does not have to wear black to have interesting powers. The class is a short one and the few abilities do not shake the foundations of the system but provide significant, if small, advantages when venturing into the dark places of the world or fighting the minions of evil.

Class Skills

The sun mage's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the sun mage prestige class.

Weapon and Armour Proficiency: The sun mage gains no additional proficiencies with weapons, armour or shields.

Spells: For each level gained in this prestige class, the sun mage gains an additional level of arcane spellcasting ability. To determine the number of spells the sun mage can cast and his caster level, add his levels in sun mage to his levels in wizard or sorcerer. For example, a 9th level wizard/2nd level sun mage prepares and casts spells as an 11th level wizard. However, he does not gain any other benefit a character of that class would have gained with 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 sun mage, he

must decide to which class he adds the new level for purposes of determining spells per day.

Adept of the Sun: The sun mage gains access to a set of sacred tomes kept within his order's tower or other fortress. He automatically adds the following spells to his spellbooks: *daylight*, *faerie fire*, *flame strike*, *pyrotechnics*, *searing light*, *sunbeam*, *sunburst*. The sun mage may not share these spells with other wizards, as they are written in a cipher known only to sun mages. This code and its spoken language are taught to all sun mages, who gain it as a free language. Sun mages use their secret tongue to communicate with one another and to leave secret signs to other members of their order.

Lightbringer (Sp): At 2nd level, the sun mage gains the supernatural ability to cast the spell *light* at will. The sun mage calls upon the arcane power of the sun to cast its radiance. The sun mage casts this spell at his arcane caster level.

Shadowbreaker (Su): The sun mage's spells are tinged with the holy energy of the sun. When using his magic against drow and all undead creatures, the sun mage gains a +2 bonus to his caster check to beat his target's spell resistance and deals one additional point per die of damage inflicted with his spells. For example, against a zombie a sun mage's *magic missile* deals 1d4+2 points of damage per dart, while his *lightning bolt* inflicts 1d6+1 damage per level.

Child of the Sun: When using his magic under the sun's benevolent gaze, the sun mage draws energy and sustenance from his patron, turning it into fuel for his spells. When under direct, natural sunlight, the sun mage gains a +2 bonus to his caster level for all his spells. The sun soothes and aids her children, allowing them to channel magical energies normally beyond their skill. Note that this ability does not alter the number or level

of spells the sun mage may prepare. It only boosts the effectiveness of the spells he may normally use.

Lightbearer (Su): At 5th level, the sun mage becomes the living embodiment of his order's ideals. He no longer stands in the sun's loving gaze but serves to bring it to the deepest recesses of the earth. With a standard action, the sun mage may channel the energy of the sun, casting dazzling light from his form. This effect operates as a *daylight* spell cast upon the sun mage at his arcane caster level.

WORDBEARER

Even the most ignorant peasant knows a wizard must speak a few words to use his magic spells. Most incantations are composed of words designed to focus the caster's concentration and unleash the energies of his prepared spells. These words rarely possess any power in and of themselves, and instead serve to draw out the potential contained within the magical formulae stored within the caster's mind. Other spells derive their strength from the intersection of the caster's words, gestures and mental focus.

The wordbearer focuses on the words used to weave magical spells. He studies ancient tomes that date back to the original discoveries of the arcane arts. Through arduous study of these aeons-old texts, the wordbearer uncovers a series of words, each of which encapsulates a portion of the primal energies of magic. While many of these words would shatter the intellect of any mortal foolish enough to invoke them, a few are within reach of a skilled, experienced spellcaster. The wordbearer learns to shape and use the few words of power that fall within reach of mortals. He sets aside his arcane studies to pursue the power promised by knowledge of the building blocks of the universe. It is said the gods themselves used

The Sun Mage

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Adept of the Sun
2	+1	+0	+0	+3	Lightbringer
3	+1	+1	+1	+3	Shadowbreaker
4	+2	+1	+1	+4	Child of the Sun
5	+2	+1	+1	+4	Lightbearer

these words to shape the world, and it is their words and power that the wordbearer utters...

The wordbearer studies a wholly new form of magic, one that shares roots with arcane magic but forms a different tradition. He does not gain any additional skill with arcane magic while gaining levels in this prestige class.

Hit Die: d4.

Requirements

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

Skills: Knowledge (arcana) 13 ranks.

Feats: Quicken Spell.

Spellcasting: Ability to cast *power word, blind*, *power word, kill*, or *power word, stun*.

Special: Spend 2 months studying an ancient *libram of power*, a massive volume written by one of the first mortals to discover and use arcane spells.

Class Skills

The wordbearer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration

(Con), Craft (Int), Knowledge (any) (Int), Profession (Wis), Scry (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Classic Play

The premise behind this prestige class is simple. For each level, you get a new ability that looks like a spell, except that it is not one. The concept of the words of power is briefly touched upon with the *power word* spells but this class allows the character to cast a special word as a free action with a high but static DC to saving throws and the ability to ignore spell resistance, which is no small feat in and of itself. These powerful additions to spell-like effects compensate more or less with the fact that the caster does not gain additional spellcasting levels, as with many other prestige classes. This makes the class appear weak, until you read what the words of power can actually do.

Class Features

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

Weapon and Armour Proficiency: The wordbearer gains no additional proficiencies with weapons, armour, and shields.

Words of Power (Su): The wordbearer unlocks the secrets of a set of primal syllables, each of which allows him to force his will upon reality. The save DC to resist a word's effects equals 20 + the wordbearer's Intelligence modifier. Words of power ignore spell resistance. The energies and effects caused by a word of power draw their power from ancient, primordial sources that predate the creation of the universe. Thus, they scythe through barriers that would normally deflect magical spells. Each word of power strains the wordbearer's body and mind, leaving him capable of using each only a limited number of times per day.

Using a word of power counts as a free action. The wordbearer merely speaks the word to unleash it upon his foes.

Word of Power, Sleep (Su): With the pronouncement of a single, primal syllable, the



The Wordbearer

Class	Base	Fort	Ref	Will	Special
Level	Attack	Save	Save	Save	
1	+0	+0	+0	+2	Word of Power, Sleep
2	+1	+0	+0	+3	Word of Power, Terror
3	+1	+1	+1	+3	Word of Power, Pain
4	+2	+1	+1	+4	Word of Power, Destroy
5	+2	+1	+1	+4	Word of Power, Annihilate

wordbearer forces a single foe within 60 feet to collapse to the ground, deeply asleep. This word forces a creature's mind to immediately shut down and enter the state of sleep. This ability works only against creatures that are capable of hearing spoken words and vulnerable to the *sleep* spell. The victim of this ability may make a Will save to resist its effects. A creature forced asleep by this power awakens in 1d4 hours or if forcefully shaken or disturbed, as per the *sleep* spell. The wordbearer may speak this word three times per day.

Word of Power, Terror (Su): This word of power arouses crippling fear in a single subject, freezing him in place as his muscles become rigid and his mind blanks. The victim is allowed a Will save to overcome this effect. On a failed save, the creature is helpless. All melee attacks against a helpless target gain a +4 bonus to hit. A helpless creature treats his Dexterity score as if it was 0 and his Dexterity modifier was -5. As a full-round action, an opponent may deliver a coup de grace against a helpless creature. On a successful save, the victim still suffers the effects of a close brush with his deepest fears. He is considered shaken, suffering a -2 morale penalty to all attacks, damage rolls, and saving throws. The effects of this ability last for 2d4 rounds. The wordbearer may speak this word three times per day.

Word of Power, Pain (Su): When the victim of this word of power hears its dreaded syllables, he immediately crumples to the ground in searing agony. The target of this ability suffers 3d6 points of damage and is rendered helpless, as described above, for 1d4 rounds, with no saving throw allowed. Creatures immune to critical hits are not affected by this word of power. The wordbearer may speak this word three times per day.

Word of Power, Destroy (Su): The wordbearer's mastery of his art allows him to speak to the very matter that forms the universe. With a single

word, he orders a single creature's body to burst into intensely hot flames. The creature suffers 3d6 points of damage per round and suffers a -2 circumstance penalty to all checks, saves and attacks for 2d4 rounds. Spellcasters must make Concentration checks with a DC determined by the damage dealt for the round by this ability to use spells. In addition, the victim must make a Will save to take any action other than standing in place and beating at his flames, though such efforts are useless to extinguish the energy unleashed by the word of power. A creature reduced to -10 hit points by this ability disintegrates into dust. Damage dealt by Word of Power, Destroy cannot be repaired by the Regeneration and Fast Healing special abilities, though it may be healed by other means, such as *cure* spells, potions and natural healing. The wordbearer may speak this word twice per day.

Word of Power, Annihilate (Su): The final word of power usable by mortals is infused with such potent energies that as it emerges from a wordbearer's mouth, it transforms into a rolling wave of azure energy. This wave extends forward in a cone, dealing several effects to all caught in its area of effect. All spells and spell-like effects in the word's area are affected as if by a *greater dispelling* cast at the wordbearer's total level. All creatures must make a Fortitude save or immediately suffer 2d4 points of permanent damage to each of their ability scores, rolling once for each creature, and 10d6 damage. On a successful save, a creature ignores the ability damage and takes half the hit point damage. Word of Power, Annihilate ignores all cover. It cleaves through stone, metal and any such obstacles until it reaches the edge of its area of effect. The wordbearer may speak this word once per week.

THE POWER OF FAITH

Clerics are amongst the most misunderstood classes. Support fighters at best, walking first-aid kits at worst. However, the power of divine magic is as varied and rich as its arcane cousin, and characters supposedly have an easier time learning the various spells and supernatural abilities. All they have to do is pledge their undying loyalty to an outside force. This is the core concept behind divine-driven characters: their power does not come from their understanding of the laws of the universe, nor from some natural talent, but from the faith they place in a power that transcends them, be it a deity, a force or even a philosophy. The magic does not exactly come from within, but from the mutual contract of trust and protection between the character and this outside force.

Throughout this chapter, the prestige classes explore ways of serving these outside forces, new ways of expressing one's faith in the unknowable and unfathomable. The tending expertise of the healing hand or the righteous fury of the divine hammer are equal to the ties of the bloodchild or the voice of the forest with a deity or power. Even the quiet wisdom of the revered elder, the unwavering zeal of the puritan and the pure dedicated embodiment of faith and conviction of a scion are expressions of divine power.

The core classes most suited for these prestige classes are the cleric, the druid and the more spiritually-minded paladins and rangers. Devout arcane casters are not uncommon either.

BLOODCHILD

The gods of mortals often have need of physical agents in the realms of men, creatures they can depend on absolutely to follow through their plans and guide other agents. Many gods have discovered the simplest method to acquire such a representative is to inject their essence into the unborn child of one of their faithful. This divine seed takes root in the growing infant and will bear fruit in time, when the child realises its true potential and takes up the mantle prepared for it by

its divine parent. Bloodchildren are not always welcomed into the churches of their parent – they represent a much closer contact with divinity than many clerics are comfortable with, as well as a force for change that may upset carefully laid mortal plans. One thing is certain about bloodchildren: when they appear, there are strange days ahead. The majority of bloodchildren do not know of their divine parentage until after they have gained sufficient experience in their religion to discover their powers and responsibilities on their own. For this reason, any character may become a bloodchild provided they meet the requirements – the character may not have known of his heritage, but that does not mean he cannot claim it once he finally becomes aware.

Hit Die: d8.

Classic Play

If the Games Master is not too keen on introducing avatars but still wants to show the gods being more actively in his campaign, he could invite a player to get levels in this class for his character, representing the late blossoming of the character's true nature as a potential demigod, the mortal child of a deity. Bloodchildren can change the nature of a campaign not so much by their abilities, which are straightforward, if strong, but by its concept. A bloodchild's life should definitely change when he realises he has divine blood running through his veins, and when he manifests his powers, he gives the Games Master the go to bring weirdness to his life. The hands of Fate should do some extra work when the descendants of gods walk the earth.

Requirements

To qualify as a bloodchild, a character must fulfil the following requirements.

Base Attack Bonus: +11.

Feats: Empower Spell.

Spells: Ability to cast *holy aura* or *unholy aura* as a divine spell.

Class Skills

The wordbearer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Scry (Int),

The Bloodchild

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Blood Components	+1 level existing class
2	+1	+3	+0	+3	Con./Des. Footsteps	+1 level existing class
3	+2	+3	+1	+3	Eternal Essence	+1 level existing class
4	+3	+4	+1	+4	Rebirth	+1 level existing class
5	+3	+4	+1	+4	Call of Blood	+1 level existing class

exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the bloodchild prestige class. When a choice of a 'good' or 'evil' ability is presented, neutral characters may choose whichever they prefer at the time they gain the ability.

Weapon and Armour Proficiency: The bloodchild is proficient with all forms of armour, shields and all martial weapons. In addition, the bloodchild retains any proficiency gained as a result of his choice of deity. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The bloodchild continues to gain ability as a divine spellcaster. For each level gained as a bloodchild, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a bloodchild. The bloodchild 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 bloodchild can cast per day, simply add his level of bloodchild 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 bloodchild to for purposes of determining spells per day.



Blood Components (Su): The bloodchild's blood is so thick with divine essence that he may, if he so desires, spill his own blood rather than use material components when casting a spell. If this ability is used, the bloodchild suffers a number of points of damage equal to the level of the spell being cast.

Consecrated/Desecrated Footsteps (Su): The bloodchild can *consecrate* (or *desecrate* if of evil alignment) an area he stands in at will. This effect lasts until the bloodchild moves out of the area, but all other aspects remain identical to the spell of the same name.

Eternal Essence: When this ability is gained, the bloodchild has come to fully understand his nature and embrace the power within his flesh and blood. He is no longer susceptible to disease of any sort, including magical illnesses, and has a +10 divine bonus to resist poisons of all types. In addition, the bloodchild no longer falls unconscious at 0 hit points, and may continue acting normally up until he perishes at -10 hit points. Holy/unholy water heals the bloodchild as if it were a *cure light wounds* potion, though the bloodchild may only gain this benefit from the water three times each day. After the third use, the holy/unholy water provides no benefit to the bloodchild.

Rebirth: The bloodchild's connection to his parent has grown so strong that even the barriers of death can be lifted at his request. The bloodchild may cast the spell *true resurrection* once per day, so long as the recipient of the spell is a member of the bloodchild's faith.

Call of Blood: Once each week, the bloodchild can create a gate between the bloodchild's current location and the plane of his godly parent. This spell-like effect works precisely as the *gate* spell.

BLOOD WITCH

Blood is the fuel of life and as such it is infused with the most primal of magic. Some spellcasters have tapped into this power, learning to draw the mystic power in blood to augment their magical abilities, using the precious fluid as a vessel. This intimate contact with life energies gives these spellcasters, called blood witches, regardless of gender, the ability to cast more powerful spells by bleeding themselves or, when they are experienced enough, hapless victims or willing donors.

Blood witches often set themselves as the heads of brutal cults, allowing them to snatch sacrificial victims to cast their magic. These practices make the blood witch a very unwelcome sight, and most kingdoms will persecute and disband such cults before they gain any sort of power. People who

live in a land where a blood witch is in any prominent position must live in fear of becoming the next human power source for the spellcaster's castings.

Hit Die: d4.

Requirements

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

Skills: Concentration 10 ranks, Knowledge (arcana) 10 ranks.

Feats: Any two metamagic feats, Skill Focus (concentration).

Spellcasting: A would-be blood witch must be able to cast 3rd-level spells.

Classic Play

The blood witch walks a narrow path between the concepts behind arcane and divine magic. Not only can arcane casters be eligible for the class, but many of the class abilities come from within the character, one of the staples of arcane magic. However, the blood witch looks at blood with a reverence that is as religious as the druid's veneration of nature. Blood has the power of life encapsulated in every drop, and the class exploits this through druid-like abilities and the possibility of boosting a spell through sacrifice. The abilities are powerful, but they are costly or at the very least cumbersome to enact. The Games Master is free to bring down the role-playing consequences of performing such ghastly magic with religious fervour.

Class Skills

The blood witch's class skills are: Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

The Blood Witch

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Blood Enhancement	+1 level of existing class
2	+1	+0	+0	+3	Nature Magic	+1 level of existing class
3	+1	+1	+1	+3	Blood Enhancement	+1 level of existing class
4	+2	+1	+1	+4	<i>Alter Self</i>	+1 level of existing class
5	+2	+1	+1	+4	Blood Enhancement	+1 level of existing class
6	+3	+2	+2	+5	Minor Sacrifice	+1 level of existing class
7	+3	+2	+2	+5	Blood Enhancement	+1 level of existing class
8	+4	+2	+2	+6	<i>Wild Shape</i>	+1 level of existing class
9	+4	+3	+3	+6	Blood Enhancement	+1 level of existing class
10	+5	+3	+3	+7	Major Sacrifice	+1 level of existing class

Weapon and Armour Proficiency: The blood witch gains no additional proficiencies over and above those of his original class.

Spell Advancement: At every level in this prestige class, the character gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 blood witch, he must decide to which class he adds the new level for purposes of determining spells per day.

Blood Enhancement (Su): The blood witch chooses one of the metamagic feats he knows and learns to power it with blood, using the feat without actually increasing the level of the affected spell at the price of a blood sacrifice. The donor of blood (most often the witch himself) takes temporary Constitution damage equal to the number of spell levels the chosen metamagic feat would normally increase the spell and a number of points of damage equal to the spell's original level. For example, a blood witch who bleeds himself to use the Maximize Spell feat on a *fireball* suffers 3 points of temporary Con damage and 3 hit points of damage. If the witch is donating his own blood, he succeeds on a Concentration roll as usual to overcome the distraction of pain.

The donation of blood must be voluntary (until the Minor or Major Sacrifice abilities are being used) and must be from a living creature (no

oozes, constructs or undead). The donor must have enough Constitution points and hit points to absorb the damage. If the donor has insufficient points, the blood witch takes the remaining damage the donor could not absorb and must pass a Concentration check as above. If the blood witch dies or becomes disabled from the damage, the spell fails.

The augmentation takes place at the time of casting and need not be decided upon when the witch



prepares his spells for the day. The blood witch may not enhance a spell to an effective spell level that he cannot normally cast. For example, a blood witch who is not of high enough level to cast 6th-level spells may not Blood Enhance a 3rd-level spell with the Maximize Spell feat, since this feat raises the spell by 3 levels and therefore takes the 3rd-level spell up to 6th level. Blood witches of 3rd level or higher (see below) may apply multiple metamagic feats to one spell, but no spell may be blood enhanced with metamagic feats that would make the spell higher than 9th level if it were prepared or cast normally using the same metamagic feats.

Like bards or sorcerers using spontaneous metamagic feats, blood enhanced spells take longer for the blood witch to cast. Spells that normally require one action to cast require one full-round action. Spells with longer casting times require an extra full-round action to cast.

As the blood witch gains levels, he may use this ability in conjunction with additional metamagic feats; he chooses to apply Blood Enhancement to another feat at 3rd, 5th, 7th, and 9th level. The blood witch must know the metamagic feat being used.

Example: A 1st-level blood witch knows the metamagic feats Empower Spell, Enlarge Spell and Silent Spell; he has chosen Silent Spell as his 1st-level blood enhancement power. He may prepare a spell to be silent ahead of time as usual (making it one spell level higher), or he may use blood enhancement to cast a spell silently on the fly. If he chooses the latter, he casts the spell as normal, but the donor loses one temporary Constitution point and a number of hit points equal to the enhanced spell's level. He cannot use Blood Enhancement to empower other metamagic feats until he rises in level.

Blood Enhancement can be used in conjunction with the Still Spell feat, but the blood witch must be able to come into contact with freely-shed blood, which requires some freedom of movement except in unusual circumstances.

Nature Magic: At 2nd level, the blood witch's knowledge of the primal forces encapsulated in a single drop of blood has increased to allow an emulation of druidic magic. Even blood witches

who were not previously druids can learn any spell on the druid spell list as if the spell were one level higher (subject to the usual limitations). To cast a druidic spell, the witch must have a Wisdom score of at least 10 + the raised spell level. Casting such spells as arcane or adept magic requires a sacrifice of blood, draining the donor of one temporary Constitution point and inflicting damage equal to the raised spell level.

Alter Self (Sp): At 4th level, the blood witch gains the spell-like ability of *alter self*. He can transform into a typical member of any humanoid race of either small or medium size. This supernatural ability can only be used once per day. Unlike the spell, this shapeshifting does not change clothing, but remains until dispelled or the witch chooses to revert to his original form.

Minor Sacrifice: At 6th level, a blood witch is capable of stealing energy from an unwilling victim. While casting a spell augmented with Blood Enhancement, the witch needs to touch a wound upon the victim (this is usually a melee touch attack against a victim who has already suffered at least one hit point of damage). The victim must make a Fortitude save (DC 10 + the blood witch's caster level) or take damage as the donor for the Blood Enhancement. If the victim makes the saving throw, the witch takes the damage himself as usual, and must succeed on a Concentration skill check (DC 15 + damage + spell level) or lose the spell. Only one metamagic feat at a time can be applied to any spell cast in this way.

Wild Shape (Sp): At 8th level, the blood witch gains the spell-like ability of *polymorph self*. He can turn into any animal or beast (but not magical beast) of small to large size. This supernatural ability is limited to only one form selected at the activation of the spell-like ability; it lasts until dispelled or dismissed.

Major Sacrifice: Mastering the primal energies in blood, a 10th-level blood witch can use every drop of blood in the victim. The witch can stack multiple metamagic feats on any blood enhanced spell cast via an unwilling donor. The DC of the victims saving throw rises to 13 + the blood witch's effective spellcasting level.

CHIRURGEON

In a magical world where healing is easily accomplished by even lay priests for wounds that normal folk would consider mortal and dire, the talent for mundane healing seems a bit useless. Who needs bandages when a touch and whispered prayer in the heat of combat can erase the gravest of injuries? Who wishes to bother with poultices, balms and medicine when a disease can be erased through divine intercession? Since a cleric's magic can easily be channelled into healing when the need arises, learning to stitch a wound closed with needle and thread borders on the barbaric.

Still, the practice of normal healing is not a dead art (no pun intended). In communities where the most powerful priest for miles is barely able to invoke the magic to heal a light wound, there exists a need for curative solutions that can affect a larger audience than such a priest could support with faith alone. The art of chirurgery, surgical techniques combined with herbal lore and a healer's touch, provides what limited spellcasting cannot.

Most chirurgeons come from areas where divine healing is not an overly available commodity. Even so, this talent is not merely a boon for commoners and poor villages with no priests. The skill of chirurgery is useful for many reasons, not the least of which is as a ready supply of minor, non-magical healing that can be used long after a cleric's spells have been exhausted. While most warriors might scoff at a needle and thread, they will hold their tongues when they are bleeding their last through a ragged, open wound.

The vast majority of those that call themselves 'chirurgeons' are simply family-trained individuals with a modicum of healing skill and the disposition to use those skills for their community. To priests versed in the healing ways, a true chirurgeon is someone with those same skills and the power to heal through faith as well. While many would find

such things to be incompatible, a skilled chirurgeon can enhance both abilities by combining them into a mastery of the healing arts.

Hit Die: d8.

Classic Play

There's one word that every party in every campaign has yelled in the midst of battle: 'cleric!' The traditional role of the cleric is that of the military medic, there to provide a few cure spells from time to time and otherwise stay out of trouble. The chirurgeon takes this specialty to its limits, concentrating on the healing aspect of the cleric, making him an even more valuable asset in any battle. Players who like their characters to adopt a support role should take this class; it can be addictive to bask in the light of appreciation of your fellow adventurers. Of course, Games Master characters are going to target the chirurgeon first, once they realise his role in keeping the party alive to deal more punishment.

Requirements

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

Skills: Heal 8 ranks, Profession (herbalist) 5 ranks.

Feats: Skill Focus (heal), Extra Turning.

Spellcasting: Must be able to cast divine spells.

Special: Must have the ability to spontaneously cast curing magic and channel positive energy.

Class Skills

The chirurgeon's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Heal (Wis), Knowledge (all skills, taken individually) (Int), Scry (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.

The Chirurgeon

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Master of the Body	+1 level of existing class
2	+1	+3	+0	+3	Hands of the Healer, Curing +1	+1 level of existing class
3	+2	+3	+1	+3	Master of the Blood	+1 level of existing class
4	+3	+4	+1	+4	Healer's Eyes, Curing +2	+1 level of existing class
5	+3	+4	+1	+4	Master of the Spirit	+1 level of existing class

Class Features

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

Weapon and Armour Proficiency: Surgeons gain no proficiency in any weapon or armour.

Spells per Day: A surgeon continues training in magic to enhance his healing abilities. Thus, when a new surgeon level is gained, 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. He does not, however, gain any additional benefits a character of that class would have received; only the new spells.

This essentially means that he adds the level of surgeon to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a surgeon, he must decide to which class he adds each level of surgeon for the

purposes of determining spells per day when he adds the new level.

Master of the Body (Ex): A trained and magically-talented surgeon develops some basic abilities very quickly. First, he may always 'take 10' on a Heal check, regardless of circumstances. Secondly, the simple act of stabilizing a dying patient is so easy that it can be performed as a free action once on the surgeon's turn. If the surgeon, after moving to such a patient and healing him, has any normal movement left (not counting a double move or run), he may continue his move without counting the Heal check as an interruption. Lastly, patients under the surgeon's long-term care receive the surgeon's divine caster level as a bonus to the hit points they regain each day.

Hands of the Healer (Ex): A surgeon reaching this level of skill no longer requires any materials at all to make Heal checks, relying solely on his own abilities to tend wounds and stave off disease. If the proper materials are available and used, the surgeon receives a competence bonus of +2 to any Heal checks he makes. This bonus stacks with all other bonuses to the surgeon's Heal checks.

Also, the incredible healing properties of the surgeon's touch act as a *cure minor wounds* at will. A creature healed through this ability cannot be affected again by it for 24 hours. This power is not affected by the Curing power later described.

Curing: The healing talent and medical knowledge of the surgeon allow him to more effectively use curing magic. When casting a curing spell through the Spontaneous Casting class ability, the surgeon adds the Curing bonus to each die rolled for the spell. This bonus is not cumulative, and does not stack with any other similar bonuses the surgeon might benefit from.

Master of the Blood (Ex): The surgeon is now able to deal with maladies that affect more than flesh and bone; even diseases and poisons must yield to his immense skill. When making Heal checks to deal with either diseases or poisons, the surgeon can



try to bolster his patient even as he cures them. By choosing to add +10 to the DC of the Heal check, thereby making the check harder, the surgeon cures the effects of the disease or poison that have already occurred, not just the continuing effects or secondary damage. Use of this ability is entirely optional and takes one full hour to perform.

Healer's Eyes (Ex): The surgeon must remain alert and aware of every nuance in a patient, both during examination and while performing his duties. The attention to detail and subtle clues is what grants the surgeon Sense Motive as a class skill - primarily for the use of this power. By looking at an individual and making an opposed Sense Motive versus Bluff check, he can gain all the information about them that would be relayed by a *status* spell. This additionally gives the surgeon the rough knowledge of their current percentage of total hit points (rounded to the nearest 10%). Use of this power is a free action.

Master of the Spirit (Su): A Master of the Spirit is a powerful healer whose beneficial abilities radiate around him as a soft, white, aura of power visible to spells like *detect magic* and *true seeing*. This aura extends 10 feet in all directions and is constantly active regardless of the surgeon's intent. The surgeon's spiritual aura has the following effects:

- † Dying creatures survive to -15 hit points before being slain instead of -10. These creatures are still incapacitated as normal; they simply have longer to stabilise before they expire.
- † Stabilization chance for any dying creature within the surgeon's aura improves to 15%.
- † Creatures within the aura of a surgeon can take partial actions when reduced to 0 hit points without suffering additional damage.
- † *Wounding* weapons and effects cease to function within the surgeon's aura, nor will the continuing damage they inflict occur to anyone who enters the aura.
- † A surgeon of this level can expend one use of his turning ability to counterspell any divine spell that attempts to inflict damage through the use of negative energy on a target within his aura. This includes all of the *inflict* spells; *slay living*, *circle of doom*, *destruction*, and *harm*. The surgeon must have at least a partial action left in the current round and if this power is used, the

surgeon does not get to take any action for the remainder of the round.

CHURCH PROVISIONER

The power of the church is determined in part by the magic available to its priests. In religions where clerics are at a premium, or where they must rely on warriors instead of paladins for a military arm, the church provisioner becomes an important part of the magical supply chain. Skilled in brewing potions, provisioners ensure magic is available where needed. By drawing upon the faith of the congregation, the provisioner is able to create potions at a much faster rate than would



The Church Provisioner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Deliver Bounty	+1 level existing class
2	+1	+3	+0	+3	Coalesce Faith	+1 level existing class
3	+2	+3	+1	+3	Tap Faith	+1 level existing class
4	+3	+4	+1	+4	Channel Faith	+1 level existing class
5	+3	+4	+1	+4	Brew Greater Potion	+1 level existing class

otherwise be possible. Even the most advanced wizards cast a longing eye toward the abilities of the provisioner, who is clearly the master of potion brewing.

On the other hand, the items created by the provisioner are only useful to those who follow the same religion as the provisioner himself. Others will be unable to gain any benefit from these creations; the powers of the gods are not to be squandered by the unbeliever.

The provisioner also supplies the church with more mundane supplies in time of need. By devoting himself to the arts of divine creation, the provisioner is able to deliver food, water and other necessities to those who need them in times of trouble.

Classic Play

Any character who becomes a church provisioner is just asking to be abused. A party will go to great pains to visit his deity's temples just so that he can brew more cure potions for them and create provisions for the next few days. Of course, the caveat is that they must follow the same religion as the character, which would put a clamp on part of the abuse. However, the fact that the provisioner's abilities work only on his religion's places of worship and useful only to his religion's followers indicates that this class could be better in a Non-Player Character, who does not need to go adventuring and has a greater calling to serve his faith. The class truly shines when all the party members are agents of the same religion, as often as *that* is likely to happen.

Hit Die: d8.

Requirements

To qualify as a church provisioner, a character must fulfil the following requirements:

Skills: Spellcraft 8 Ranks, Alchemy 4 Ranks.

Spells: Ability to cast *create food and water* as a divine spell.

Feats: Brew Potion.

Class Skills

The church provisioner's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (religion) (Int), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the church provisioner prestige class.

Weapon and Armour Proficiency: The church provisioner is proficient with all forms of armour, shields and all simple weapons. In addition, the church provisioner retains any proficiency gained as a result of his choice of deity. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The church provisioner continues to gain ability as a divine spellcaster. For each level gained as a church provisioner, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a church provisioner. The church provisioner 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 church provisioner can cast per day, simply add his level of church provisioner 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 church provisioner to for purposes of determining spells per day.

Deliver Bounty (Sp): The church provisioner is able to cast *create food and water* as many times per day as his Wisdom modifier without resorting to his prepared spells for the day, provided the casting takes place within a place of worship. The food and water created in this way will remain fresh for 72 hours, rather than the 24 hours that is standard for this spell.

Coalesce Faith (Su): When brewing potions in a place of worship, the provisioner need only spend one-half the normal amount for raw materials. Potions brewed with this ability may only be used by those of the provisioner's religion – all others receive no benefit from drinking the potion at all.

Tap Faith (Su): When brewing potions in a place of worship, the provisioner can draw upon his gathered divine favour to speed the rate at which potions can be created. For every class level, the provisioner can create an additional potion each day at normal costs, although these costs can be curtailed by other provisioner abilities. Potions brewed with this ability may only be used by those of the provisioner's religion – all others receive no benefit from drinking the potion at all.

Channel Faith (Su): When brewing potions in a place of worship, the provisioner need only spend 1/50th of the potion's base price in XP. Potions brewed with this ability may only be used by those of the provisioner's religion – all others receive no benefit from drinking the potion at all.

Brew Greater Potion (Su): By suffering a temporary point of Wisdom damage, the provisioner can create a potion of a spell of up to 5th level instead of only 3rd level. Brewing these potions must take place within a place of worship. Potions brewed with this ability may only be used by those of the provisioner's religion – all others receive no benefit from drinking the potion at all.

DIVINE EMISSARY

Divine beings rarely deign to converse with mortals, preferring to remain on their own planes where their power is absolute and their rule unquestioned. There are cases, however, when it is necessary for the god to convey information from on high to their followers or enemies. In these situations, the divine emissary is called upon to deliver whatever his god declares. As a sideline to this role, the emissary often handles negotiations for the church. His charisma, speaking skills and divine mandate give the emissary a great deal of authority even with outsiders. With the addition of granted powers, the divine emissary is a powerful speaker who is difficult to resist.

Hit Die: d8.



Classic Play

The divine emissary is very much a diplomatic kind of class; the abilities it gains are focused on the power of the voice. As the spokesperson for his deity a divine emissary will often also be the spokesperson for his group. The class might seem underpowered compared to some, but the societal benefits, particularly within the clergy of the character's god help to alleviate any perceived weakness in the class.

Requirements

To qualify as a divine emissary, a character must fulfil the following requirements.

Skills: Diplomacy 10 Ranks, Intimidate 4 Ranks.

Spellcasting: Ability to cast divine spells.

Special: Ability to turn or rebuke undead.

Class Skills

The divine emissary's class skills (and the key ability for each skill) are Bluff (Int), Concentration (Con), Diplomacy (Cha), Heal (Wis), Innuendo (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (religion) (Int), Scry (Int, exclusive skill), Sense Motive (Wis) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the divine emissary prestige class. All spell-like abilities are assumed to be cast at a level equal to the divine emissary's class level, plus the level of any one divine spellcasting class he also belongs to.

Weapon and Armour Proficiency: The divine emissary is proficient with all forms of armour, shields and all simple weapons. In addition, the emissary retains any proficiency gained as a result of his choice of deity. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The divine emissary continues to gain ability as a divine spellcaster as well as mastering the skills necessary to fulfil his duties as

a negotiator and intermediary. For each level gained as an emissary, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a divine emissary. The emissary 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 the emissary can cast per day, simply add his level of divine emissary 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 divine emissary to for purposes of determining spells per day.

Divine Speech (Su): The character can be understood by all intelligent creatures, regardless of language barriers. This ability works with any creature that is able to speak a language of its own. Note that it does not provide the divine emissary with the ability to understand others, it only allows others to understand him.

Charm Person (Sp): Drawing upon the power of his god allows the emissary to become incredibly persuasive. Once per day, the divine emissary is able to cast a *charm person* spell as a standard action.

Calm Emotions (Sp): The divine emissary may expend a turning or rebuking attempt to issue an authoritative shout that is identical to the *calm emotions* spell. This may be done as often as the emissary wishes so long as he has turning attempts left to expend. Using this ability is a standard action.

Cow the Faithless (Sp): Once per day, as a standard action, the emissary is able to inspire *fear* in those who do not share the convictions of his faith. Agnostics, atheists and followers of other deities are all entitled to a Will save as if the character had cast the *fear* spell.

Shout (Sp): Once per day, as a standard action, the emissary may invoke the power of his god to use this spell-like ability, which is functionally identical to the *shout* spell. The use of this ability requires the expenditure of one turning attempt by the divine emissary.

The Divine Emissary

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Divine Speech	+1 level existing class
2	+1	+3	+0	+3	<i>Charm Person</i>	+1 level existing class
3	+2	+3	+1	+3	<i>Calm Emotions</i>	+1 level existing class
4	+3	+4	+1	+4	<i>Cow the Faithless</i>	+1 level existing class
5	+3	+4	+1	+4	<i>Shout</i>	+1 level existing class

DIVINE HAMMER

Wherever a religion takes root, its enemies are sure to follow. Those who believe strongly in one deity often believe just as strongly in the evil of another and seek to bring down their enemy religion. The divine hammers are clerics trained to hunt other clerics, using the power of their own deity to oppose the powers of the enemy. In times of trouble, divine hammers are dispatched to track down and dispose of enemy clerics and in peace, the hammer spends his time wandering the lands looking for new targets. While the divine hammer is not compelled to attack every agent of an enemy religion that he meets, he is expected to be prepared to do so. Grim and always ready for action, the hammers are the embodiment of divine wrath.

Hit Die: d8.

Requirements

To qualify as a divine hammer, a character must fulfil the following requirements.

Base Attack Bonus: +7.

Feats: Power Attack, Cleave.

Special: Ability to turn or rebuke undead.

Class Skills

The divine hammer's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (religion) (Int), Scry (Int, exclusive skill), Sense Motive (Wis) and Spellcraft (Int). See



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

Skill Points at Each Level: 2 + Int Modifier.

Classic Play

For a cleric seeking to go on the warpath, the divine hammer is a good way to bolster his effectiveness in combat. While not enjoying the same attack bonus as a fighter, the divine hammer does gain a number of defensive and offensive abilities based on his ability to channel divine power. Paladins might want to look into becoming divine hammers and, while not specified in the class, it is not unthinkable for them to remain able to advance as paladins after taking divine hammer levels. Being able to invoke damage reduction, spell resistance and resetting all kinds of damage appears daunting for Games Masters, but consider that both DR and SR ratings granted are relatively low, with opponents standing a good chance of still being able to damage the character

Class Features

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

Weapon and Armour Proficiency: The divine hammer is proficient with all forms of armour, shields and all martial weapons. In addition, the divine hammer retains any proficiency gained as a result of his choice of deity. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per day: The divine hammer continues to gain ability as a divine spellcaster. For each level gained as a divine hammer, the character gains new divine spells as if he had also gained a level in

whatever divine spellcasting class he belonged to before becoming a divine hammer. The divine hammer 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 divine hammer can cast per day, simply add his level of divine hammer 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 divine hammer to for purposes of determining spells per day.

Sacred/Profane Strike (Su): During a combat, a divine hammer may, as a standard action, invoke the power of his deity to increase his strength at arms. For the duration of the combat, the hammer receives a sacred (or profane) bonus to his attack and damage rolls equal to the higher of his Charisma or Wisdom modifiers. Whether the bonus is sacred or profane is based on the alignment of the hammer; neutral hammers receive a sacred bonus if they turn undead and a profane bonus if they rebuke undead. Using this ability expends one of the hammer's turn (or rebuke) undead attempts for the day.

Divine Armour (Su): During a combat, the divine hammer may, as a standard action, invoke the power of his deity to shelter him from the blows of his enemies. For the duration of the combat, the hammer receives the Damage Reduction special ability equal to the higher of his Wisdom or Charisma modifiers – this reduction is ignored by +1 weapons or greater. Using this ability expends one of the hammer's turn (or rebuke) undead attempts for the day.

Shield of Faith (Su): As a standard action, the divine hammer may call upon the power of his god to shield him from harmful magic. For one hour after this ability is activated, the divine hammer receives spell resistance equal to 10 + the higher of

The Divine Hammer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Sacred/Profane strike	+1 level existing class
2	+1	+3	+0	+3	Divine Armour	+1 level existing class
3	+2	+3	+1	+3	Shield of Faith	+1 level existing class
4	+3	+4	+1	+4	Revive	+1 level existing class
5	+3	+4	+1	+4	Damning Touch	+1 level existing class

his Charisma or Wisdom modifiers. Using this ability expends one of the hammer's turn (or rebuke) undead attempts for the day.

Revive (Su): As a full-round action, the divine hammer may call upon divine power to completely restore his health. Using this ability restores all hit points, removes any disease or poison from the character's body, restores lost limbs and otherwise returns the hammer's physical being to a pristine state. This ability expends all of a hammer's turn (or rebuke) undead attempts for the day and may be used only once every thirty days.

Damning Touch (Su): Once per day, the divine hammer may touch the body of a fallen foe and place it beyond redemption. This ability prevents the *resurrection* or *reincarnation* of the touched corpse as the soul is sealed away in a private hell by the power of the hammer's deity. Not even a *wish* spell can undo this powerful damnation – the touched individual is lost for all eternity.



DIVINE HERALD

Anyone who wields divine magic touches the powers of the gods; they partake in the divine plan and assist their patron in whatever ways they can. A divine herald goes a step beyond just touching divine power: he drinks deeply of it. He reaches into the divine spheres and takes that power as his own. In a way he becomes a living embodiment of divine virtue as much god as a man.

The path of the divine herald destroys the weak of will or spirit. It involves mysteries and trails that slowly erode the divine herald's mortality. In return the divine herald gains supernatural powers like those of the gods, eventually casting aside mortal limitations entirely.

Some divine heralds begin their journey as the servant of a particular god. Others choose the path for personal reasons. In all cases as the divine herald grows more powerful he loses his previous loyalties and affiliations. They may continue their associations with their previous patrons, friends, and enemies, but from a changed viewpoint. Gods

they treat as equals; mortals as lesser creatures that cannot understand the truths the divine herald knows.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +8.

Base Will Save Bonus: +8.

Feats: Extra Turning, Iron Will.

Spellcasting: Ability to cast divine spells.

Special: Must perform a great quest or service on behalf of a deity, the deity then must decide to grant the character divine herald status.

Class Skills

The divine herald's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane)

(Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int. exclusive skill) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Classic Play

When gods start taking direct action in a campaign, things definitely turn serious. This class is meant for characters of high standing with the divine powers and, while not particularly powerful, its concept should not be taken lightly. Games Masters should advise any player wishing to take up the mantle of a divine herald that most gods do not joke around, and being one's direct messenger entails some responsibilities an adventuring party might not be so keen on adhering to. On the other hand, it is an excellent tool for launching adventures as new assignments from the deity.

Class Features

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

Weapon and Armour Proficiency: A divine herald is proficient with all simple weapons. A divine herald is proficient 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, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: For each level gained as a divine herald, the character gains new divine spells as if he had also gained a level in whatever divine

spellcasting class he belonged to before becoming a herald. The divine herald does not, however, gain any other benefits of his former divine class. In other words, to determine the number of spells that a divine herald can cast per day, simply add his level of divine herald to the level of his previous divine spellcasting class. Characters with more than one divine spell casting class must decide which class to assign each level of herald to for purposes of determining spells per day.

Divine Aura (Su): At 1st level the divine herald can channel divine power into an aura of majesty. This aura frightens creatures who have one-half or fewer the number of Hit Dice that the character has caster levels if they fail a Will save with a DC equal to 10 + divine herald's class level + Charisma modifier. Creatures remain frightened for 1d6 rounds. Frightened creatures attempt to flee as well as they can. They also suffer a -2 penalty on attack rolls, weapon damage rolls, and saving throws. Using this ability counts as one of the divine herald's turning attempts in a day.

Bonus Domain: At 2nd, 6th, and 10th levels the divine herald may select an additional clerical domain. The divine herald gains the domain power from the domain, as well being able to select spells from the domain for his domain spell per day. The divine herald may select any non-conflicting domains as his bonus domains. For example, it is not possible for someone to possess both the good domain and the evil domain.

Path of the Gods (Sp): At 3rd level the divine herald gains the ability to channel energy in such a way as to instantly transport from one place to another. It transports the divine herald to a place of the divine herald's choosing within one hundred

The Divine Herald

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Divine Aura	
2	+1	+3	+0	+3	Bonus Domain	+1 level of existing class
3	+2	+3	+1	+3	Path of the Gods	
4	+3	+4	+1	+4		+1 level of existing class
5	+3	+4	+1	+4	Divine Health	
6	+4	+5	+2	+5	Bonus Domain	+1 level of existing class
7	+5	+5	+2	+5		
8	+6	+6	+2	+6		+1 level of existing class
9	+6	+6	+3	+6	Way of the Immortals	
10	+7	+7	+3	+7	Bonus Domain	+1 level of existing class

miles of his present location. This is a spell-like ability that takes a full-round action to invoke and provokes an attack of opportunity. The divine herald can take the Path of the Gods once per day per Wisdom modifier.

Divine Health: At 5th level the divine herald gains total immunity to diseases and poisons. This includes magical diseases and poisons.

Way of the Immortals: At 9th level the divine herald gains the power to replicate himself for brief periods of time. He can create a duplicate of himself that possesses all of his powers, spells and equipment as a full-round action that does provoke an attack of opportunity. These bodies share the same mind. The two forms cannot exist in the same space for more than a single round without fusing back together. The divine herald is not fully divine and therefore cannot maintain this separate body for more than one minute per point of his Wisdom modifier (minimum one minute).

GOLDEN ONE

Golden ones are clerics and paladins who follow a less offensive path than their brethren. Filled with positive energy, they take their name from the golden aura of protection that surrounds them. The aura increases its power over time, granting protections against both physical and magical attacks.

Golden ones are highly spiritual and spend much of their time fasting and praying. When they are part of a church hierarchy, they are active and vocal, often volunteering to take on special duties. When operating independently of an organization, a golden one often behaves as a questing knight or paladin, seeking out wrongs to right and evil to subdue. Golden ones are often found combating undead or protecting the innocent from evil outsiders, and they will rush to investigate the vaguest rumours of innocents endangered by undead, holding necromancers as their greatest adversaries. Their combat abilities are not great but, because of the defensive properties of their golden aura, they can stand up against powerful undead, such as shades and lichs.

Golden ones from clerical backgrounds usually hang back a bit from the fighting, occupying a support position and reinforcing their comrades

with spells. Golden ones who used to be paladins wade into the thick of combat, but tend to cast more spells than they did previously. In any case, whenever undead are encountered, the golden one will quickly close with them, using his golden aura to full advantage and shielding his allies from negative energy attacks.

Hit Die: d4.

Classic Play

For clerics willing to abide by a strict code of conduct, becoming golden ones is an excellent alternative to their careers, as they advance in much the same way as if they were clerics but gain several new abilities, not to mention extra Domains. Games Masters should not be overly concerned about the abilities that the golden one can command, as they can play with the walking torch's glowing disadvantage, not to mention the never-ending fun of posing moral dilemmas intended to snuff out the character's light.

Requirements

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

Alignment: Any good.

Knowledge (religion): 10 ranks.

Feats: Extra Turning.

Spellcasting: Ability to cast divine spells.

Special: Ability to turn undead. Must worship a deity that grants access to the Good domain (but the character need not have access to that domain).

Class Skills

The golden one's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Heal (Wis), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Scry (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Golden ones are not inherently combative and gain no additional weapon or armour proficiencies.



Spells Per Day: At every level, the golden one gains additional spell slots as if he had gained a level in the divine spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 golden one, he must decide to which class he adds the new level for purposes of determining spells per day.

Golden Aura (Su): golden ones are constantly surrounded by a faint golden aura of positive energy. It starts very light, deepening in colour as the golden one's powers increase. The aura stands out one inch from the skin and starts as a faint yellowish glow, gradually becoming a true golden hue. The aura sheds light in an area one foot in radius per level. The aura shines through clothing, but the light cast is non-magical and can be blocked by normal means. The aura has the following additional properties:

- † +1 deflection bonus to AC at every odd level.
- † Grants a base SR of 10 plus 1 per golden one level.
- † Undead find the aura's positive energy painful and take one point of damage per golden one level if they come in contact with the character. This takes effect before any other touch effects. Undead spellcasters attempting touch attacks must make concentration checks or lose any held spells. Non-spell touch attacks, such as the lich's damaging touch, still take effect, as do supernatural abilities. The golden one may also attempt to make touch attacks against undead, inflicting 1 point of positive energy damage per class level. If the golden one is using a weapon, the positive energy aura does not envelop the weapon so it inflicts damage normally.
- † At 10th level, the golden one's aura grants damage reduction 10/+1.

Additionally, he suffers the following penalties:

- † Hide attempts automatically fail unless magical assistance to hide the aura is used, such as darkness or dispel magic.
- † Evil and light-sensitive creatures instantly dislike the character.
- † The golden one cannot willingly turn off his aura.

Spell resistance applies to all spells cast on the character, except those he casts on himself and those that involve the channelling of positive energy, such as healing spells and any spell with the 'holy' or 'good' descriptors.

Casting a *darkness* spell on the golden one does not function normally. Instead, if he fails his save, it dims his aura temporarily. As long as the darkness is in effect, the aura casts no light and is only half

The Golden One

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Golden Aura, Domain, Turn Undead	+1 level of existing class
2	+1	+0	+0	+3		+1 level of existing class
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4		+1 level of existing class
5	+2	+1	+1	+4	Resist Energy Drain	+1 level of existing class
6	+3	+2	+2	+5	Domain	+1 level of existing class
7	+3	+2	+2	+5		+1 level of existing class
8	+4	+2	+2	+6		+1 level of existing class
9	+4	+3	+3	+6		+1 level of existing class
10	+5	+3	+3	+7	Immune to Energy Drain	+1 level of existing class

as bright. The golden one still suffers a -1 penalty to Hide checks per level. All of the golden one's aura-based abilities function as if he were half his current level. A *dispel magic* (or equivalent, such as *antimagic sphere*) causes the aura to wink out completely, along with the associated abilities. The dispel attempt must succeed against a DC of 11 plus the golden one's prestige class level. The aura reappears after a number of rounds equal to the difference between the dispel checks. Remember that spell resistance applies to these spells before saving throws are made.

New Domain: At levels one and six, the golden one gains access to a new domain. Pick from the following list: Good, Healing, Protection and Sun. They get the new domain power and the ability to choose spells from the new domain but do not gain any additional spell slots. Paladin casters gain the domain abilities and one domain spell slot at each available spell level. This slot can only be used to memorise domain spells.

Turn Undead: Add golden one levels to previous class levels for the purposes of turning undead, as long as those previous classes can also turn undead. For instance, a paladin 10/golden one 3 turns undead at level 11 because the paladin turns as an 8th level character.

Resist Energy Drain (Su): At 5th level, the golden one's exposure to positive energy has built up and allows him to resist energy draining attacks. The attacker must beat the golden one's Spell Resistance with a roll of 1d20 plus his Hit Dice or caster level for spells. If the roll succeeds, the golden one is affected normally. If it fails, nothing happens, although other touch attacks may take

effect. Magical items that impose negative levels still affect the character.

Immune to Energy Drain (Su): By 10th level, the golden one has built up such an affinity for positive energy that energy draining attacks no longer affect the character. The negative level effects of certain magical items still apply.

Restrictions

Golden ones must abide by a general code of conduct.

- † Never willingly commit an evil act.
- † Protect the innocent, the defenceless and the weak.
- † Be merciful to all.
- † Lay the undead to rest.

The code is somewhat vague, allowing a personal interpretation that matches with the outlook of the divinity the golden one worships. For instance, when coming across a deathly-ill individual, does the golden one arrange care and peaceful last days for the person, or, seeing that there is no hope, offer quick and painless euthanasia?

Another quandary is what to do with a good-aligned undead creature; destroy it because it is undead, or leave it be because it is good? By destroying the good creature, you may have committed an evil act, but by leaving it, you have let an undead creature survive. Either breaks the code in a strict interpretation.

Golden ones cannot multiclass further in any normal class or prestige class. If they do so they may not take any more levels in golden one. They

lose their golden aura and energy drain resistances, but retain their other abilities, such as spellcasting level, additional domains and the ability to turn undead. Only after reaching 10th level may they resume their advancement in their original class or take on other classes as long as they respect all restrictions from all of his classes. Paladins who become golden ones retain their paladin abilities but must follow their own code of conduct in addition to that of the golden one. As above, they may not return to their previous class unless they reach 10th level, then they may continue as normal.

If a golden one breaks his code of conduct his golden aura instantly winks out, staying dark until he atones properly. If he ever commits an evil act willingly, he forever loses all his abilities and can no longer advance as a golden one. If a golden one paladin loses his paladin abilities, he may become ineligible to be a golden one (i.e., no longer able to cast divine spells and turn undead). He loses all golden one abilities as well and cannot advance further in the class.

HEALING HAND

Compassion is a rare quality in a world filled with monsters and dangers of all kind, but even in harsh conditions, there are those who believe that everyone deserves to be whole and healthy, including one's enemies. The healing hand is a healer in every sense of the word, a person full of compassion, mercy and determination. Healing hands travel into the most hostile territories bringing divine healing with them and showing those who know only violence and pain that there is another way.

The healing hand turns away from violence to fully embrace healing energy. In return for this focus, he gains powerful healing abilities, which he must use for anyone in need. It is his divine quest to soothe pain in the world.

Non-Player Character members of this class roam the land as missionaries, tending to the wounds and illnesses of everyone in their path and preaching the tenets of their non-violent beliefs. They are perfectly able to defend themselves but prefer other paths before resorting to violence. On a battlefield, a healing hand can be found tending to both sides of the conflict.

Hit Die: d4.

Classic Play

The healing hand is the red cross/crescent star of fantasy gaming and depends a lot on maintaining his reputation as a neutral healer to keep the respect and apparent sanctity of his trade, not to mention his increased healing powers and bonus healing spells. The surgeon and the healing hand compliment each other in their methods of helping people, although the healing hand has greater restrictions that come with greater powers. While the class description does not specify the class belonging to an organization, the Games Master is advised to detail one, or at least expand on the clergy of the character's deity to provide the trappings and restrictions that go with belonging to any larger social group.

Requirements

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

The Healing Hand

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Empowered Healing, Great Heal, Sanctuary	+1 spellcasting level
2	+1	+3	+0	+3	Deathwatch, Bonus Spell (<i>Lesser Restoration</i>)	+1 spellcasting level
3	+1	+3	+1	+3	Bonus Spell (<i>Cure Disease</i>)	+1 spellcasting level
4	+2	+4	+1	+4	Maximize Healing 1/day	+1 spellcasting level
5	+2	+4	+1	+4	Bonus Spell (<i>Restoration</i>)	+1 spellcasting level
6	+3	+5	+2	+5	Bonus Spell (<i>Status</i>), Immune to Disease	+1 spellcasting level
7	+3	+5	+2	+5	Maximize Healing 2/day	+1 spellcasting level
8	+4	+6	+2	+6	Bonus Spell (<i>Raise Dead</i>)	+1 spellcasting level
9	+4	+6	+3	+6	Bonus Spell (<i>Heal</i>), Immune to Poison	+1 spellcasting level
10	+5	+7	+3	+7	Bonus Spell (<i>Greater Restoration</i>)	+1 spellcasting level

Heal: 10 ranks.

Alignment: Any non-evil neutral.

Spellcasting: Must be able to cast 1st-level divine spells.

Feats: Skill Focus (heal).

Class Skills

The healing hand's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Profession (Wis), 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 healing hand prestige class.

Weapon and Armour Proficiencies: The healing hand gains no additional proficiency in any weapons or armour.

Spells per Day: At every level, the healing hand gains additional spell slots as if he had gained a level in the spellcasting class he belonged to before adding the prestige class. However, he does not gain any other benefit a character of that class would have gained with 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 healing hand, he must decide to which class he adds the new level for purposes of determining spells per day.

Empowered Healing (Su): When casting cure spells, the healing hand heals +1 hit point per healing hand level (this is in addition to the normal +1 per caster level for all divine spellcasters). This bonus is not subject to the normal hit point limits on cure spells.

Great Heal (Ex): The healing hand can cure wounds using his Heal skill. Once per day per target, he can make a Heal check (DC 15) to cure one hit point for every 5 points in the check result over the DC, with a minimum of 1 hp. This takes a full minute to perform.

Sanctuary (Su): The healing hand is recognised throughout civilised lands and many outlying



regions. As a known healer who will treat anyone regardless of race, alignment or actions, he carries an aura of inviolability. Anyone attempting to attack the character must make a Will save (DC 10 + the healing hand's level + Cha modifier) or abstain from attacking the healing hand for that encounter. This protection, while similar to that provided by the spell *sanctuary*, is more restricted. The character negates his protective aura if he picks up a weapon, attacks anyone, casts any offensive spells, or performs an action that indirectly causes harm to his opponents, like summoning creatures to attack them or casting spells on allies that increase their effectiveness in battle. Healing allies does not count for this restriction.

Deathwatch (Sp): At 2nd level, the healing hand's perception begins to change. He becomes attuned to the life force of all surrounding him and may use *deathwatch* at will as a standard action, cast at the hand's class level.

Bonus Spells: At different levels, the healing hand can cast certain spells without needing to

prepare them or to spend one of his spell slots. He can cast each spell once per day at his healing hand level: *lesser restoration* at 2nd level, *cure disease* at 3rd level, *restoration* at 5th level, *status* at 6th level, *raise dead* at 8th level, *heal* at 9th level and *greater restoration* at 10th level.

Maximize Healing (Ex): At 4th level, the healing hand may cast one healing spell once per day to maximum effect, curing the maximum hit points possible with that spell. At 7th level he may do this twice per day.

Immune to Disease (Ex): At 6th level, the healing hand gains immunity to all natural diseases. His constant exposure to such things has built up the immunity in his system.

Immune to Poison (Ex): At 9th level, the healing hand gains immunity to all natural and man-made poisons. His long exposure to such things has built up the immunity in his system.

Restrictions

The healing hand brings divine healing to all in need, including those who would slay him as soon as look at him. In return for his divine gift of healing, the healing hand must never willingly bring harm to a living being. Spells that inflict damage can be used only against allowed targets (see below). If he immobilises or renders helpless another through his actions (including spells such as *hold person*), he is responsible for that creature's safety until it can defend itself.

He must never withhold healing from a creature that requests his aid. If it comes down to a choice between two living beings, sentient creatures take precedence over animals.

Mindless forms, like vermin and oozes, are not protected at all. The healing hand is free to attack undead, constructs and evil or destructive outsiders.

If, through his actions, the healing hand brings harm to a living creature, he loses the special abilities granted by the prestige class. He cannot regain his abilities until he atones.

HIERARCH

Gods and churches are an indivisible pairing. Where there is divinity, there are those who worship. Where there are those who worship, there arises a church. These organizations may form through devotion to a deity, but they do not keep running by themselves. The church may do great community works or spread the faith among the populace, but it needs those who direct it on the mortal plane. No matter how involved the a higher power is with his followers, they must eventually be appointed to the vital roles of leadership.

It is from this need that hierarchs are formed. They are not always known by that name, of course. Some churches would call them 'father', 'bishop', 'pontiff', or 'clerist', but the meaning is the same. Sheep need shepherds, and shepherds need guidance as well. Not necessarily the most powerful priests in a magical sense, hierarchs hold a more temporal form of might; they possess the strength of a leadership role among hundreds, thousands, or even millions of devout followers.

Invested by their deities to better fulfil the obligations of their station, hierarchs are not at all weak in the scope of their powers. They are also not as tied to a single structure or place as their role might suggest. Many times, the ordination of a new hierarch signifies a deity's wish for the church to expand and grow into new lands. This is a period of intense adventuring as the hierarch is expected to travel, explore, and seek out places and people appropriate for his faith. With the immense power granted to them in this pursuit, few hierarchs fear for their safety.

Hit Die: d6.

Requirements

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

Abilities: Wisdom 16+, Charisma 16+ or Intelligence 16+

Skills: Knowledge (religion) 9 ranks.

Feats: Leadership.

Spellcasting: Must be able to cast divine spells.

Special: Hierarchs are appointed, not made. The Games Master must approve any levels in this class, judging the deity's need for a new hierarch

and the potential character's performance on the god's behalf. Only *exemplary* individuals ever become hierarchs.

Classic Play

This class is not for the faint of heart. Even if the requirements do not state so, lawful is the alignment best suited for the role of a church hierarch. The character not only gains new powers with the first level but also many, many responsibilities. If you have *The Quintessential Cleric*, the rules for hymns, temples, congregations and conversions work perfectly with the hierarch, but are only icing on the cake, as this class has enough rules by itself to play exactly what it claims to describe: a character in a position of power within a church.

Class Skills

The hierarch's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Hierarchs gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks



The Hierarch

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Ecclesiarch's Right	+1 level of existing class
2	+1	+3	+0	+3	The Many Tongues of the Faith	+1 level of existing class
3	+2	+3	+1	+3	Spiritual Judgment	+1 level of existing class
4	+3	+4	+1	+4	Deific Domain, Leadership	+1 level of existing class
5	+3	+4	+1	+4	Ecclesiarch's Mandate	+1 level of existing class
6	+4	+5	+2	+5	The Many Faces of the Faith	+1 level of existing class
7	+5	+5	+2	+5	Spiritual Transcription	+1 level of existing class
8	+6	+6	+2	+6	Additional Domain, Leadership	+1 level of existing class
9	+6	+6	+3	+6	Establish True Diocese	+1 level of existing class
10	+7	+7	+3	+7	Eternal Legacy	+1 level of existing class

suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spellcasting: A hierarch continues training in magic as a way of guiding his church and becoming closer to the will of his deity. Thus, when a new hierarch level is gained, 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. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds the level of hierarch to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster has more than one spellcasting class before he became a hierarch, he must decide to which class he adds each level of hierarch for the purposes of determining spells per day when he adds the new level.

Ecclesiarch's Right: Immediately upon ordination, which is usually accompanied by a widespread *sending* from the deity itself, a new hierarch finds the wealth of the church at his disposal. While he cannot make extreme demands with this new right, he can easily raise, once per month, 5,000 gp times his hierarch level if needed. These funds are still the property of the church, but any reasonable use is acceptable and not questioned. These funds can take the form of loose coin, magical services, or even magical items up to the total value the hierarch can borrow. If the value is taken in items, it is considered spent and will not be replenished for use again each month until the items are replaced or paid for out of the hierarch's own funds.

The Many Voices of the Faith (Su): To facilitate conversion and communication, the hierarch's deity has granted the hierarch with a permanent, constantly functioning *tongues* and *comprehend languages* ability.

Spiritual Judgment (Sp): Once per day, the hierarch can focus his perceptions and use *true seeing* for one minute per prestige class level. This is the divine version of the spell and the duration does not have to be taken consecutively.

Deific Domain: The additional power invested in a hierarch of this level makes their domain spells more potent. When casting a domain spell, the hierarch may add a +2 holy (or unholy if that is the case) bonus to the DC. Doing this requires that the hierarch forcibly present his holy symbol, which flares brightly during the casting.

Leadership: At 4th and 8th level, the hierarch adds a +2 holy bonus to his leadership score (Charisma + character level) for purposes of determining the level and number of cohorts and followers the character can recruit or attract. The cohorts and followers gained through this feat must be selected from races and/or creatures appropriate to his deity and its domains.

Ecclesiarch's Mandate: A hierarch can make a demand of his god's following, requesting aid in the form of an army drawn from the faithful. This army has as many levels or Hit Dice equal to 50 times the hierarch's class level, divided among as many individuals as he wishes, with the following limitations: each member of the army must have at least one level, be from a Player Character race in the campaign or a creature type associated with the faith, and cannot be the hierarch's level or greater.

This army can be put to any task, not just warfare. At most, the army will remain together and functional for 1 week per point of the hierarch's Charisma modifier. After that, the army dissolves and members go their separate ways. These people are not charmed and suicidal tasks will not likely be attempted. The army formed by the hierarch's Mandate can be called once a game year and if this power is grossly abused, the hierarch may find himself in grave disfavour with his church and/or his deity.

The Many Faces of the Faith (Su): This power is an extension of the Many Voices of the Faith. The hierarch gains the innate supernatural power of *alter self*, usable once per day per Charisma modifier, minimum of once per day. This allows a hierarch to pass among the faithful and the heathen alike as one of them.

Spiritual Transcription (Sp): The hierarch is entrusted with a potent ability. Once per day, he can inscribe a *mark of justice* with a mere touch on a member of his own faith. Members of other

faiths get a Will save (DC 15 + hierarch's Wis modifier). If the target of the transcription is a member of the clergy of a faith specifically opposed or at war with the hierarch's own, the victim has a +2 bonus to his saving throw.

Additional Domain: The hierarch gains the domain power and spells of another of his deity's domains. He can still only cast one domain spell per spell level as normal, but he may choose it from the new domain if he wishes.

Establish True Diocese: If the hierarch chooses a place to build a new church, he need simply ensure that no one else is on the land to be used for construction and that it is not rightfully claimed by another religion or recognised kingdom. Then, he anoints the four corners of this land with 1,000 gp worth of holy water and rare oils while speaking a special prayer to his deity. The rite ends with the hierarch spending a night alone in the centre of the selected plot in private meditation and spending 1,000 XP.

The next morning, a grand church appears around the hierarch with the first rays of dawn. This structure is real, permanent, and large enough to serve as a major temple to the hierarch's god. Divine power floods through the hierarch and consecrates the altar, finishing the grand miracle of creation. All hierarchs must use this power before they can take the 10th level of hierarch, and they may only use it once in their lifetime.

The Games Master can design the temple or allow the player to do so with supervision. Construction cost is not important, but realistic expectation, local conditions, and the deity's attitudes in architecture and wealth should all be taken into account.

Eternal Legacy: This power is a deity's final gift to his hierarch and only occurs when the hierarch dies in its service. The hierarch is subjected to *true resurrection*, even if he died of old age. His body returns to the peak of physical health and takes on the appearance he had as a mature adult. He cannot leave the grounds of the temple after this by any means, even *teleporting without error* instantly if forced from the church by outside means.

The resurrected hierarch can no longer gain levels, but he does not age again and cannot be

permanently slain. If killed, the Eternal hierarch reforms in the centre of the temple 24 hours later unharmed and with full use of his spells again. The hierarch is destroyed instantly if the temple's altar is ever desecrated. In this instance, the hierarch's spirit returns to his deity and can never be *raised* or *resurrected* again, even through wish magic.

INCARNATE

Incarnates are druids who have not only committed themselves to absolute neutrality, but in fact are the literal embodiment of the ideal. They are a very rare breed of being that has reincarnated many dozens (or even hundreds) of times during the history of the world. In every lifetime, the incarnate has remained true to the tenets of Nature and upheld its laws above the laws any humanoid has dared to create.

Only druids may become incarnates, and only neutral ones at that. The ranks of the incarnates are quite small even given these stern requirements. In story terms, one does not so much choose to become an incarnate as rediscover what it means to be one. In game terms, of course, a player is given the choice, though preparing to make this choice calls for early sacrifices on the player's part. Once an incarnate, the character can gain no more levels in druid, giving him less potential than a pure druid but many advantages of his own.

Incarnates can be found working alongside those who are good or evil and those who are lawful or chaotic. However, they find themselves seldom trusted. Fortunately, despite their lack of connection to those they meet on the grounds of religion, philosophy or politics, most incarnates are charismatic individuals who inspire confidence and friendship.

Hit Die: d8.

Requirements

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

Alignment: Neutral.

Class and Level: 4th-level druid.

Knowledge (nature): 7 ranks.

Feat: Quicken Spell.

Ability: *Wild shape*.

Special: The character must have never voluntarily possessed an alignment other than neutral.

Class Skills

The incarnate's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Classic Play

While this class violates the tenet of not designing a prestige class for a particular core class (or at least not hiding the fact), there is no other class that fits the shoes of the incarnate like the druid. The central ability is the altered form of *wild shape* that limits severely the options of animals to transform into, in exchange of the possibility to transform into more exotic or powerful creatures. Adding the strengthening of the character's body, this class makes for a good option for druid characters, even if it is a little restricting. Games Masters should not worry overmuch about the granted abilities of the incarnate, considering that the base druid is equally or more obscene in that area.

Class Features

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

Weapon and Armour Proficiency: An incarnate is proficient with the following weapons: club, dart, long spear, quarterstaff, shortspear, sickle (if stone) and sling. Their spiritual kinship to natural items prohibits their use of weapons with any metal whatsoever, so they cannot use darts or spears with metal tips. They are proficient with padded, leather and hide armour only, and may use wooden or leather shields (the same ban against metal applies). Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. An incarnate

who wears prohibited armour or wields a prohibited weapon is unable to use any of his magical powers while doing so and for 24 hours thereafter. Like druids, though, incarnates can wield weapons and wear armour that has been altered by the ironwood spell.

Spells: An incarnate continues to gain spells as if he were adding levels to his druid class, so that an incarnate always casts spells as a druid of a level equal to his incarnate level + his druid level. Bonus spells are still gained for having a high Wisdom, and the DC to resist spells is still 10 + the spell's level + the incarnate's Wisdom modifier. At least initially an incarnate also prepares and casts spells as a druid does. This changes when the incarnate reaches 3rd level (see Spontaneous Casting below).

Pastlife Form (Su): At 1st level an incarnate learns that he can only assume one form with his *wild shape* ability. In story terms, this is the defining moment when an incarnate has awakened to his past, or at least a part of it. Instead of being able to assume the form of virtually any animal, the incarnate is able to assume the form of one specific animal or true neutral being from a previous lifetime. This form of a previous life may be any neutrally-aligned vermin or animal (including dire animals) creature types with Hit Dice equal to or less than twice the character's incarnate level (not character level) but always equal or less Hit Dice than the incarnate's character level. Alternately, the form may be of any beast, fey or humanoid type creature that is true neutral or could be of neutral alignment because they are listed as 'usually lawful neutral' or 'usually chaotic neutral'. Chosen forms of these types are limited to Hit Dice of one-half the character's incarnate level or less.

Each of these pastlife forms is very specific in appearance, sex and other factors. That is, a female incarnate could well have been a male cheetah in a past life, so when she assumes that Pastlife Form, she always becomes a male cheetah, and one with set markings on its fur. A character may choose the sex and any defining features of his Pastlife Forms.

Finally, at least half of an incarnate's Pastlife Forms must be vermin or animal, which means the first one gained at 1st level must always be such.

The Incarnate

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	1st Pastlife, Fixed Alignment, Reincarnate	+1 level of existing class
2	+1	+3	+0	+3	2nd Pastlife	+1 level of existing class
3	+2	+3	+1	+3	Domain, Spontaneous Casting	+1 level of existing class
4	+3	+4	+1	+4	3rd Pastlife	+1 level of existing class
5	+3	+4	+1	+4	Baseform, Venom Immunity	+1 level of existing class
6	+4	+5	+2	+5	4th Pastlife	+1 level of existing class
7	+5	+5	+2	+5	Domain, Spontaneous Casting	+1 level of existing class
8	+6	+6	+2	+6	5th Pastlife	+1 level of existing class
9	+6	+6	+3	+6	Timeless Body	+1 level of existing class
10	+7	+7	+3	+7	6th Pastlife, Designate Life Form	+1 level of existing class

The incarnate gains one new Pastlife Form at 2nd level and then another at every other level after the second (at 4th, 6th, 8th, etc.).

For example, a 4th-level druid / 6th-level incarnate may assume three different Pastlife Forms, which might be a female hawk at 1st level (2 HD allowed, so this 1 HD animal is legal), a male huge viper at 2nd level (a 4 HD animal), a female nixie at 4th level (a neutral 2 HD fey), and a male dire lion at 6th (an 8 HD animal; a 12 HD dire bear is not allowed because it exceeds the incarnate's character level of 10).

The incarnate may assume each Pastlife Form once per day as a standard action. He may always change back to the form of his current life without this transformation counting against his daily uses of this ability. In fact, an incarnate's ability to shift back to the form of his current life (elf, human, etc.) extends to any other shape-changing effect he makes use of or is forced upon him (by being the subject of *polymorph other*, etc.) so long as the incarnate retains his intelligence in the new form.

Each transformation (whether into a Pastlife Form or back to his current form) allows the incarnate to recover hit points as if he rested for a day. Therefore, a transformation into the Pastlife Form of a hawk and back again results in the recovery of hit points equal to twice the incarnate's natural daily recovery rate.

When in the form of these past lives, the incarnate retains his hit points, save bonuses and mental statistics (Intelligence, etc.), but he assumes the armour class, speed, special attacks and special

qualities of the new form, as well as the instinctual knowledge of how to use the form's abilities (after all, this *was* the incarnate some number of lifetimes ago). Do not refigure hit points based upon the form's Constitution. Also, the incarnate may gain the new form's Charisma if it is higher than his own, at the Games Master's discretion. Therefore, in the example above, the incarnate could assume the form of a nixie and therefore gain the ability to breathe underwater, cast *water breathing* and *charm person*, and gain the following statistics: Strength 7, Dexterity 16, Constitution 11 and possibly Charisma 16.

Additionally, the incarnate loses the ability to cast his own spells when in any animal, vermin or beast form, but spellcasting ability is retained in all humanoid and fey forms.

There is no limit to the amount of time an incarnate may remain in any of his Pastlife Forms, but once he transforms out of one, he cannot return to that form until after the next sunrise.

Memories of the lifetimes of any of these Pastlife Forms inevitably return to the incarnate as well, but this takes time. The player and Games Master can agree upon the details. Such details can often figure into the story of the Games Master's campaign.

Fixed Alignment: An incarnate is always a true neutral and no spell or effect can alter his alignment no matter the power of the attempt. Additionally, he receives an additional +2 bonus to any Will save against effects that attempt to coerce or trick him into acting in a manner inconsistent with his alignment. (for instance, if the incarnate



foetus and must be born and grow again to maturity. For a period of one week after the death of the incarnate, spells such as *raise dead* will bring him back to life in his current life form. But after that time, such spells (including *wish* and *true resurrection*) do not function, as the incarnate's soul has already passed on to a newly-conceived body. The incarnate must begin again not only with another mortal birth but also at zero experience points. The incarnate retains no memories from his last life, except for what might be recalled if the terminated life should become a Pastlife Form for his next incarnation.

Domain: At 3rd level and then again at 7th level, an incarnate may choose any one of the domains of Air, Animal, Earth, Fire, Plant and Water and may prepare spells from that domain list in lieu of equivalent level druid spells. For example, a 3rd level incarnate who chooses the Fire domain may prepare *burning bands* (a 1st-level Fire spell in the place of one 1st-level druid spell the incarnate could normally prepare).

Spontaneous Casting: At 3rd level, an incarnate gains the ability to spontaneously cast spells such as a cleric does when he replaces a prepared spell with a cure spell. Instead of spontaneously casting cure spells, the incarnate may

spontaneously cast spells from whichever domain the incarnate chose at 3rd level. Spells cast must be in the place of an equivalent level prepared spell (just like the cleric's ability). All rules that govern a cleric's spontaneous casting of cure spells apply to this ability of incarnates, including using such spells with metamagic feats. Spells that are spontaneously cast have a save DC of 10 + the spell's level + the incarnate's Charisma modifier (instead of Wisdom). At 7th level, the incarnate can spontaneously cast spells from the additional domain chosen at that level.

Baseform: At 5th level, an incarnate may choose to change his 'base' life form from that of his

falls under the influence of a *dominate person* spell, any instruction to plunder a village would be considered coercion against his alignment. In this case the +2 bonus would be on top of the +1 to +4 bonus already suggested by this spell's description). The incarnate also gains a chance to break control when given such orders even if the spell or power controlling him does not normally allow such.

Reincarnate: Since the former druid has now reawakened to his incarnate nature, he automatically reincarnates upon his death, whether he dies of old age, violence, disease or any other cause. Unlike the *reincarnate* spell, though, the incarnate is born again into a newly conceived

current existence to that of one of the Pastlife Forms he has recalled. Therefore, in our example above, the 6th level incarnate might choose his nixie form as his base form. Then, when he transformed into a hawk, he would become a nixie again upon changing back. The incarnate's present life form (such as half-elf) then becomes another form the incarnate may assume once per day.

Venom Immunity: At 5th level, an incarnate gains immunity to all organic poisons, including monster poisons but not mineral poisons or poison gases.

Timeless Body: At 9th level, an incarnate no longer suffers ability penalties for aging (see Table 6-5: Aging Effects, *Core Rulebook I*) and cannot be magically aged. Any penalties the incarnate has already suffered are immediately reversed and the original values are reinstated as the incarnate has achieved the special notice of Nature. Bonuses for aging continue to accrue and the incarnate still dies of old age when his time is up.

Designate Life Form: At 10th level, an incarnate has earned the right to choose the form for his next lifetime. He may do this at any time prior to his death and the form chosen must follow all the rules of choosing a pastlife form, but once the decision has been made it cannot be changed.

INVESTIGATOR

The church is responsible for the welfare of those who worship its patron deity. It is not merely their spiritual welfare that is at stake either; their physical well-being and safety is of concern, too. If the church allows horrible things to happen to its worshippers, it will soon lose members of the congregation to those religions that are better able to provide the necessary protection and assurance of safety.

In order to ensure no dangers are festering within areas under the church's control, most religions support an order within their ranks that specialises in investigating threats to their congregation. The investigators look into crimes both mundane and spiritual and are also responsible for rooting out potential threats to the church and its members. The investigator relies on his knowledge skills and divination magic to pursue those who plot against the church or the congregation he is sworn to

protect, using his strength of arms and the magic of his god to punish those he finds.

Because the investigator has no recognised authority as a law-enforcement officer in most communities, he must often work in secret. Divine sanction or not, if he's found pursuing justice on his own the investigator may find himself in hot water. The most successful investigators learn to work within the law, but there are times when it is simply not possible to resolve crimes or threats to the church through legal channels. Corrupt nobles or possessed officers of the law are but two examples of the things an investigator must deal with on his own, using wits and the power of his god to put paid to the workings of his enemies.

Hit Die: d8.

Classic Play

Although guilt is relative, for the investigator it is something that can be easily detected and punished. The abilities from this 5-level class are only really useful in an urban or social based campaign but certainly has some use around humanoids (come on... make the dragon confess about eating that knight...) and their societies. This limits the investigator's usefulness as an adventurer, but makes him *the* asset to have when engaged in investigation and intrigue.

Requirements

To qualify as an investigator, a character must fulfil the following requirements:

Base Attack Bonus: +3.

Skills: Knowledge (religion) 8 Ranks, Knowledge (law) 5 Ranks.

Spells: Ability to cast *discern lies* as a divine spell.

Class Skills

The investigator's class skills (and the key ability for each skill) are Concentration (Cha), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Sense Motive (Wis), 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 investigator prestige class.

Weapon and Armour Proficiency: The investigator is proficient with all forms of armour, shields and all simple weapons. In addition, the investigator retains any proficiency gained as a result of his choice of deity. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The investigator continues to gain ability as a divine spellcaster as well as mastering the skills of investigation and pursuit of the

church's enemies. For each level gained as an investigator, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming an investigator. The investigator 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 an investigator can cast per day, simply add his level of investigator 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 investigator to for purposes of determining spells per day.

Detect (Varies)(Sp): Upon gaining entry into the ranks of the investigators, the character gains the ability to cast *detect good*, *detect evil*, *detect law*, or *detect chaos* at will. Which detection spell is available is chosen at the time the character takes his first level as an investigator, and the alignment of the investigator's god. The detection spell chosen must be keyed to an opposite alignment from that of the deity, though investigators from a neutral religion may choose any of the available spells.

Eye of Judgement (Sp): When an investigator confronts the guilty, his steely stare can freeze them in their tracks. This ability can be used once per day on an individual the investigator believes is guilty of a crime. If the individual is innocent, there is no effect from this ability – to the investigator it appears as if the individual simply shrugged off the Eye of Judgement. If the individual is guilty, however, they must make a successful Will save (DC of 10 + the investigator's level) to avoid cowering for 1d3 rounds. A successful save negates the effect of Eye of Judgement. This ability can only be used on intelligent, humanoid creatures.

Hand of Guilt (Su): If, during the course of an investigation, an investigator confirms the guilt of an individual and forces their confession, he may then place a mark on them that is visible only to the members of the investigator's religion. This mark lasts for a year and a day and may only be removed by the investigator that originally placed it. The mark always appears as an inverted version of the investigator's religious symbol, and cannot be hidden by clothes or other covering – regardless



Eric Lofgren

The Investigator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	<i>Detect (varies)</i>	+1 level of existing class
2	+1	+3	+0	+3	<i>Eye of Judgement</i>	+1 level of existing class
3	+2	+3	+1	+3	Hand of Guilt	+1 level of existing class
4	+3	+4	+1	+4	<i>Voice of Confession</i>	+1 level of existing class
5	+3	+4	+1	+4	Aura of Justice	+1 level of existing class

of where it is placed on the body, or how it is covered, the mark shines through and can be seen by members of the appropriate religion.

Voice of Confession (Sp): The investigator is able to instil fear and doubt into the guilty using nothing more than a few words. When dealing with those who have committed a crime, even if the investigator does not know what that crime is, the investigator can elicit admissions of guilt during the course of a conversation. The investigator's exact words are unimportant, but usually consist of insistent urgings that the individual come clean and unburden themselves of their guilt by confessing their crimes to the investigator. This ability may be used once per day, and requires at least five minutes of intelligible (in a language understood by both parties) conversation with the suspect. At the end of this time, the suspect must make a successful Will Save (DC 10 + the investigator's Wisdom modifier and class level) or confess to his most recent crime. If more than one crime was committed at the same time (such as if a merchant were killed in the process of being robbed), the guilty party will confess to all related crimes. If the target succeeds in his Will save, he is able to resist the Investigator's urging and keep his wrongdoing to himself. In either case, the target may not be the subject of this ability more than once per week.

Aura of Justice (Su): The ultimate expression of the investigator's dedication to the pursuit of the enemies of his church, the aura of justice burns the flesh of the guilty. Once per week, the investigator can cloak himself in the aura, which radiates out from his person to cover an area 30 feet in diameter. Any guilty individuals caught in the area of effect when it flares to life suffer 1d8 points of damage. Those who remain in the area of effect, or enter it after the initial flare, suffer 1d6 points of damage each round they remain within the aura.

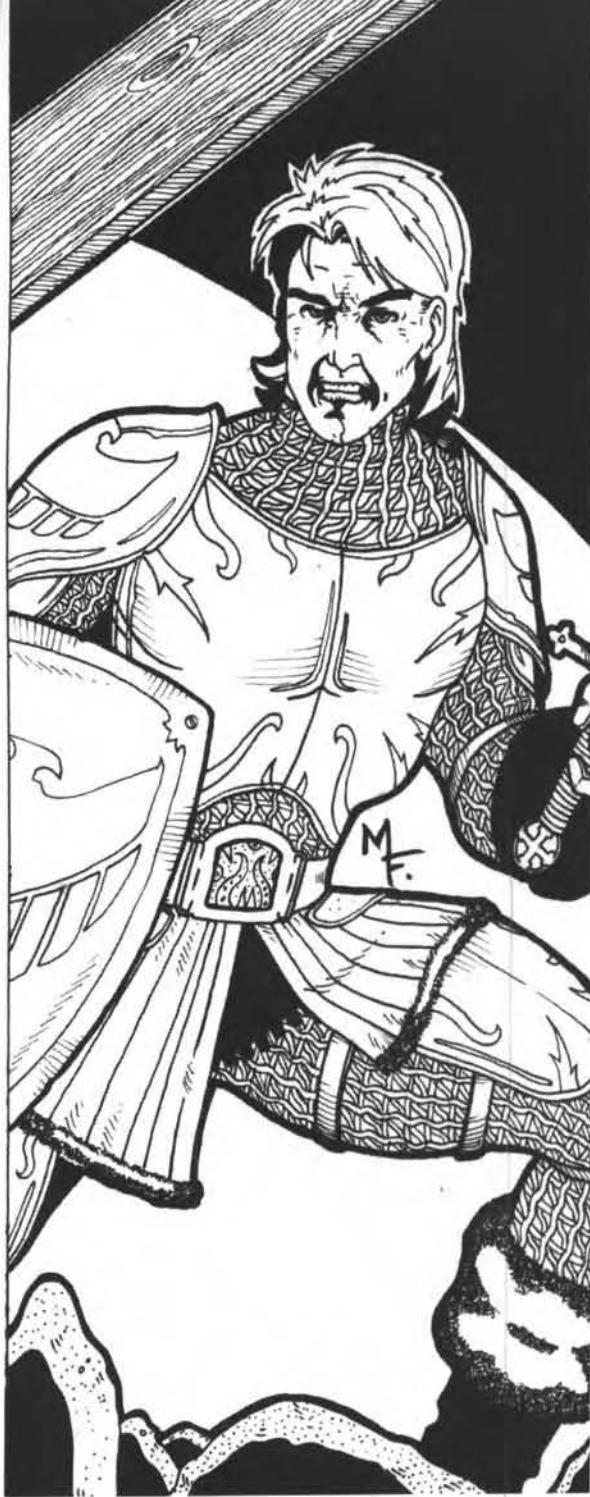
The aura lasts for 3 rounds, plus one round per five levels of the investigator. Note that only those who are guilty of a crime against the investigator's church are affected by this power – though that does include those who attack members of the congregation, such as the investigator himself.

KNIGHT OF THE LEFT HAND

Every religion has a need for martial strength at one time or another. Whether it is to defend the temples from defilers, to lead a crusade into the lands of unbelievers, or to quest for lost artefacts in the heart of an infested dungeon, a church requires holy warriors. For most tasks, paladins serve this role admirably, but certain churches need something more, someone trained to fight for the good of the faithful. These warriors go beyond the typical training of the church to hone their combat skills far beyond the pale.

With holy might and intense strength of arms, a knight of the left hand can be a fearsome sight on the battlefield. While they are not as well versed in the diplomatic arts of the clergy, they usually consider their ordained task to serve their deity with sword in hand, not standing in the pulpit. Those who serve with them certainly appreciate their skill in battle, though when the conflict ends they must seek healing from another member of the faith. What the left hand gains in the power to slay, it loses in the curing arts.

Orders of the left hand vary from religion to religion, with some faiths not supporting the path at all. Few deities without a focus in warfare have any need for such warriors. Even those churches that do maintain a left hand chapter do not often have more than a handful of these warrior-savants at any one time. The cost of maintaining a stable of powerful, aggressive knights is generally more than most churches can sustain without dire need.



The hierarchy among knights of the left hand who serve in the same religion is a simple affair; time in service is the only real mark of station. The life of a knight is violent enough that survival alone is enough of an indicator of prowess and worth to the church. Of course, marks of station and more

hand's heart, alone on a battlefield surrounded by the enemy, the only true badge of any worth is the terrible wrath of his god.

Hit Die: d10.

Classic Play

For anyone looking for an alternative paladin, here it is. This class is a holy warrior worthy of the name, focusing all of his divine influence into his combat abilities. Games Masters should seriously consider letting a player choose this class for his character, for it can make a good warrior into a formidable one, especially for fighter/clerics. Players, on the other hand, should look carefully at the benefits of this class during combat. With the right combination of tactics, the knight of the Left Hand can be a match for almost anything that crosses his path.

Requirements

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

Base Attack Bonus: +6.

Feats: Power Attack, Cleave, Weapon Focus in the deity's chosen weapon.

Spellcasting: Must be able to cast divine spells.

Special: The character's deity must offer War as a domain. A Games Master may determine that a specific religion offers this prestige class even if the deity does not have War, but this should be rare and given only under special circumstances.

Class Skills

The knight of the left hand's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis) and Ride (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the knight of the left handprestige class.

Weapon and Armour Proficiency: Knights of the left hand gain proficiency in all simple and

The Knight of the Left Hand

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+2	+0	+2	Knightly Power, Weapon of Faith	
2	+2	+3	+0	+3	Knightly Focus	+1 level of existing class
3	+3	+3	+1	+3	Knightly Skill, Weapon of Glory	
4	+4	+4	+1	+4	Knightly Cleave	+1 level of existing class
5	+5	+4	+1	+4	Master of Divine Battle	

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, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: A knight of the left hand continues training in divine magic through their faith and devotion. Thus, when each new even-numbered knight of the left hand level is gained, 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. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds each even numbered level of knight of the left hand to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a knight of the left hand, he must decide to which class he adds each even level of knight of the left hand for the purposes of determining spells per day when he adds the new level.

Knightly Power: The power infused into a newly appointed knight gives them power and accuracy when wielding their weapons in the name of his god. Whenever a knight of the left hand uses Power Attack, subtract his prestige level from the penalty he takes to each attack roll. Thus, if a 3rd level knight subtracts 7 points to add 7 to damage rolls, he only actually suffers a penalty of 4 points.

Weapon of Faith (Su): If the knight of the left hand is wielding a weapon of the same type as his deity's favoured one, it is automatically considered *blessed* and has a minimum enhancement bonus

equal to the knight's prestige level. This can indeed render a non-magical blade magical in the knight's hands, but it does not add a bonus to a weapon that already exceeds the knight's level in an enhancement bonus of its own. The *blessed* function always occurs, regardless of bonuses.

Knightly Focus: The accuracy of a knight's blows can be truly devastating. The bonus granted by the knight's Weapon Focus feat in his deity's chosen weapon equals his prestige level. If the weapon in question is one that deals subdual damage only, it now deals lethal damage if the knight wishes it to.

Knightly Skill: The knight gains the virtual feats (as per rangers see *Core Rulebook I*), Weapon Specialization and Improved Critical in the deity's chosen weapon. This incredible skill requires the absolute devotion of the knight to his deity and the focus of the deity's holy symbol worn openly as a display of faith. If the knight becomes separated from his holy symbol, he loses access to these feats until another can be acquired.

Weapon of Glory (Su): The pure radiance of divine power can be called upon at any time to wreath the weapon of a knight of the left hand. This radiance takes on a form and hue appropriate to the deity in question and grants it the *holy* (or *unholy*, depending on the knight's alignment) power while active. Using and dismissing this radiance are free actions. This does not stack with any *holy* power already in existence on the weapon.

Knightly Cleave: When using the Cleave or Great Cleave feat, the knight of the left hand may make a 5 foot adjustment once per round at any point before, after or during the resolution of the extra attack(s).

Master of Divine Battle: Through sheer focus of will, the knight of the left hand can perform acts

of superhuman agility or skill. Three times per day, as a free action at any point during his turn, the knight can name any feat on the fighter's list of bonus feats. He may use that feat freely, counting as if he possessed it until his turn begins again the following round. This occurs regardless of prerequisites and two or all three uses can be performed in the same round if desired.

KNIGHT OF THE RIGHT HAND

Where there is war, there must also be peace. Where there is destruction, there must also be rebuilding. A holy warrior's primary task is to fight in the name of his church, his deity, and his faith, but there comes a time when all swords must be sheathed. Knights may fight and die, but they cannot do so without the promise of an end to their battles. Even churches of war gods recognise this truth, if only because they need time to train and prepare for the next conflict.

A knight of the right hand is an agent of peace clad in the raiment of war. His role as a diplomat and negotiator is a unique and vital one. While any

clergyman can sue for peace, his is the task of ensuring that hostilities do not escalate into violence. When words fail, it is the knight's task to take up arms and achieve a decisive victory as quickly and as cleanly as possible.

The path of a knight of the right hand is a difficult one. Born for war and trained for peace, many have a hard time reconciling the two halves of their nature. The rare knight that perseveres through this seeming paradox gains a skill with diplomacy that rivals the finest ambassadors of any court in the land. Many who would scoff at a gesture of peace given by a finely-bred courtier will think twice about insulting a mail-clad general with a host of warriors and a long roll of victories behind him.

With the power of his deity behind him, a knight of the right hand is equally at home in the treacherous halls of the peacemakers as wading through foes on the battlefield. He is a diplomat and a defender, both ambassador and avenging angel. In either role, the knight excels through wisdom, charisma and a deep desire to make each war he fights the last.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +6.

Abilities: Charisma 12+, Wisdom 12+.

Feats: Leadership, Skill Focus (diplomacy).

Spellcasting: Must be able to cast divine spells.

Special: The character must be able to turn. His deity must also offer Protection as a domain or offer War *and* be good or neutral aligned. The Games Master may determine other churches that grant this prestige class as appropriate to the campaign world.

Class Skills

The knight of the right hand's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex) and Sense Motive (Cha). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.



The Knight of the Right Hand

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+1	+2	+0	+2	The Path to Peace	+1 level of existing class
2	+2	+3	+0	+3	Diplomatic Training	
3	+3	+3	+1	+3	Peaceful Resolve, Velvet Glove	+1 level of existing class
4	+4	+4	+1	+4	Aggressive Diplomacy	
5	+5	+4	+1	+4	Divine Armistice	+1 level of existing class

Skill Points at Each Level: 2 + Int modifier.

Classic Play

An oddity in classes with a d10 Hit Dice, the abilities of this class allow a character to *not* fight. If a knight of the Right Hand solves an encounter successfully, without resorting to violence to solve the encounter, Games Masters should grant the full experience award because the character *did* overcome the encounter. As a piece of advice for players – pick Quick Draw somewhere along the character's advancement. It will come incredibly useful if Path to Peace does not work.

Class Features

All of the following are class features of the knight of the right hand prestige class.

Weapon and Armour Proficiency: Knights of the right hand gain proficiency in 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, Pick Pockets, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: A knight of the right hand continues training in divine magic through their faith and devotion. Thus, when each new odd-numbered Knight of the Right Hand level is gained, 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. He does not, however, gain any additional benefits a character of that class would have received; only the new spells.

This essentially means that he adds each odd-numbered level of knight of the right hand to the level of another spellcasting class the character

already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a knight of the right hand, he must decide to which class he adds each odd level of knight of the right hand for the purposes of determining spells per day when he adds the new level.

The Path to Peace (Su): A knight of the right hand must always be able to set aside his own aggression to help along the process of peace. By declaring that he is sheathing his weapon and will not attack further, the knight can require all enemies within 100 feet who have line of sight to him to make a Will save (DC equals 10 + the knight's class level + Cha modifier). Enemies that fail the save must immediately cease hostilities as per the *command* spell 'Surrender!' except that it lasts until the knight leaves line of sight or he or any of his allies initiate combat with an affected enemy again. This is a mind-affecting ability and may be used once per day.

Diplomatic Training: The further training a knight of the right hand receives in the arts of the peacemaker grant him new skills. From this level on, the knight's class skills include Bluff (Cha), Intimidate (Cha), and Gather Information (Cha). He also gains 8 extra skill points to divide among these new skills in any amount he wishes. At 3rd, 4th and 5th level in this prestige class, the knight gains 3 extra skill points which must also go into these skills in any allotment desired.

Peaceful Resolve (Sp): The knight's devotion to peace becomes a divine power at this level. By expending a use of his turning ability, the knight of the right hand can cast *calm emotions* on every being within a 30-foot radius centred around him. The caster level for this ability is the total of the knight's original divine spellcasting class plus his level in knight of the right hand.

Velvet Glove (Ex): By careful practice and incredible restraint, the knight can choose for any melee weapon attack he makes to inflict subdual damage without suffering the usual penalty for doing so. In fact, his skill at doing this is so developed that if he chooses to suffer a -4 attack penalty, he can inflict an additional 2d6 points of subdual damage. Effects present on the weapon that cause real damage (*flaming, shocking burst, etc.*) cannot be used or this entire class power is negated for that strike.

Aggressive Diplomacy: A desire for peace does not blunt a knight of the right hand's sword edge. Far from it, when a knight does have to take to the battlefield, his skills are honed by his understanding of tactics, negotiations and the effects of morale. Each round the knight serves on the same side of a battle with 20 or more allies, he may make a Diplomacy skill check against a DC of 20 plus the highest relevant enemy's Charisma modifier. Success grants every ally (not including the knight) a morale bonus of +4 to attack rolls and saves versus fear effects. This can be sustained for up to 10 rounds per day, but if the skill check ever fails, the power is lost and cannot be tried again for 24 hours.

Divine Armistice (Su): The power of the knight's faith is now so strong that by sheer act of will, he can end hostilities around him. This is the same as The Path of Peace, but it can affect even mindless creatures, does not require line of sight or effect, and has a 200-foot radius. This power can be used once a day in addition to the Path of Peace. The knight adds his Wisdom modifier to the Divine Armistice's DC.

PURITAN

Puritans are stern zealots who strive to lead pure lives according to their religious dogma, which usually imposes stringent restrictions upon behaviour and stems from lawful neutral deities. Puritans are expected to spend their time working, not having fun.

Similarly, even if magic is not seen as outright evil, it is still a corruption of the work ethic. A puritan's doctrine stresses the necessity of humility in abiding to a world of natural phenomena, trusting only in non-magical methods of doing things. In their eyes, use of magic eventually leads

to sin and crime, through encouraging laziness and avarice. As a result of this stringent outlook, puritans must learn many skills to compensate for their prohibition from using magic or magical items. Willingly giving in to the temptation to cheat with magic is a serious matter; equivalent to a paladin committing evil acts. Only through truly powerful faith and discipline can the puritan attain his true potential. Puritans are often witch-hunters, and demon-slayers.

Although puritans reject all magic, they tolerate that wielded by the priests of their religion. However, these priests refrain from inconsiderate casting of spells. They similarly tolerate paladins and rangers from their own communities. Since puritans strive for purity, they will not seek to benefit from divine aid, including healing disease or resurrecting a deceased loved, for this involves magic. Puritans abhor arcane spellcasters, especially bards, who add frivolity to their magic, and sorcerers, for whom magic is innate.

Traditional applicants for the prestige class include fighters, rogues and monks, as well as paladins and rangers who did not reach a level at which they gained spells.

Hit Die: d8.

Classic Play

This class earns points for coming up with a concept for a divine class without any magical ability. The concept is actually inspired in Solomon Kane, a less known creation by Robert E. Howard, creator of Conan the Barbarian, but if the barbarian core class is inspired by Conan and the ranger is inspired by Tolkien, there is nothing that keeps people from making classes up based on other characters. The puritan's zeal is what gives him power and it is why he is classified under the divine banner. His abilities are meant to foil spellcasters and other supernatural creatures, as he can attack them without the need of magic and can defend himself from their unnatural abilities. The puritan should be a hard character to get along with in a party, especially if there are spellcasters around. Players and Games Masters must keep an eye on any possible in-character conflict that might ruin the game for everyone, although it could also be the source for some memorable sessions.

Requirements

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

Alignment: Lawful neutral.

Base Attack Bonus: +4.

Skills: Profession or Craft (any) 8 ranks (the puritan must have honest work), Knowledge (religion) 4 ranks.

Feat: Iron Will.

Special: Puritans may not be spellcasters of any sort, except possibly ex-paladins or rangers without spells. The candidate must destroy (not sell or give away) all magical items in his possession before becoming a puritan.

Class Skills

The puritan's class skills (and the key ability for each skill) are Craft (Int), Disable Device (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion, nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skills Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Puritans are proficient with all simple weapons and one martial weapon of their choosing, typically their deity's favoured weapon. If their deity favours an exotic weapon, the puritan may gain proficiency with it instead of a martial weapon. They are proficient with light armour but not with shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Magic Resistance (Ex): At 1st level, puritans gain a special power very similar to spell resistance. It operates continuously and cannot be lowered at will. Any spell or spell-like effect targeted at the puritan must first defeat this resistance equal to 10 plus the puritan's level plus his Charisma modifier.



This ability can render magical items inert when he holds them, suppressing their powers with a successful caster check at 1d20 plus the puritan's class levels. The item does not function magically while held by the puritan but recovers its powers once he releases it.

Sense Unnatural (Su): The character can detect magic at will by concentrating for a full round. He will sense if something magical is within five feet per class level in the direction he faces, but he does not see magical auras as per the *detect magic* spell. The level of the puritan determines how precise this perception is:

† 1st level (primal): The puritan can sense that some magic lurks before him, but cannot distinguish what it is exactly. This ability reveals magic as generated by active spells or magical

items, but the puritan doesn't know what radiates this magic, unless directly touching it with his hands. The puritan will sense the relative strength of that magic. Multiple sources of magic in the same place will blend as one emanation.

† 3rd level (magic items, active spells): The puritan can now determine whether the source of the magic is an item or an active spell, but still does not know what object or creature is the source.

† 5th level (magic beings): The puritan can sense magical beasts and creatures with supernatural and spell-like abilities, whether they are active or not.

† 7th level (spellcasters): The puritan can sense whether a person is a spellcaster with a successful Sense Motive check (DC 10 + target's caster level).

† 9th level (precision): The puritan can now sense the exact source of magic from the previous versions of this ability, and can now discern the caster level of present spellcasters after successfully identifying them as such with a Sense Motive check, as detailed above.

Righteous Strike (Su): Puritans cannot use magical items or weapons, but their magical resistance and hate of all magical creatures gives them the ability to penetrate a creature's damage reduction as if their weapon had an enhancement bonus equal to half the puritan's class level. This does not add the bonus to attack or damage rolls, but is only considered to defeat damage reduction. The puritan must use a weapon of masterwork quality.

Cancel Magic (Su): This ability works exactly as the *dispel magic* spell, except the dispel check is 1d20 + Cha modifier + puritan level. Puritans may use it once per day at 4th level, twice at 6th, and three times at 8th level.

Disable Spellcasting: The puritan can use this ability three times per day. It severs the connection between a spellcaster or magic-using creature and their source of magic. This ability requires the target to make a Fortitude saving throw (spell resistance does not hinder this supernatural power), against a DC equal to the puritan's magic resistance. If the save fails, the target suffers the following effects for 10 minutes per level of the puritan:

† Creatures normally immune to non-magical weapons lose their immunity.

† Spellcasters cannot cast spells or use spell-like powers unless they succeed at a Concentration check (DC 15 + spell's level + puritan's Cha modifier). Ability to use magical items is not affected. The disabling effect may be cancelled by the following spells: *limited wish*, *greater restoration*, *miracle*, and *wish*.

Greater Cancel Magic (Su): This ability works exactly as *Mordenkainen's disjunction*. Puritans may use it once per day.

Class Restrictions

A puritan who changes alignment to another lawful combination stops gaining levels as a puritan until he atones and returns to lawful neutral. However,

The Puritan

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Sense Unnatural (primal), Magic Resistance
2	+2	+3	+0	+3	Righteous Strike (+1)
3	+3	+3	+1	+3	Sense Unnatural (magical items, active spells)
4	+4	+4	+1	+4	Righteous Strike (+2), Cancel Magic (1/day)
5	+5	+4	+1	+4	Sense Unnatural (magical beings)
6	+6	+5	+2	+5	Righteous Strike (+3), Cancel Magic (2/day), Disable Spellcasting
7	+7	+5	+2	+5	Sense Unnatural (spellcasters)
8	+8	+6	+2	+6	Righteous Strike (+4), Cancel Magic (3/day), Disable Spellcasting
9	+9	+6	+3	+6	Sense Unnatural (precision)
10	+10	+7	+3	+7	Disable Spellcasting, Greater Cancel Magic (1/day)

if he ceases to be lawful entirely, he loses all special abilities, and atonement is impossible.

Magic-use: puritans are strictly forbidden to use any sort of arcane magic. Doing so results in the loss of their special abilities, and inability to progress further in the puritan class. On the other hand, puritans will tolerate divine magic when wielded by priests of their own society. They do not see it as evil, but as a crutch for the weak of soul, a remedy for those who lack the true puritan's strength of will. Puritans may tolerate (with contempt) a benign use of magic for others, but absolutely refuse it for themselves. They see it as the utmost corruption from which they should stay afar to preserve their identity and protect the integrity of their faith. In fact, their own abilities to resist and fight magic come from an inflexible commitment to this belief. Hence, willingly transgressing this taboo results in losing these special abilities.

If a puritan knows that a magical item is activated by touch, he must not touch it; but if he never saw it before and is unaware of its properties, his magic-resistance will hopefully insulate him. A puritan affected by magic because of failure of his magic-resistance does not necessarily require punishment—only if he willingly desires and accepts the use of magic.

A puritan's will is often tested. Examples include being near death with only a cleric's magical healing to keep him alive; being trapped in a room with a door that only opens with a command word; or falling off a cliff with a gold dragon nearby your only hope of rescue. In such cases, the puritan will lose XP, plus a temporary loss of magic-resistance. The loss of XP is up to the Games Master, but should typically be 100 XP per spell level (of spell or effect) or per HD of the magical creature. Magic-resistance is lost for one day per 100 XP lost.

However, willingly using magic to benefit from an obvious advantage in any situation is clearly a betrayal of the puritan ethic. If using a specific magic item is required to save the world, perhaps the world does not deserve to exist, according to the puritan ethic. Violating his magic taboo cannot be justified by a good deed.

Psionic Powers: In campaigns where psionics are just another form of magic, puritans avoid and oppose it just as they do arcane magic. In settings where psionics are different, puritans may consider it to be like divine magic, but this should be discussed between the Games Master and player.

REDEEMER

Sites of religious significance are of more than historical importance to the churches tied to them. They provide a very real and significant boost in temporal power for the churches that control them. While this makes religious sites very attractive as areas to control, it also makes them natural targets for enemies of the church. Redeemers are clerics that work both sides of these conflicts – offensively, they use their powers to defile sites important to their religion's rivals, while defensively they call upon the might of their god to protect those sites controlled by their church.



The redeemer's primary tools are summoned creatures, which can be bound to an area to protect it – or to prevent its occupation by forces that would use it in ways the redeemer finds offensive.

Hit Die: d8.

Classic Play

Redeemers are divine summoners, gaining abilities that boost their conjuration spells and access to summoning magic that is traditionally the province of arcane casters or druids. The spell list makes sense for the concept of a protector of holy ground but it is not until the 5th level that the character gains an ability not related to summoning. All in all, Games Masters should have no trouble with this class running around their campaign, and it is up to players to judge its final purpose.

Requirements

To qualify as a redeemer, a character must fulfil the following requirements:

Base Attack Bonus: +5.

Feats: Martial Weapon Proficiency.

Spells: Ability to cast *hallow* or *unhallow* as a divine spell.

Class Skills

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

Skill Points at Each Level: 2 + Int Modifier.

Class Features

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

Weapon and Armour Proficiency: The redeemer is proficient with all forms of armour, shields and all martial weapons. In addition, the redeemer retains any proficiency gained as a result of his choice of deity. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim

checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The redeemer continues to gain ability as a divine spellcaster. For each level gained as a redeemer, the character gains new divine spells as if he had also gained a level in whatever divine spellcasting class he belonged to before becoming a redeemer. The redeemer 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 redeemer can cast per day, simply add his level of redeemer 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 redeemer to for purposes of determining spells per day.

Redeemer Spell List: At first level, the redeemer gains access to a specialised spell list available only to members of this profession. From this point on, the redeemer may cast divine spells from this specialised list, as well as any domains he has access to as a result of his religion.

Gifted Summoning: When casting any *summon monster* spell, the redeemer's effective level is three higher than his actual level. Thus, a 10th level cleric/2nd level redeemer would be treated as if he were 15th level when casting a *summon monster* spell.

Exalted Summoning: Any *summon monster* spell cast by the redeemer within the bounds of a religious site (the actual religion is not important) is treated as if it were prepared using the Maximise Spell feat. This is true even if the cleric is not of a high enough level to be able to prepare the spell in this way.

Devoted Allies: When casting *lesser planar ally*, *planar ally*, or *greater planar ally*, the redeemer does not have to agree to perform a service for the ally in exchange for their assistance. These spells are otherwise unchanged.

Redemptive Empowerment: The redeemer may, at his option, choose to cast a normally-prepared divine spell as if it were prepared using the Empower Spell feat. If this option is used, the redeemer suffers one point of damage per level of the spell being cast and must make a successful

The Redeemer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+2	+0	+2	Redeemer Spell List	+1 level existing class
2	+1	+3	+0	+3	Gifted Summoning	+1 level existing class
3	+2	+3	+1	+3	Exalted Summoning	+1 level existing class
4	+3	+4	+1	+4	Devoted Allies	+1 level existing class
5	+3	+4	+1	+4	Redemptive Empowerment	+1 level existing class

Will save (DC 3 x spell level) or be stunned for 1d6 rounds by the raw power being channelled through his spells.

Redeemer Spell List

1st Level Spells: *summon monster I, summon swarm, unseen servant, animal messenger, summon nature's ally, detect animals or plants.*

2nd Level Spells: *mount, summon monster II, hold animal, summon nature's ally II, speak with animals.*

3rd Level Spells: *animate dead, summon monster III, phantom steed, summon nature's ally III, plant growth, speak with plants.*

4th Level Spells: *summon monster IV, charm monster, shadow conjuration, locate creature, summon nature's ally IV, giant vermin, control plants, lesser planar ally, phantasmal killer.*

5th Level Spells: *insect plague, raise dead, summon monster V, animal growth, greater shadow conjuration, faithful hound, summon nature's ally V.*

6th Level Spells: *summon monster VI, planar binding, greater shadow evocation, summon nature's ally VI, create undead, planar ally.*

7th Level Spells: *resurrection, summon monster VII, creeping doom, summon nature's ally VII, banishment, simulacrum.*

8th Level Spells: *summon monster VIII, greater planar ally, greater planar binding, clone, summon nature's ally VIII, create greater undead.*

9th Level Spells: *summon monster IX, true resurrection, shambler, summon nature's ally IX, elemental swarm, dominate monster, soul bind, weird.*

REVERED ELDER

The revered elders are the wise leaders of their community, drawing upon decades of rich experience to advise rulers, guide their people and keep them safe from hazards both mystical and mundane. Normally these elders are found in

tribal cultures, where age and experience are respected and adults in their prime recognise the wisdom of a person who has survived the rigors of life to become old. More rarely, they can be found in rural civilised areas—either on the outskirts or in the middle of things—holding positions as community elders, crazed hermits and grandparents or old uncles.

The revered elder seeks to benefit his community through his penetrating insights, thoughtful advice and, sometimes, decisive actions. He has learned through experience and can be a great asset to any community, no matter the size.

The revered elder prestige class is open to people from all walks of life. The elder can start off as a cleric wandering from tribe to tribe to minister to his people, a rogue doing his best to survive on the outskirts of tribal lands or a bard singing for his food and keeping alive the oral traditions of the tribes. Even psions, wizards and sorcerers sometimes make the attempt, though these are rare. However they get there, these people are respected throughout the tribal culture and more civilised villages as wise advisers to rulers. Sometimes they even come to rule themselves.

The revered elders are chosen by the current elders of the community to join their ranks. They must have proven their wisdom to the satisfaction of the existing elder before they are allowed to join such councils and learn the secrets that protect their communities. While most revered elders are chosen from those past their prime, on rare occasion a candidate is chosen who demonstrates wisdom beyond his years.

Hit Die: d6.

Requirements

To qualify to become one of the revered elders, a character must fulfil all the following criteria.

Abilities: Wis 15+.

Skills: Sense Motive 8 ranks, Diplomacy 4 ranks, Knowledge (local) 4 ranks, Scry 4 ranks.

Spellcasting: Must be able to cast 1st-level spells.

Special: Must have gained a +1 bonus to Wis, either through age or by allocating a characteristic increase from experience. Must be accepted by the elders of the community as one of their own, and initiated into that position. Normally at least 40 years old, but not always.

Classic Play

As any fantasy cliché, stereotype or element is open for conversion into a prestige class, the revered elder fills the shoes of the wise village leader, or the old coot living at the edge of town who holds no power yet inexplicably is respected and feared in equal measure by his neighbours. Characters who survive long enough to rise to this position can still have many years of adventuring ahead of them, and playing the gruff, grandfatherly type to younger characters would add an element of fun to any party. As for the abilities, they are well-suited for a character who is supposed to have gained wisdom from his travels. This part could be hard for players to get right, and the Games Master must plan his encounters around a character who is not easily fooled by magic or mundane means, and is a moving source of knowledge or insight.

Class Skills

Revered elder class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Innuendo (Int), Knowledge (Arcana) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Scry (Int, exclusive skill), 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: 4+ Int modifier.

Class Features

All of the following are class features of the revered elder prestige class.

Weapon and Armour Proficiency: The revered elder is proficient with all simple weapons, but is not proficient with any armour or shields.

Spells per Day: The revered elder gains access to a limited selection of spells to assist in his duties. He holds a respected position in any tribe and is strongly linked with the patron deity of that tribe, whether he is a cleric or not. Through this association he eventually learns to cast a limited number of divine spells in pursuit of his duties. This begins at 1st level, when he is invested as a revered elder of the tribe. To cast a spell, the revered elder must have a Wis score of at least 10 + the spell's level. Revered elder bonus spells are based on Wis, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wis modifier. When the revered elder gets 0 spells of a given level, he gets only bonus spells. A revered elder casts spells as a sorcerer, choosing them from the Revered Elder Spell List. A revered elder's caster level is his class level plus any previous divine spellcasting class level.

Detect Truth (Ex): At 1st level, the revered elder can use Sense Motive with far greater perception than most users. He gains a +4 competence bonus to overcome Bluff rolls.

Local History (Ex): The revered elder is steeped in the lore of his people. He makes all knowledge checks concerning the history and legends of his people with a competency bonus of +1 per class level. This bonus is normally limited to a specific geographic region. This bonus stacks with bard levels for use in bardic knowledge checks regarding the revered elder's people.

Scry Eye (Su): A revered elder is especially sensitive to the magic of scrying and so has a +2 competence bonus to Scry checks for the purpose of detecting others scrying upon him or the area around him.

Avert Evil Eye (Su): Starting at 2nd level, the revered elder may, once per day, shield one person from the effects of a curse. This is treated as a counterspell, but the revered elder does not need to have a spell slot available and does not use any available spell slots for the action. This has no effect on a curse already in effect on the target. It is used to prevent a target from becoming cursed.

Resist Charm (Ex): The revered elder is strongly resistant to magical charms. At 2nd level he gains +2 to all saving throws against spells from the

The Revered Elder

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting					
						0	1	2	3	4	5
1	+0	+0	+0	+2	Detect Truth, Local History, Scry Eye	1	0	-	-	-	-
2	+1	+0	+0	+3	Avert Evil Eye, Resist Charm (+2)	2	1	-	-	-	-
3	+1	+1	+1	+3	Heightened Awareness	2	1	0	-	-	-
4	+2	+1	+1	+4	Pierce the Veil	3	1	1	-	-	-
5	+2	+1	+1	+4	Scry Shield, Resist Charm (+4)	3	1	1	0	-	-
6	+3	+2	+2	+5	Reveal the Dweomer	4	2	1	1	-	-
7	+3	+2	+2	+5	Reveal Fate	5	3	2	2	1	-
8	+4	+2	+2	+6	Resist Charm (+6)	5	3	2	2	1	-
9	+4	+3	+3	+6	Divination Focus	5	3	3	3	2	0
10	+5	+3	+3	+7	Reverse Fate	5	4	3	3	2	1

Enchantment school. This increases to +4 at 5th level and to +6 at 8th level.

Heightened Awareness (Ex): At 3rd level, the revered elder adds his Wis modifier to Search rolls. He may search for secret doors, concealed panels, or similar items using the Search ability as if he were a rogue.

Pierce the Veil (Ex): At 4th level, the revered elder is able to detect illusions as well as mirages. When the revered elder encounters an illusion, the Games Master secretly makes his Spot check. Success reveals the illusion or mirage for the falsehood it is, and in addition shows what is being concealed. If he defeats the illusion's DC by 5 points or more, he may attempt to dispel the magic involved through force of will. The revered elder makes a dispel attempt rolling 1d20 plus his class level and Charisma modifier, with a DC of 11 plus the caster level of the one responsible for the illusion. If successful, temporary illusions are dispelled while permanent illusions are disrupted for 1 round per revered elder level. The revered elder suffers a -5 penalty to the Spot and caster checks if outsiders or outsider-based magic are involved.

Scry Shield (Su): At 5th level, the revered elder may use his Scry ability to interfere with the scrying of others. In an opposed roll, the revered elder rolls his Scry ability against that of the scryer. If he succeeds, the scrying attempt fails.

Reveal the Dweomer (Su): At 6th level, the revered elder has the ability to reveal enchantments. If observing an item or individual, a successful Spot roll (DC 20 + spell's level)

reveals any ensorcellment, including curses, charms and other magic. The revered elder may then use Spellcraft (DC 15 + spell's level) to reveal the nature of the enchantment, and possibly the specific spell. The Spot check suffers a -5 penalty if outsiders or outsider-based magic are involved.

Reveal Fate (Su): At 8th level, the revered elder's second sight has become so attuned to the truth that he can now see the hand of fate on a person. The revered elder can see if fate has taken an unusual interest in a particular individual, and what that interest may bring. He can see if the individual has any dire enemies, how powerful they are and how far or near. He can see if outsiders have an interest in the individual, and whether beneficent or malicious. To use this ability, the revered elder must study the individual for at least ten minutes, in his presence. He then makes a Scry check (DC 18), using whatever tools he chooses, to see what fate has in store for him. Each check corresponds to a specific question and the revered elder may not ask fate more questions than his Wisdom modifier per day per subject.

Divination Focus: At 9th level, the revered elder casts all spells of the Divination school at +2 caster levels.

Reverse Fate (Su): The revered elder has learned much in his long dealings with fate, even how to avert the worst fate has in store, or at least delay the inevitable. At 10th level, the revered elder can change a failure to a success once per week. A failed die roll is altered so that the result is the minimum necessary to succeed. This cannot be used so that attack rolls result in a threat, but it can be used on second roll to confirm a critical hit.

The revered elder may use this ability on his own rolls or those of another.

Revered Elder Spell List

The revered elders choose their spells from the following list:

0 level: *Daze, detect magic, detect poison, flare, guidance, light, read magic, resistance.*

1st level: *Charm person, command, comprehend languages, detect chaos, detect evil, detect good, detect law, detect secret doors, detect undead, hypnotism, identify, message, true strike.*

2nd level: *Animal messenger, animal trance, augury, calm emotions, detect thoughts, enthrall, find traps, hold person, hypnotic pattern, locate object, misdirection, see invisibility, silence, speak with animals, suggestion, undetectable alignment, whispering wind, zone of truth.*

3rd level: *Bestow curse, clairaudience/clairvoyance, confusion, continual flame, dispel magic, emotion, fear, glyph of warding, invisibility*

purge, obscure object, remove curse, speak with dead, speak with plants, tongues.

4th level: *Arcane eye, break enchantment, detect scrying, dimensional anchor, discern lies, divination, dominate person, imbue with spell ability, locate creature, modify memory, scrying, sending, status.*

5th level: *Commune, dream, false vision, find the path, greater command, legend lore, mark of justice, prying eyes, Rary's telepathic bond, spell resistance, true seeing.*

SCION

Faith and devotion vary among the clergy as much as they do among a god's followers. Some priests live up to the code of conduct established by their religion, while others strive for more. A rare few seek to exemplify their deity through their every word, deed and thought. These special worshippers emulate the divine so closely that, to other followers, they seem like extensions of the god itself. When this occurs, a new scion is created. Even nature itself has scions, specially selected minions who embody the spirit of the natural world.

Scions are rare and precious, living embodiments of the divine being they revere. No church has more than one, and many churches will never have one at all. There is no special path that creates a scion, no ritual or divine meditation that shows the way to this honoured status. Those who are suited to becoming scions simply do so when the time is right. From the moment the deity chooses a new scion, it becomes very clear to other worshippers of that god what has occurred. Such divine favour is held in deep respect, awe and perhaps even jealousy from other clergy who might have coveted the power of a scion for themselves.

There is much to be jealous of. Scions wield considerable might in the name of their beloved deity. By the time the union between divinity and mortality is complete at the highest level of this class, there is little separation between the two. Scions are an important link between a god and its worshippers, as the blessed servitor can act as the deity's eyes, ears and voice on the mortal plane. Great responsibility accompanies the status of scion, but if the follower was not



ready for the power, it would never have been bestowed.

Hit Die: d8.

Classic Play

Definitely a class for high-level play, the scion is just a step short of an avatar, embodying the power of a deity in ways normal clerics can only dream about. A character with this class has the potential to become an unbalancing factor in a campaign so Games Masters should consider the Prestige Class carefully, if only because characters cannot choose to become scions but must, instead, hope to be chosen by their deity.

Requirements

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

Skills: Knowledge (religion) 10 ranks.

Spellcasting: Must be able to cast 4th level divine spells.

Special: The character must have the special attention of his deity to begin taking levels of scion. This prestige class has a special rate of progression. It cannot be multiclassed out of once a single level has been taken. Once a character begins the path of the scion, he must see it through to its end.

Class Skills

The scion's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (religion) (Int), Profession (Wis) and Scry (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 scion prestige class.

Weapon and Armour Proficiency: Scions gain no proficiency in any weapon or armour.

Spells per Day: A scion continues training in divine magic almost without trying due to constant connection between him and his deity. Thus, when a new scion level is gained, the character gains spells as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any



additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds the level of scion to the level of another divine spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a scion, he must decide to which class he adds each level of scion for the purposes of determining spells per day when he adds the new level.

Aura of Favour (Su): The mark of the divine upon the initiate scion is quite visible; an aura of light (or darkness, depending on the deity) surrounds him at all times. This can be dismissed or reinstated as a standard action on the scion's turn as desired. While active, the scion benefits from the combined effects of *sanctuary* and *divine favour*.

Eyes of the Divine (Su): The character constantly serves his deity as it 'eyes' in the mortal realm. What the scion sees, the deity sees. In this way, the scion can focus the deity's attention on important matters that might otherwise go unnoticed. Once per day, the scion can use this attention to influence events. Any single die roll made by a character within line of sight of the scion (not including himself) can be any number the scion wishes it to be. This number must be possible on the die in question and this power does not influence any re-roll if the target has access to one and wishes to use it.

The First Change: The power coursing through the scion's body has changed him physically to more resemble his deity. The character now looks like a melding of his own features and that of the god or goddess in question. Gender remains the same, but the scion's physical appearance may radically change. Along with this permanent alteration comes an influx of divine energy that grants a +2 inherent bonus to any two statistics of the character's choice. Nature worshippers are not changed much in physical appearance.

Touched by True Power (Su): Any object or creature touched by the scion at this level becomes *blessed*. This is a constant effect that occurs whenever the scion's Aura of Favour is active. This blessing only lasts 1 hour and once an object is

touched, it cannot be *blessed* again for 24 hours. Any weapon wielded by the scion gains the *holy* (or *unholy*, if the deity in question is evil) special weapon quality. If the scion's deity is neutral, the weapon gains no additional power but can strike through any form of damage reduction and ignore its effects entirely.

Spontaneous Domain Casting: The scion can cast his domain spells in place of any normal divine spell of the same level like a sorcerer. This ability only allows him to swap normal spell slots in divine spells for an equal level spell from any domain he has access to. This does not allow the scion to spontaneously cast domain spells as healing or harming magic, nor can the scion spend a higher level slot to gain a lower level domain spell. If the scion is a devotee of nature and does not have access to domain spells, he gains the ability to cast his normal spells in exactly the same manner as a sorcerer.

Domain Embodiment: The scion is now infused with the totality of what his deity represents in a magical sense. The scion immediately gains the domain powers and spell lists for all of his deity's domains. If the deity has more domains than the scion has points of Charisma modifier, this class power does not occur until the bonus increases to allow for it. Nature-oriented scions gain nothing at this level.

The Second Change: The physical merger of the scion and the deity is complete. Except for gender and whatever physical changes accompany such, the scion now perfectly resembles the avatar form of the god most similar to his own race. If the deity's most common avatar form is of another race that is legally playable in the current campaign world, the scion becomes a full member of that race. All racial benefits of the new race instantly accrue, but no feats or skill points are retroactively gained or lost. Nature worshippers experiencing the Second Change are not usually altered in appearance.

The divine energies now flow more freely through the scion. This bolsters his physical form, providing Damage Reduction of 5/- and a number of bonus hit points equal to the scion's constitution score (or 10, whichever is higher). If constitution later increases, this bonus increases as well.

The Scion

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+2	+2	+2	Aura of Favour, Eyes of the Divine	+1 level of existing class
2	+1	+3	+3	+3	The First Change	+1 level of existing class
3	+2	+3	+3	+3	Touched by True Power	+1 level of existing class
4	+3	+4	+4	+4	Spontaneous Domain Casting	+1 level of existing class
5	+3	+4	+4	+4	Domain Embodiment	+1 level of existing class
6	+4	+5	+5	+5	The Second Change	+1 level of existing class
7	+5	+5	+5	+5	Voice of the Divine	+1 level of existing class
8	+6	+6	+6	+6	Undying Devotion	+1 level of existing class
9	+6	+6	+6	+6		+1 level of existing class
10	+7	+7	+7	+7	Apotheosis	+1 level of existing class

Voice of the Divine: The deity can speak freely through the scion at any time, but at this level, that link grows even more potent. Once per day, the scion can utter the Voice of the Divine. This primal speech is an invocation of pure power, allowing the scion to cast any spell he has access to as a free action without need of any component except verbal. Any saving throw required for this spell has its DC increased by the scion's Charisma modifier.

This spell can be one the scion has already cast and no longer has prepared or did not even have prepared. Using the Voice of the Divine takes a moment of intense concentration and provokes an attack of opportunity. If the cast spell has an experience point cost, the scion only pays half of it.

Undying Devotion: The physical and spiritual bond with a scion's deity is so powerful now that mortal death is no longer a concern. If the scion is brought to -1 hit points or less, he can spend two permanent constitution points to be fully restored and healed of all hit point damage, ability score damage, disease, poison, and any other detrimental status. This power even works if the scion is dead, at which point it occurs automatically. Treat this in all ways as an instantaneous *true resurrection*. The expenditure of Constitution points cannot be regained through any magical means, though permanent additions to Constitution still apply. If the scion dies with an actual Constitution score (before temporary magical enhancements) of 2, he remains permanently dead and cannot be *raised* or *resurrected* by any means.

Apotheosis: The scion has completed his inner journey towards union with his deity. The power of the divine floods through him, transforming the scion into an immortal servant of everything the deity stands for. The scion immediately adopts the Half Celestial template (or Half Fiend) from *Core Rulebook III*. This status renders the scion an outsider and may very well remove the scion from the campaign world to serve his deity directly.

If the scion is a nature worshipper, Apotheosis occurs differently. The scion gains a +2 inherent bonus to any 2 ability scores and his type changes to elemental with all the abilities and features of that type applying immediately. His appearance does not significantly change, but some sign of his new status exists. This might be sparkling jewels instead of eyes, leaves and vines growing in his hair, or a constant sea breeze blowing around him at all times.

WIND SPEAKER

Far away from anyone dwell people who spend their lives listening. Away from the noise and confusion that surround others, these people listen to the wind in the trees, the voices of the birds, and the sounds of the mountains as they move. Although their retreat seems a solitary pursuit, in truth its purpose centres on gaining a better understanding of the world and the people in it. Wind speakers hope that by listening they will uncover the mysteries that plague others.

Through listening, wind speakers gain a new vision of the world. They hear the things that others

hope to hide. They see the truth that lives behind the lies men tell.

Hit Die: d8.

Requirements

To qualify to become a wind speaker the character must fulfil all the following criteria.

Abilities: Charisma of 13+.

Skills: Listen 5 ranks, Wilderness Lore 5 ranks.

Feat: Alertness.

Spellcasting: Must be able to cast 4th-level divine spells.

Class Skills

The wind speaker's class skills (and the key ability for each score) are Animal Empathy (Cha, exclusive skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

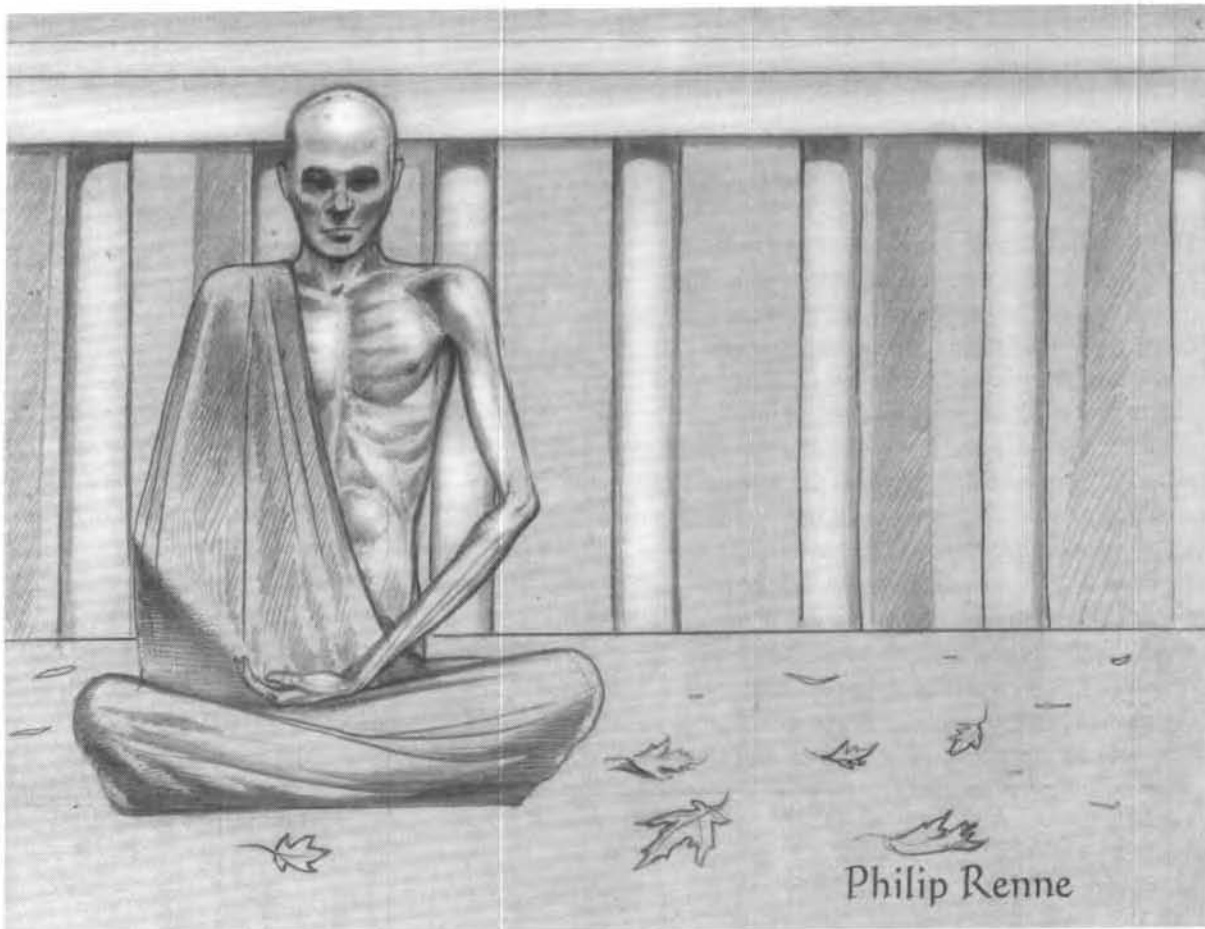
Classic Play

The wind speaker prestige class contemplates a religious look at wind that is not commonly found. It also gives druids and other nature types a plausible way to become oracles. Games Masters can switch the abilities around in order to fit their own conceptions about the mystical properties of the four cardinal points or to control access to a specific area of knowledge. Being a five-level class, it allows any character to gain useful and practical abilities without straying too far from his core class, and the high requirements needed to enter ensures that there are other, equivalent ways of acquiring such insights.

Class Features

All of the following are class features of the wind speaker prestige class.

Weapon and Armour Proficiency: A wind speaker is proficient with club, dagger, dart, long



spear, quarterstaff, scimitar, sickle, short spear, and sling. A wind speaker is proficient with light and medium armour but may not wear armour composed of any metal, and therefore is limited to padded, leather or hide. They are skilled with shields, but must use ones made of wood or leather. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Voice of the North Wind (Su): At 1st level the wind speaker learns to listen to and speak with the north wind. The harbinger of winter, it knows the secrets of the land and of the hidden places. As a full-round action the wind speaker may ask the north wind for directions to any place that he knows the name of. The wind will answer him, guiding him by the easiest path. It does not warn of dangers along the way, or predict what hazards he may encounter. The north wind takes on a very harsh demeanour and dislikes being trifled with. It will only answer a number of questions per day equal to the character's Charisma modifier before ceasing to answer.

Voice of the East Wind (Su): At 2nd level, the wind speaker learns to listen to and speak with the east wind. The harbinger of storms, it knows the secrets of magic power and arcane lore. As a full-round action, the wind speaker may ask a question about a magical event, person, creature or object and expect to receive an answer. The east wind is fickle, and if asked more than one question a day per point of the character's Charisma modifier will cease assisting the wind speaker for one month.

Voice of the South Wind (Su): At 3rd level, the wind speaker learns to listen to and speak with the south wind. The herald of summer, it knows the truth of what happened in the past. As a full-round action, the wind speaker may ask a question about what happened in particular place or to a particular person and receive a dispassionate response. The south wind is gentle but somewhat flighty and will only answer a number of questions per day equal to the character's Charisma modifier.

Voice of the West Wind (Su): At 4th level, the wind speaker learns to listen to and speak with the west wind. The harbinger of autumn, it knows of events as they occur. As a full-round action, the wind speaker may ask the wind a question about current events and expect a prompt answer. The west wind is very busy, and will only answer a number of questions per day equal to the character's Charisma modifier.

Voice of the Heart Wind (Su): At 5th level the wind speaker learns to listen to and speak with a wind that does not blow though the physical world. It is the wind that connects life to life, heart to heart. Called the heart wind, this wind knows the truths that hide inside every creature. As a full-round action, the wind speaker may ask it about the thoughts or feelings of any mortal creature and receive a reply. The heart wind regards the secrets of mortals as a sacred trust. It will only answer a number of questions per day equal to the character's Charisma modifier.

The Wind Speaker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Voice of the North Wind
2	+0	+0	+3	+3	Voice of the East Wind
3	+1	+1	+3	+3	Voice of the South Wind
4	+1	+1	+4	+4	Voice of the East Wind
5	+2	+1	+4	+4	Voice of the Heart Wind

BY WITS AND SKILL

When raw strength or magic fail in the task, it is the turn of the highly skilled characters who turned their attention towards knowledge and skill. Through a combination of ingenuity and dedication, rogues and bards apply their mundane or only-slightly-magical abilities to the kind of situations that swords and spells are unfit to deal with. Skilled characters attack problems via a great array of actions like guessing, lying, outmanoeuvring, finding, dodging, manipulating, spoiling, setting-up, etc. They may not be able to perform amazing fighting moves, and the little magic they command pales next to the arcane or divine might of true spellcasters, but their extraordinary and mundane abilities make up for this. The addition of skills to the d20 system opened the way for a new breed of character who gets things done because he *knows* how to do them, and no one else can match his wide area of expertise.

The prestige classes in this chapter are experts in some field or another, learning the things that everyone knows how to do, and then striving to do them *better*. The criminal activities of the guildmaster and the cat burglar find their match in the dogged determination of the bounty hunter and the shadowy avenger, while the sea-hawk, vigilant and tomb raider prefer to pursue goals far from civilization. The magical abilities of the skald and the arcane burglar are also expressions of expert know-how, more than pursuits in and of themselves.

The core classes most suited for these prestige classes are the rogue and the bard who concentrates more on his skills and musical abilities rather than on his spellcasting, but any character interested in expanding his horizons can make the effort to meet with the requirements.

AGENT OF THE CROWN

Across the world, royal courts and other governments that wish to establish peaceful, or at least not outright violent, relations with their neighbours dispatch emissaries, ambassadors and

diplomats to smooth over friction in their relationships before either side resorts to war. While most of these representatives are nothing more than they appear, an elite corps are trained in the arts of subterfuge and skulduggery, solving problems with means more subtle, yet direct, than a trade conference or a treaty. The agent of the crown is a spy, ambassador and combat operative rolled into one. He presents a friendly, amicable front at court but, if need be, he is ready to slip into his host's vaults and collect dispatches, documents and even treasures to help advance his majesty's cause. The agent is equally at home in the rough and tumble world of the streets and alleys, cultivating friends, allies and business associates in all levels of society.

Agents of the crown specialise in using their wit and personality to overcome foes, talking their way past potential enemies and blending into the social fabric with a practised ease. Connections are an agent's lifeblood, and these rogues can usually call upon a network of friends and helpers across the world. Finally, the agent enjoys the support of the crown, giving him easier access to magical and alchemical equipment.

Hit Die: d6.

Classic Play

Who said rogues should be running from the law? The agent of the crown proves that rogues can actually *be* the law. The best use for this class is to have the character literally be in Her Majesty's secret service, for many of his abilities involve contacts and influence in the underworld, all for the good of the kingdom of course. The focus of the agent's class abilities is boosting his skills in the area of social interaction and providing him with a lot of resources or access to them, so Games Masters should consider how much leeway they want to give the player on this area. Obviously, this class is best suited for adventures full of social encounters.

Requirements

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

Skills: Diplomacy 8 ranks, Knowledge (local history, nobility, royalty, or court protocol) 8 ranks, Sense Motive 8 ranks, Speak Language (two

languages in addition to native language and/or common).

Feats: Skill Focus (Diplomacy or Sense Motive).

Special: Gain an officially recognized position within a government as an operative, typically by fulfilling an important mission for the throne or earning the court's trust. While the court may aid you in official capacities, most of the more esoteric missions and tasks you undertake receive no official recognition or support from the crown.

Class Skills

The agent of the crown's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (local history, nobility, royalty, court protocol) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Int), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), 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 agent of the crown class.

Weapon and Armour Proficiency: The agent of the crown gains proficiency with the dagger, light mace, rapier and sap. He gains no proficiencies with armour or shields.

Agent of the Crown: The agent of the crown receives several benefits from his association with his king, queen, or other patron. He can demand food and shelter from the crown's official agents, such as the military or vassals. He may requisition mundane, alchemical or magical items of up to 100 gp in total value per month. At the Games Master's option, he may also demand more expensive items, depending on the state of the campaign and the agent's mission. Furthermore, the agent may demand sanctuary from the crown's allied nations, though only in such cases as he does not abuse his host's hospitality and is not wanted in the host country for a crime.



Smooth Talker: Agents excel at using their personal magnetism to get their way. The agent receives a +2 competence bonus to all Bluff, Diplomacy, Intimidate and Sense Motive checks. In addition, the agent's powerful personality and cocky self-confidence grants him a +2 competence bonus to all Charisma checks.

Friends in Low Places: The agent's travels and missions bring him into contact with all sorts of criminals, from petty crime lords to pick pockets

The Agent of the Crown

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Agent of the Crown, Smooth Talker
2	+1	+0	+3	+0	Friends in Low Places
3	+2	+1	+3	+1	Social Chameleon
4	+3	+1	+4	+1	Man of a 1,000 Faces
5	+3	+1	+4	+1	Charming Demeanour

and fences. The agent can always find someone to sell him illegal goods, such as poison or other controlled items, but he must pay 1d4 times the listed price if the Games Master rules the item is particularly rare. Also note that the Games Master may always rule that an item is simply unavailable in a given city or kingdom.

The agent can attempt to gather a group of brutes and thugs to help him out. Once per week, the agent may make a Gather Information roll. Divide the result of this check by five to determine the total levels of warriors and experts available to the agent. No single ally may have a higher level than the agent's levels in this prestige class. Characters recruited in this manner serve the agent to the best of their ability for one week, after which they leave his service. However, the agent may make another Gather Information check to recruit these followers once again. These Non-Player Characters are not suicidal. They never agree to attack anyone, though they do defend the agent and his friends to the best of their abilities. A recruit reduced to half or fewer hit points in combat attempts to flee or surrender.

For example, Marco needs some help keeping an eye on the Countess Vellana. He makes a Gather Information check that totals a 32, divided by 5 yields 6 total levels of Non-Player Characters. Marco is a 3rd level agent, allowing him to find a maximum of a 3rd level warrior or expert. He opts to recruit 4 1st level experts and a 2nd level warrior.

Social Chameleon (Ex): The agent is adept at seamlessly fitting into almost any situation. He gains a +4 competence bonus to Bluff or Disguise checks made to convince someone that he belongs in a restricted area, is actually a member of a club, organisation, or royal court, and so on. Furthermore, should his bluff succeed his victim believes the agent's claim until he is presented with

evidence to the contrary. Of course, a superior need only order a guard to hunt down the PC, not present a case to him for that.

Man of a 1,000 Faces (Ex): At fourth level, the agent manages to establish and propagate several aliases. When travelling, he can opt to take on an alias, allowing him to disguise himself with ease. In game terms, the agent's player must create four aliases, describing their names, jobs, personality quirks, and brief histories for the Games Master. At any time, the agent may spend an hour getting into character. He is then considered to automatically pass all Disguise checks when masquerading as one of his aliases. He may even use his agent and other class abilities while in disguise, utilising his alias's friends, contacts and reputed abilities rather than his own. The only people who have any chance of piercing the disguise are close, personal friends, rivals and relatives of the agent, against whom the agent must make a Disguise check as normal with a +8 circumstance bonus. One of the aliases may be of the opposite sex, while another one may be a different race, though the alias's race must be the same size as the agent's. Thus, a human agent could not use one of his aliases to pose as an ogre.

Charming Demeanour (Ex): The agent is a master of manipulation. He may make a Diplomacy or Bluff check opposed by his target's Sense Motive check. If the agent beats his opponent's roll by 10 or more, his target is dazzled by the agent and comes to trust him. The target acts as if successfully targeted by a *charm person* spell cast by the agent for a period of 3d6 minutes. The agent may only use this ability against creatures vulnerable to the *charm person* spell, and he may only use it once per day plus his Charisma modifier.

ARCANE BURGLAR

Thieves' guilds thrive by meeting any challenge with the right man for the job, and the specialised talents of arcane burglars makes them especially apt for some of the more difficult missions. With their ability to cast a few spells, they fill an exclusive niche in the hierarchy of the guild; a niche that does not concern itself with petty thievery.

A lone arcane burglar is an artist, far above such cheap antics as picking pockets, slashing purses or blatant highway robbery. He prefers to pick a target, find out as much as possible about that target and then relieve the target of portable valuables.

As 'clients' become better at hiding and protecting their valuables, many rogues have little choice but to become better themselves, training to be able to meet any challenge head on with the right set of tools. It is a widespread belief among arcane burglars that the god of thievery smiles on their efforts, and he grants his own blessing in the form of their spellcasting prowess along with their other more exotic and useful abilities.

Hit Die: d6.

Requirements

To qualify to become an arcane burglar, a character must fulfil all the following criteria.

Skills: Appraise 6 ranks, Climb 8 ranks, Gather Information 8 ranks, Open Lock 6 ranks, Spellcraft 4 ranks.

Special: If the character is not of an arcane spellcasting class, he must acquire some arcane tutoring to learn the basics of arcane magic. The training takes 1d4+2 months and costs the aspiring arcane burglar 2d6 x 100 gp.

Class Skills

The arcane burglar's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Concentrate (Con), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (Arcana) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Read Lips (Int), Search (Int), Spellcraft (Int), Spot (Wis), Tumble (Dex), Use

Magic Device (Cha), Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Classic Play

One of Murphy's Laws says that if someone builds a foolproof plan, somebody else will come up with a better fool. The arcane burglar is that sort of class, with abilities tailor-made to circumvent magical and mundane protection of property. Their abilities are tightly wound around the class concept and make for an ideal prestige class for rogues tired of arcane defences hindering their line of work.

Class Features

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

Weapon and Armour Proficiency: The arcane burglar gains no proficiency in any weapon or armour.

Spells: At 2nd, 4th, 6th, 8th and 10th level, the arcane burglar learns a specific spell that he can



cast as a sorcerer of the same level as the arcane burglar. The arcane burglar can cast each spell 3 times plus his Charisma modifier per day. The spells require no material components and the character casts them as a full-round action that provokes an attack of opportunity. These spells are otherwise identical to the spells of the same names.

Eye for Treasure (Ex): One of the first things an arcane burglar learns is what is valuable and what is not. Whenever he is in the presence of treasure, the character makes an Appraise check (DC 15) to identify the most valuable item as a free action. He can then try to ascertain the exact price normally.

Detect Magic Traps (Ex): The arcane burglar has become adept at looking for and disarming magical traps. He gains a +1 competence bonus for each level as an arcane burglar to any Search and Disable Device checks regarding magical traps.

Uncanny Dodge (Ex): This is the same as the rogue's ability of the same name. If the arcane burglar has any levels as a rogue, the benefits stack (Dex bonus to AC, cannot be flanked, +1 to +4 save bonus against traps).

Scale Walls (Ex): At 4th level, the arcane burglar gains the ability to scale any kind of wall. He gains a +1 competence bonus for each level of arcane burglar to any Climb check. At 6th level, the arcane burglar learns to climb perfectly smooth, flat or vertical surfaces which normally cannot be climbed as long as he succeeds at a Climb check (DC of 25 or more, determined by the Games Master). To climb these kind of surfaces, the character cannot add his class level to

the check. At 8th level, the arcane burglar can now retain his Dexterity bonus (if any) to AC while climbing, and at 10th level he can move at his normal speed while climbing. None of these abilities work if the character wears any armour heavier than leather.

Skeleton Key (Su): At this level, the arcane burglar gains the ability to open locked items through magic and material components. The arcane burglar can fashion a key that will open a particular lock and bypass any mechanical traps found on that lock. He does this by concentrating on the lock for 5 rounds, then spending another 5 rounds fashioning a key from material components costing 10-40 gp, and imbuing it with magical intent. The key remains in existence for 2d6 minutes plus the burglar's class level, and then disappears. The arcane burglar can create up to three keys per day.

Slow Fall (Ex): At 7th level, the arcane burglar takes damage as if a fall were 20 feet shorter than it actually is.

Eye for Unusual Treasure (Ex): At 7th level the arcane burglar can now sense if items are magical, trapped or otherwise out of the ordinary. If the arcane burglar succeeds at an Appraise check, DC 20, he notices the most unusual piece of treasure in a room. He does not know why the item is unusual, so he must determine if it is magical or is trapped in the usual ways.

Greater Skeleton Key (Su): Once per day the arcane burglar can create a more powerful magical key that can open items with magical traps or

The Arcane Burglar

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Eye for Treasure, Detect Magic Traps
2	+1	+0	+3	+2	<i>Detect Secret Doors</i>
3	+2	+1	+3	+3	Uncanny Dodge (Dex bonus to AC)
4	+3	+1	+4	+3	<i>Change Self</i> , Skeleton Key, Scale Walls
5	+3	+1	+4	+3	Eye for Unusual Treasure, Uncanny Dodge
6	+4	+2	+5	+4	<i>Detect Thoughts</i> , Scale Walls (smooth walls)
7	+5	+2	+5	+4	Slow Fall (20 ft)
8	+6	+2	+6	+4	<i>Invisibility</i> , Scale Walls (Dex mod)
9	+6	+3	+6	+5	Greater Skeleton Key
10	+7	+3	+7	+5	<i>Nondetection</i> , Shadow Cache, Scale Walls (normal speed)

locks. This key lasts until the arcane burglar wills it out of existence. The arcane burglar must study the lock for 10 rounds (1 minute) and then concentrate on creating the key for a further 5 rounds. This creates an invisible force that the arcane burglar must concentrate to maintain, and mentally guide to open the lock, bypassing any traps on the lock itself. While the key remains in existence, the arcane burglar can will it to lock the item again. As the key bypasses any traps in the lock, those traps are still present and armed. Regardless of the key's properties, a force effect will effectively block it.

Shadow Cache (Su): This ability, granted by the god of thievery, allows the arcane burglar to stash items in a secret cache located on the Plane of Shadow. The cache acts in most respects like the *Leomund's secret chest* spell. The arcane burglar can access his cache as often as he likes by thrusting both hands into deep shadow and concentrating on his cache for 5 rounds. The cache remains open until he wills it closed. The shadow cache does not need any material components to create, and it can hold up to 3 cubic feet of items, weighing up to 100 lb. When the arcane burglar dies, anything in his shadow cache is immediately transported to the god of thievery.

BOUNTY HUNTER

Wanted... dead or alive. This is the clarion call for bounty hunters across the land, who make their profits by pursuing the rewards offered for the heads of hundreds of bandits, criminals and desperate men, women, and creatures who transgressed a law... or crossed the wrong person at the wrong time.

Bounty hunters rise for the most part from the ranks of fighters and rogues. These tough, streetwise individuals work alone, except for the times when they use others to achieve their goals. A bounty hunter will rarely band together with others of his kind to chase down particularly dangerous targets, as it takes a piece of the profit away.

Usually the bounty hunter learns his skills on his own, starting with the first captures he makes, whether for duty or profit. The thrill of getting paid for what is right beckons the lawful ones, while the thrill of the chase and the opportunity for

some 'easy' money calls the not-so-lawful. Occasionally, though, a bounty hunter will take on an apprentice to teach him the arts of bounty hunting. This is rare and dangerous, though, as it means more competition for expensive quarry, as well as the possibility of betrayal. Thus, disciples are carefully chosen, and usually only at the end of a bounty hunter's career.

While he performs a useful function for society, the hunter is feared rather than respected for it. The average person is frightened by the presence of this ruthless bloodhound, and is often reluctant to share information. Agents of the law see the bounty hunter as a mercenary who gets the job done only because he is not bound by laws or concern for the community. As a professional, the bounty hunter never expects gratitude for bringing in his target, just the bounty.

He must be strong enough to survive battles with seasoned killers, he has to out-hide and out-con the daring rogues, and he must withstand spellcaster's magical wiles. He cannot bring his quarries into custody if he is not better than them and, with no quarries, there is no money.

Hit Die: d10.

Classic Play

The bounty hunter treads the line between rogue and fighter and with good reason; it is not enough to be able to track down a target, the hunter must also be able to take it down, capture it and haul it to where he will get paid. This class concentrates on abilities that make the work of capturing others easier, either from disabling their attacks or making the odds of direct confrontation friendlier to the hunter. As a 10 level class, the bounty hunter is a complete career path, replacing, with its own abilities, the ones a character would get if he continued as either a fighter or a rogue. Like many other classes, the bounty hunter works best when the campaign does not involve too many strange monsters that, while having their own price on their heads, are outside bounty hunter's scope.

Requirements

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

Base Attack Bonus: +6.





Skills: Intimidate 8 ranks, Gather Information 4 ranks.

Feats: Alertness, Track.

Class Skills

The bounty hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Traps) (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (Geography) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Use Rope

(Dex), Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Bounty hunters are proficient with all simple and martial weapons, as well as with the whip and the net. They are proficient with light and medium armour but not with shields. Note that armour checks

The Bounty Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Intimidation (-1), Subdual at +2 to hit
2	+2	+3	+3	+1	1st Favoured Quarry, Strengthen Bonds
3	+3	+3	+3	+1	Stout Heart (+1)
4	+4	+4	+4	+1	Intimidation (-2), Subdual at +4 to hit
5	+5	+4	+4	+2	2nd Favoured Quarry, Improved Disarm
6	+6	+5	+5	+2	Stout Heart (+2)
7	+7	+5	+5	+2	Intimidation (-3), Subdual at +6 to hit
8	+8	+6	+6	+3	3rd Favoured Quarry, Improved Trip
9	+9	+6	+6	+3	Stout Heart (+3)
10	+10	+7	+7	+3	Intimidation (-4), Subdual at +8 to hit

penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Intimidation (Ex): Bounty hunters are masters at gaining a psychological edge over their targets. At the beginning of combat, the bounty hunter makes an Intimidate check against a single creature, adding his class levels to his skill ranks and Charisma modifier. The victim must make a save against Will against the DC set by the character's modified Intimidate check. Non-humanoid targets get a +5 bonus to their saving throw, and an additional +1 for every size category that the target is larger than the bounty hunter. If the target fails his saving throw, it suffers a -1 morale penalty to AC, attack, damage, and saving throws against the bounty hunter for the duration of the combat. This penalty increases to -2 at 4th level, -3 at 7th level, and -4 at 10th level.

Subdual (Ex): Bounty hunters normally get more money for a live captive, allowing the person who hired him to torture, question, or have the joy of killing the target himself. This requires subdual damage rather than normal damage; thus, they become very adept at knocking their quarries out rather than killing them. At 1st level, the bounty hunter gains a +2 competence bonus to his attack rolls when attempting to inflict subdual damage. This offsets the penalty associated with subdual attacks, but also rewards those who use weapons or attacks (such as unarmed) that have no penalty when being used for subdual. This bonus increases by an extra +2 every three levels.

Favoured Quarry: At 2nd level the bounty hunter may select a character class (fighters, barbarians, rogues, etc.) or a race (dwarf, human, elf, orc, etc.) as a favoured quarry (usually based on his previous adventuring experiences). Due to intensive study of his favoured quarry and training in the proper techniques for locating/capturing them, the bounty hunter gains a +1 bonus to Bluff, Gather Information, Intimidate, Listen, Search, Sense Motive, Spot and Wilderness Lore skills. Likewise, he gets a +1 dodge bonus to his AC and toward saving throws against magical attacks by beings of his favoured type. At 5th level and 8th level the bounty hunter may select a new class/race and the bonus associated with every previously selected favoured quarry goes up by one. If the bounty hunter has the Favoured Enemy ability for the same creature, the bonuses stack.

Strengthen Bonds (Ex): By understanding how criminals are likely to try to escape, the bounty hunter knows how to increase the difficulty of those escapes. He adds his class level to the DC of all Open Locks, Use Rope, and Escape Artist checks against bonds the bounty hunter has created or used.

Stout Heart (Ex): His line of work makes the bounty hunter particularly fearless. At 3rd level, he gains a +1 morale bonus to all saving throws against fear. This goes up to +2 at 6th, and +3 at 9th. This bonus stacks with any other applicable bonus, including that given by Favoured Quarry.

Improved Disarm: The bounty hunter is adept at disarming his foes, as this helps in bringing them back alive. He gains Improved Disarm as a bonus feat at 5th level even if he doesn't have the



prerequisite Intelligence score or the Expertise feat.

Improved Trip: The bounty hunter become adept at tripping his foes, as this makes them easier to take alive. He gains Improved Trip as a bonus feat at 8th level even if he doesn't have the prerequisite Intelligence score or the Expertise feat.

CALLIGRAPHER

It is a given of magic that words have power, and written words have power that *stays*. Calligraphy is writing taken to an art form, and certain cultures view a skilled calligrapher as an artist at the level of the best singer or the most imaginative painter. Apart from its beauty, calligraphy is also the mark of important documents. Calligraphy is always used in the documents of nobles and royalty, and the libraries of monasteries and palaces are filled with information vital to the internal workings of the land.

This led criminal organizations to educate some of their own in the use of calligraphy to forge official documents. It was only a matter of time before the rogue calligraphers began to understand the way words work in magical writings, and put their trained dexterity to good use to wield a pen instead of a set of lock picks.

Some calligraphers applied their new abilities to their craft's original purpose, and now roam the land looking for events to record. Some function as scholars in a monastery or a noble or merchant house, while some are bureaucrats in the land's government. While most calligraphers are more of the home-type there are many who traverse the land and record their journeys. Wherever they are, they accumulate rumours and bits of knowledge, and read ancient texts. They have a knack for seeing through falsehood garnered from long hours reading the histories and accounts of men.

Hit Die: d6.

Classic Play

The magic of the written word is an interesting take on the bard's usual focus upon the magic of song, especially for oriental settings, where calligraphy was an art and was also the mark of nobility or a superb education. The most immediate use of the calligrapher's abilities is the scribing of magical scrolls but, after that, the abilities become useful in a limited number of situations. In a campaign where the government has a bureaucracy (such as Imperial China), the character becomes an intelligence expert, able to pass messages on to allies and intercept those from enemies in order to further a plot. In adventures in the wilderness, the calligrapher is not as useful, although, in ancient ruins with a lot of writing he can do things that others in the party cannot.

Requirements

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

Alignment: Any lawful.

Skills: Craft (calligraphy) 8 ranks, Decipher Script 4 ranks.

Feats: Skill Focus (Craft (calligraphy)), Expertise.

Special: The character must have been in a situation where he was attacked for knowledge someone wanted, either to destroy or obtain it.

Class Skills

The calligrapher's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all, each taken individually; Int), Profession (Wis), 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: 6 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: The calligrapher is proficient with simple weapons and light armour, but not shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: Beginning at 1st level, a calligrapher gains the ability to cast a small number of arcane spells. To cast a spell the calligrapher must have an Intelligence score of at least 10 + the spell's level, so a calligrapher with an Intelligence of 10 or lower cannot cast spells. Calligrapher spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + Intelligence modifier.

The calligrapher's spell list appears at the end of the class description. When he gains a level, he learns 2 spells, from any of the levels he can cast. A calligrapher must have a spellbook to record his spells and must prepare spells like a wizard. Unlike a wizard or a sorcerer, he cannot use metamagic feats to affect his spells, but he can take the Spell Mastery feat.

Scribe Scroll (Su): At 1st level, the calligrapher gains the Scribe Scroll feat for free. In addition, a calligrapher can cast an Abjuration spell from any scroll, even if it is not on his list.

Comprehend Languages (Sp): At 2nd level, the calligrapher gains the ability to use *comprehend languages* three times per day plus his Intelligence modifier. This ability works as the spell and is cast at the calligrapher's class level.

Decode: At 3rd level, the calligrapher knows all sorts of codes designed to hide knowledge from the intruding eye. He has mastered the use of these codes, and can use them to code his writing or to decode another's. He gains a +1 insight bonus to all Decipher Script checks. At 5th level, this bonus increases to +2, then +3 at 7th level and +4 at 9th level. This bonus also adds to the calligrapher's

The Calligrapher

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting				
						1	2	3	4	5
1	+0	+0	+2	+2	Scribe Scroll	1				
2	+1	+0	+3	+3	Comprehend Languages	2				
3	+2	+1	+3	+3	Decode	2	1			
4	+3	+1	+4	+4	Efficient Scroll	3	2			
5	+3	+1	+4	+4	Steady Hand	3	2	1		
6	+4	+2	+5	+5	Protect Knowledge	3	3	2		
7	+5	+2	+5	+5		4	3	2	1	
8	+6	+2	+6	+6	Ignore Glyph	4	3	3	2	
9	+6	+3	+6	+6		4	4	3	2	1
10	+7	+3	+7	+7	Clear Text	4	4	3	3	2

Spellcraft checks when trying to learn spells from a wizard's spellbook or from a scroll.

Efficient Scroll (Ex): At 4th level, the calligrapher has mastered the art of efficiently writing magical scrolls. The XP cost is cut in half.

Steady Hand: At 5th level, the calligrapher can take 10 for writing things even in the midst of combat (provoking an attack of opportunity) or on a rocking boat. It can also be used when copying spells to their spellbook.

Protect Knowledge (Sp): At 6th level, the calligrapher can put a magical protection on any writing of his. This ability can be used once per day, and can only affect something he is writing that same day. He can choose to apply one of the following effects: *sepia snake sigil*, *illusory script*, or *secret page*. These effects work as spells cast at the calligrapher's class level.

Ignore Glyph (Ex): At 8th level, if the calligrapher succeeds at a Will save, DC 20 + spell level, he can bypass any glyph placed on a writing (e.g., *explosive runes*, *sepia snake sigil*, *illusory script*, *secret page*) as if it were not there, so he does not trigger it.

Clear Text (Su): At 10th level, the calligrapher can try to clean up a passage of text. This ability is similar to a *greater dispel*, but can only affect writing. Use of this ability will erase scrolls, spellbooks, and other magical writings, if the writing fails its save. The calligrapher can use this ability once per day plus his Intelligence modifier. The ability is performed at his calligrapher class level.

Calligrapher Spell List

Calligraphers choose their spells from the following list:

1st level: *Alarm*, *endure elements*, *entopic shield*, *protection from chaos/evil/good/law*, *sanctuary*, *shield*.

2nd level: *Arcane lock*, *barkskin*, *protection from arrows*, *resist elements*.

3rd level: *Dispel magic*, *explosive runes*, *glyph of warding*, *magic circle against chaos/evil/good/law*, *nondetection*, *protection from elements*.

4th level: *Dimensional anchor*, *fire trap*, *minor globe of invulnerability*, *remove curse*, *repel vermin*, *spell immunity*, *stoneskin*.

5th level: *Break enchantment*, *dismissal*, *spell resistance*.

CAT BURGLAR

Somewhere amongst the footpads, assassins, secret agents, pirates and all the other glorious variations on the theme of the rogue, appear those who have stayed loyal to their first and only love...Thieving.

Developing beyond the common pilferers, cutthroats, footpads and looters are the cat burglars. Masterful acrobats they ply their trade in the cities and towns, retrieving artefacts and treasures for their sponsors or for themselves, executing their duty as though it were an art and abiding by their own 'Honour Amongst Thieves'.

Hard training and superlative skill make the cat burglar the ultimate rogue, able to break into anywhere and retrieve anything, often without even being seen. No trap or lock stands in their way and their skill in the athletic pursuits give them many more options for how to enter a 'secure' building.

Non-Player Character cat burglars can be found in almost every guild of thieves in the world, often in the leadership positions. Many cat burglars are folk heroes, their exploits told night after night in the local taverns, becoming the stuff of legend. Some cat burglars retain secret identities maintaining a façade of respectability by day and indulging their passion for thievery by night. Some are even jaded nobles who steal merely for the sport and the challenge it presents.

Hit Die: d6.

Classic Play

A rogue must carefully weigh the benefits of acquiring this prestige class, as opposed to advancing as a rogue. The first five levels essentially give the character the Skill Focus feat for a collection of skills. However, if the character does wish to pursue a career in ransacking inhabited buildings, the bonuses to those skills could be very, very welcomed instead of the ability to cause more damage. The later levels are more rewarding for a rogue, and enable the burglar to pull Batman-esque disappearances and perform more impressive disappearing acts.

Requirements

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

Alignment: The cat burglar may not be of lawful-good alignment.

Skills: Balance, Climb, Disable Device, Gather Information, Hide, Jump, Move Silently, Open Lock, Search, Tumble and Use Rope must all be at four or higher.

Feats: Alertness, Dodge.

Class Skills

The cat burglar's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex) and Use Rope (Dex).

Skill Points at Each

Level: 6 + Int modifier.

Class Features

All of the following are class features of the cat burglar prestige class.

Weapon and Armour

Proficiency: A cat burglar is proficient with all simple weapons, plus the short sword, dagger, rapier, light crossbow and short bow. 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, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Break & Enter (Ex): The cat burglar is intensively trained in how to bypass locks and traps and to get past any security device a merchant or collector may have placed around their prized

possessions. When using Disable Device or Open Lock, the cat burglar receives an additional +2 bonus to his roll.

Highly Strung (Ex): A cat burglar's nerves are always on edge, always alert to danger or discovery from any quarter. Sometimes this heightened awareness verges on the supernatural. At 2nd level the cat burglar gains a +2 bonus to any Listen or Spot rolls.

Casing the Joint (Ex): There can be all kinds of hidden surprises besides the expected ones in vaults, tombs and museums. It is worth a burglar's while to gather as much information as possible before breaking in, and to search everywhere while in there. At 3rd level the cat burglar gains +2 to any use of the Search or Gather Information skills.

Shadow (Ex): Once you have what you came for you need to get out again without being spotted. At 4th level, the cat burglar has honed his stealth skills to a fine edge, gaining a +2 bonus to any use of the Hide or Move Silently skills.

Master of Rooftops (Ex): In the larger cities and towns, many of the thieves gather on the rooftops. Buildings are packed so close together as to almost be seamless. It can be like a second city in the sky.

With their mastery of acrobatics, climbing and the use of ropes, the cat burglars are the undisputed lords of the rooftop cities. At 5th level the cat burglar gains a +2 bonus to any uses of the Balance, Climb, Jump, Tumble and Use Rope skills.

Hide in Plain Sight (Ex): At 6th level a cat burglar learns how to hide, even while being observed. While under casual observation the cat burglar may attempt a normal hide check without the need to create a distraction or otherwise divert attention. Using this ability a skilled cat burglar



The Cat Burglar

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Break & Enter
2	+0	+1	+3	+0	Highly Strung
3	+1	+1	+3	+1	Casing the Joint
4	+2	+1	+4	+1	Shadow
5	+2	+1	+4	+1	Master of Rooftops
6	+3	+2	+5	+2	Hide in Plain Sight
7	+3	+2	+5	+2	Disappear
8	+3	+2	+6	+2	Lucky Devil I
9	+4	+2	+6	+3	Lucky Devil II
10	+4	+3	+7	+3	Lucky Devil III

can waltz straight past door guards and into a merchant's compound.

Disappear (Su): With this ability and their supreme skill at misdirection and stealth, the cat burglar is able to hide and disappear even while actively being observed or during a combat situation. Disappearing takes a full action and requires a normal Hide check opposed by the opponent's Spot check. If successful, the cat burglar disappears from their vision as though he was invisible. The opponent can check every turn following to reacquire the burglar and, in order to disappear the burglar must be able to move relatively freely. The character cannot use this ability if engaged in melee.

Lucky Devil (Su): Skill is not everything. The truly great thieves get a lot of help from Lady Luck. This ability comes in three stages, each level provides the cat burglar with a free re-roll of any failed roll on any of their class abilities a number of times per session equal to their Lucky Devil level.

COMMANDO

The commando excels at hitting enemies hard and fast before slipping away undetected. Rogues drafted into the military or who seek combat service often follow this class, honing their Sneak Attack ability to an incredible degree, allowing them to strike enemies down from great distances and deal stinging blows that leave foes dead or terribly injured.

Commandos often operate behind enemy lines, picking out sniper positions and organising ambushes against columns of troops or important targets. While behind enemy lines, the commando

normally lives off the land, relying on his knowledge of the wilds to sustain him as he makes his way through hostile territory towards his objective.

Hit Die: d6.

Classic Play

The variety of skills and abilities of a rogue can function as effectively in combat as in larceny or scouting and, while not as durable as the fighter type classes, he can be almost as devastating. The commando's use in battle is strongest in the first round of combat as he helps his companions gain surprise, but he can continue to snipe enemies off from a safe distance. Like the ranger, he can survive by himself in the wild as he travels to reach his mark or lies in wait to ambush his enemies. For a small class, the benefits are good but not overwhelming. Players may achieve similar effects by multiclassing with rangers or fighters, but the commando accomplishes what it sets out to do quickly and cleanly.

Requirements

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

Base Attack Bonus: +4 or higher.

Skills: Hide 8 ranks, Spot 4 ranks.

Feats: Point Blank Shot, Far Shot.

Special Ability: Sneak attack for at least 1d6 damage.

Class Skills

The commando's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Hide (Dex), Intuit Direction (Wis), Listen (Dex),

The Commando

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Live off the Land, Silent Strike
2	+2	+3	+3	+0	Sneak Attack +1d6
3	+3	+3	+3	+1	Prepare Ambush
4	+4	+4	+4	+1	Sneak Attack +2d6
5	+5	+4	+4	+1	Sniper

Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the commando class.

Weapon and Armour Proficiency: The commando gains proficiency with simple and martial weapons, shields, 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Live Off the Land (Ex): When using his Wilderness Lore skill to keep himself safe and fed in the wild, the commando gains a +2 competence bonus to his check. He does not gain this bonus when using his skill for any other reason, including finding food and shelter for others. The commando learns to act as a solo operative in the wilderness but is not used to providing for others.

Silent Strike (Ex): When attacking from hiding with a ranged weapon, the commando's opponents must make a Spot check in order to determine his location. For each attack the commando makes after his first, his opponents gain a +2 competence bonus to their Spot checks. This bonus accumulates for a particular foe until he discovers the commando's position.

For example, a commando takes a shot from hiding at a squad of ogres. The ogres gain no bonus to their Spot check. The next round, the commando uses the full-attack action to fire two

arrows. The ogres now gain a +4 bonus. If one ogre spots the commando but is then killed or otherwise put out of commission before he can warn his allies, the remaining ogres continue to accumulate a bonus.

Sneak Attack (Ex): This ability functions exactly like the rogue class ability. The commando gains an additional +1d6 of Sneak Attack damage at levels two and four. This bonus damage stacks with that gained from other classes, such as rogue.



Prepare Ambush (Ex): If the commando has an hour to prepare an ambush site, he may gain a +5 competence bonus when taking 20 with his Hide check. In addition, he may apply the result of this Hide check to a number of allies totalling up to two times his level in the commando class.

Sniper (Ex): The commando drills tirelessly in the art of hitting an opponent's vital areas from a distance. He may use his Point Blank Shot feat at ranges of up to 60 ft., that feat now grants him +2 to ranged attack rolls and damage, and he may now gain his Sneak Attack damage with ranged weapons from up to 60 feet away from his target.

CONNECTION

Every city has one - the person *everyone* knows. Some people just have the right friends and go to the right parties at the right times. These people know just what to say, when to say it, and who needs to hear it. When a problem emerges, these are the folks to ask for advice. When someone needs a favour, they are always there to lend a hand. These individuals sit at the centre of an intricate web of promises, passing acquaintances, dropped names and reputations. They are the connections.

A connection constantly works to maintain his network of contacts. If there is any one truth to the social scene, it is that chaos reigns. Nothing remains constant; fashions change, language changes, and what is considered popular and acceptable one day can become social suicide the next. A connection must always stay one step ahead of these trends, but the rewards for doing so are truly immense.

Information and favours are the coin of preference for a connection. This exchange goes both ways, of course. A connection can arrange a meeting for someone with a buyer of spellbooks, but the buyer has to set him up with a choice scroll or two for the trouble. Doing this day in and day out builds up a nice flow of steady business deals and secret meetings. Most people would get lost amidst the relentless pressure, but a connection revels in his ever-changing world.

Hit Die: d6.

Classic Play

Bards are well suited to taking levels in this prestige class, particularly if they plan on really excelling in a social campaign. Out of his depth in the wilderness, the connection shines within a city or sizeable urban centre. It is well worth the while of a party to look after the connection through dungeon crawls in the sure knowledge that their aid will be amply repaid in a city when it comes time to call in the favour.

Requirements

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

Abilities: Charisma 14+.

Skills: Diplomacy 8 ranks, Gather Information 8 ranks, Sense Motive 8 ranks.

Feats: Skill Focus (diplomacy).

Class Skills

The connection's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scribe (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis) and Tumble (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Connections gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: A connection who has spellcasting abilities can continue to train in magic because of his easy access to materials and instructors. Thus, when a new connection level is gained, the character also gains spells as of he had also gained a level in a spellcasting class he

The Connection

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+2	Web of Contacts, Income	+1 level of existing class
2	+1	+0	+3	+3	New Friend *	+1 level of existing class
3	+1	+1	+3	+3	Protected Interests	+1 level of existing class
4	+2	+1	+4	+4	New Friend *	+1 level of existing class
5	+2	+1	+4	+4	Web of Secrets	+1 level of existing class
6	+3	+2	+5	+5	New Friend *	+1 level of existing class
7	+3	+2	+5	+5	Pulse of the City	+1 level of existing class
8	+4	+2	+6	+6	New Friend *	+1 level of existing class
9	+4	+3	+6	+6	Professional Courtesy	+1 level of existing class
10	+5	+3	+7	+7	Master of the Web	+1 level of existing class

* These powers are not gained by a connection that opts to continue training in magic. Read Spells per Day below for details.

belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new spells. However, if this option is taken, the class power of New Friend does not occur. These contacts are subsumed into the resources the connection expends for his continued spellcasting lessons.

This essentially means that he adds the level of connection to the level of another spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a connection, he must decide to which class he adds each level of connection for the purposes of determining spells per day when he adds the new level.

Web of Contacts (Ex): A connection is assumed to know someone in nearly every walk of life in his home city. A home city is defined as any city the connection has been in for more than one year continuously. If the connection needs to talk with someone in any given field of interest, he automatically has the information he needs to set up a meeting. In any other city, he may still have a contact that can help. The connection makes a Gather Information check (DC 15 for basic services, 20 for complicated needs like a specialty sage or an alchemist who makes poison, and 25 for truly exotic subjects like a griffon trainer).

Web of Contacts does not negate the cost of these services, but it makes acquiring them much faster and more assured of success. If a Charisma check is ever required in the pursuit of these matters, the

connection enjoys a bonus equal to half his prestige level, rounded down to a minimum of +1.

Income: While it would be difficult to gauge a connection's monetary income, he always maintains a good lifestyle through favours and the



good graces of his contacts. A connection never needs to worry about shelter, food or clothing while he plies his trade in his home city. These things always of at least above-average quality, rising to luxurious when the connection reaches 6th level.

In addition to his basic needs and wardrobe, a connection receives enough in gold and gifts to equal 10 gold pieces times his prestige level each game week. This windfall only applies to a given week if the connection has spent over half the time within the city limits. Also, if the connection is purchasing goods of any kind in his home city, the market price is reduced by 5% per prestige level. The Games Master may rule that some items, like rare magic, will not qualify for this discount.

New Friend: Each time this is gained, the connection makes an especially useful contact. Treat this contact as a cohort gained through the use of the Leadership feat, but the contact is not always available when the connection needs him or her. Whenever the connection needs the new contact's services, he should roll a Charisma check against a DC of 20 minus his connection prestige level. Success indicates the contact is available for the completion of any one reasonable task.

New Friends are not slaves, nor can they be treated as such. The Games Master can rule that mistreatment of a New Friend will cause the loss of that contact until things are put right again. Lost New Friends cannot be replaced if this occurs. Also, the New Friend may have an advanced station or authority instead of class levels. The Games Master is the final judge of what level a highly placed contact counts as.

Protected Interests: The connection gains a virtual Leadership feat. The cohort and followers gained through this feat are 'enforcers' the connection can use as bodyguards, henchmen, or for any other task he sees fit. Unlike New Friends, these people are fiercely loyal and unlikely to leave the connection's service except in the most extraordinary of circumstances. The connection must provide for their upkeep, of course.

Web of Secrets: Once per week, the connection may make a Diplomacy check and a Gather Information check. Both of these rolls are against a DC of 25. If one roll succeeds, the connection

learns a valuable secret about someone of importance. If both rolls succeed, the connection may either learn a second, related secret or one extremely valuable secret instead. What the connection does with this knowledge is his decision, but revealing them openly is likely to bring retribution from the embarrassed subject(s).

Pulse of the City (Ex): The contacts of a connection at 7th level have grown so widespread and operate so deeply in the infrastructure of his home city that he learns about anything of import almost as soon as it happens. He is kept up to date on major thefts, purchases, arrests, social engagements and political occurrences at all times. In game terms, the connection can 'take 10' on Gather Information checks at all times and gets a re-roll on the check the same evening without any risk of informing people of his interests.

Professional Courtesy: Most connections hope this ability never comes into play, but they are grateful for it when it does. At 9th level, the connection has practically become an institution in his home city and has an excellent reputation wherever he goes. Whenever anyone orders an assassination, arrest, or other 'official' sanction against the connection, his contacts arrange for him to learn about it ahead of time. If the sanction can be avoided monetarily, the connection always gets the chance to do so. Even if the event cannot be bought off or avoided, the connection always gets at least one full hour's warning before anything occurs to him.

Master of the Web: The connection essentially knows everyone in his home city and has an excellent grasp of the power players in other cities of import. The connection can use this knowledge and status to 'take 10' on any Bluff, Diplomacy, Intimidation or Sense Motive check made in a city he knows. In his home city, he cannot fail these rolls on any result but a 1, regardless of the difficulty, unless the check was impossible to begin with.

The additional contacts that come along with this level of intrigue mastery grant the connection another virtual Leadership feat. Like Protected Interests, the cohort and followers gained are very loyal and will perform virtually any task asked of them. Unlike the followers that come with that ability, these maintain themselves and do not require upkeep.

CRUSADING FOOTPAD

Most thieves steal items for their own personal gain, while others do it simply to make ends meet. A few, select burglars rob others for a much higher cause. The crusading footpad is the paladin of rogues. He steals from vile cults, foul necromancers and villainous nobles in an effort to hamper the cause of evil. The crusading footpad's methods may draw a stern reprimand from a paladin or holy-minded warrior, but his intentions are always in the right place.

Some crusading footpads work as a member of a church or good-aligned cult, co-ordinating their thefts and plans with the clerics' and paladins' activities to create a formidable one-two punch against the slaves of darkness. Where a paladin may kick down his enemy's door and charge in brandishing his longsword in one hand, his holy symbol in the other, the crusading footpad slips in unnoticed, counting on his deity's blessing to protect him from harm and shield him from detection.

The gods tend to look closely after a crusading footpad. Many of these rogues venture alone into unholy territory, gallantly placing their lives in extreme peril in order to further their deity's goals. Not all crusading footpads work in the name of a deity, but even these lone heroes draw the attention of the saintly divine powers who work to aid and protect them without these footpads' knowledge.

Hit Die: d6.

Classic Play

The forces of Good are often served by the most unlikely of heroes and, where might of arms or faithful zeal fail, sheer luck and savvy have their place in the fight against darkness. The crusading footpad is a heroic interpretation of the rogue and the risks he is supposed to take are the basis for all of the protection features that he gains as he advances in level. Games Masters should prepare for lots of frustrated attempts to damage or affect the character, but should also demand that the footpad behave accordingly to his calling. As any character can become a crusading footpad, players always have this option open if they wish to add some excitement to their already good-aligned characters.



Requirements

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

Alignment: Any good.

Base Attack Bonus: +4 or higher.

Abilities: Wisdom 13+.

Skills: Knowledge (religion) 4 ranks.

Feats: Dodge, Iron Will.

Class Skills

The crusading footpad's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis),

Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Wis), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), 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 crusading footpad class.

Weapon and Armour Proficiency: The crusading footpad gains no additional proficiencies with weapons or armour.

Divine Companion: At first level, the crusading footpad receives a companion creature from his patron deity similar to a wizard's familiar. This creature uses all the rules for familiars with the following exceptions. The familiar does not gain the share spells, touch, or *scry* on familiar abilities. In place of share spells, the familiar gains the crusading footpad's divine luck ability. In place of touch, the familiar gains the crusading footpad's *detect evil* ability. In place of *scry* on familiar it gains mask alignment.

If the Divine Companion dies, the footpad suffers all the penalties a familiar's master must normally endure. A year after a footpad loses his familiar, he gains a new one from his patron deity.

Divine Luck: The crusading footpad gains a +2 bonus to all saves. The gods look after the footpad, granting him good luck when he needs it.

Smite Undead (Ex): The walking dead are often the bane of rogues, for they are immune to that class's powerful Sneak Attack ability. Crusading footpads often venture into areas guarded by zombies, skeletons, and far worse. Thus, they spend long hours studying the construction and weaknesses of the undead, allowing them to strike at critical points on an undead creature's form with the holy power of their deity. Smite undead allows a crusading footpad to Sneak Attack undead creatures. The bonus damage from this ability does not stack with Sneak Attack abilities granted by other classes. For example, a 5th level rogue/7th level crusading footpad could Sneak Attack non-undead for +3d6 damage or Sneak Attack undead for +3d6 damage.

Detect Evil (Sp): The crusading footpad can, at will, use *detect evil* as a spell-like ability. This ability duplicates the effects of the *detect evil* spell.

Detect Undead (Sp): The crusading footpad can, at will, use *detect undead* as a spell-like ability. This ability duplicates the effects of the *detect undead* spell.

Mask Alignment (Su): Crusading footpads must often penetrate evil temples, many of which include traps set to trigger when a good creature steps across them. At will, the footpad can choose to mask his alignment. For the purposes of spell effects, the footpad does not have an alignment. He gains no benefits or drawbacks based on his

The Crusading Footpad

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Divine Companion, Divine Luck
2	+1	+0	+3	+0	Smite Undead +1d6
3	+2	+1	+3	+1	<i>Detect Evil</i> , <i>Detect Undead</i>
4	+3	+1	+4	+1	Smite Undead +2d6
5	+3	+1	+4	+1	Mask Alignment
6	+4	+2	+5	+2	Smite Undead +3d6
7	+5	+2	+5	+2	Divine Shield
8	+6	+2	+6	+2	Smite Undead +4d6
9	+6	+3	+6	+3	Sense Guards and Wards
10	+7	+3	+7	+3	Smite Undead +5d6

alignment that a spell or other effect may grant him. However, the footpad still does not gain any benefits or penalties for having a different alignment. Spells, triggers, or anything else whose functions are determined by its target's alignment simply do not function on a footpad who uses this ability. For example, a lawful good footpad would not trigger a trap designed to fire in response to a good-aligned creature touching an altar. On the other hand, a secret door designed to open when an evil character touches the altar would not function either. The crusading footpad may turn this ability on or off as a move-equivalent action. He may activate it up to three times per day, but may leave it functioning for as long as he wishes.

Divine Shield: As a crusading footpad gains more skill and commits great deeds in his god's name, his patron takes a more active role in looking after him. The crusading footpad gains a +4 divine bonus to saves and AC against traps.

Sense Guards and Wards: With the divine guidance of his deity, the crusading footpad spots traps and other dangers. He gains a +2 divine bonus to all Search and Disable Device checks.

DISCREET COMPANION

Found mostly in decadent environments such as those found in old empires, sprawling cities and where the wealthy and influential gather, the discreet companions ply the oldest of trades to mask their true business: information. As the name implies, the companions attach themselves discretely to their target posing as lovers, confidantes and concubines, milking them for every useful bit of information in exchange for company and pleasure. Of course, the true purpose of this secret order is hidden from all eyes.

The companions sell their information to the highest bidder, making sure that their client is never aware that he deals with an order instead of a single and enterprising spy. The money they gain from this trade goes to the order's coffers to push forward its many political agendas, whatever they may be.

The order is always on the lookout for prospective recruits, taking interest in those with the intelligence and charisma to succeed in their line of business. Should one of these recruits prove

unworthy, at best they might be released after suitable care has been taken that they will not reveal the order's secrets, at worst they'll simply be killed.

Special note on XP: Discreet companions are not prone to go into the wilderness to kill goblins and mess their hair in a filthy dungeon. Their adventuring grounds are the courts of kings and the halls of merchants and politicians. Discreet companions should be awarded experience for social encounters as described in *Core Rulebook II*, with the CR of a newly-acquired 'patron' determining the amount of experience gained.

Hit Die: d4.

Classic Play

The oldest profession in the world deserves a prestige class, and this is an elegant take on the business of selling one's 'company', albeit with the addition of the espionage angle to make the class an active part of any plot-driven adventure. Playing this class does require a certain level of maturity from the playing group, as the character is expected to interact with Non-Player Characters in a rather intimate fashion in order to use many of its abilities. Obviously, this class is more fitting for urban campaigns and the sheer number of skills required point clearly at rogues and bards, especially the latter, who usually have a high Charisma score already. Unless the character is willing to kiss a monster, the discreet companion is misplaced in any uncivilised setting.

Requirements

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

Alignment: Any non-lawful.

Skills: Gather Information 10 ranks, Bluff 6 ranks, Diplomacy 8 ranks, Innuendo 4 ranks, Perform 4 ranks, Profession (see Special) 5 ranks.

Feats: Alertness, Skill Focus (gather information).

Special: An established career, or at least a sideline, in some sort of 'companionship for pay' trade or profession, with its related Profession skill. The true nature of this profession depends on the character and his culture.



any genuine feeling to influence his relationship with his current 'partner'.

Secret: At 1st level and every three levels thereafter, the character learns one very important secret. The exact information gained depends on the character's circumstances and the Games Master's judgement, but it should be something known only to an elite few – one of whom, obviously must be a patron of the companion.

Resist Charm (Ex): The character may apply his Charisma modifier (if possible) to any Will save against Enchantment or Charm effects.

Charmtouch (Ex): This grants the extraordinary ability to charm someone by touch alone.

This ability may be used a number of times per day equal to the companion's Charisma modifier. It takes 10 minutes of reasonably close physical contact, usually accompanied by enthralling conversation. The DC to resist the charm is 10 + the companion's Charisma bonus.

Class Skills

The discreet companion's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (local) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read Lips (Int), Search (Int), 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 discreet companion prestige class.

Weapon and Armour Proficiency: Discreet companions do not gain any proficiency besides the ones from their previous class.

Special Restriction: The character may not reveal the order's existence to anyone, and must not allow

Bonus Class Feat: The character may select from one of the following feats at 1st, 5th and 10th level or whenever they are entitled to select a feat, as long as they meet the prerequisites.

Talking Touch (Rogue, Bard)

Prerequisite: Innuendo 4+ ranks.

Benefit: Talking Touch is a special form of innuendo. It allows two people with the skill to communicate through simple physical contact. This is no telepathy or psionics, but the art of carefully orchestrated muscle motions and body language too subtle to be noticed by outsiders (DC 27 Spot check to notice, a character with the Talking Touch ability receives a +2 synergy bonus).

Truth Touch (Rogue)

Prerequisite: Sense Motive 4+ ranks.

Benefit: Truth Touch is distantly related to Talking Touch in that it involves an intimate knowledge of small muscle movements. However, Truth Touch is a means of gathering information,

not communicating. A character using Truth Touch can tell if the person he is touching is lying. Flesh-to-flesh contact is required. Using this ability on beings of races the character is unfamiliar with is difficult. The base DC for a familiar race (defined here as the standard PC races) is 10 + the target's Wisdom bonus with the following modifiers:

Activity Modifier	DC
Casual contact (holding hands)	+2
Close contact (dancing, massage)	+0
Intimate or prolonged contact	-2 to -4
Unfamiliar humanoid (ogre, kobold)	+2
Non-humanoid (dragon)	+4
Undead	+4
Outsider	+6

These modifiers stack, so the DC of reading a non-humanoid, undead outsider would be +14 or DC 24 + the target's Wisdom modifier.

Pain Touch (Rogue)

Prerequisite: Dex 15+.

Benefit: The character's knowledge of muscles and nerves enables him to do an extra 1d6 points of subdual damage with a successful unarmed strike. This ability only works against humanoids.

Magekiss (Metamagic)

Benefit: This feat makes any spell with a Will save significantly harder to resist at a cost in casting time and combat utility. To successfully cast a spell prepared with Magekiss, the caster must maintain flesh-to-flesh physical contact with an unresisting (willing or helpless) target for at least five combat rounds (30 seconds). The spell is cast without any additional verbal or somatic

components required once this contact is completed. The DC of any Will save required by the spell is increased by the caster's Charisma bonus, with an additional +2 DC if the target is being touched willingly. This, of course does not require that the target is the willing subject of the spell, or even aware that one is being cast. Only spells requiring a Will save can be prepared with Magekiss. The use of this feat has created legends of mortals so alluring, they can 'enslave with a single kiss'.

Siren's Song (Rogue, Bard)

Benefit: This feat allows the character to add his level in the discreet companion class as a bonus to any Perform check used for bardic music abilities. This ability is of no use to a character without bardic training.

Caress of the Lost Hour (Rogue, Bard)

Prerequisite: Dex 15+, Cha 15+, charmtouch.

Benefit: With a combination of extraordinary knowledge of anatomy and overwhelming personal magnetism, the companion can cause a victim to forget recent events that occurred while the individual was in his presence. At most, one hour of time spent with the character can be erased, and this time must be continuous. The victim must succeed at a Will save (DC 20 + character's Charisma modifier) or have his memory 'blanked'. He will remember having a pleasant time, but all the details will be lost, becoming blurry and indistinct. This is a spell-like ability, usable once per day per Charisma modifier.

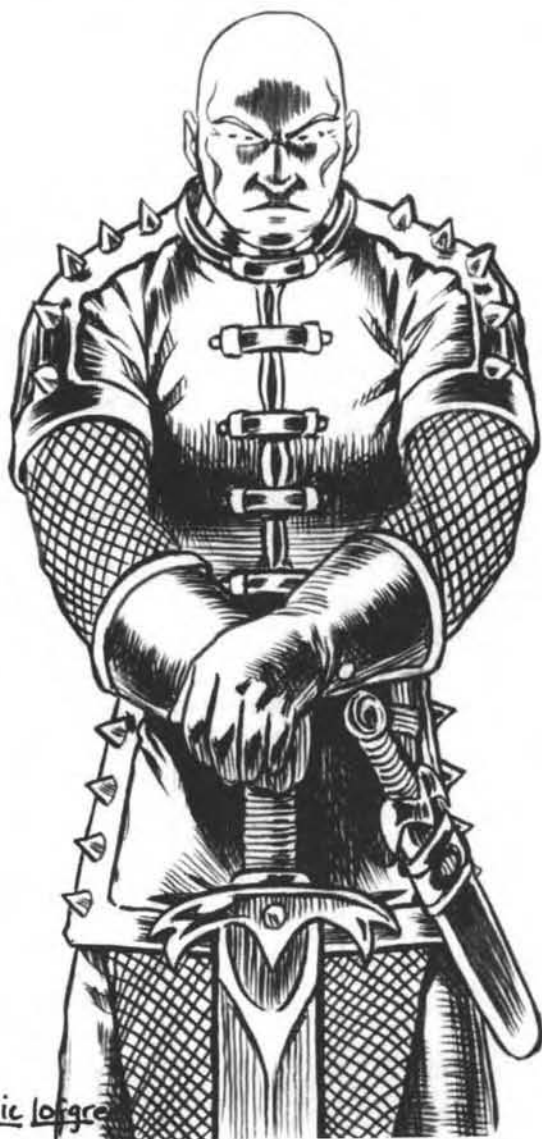
The Discreet Companion

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Secret, Bonus Class Feat
2	+1	+0	+3	+3	Resist Charm
3	+1	+1	+3	+3	
4	+2	+1	+4	+4	Secret
5	+2	+1	+4	+4	Bonus Class Feat
6	+3	+2	+5	+5	
7	+3	+2	+5	+5	Secret
8	+4	+2	+6	+6	
9	+4	+3	+6	+6	
10	+5	+3	+7	+7	Charmtouch, Secret, Bonus Class Feat



EXECUTIONER

Amongst the thugs and bravos who form the foot soldiers of a thieves' guild or other criminal cartel, the executioner stands out as an elite shock troop. While other thieves may deal in stolen goods, information, or simple muggings, executioners deal in murder. Unlike assassins, executioners scorn stealth, poison and other subtle methods.



Instead, these brutes rely on overwhelming force and their cold-blooded drive to eliminate their quarry to win the day. If an assassin is a delicate, poisoned stiletto, the executioner is a heavy, leaden sledgehammer.

Crime lords often turn to executioners when they must make a statement against a rival. A rival's gore-spattered hideout and the hacked remains of his underlings serve as powerful statements of a crime boss's brutality, deep pockets, and willingness to do anything to destroy his rivals. The mere presence of an executioner in a city is often enough to quell gang wars and bring the more recalcitrant freelance thieves into line.

Executioners take the rogue's talent for sneak attacks to a whole new, specialised level. By carefully timing and aiming his strikes, the executioner hacks into his opponent's critical areas, shattering joints, chopping into bones, and piercing organs. An executioner at work is a fearsome display of slow, steady strikes and savage bursts of spilt blood.

Hit Die: d8.

Requirements

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

Alignment: Any non-good.

Base Attack Bonus: +7 or higher.

Skills: Intimidate 6 ranks, Spot 6 ranks.

Feats: Cleave, Power Attack, Sunder.

Class Skills

The executioner's class skills (and the key ability for each skill) are Concentration (Con), Disguise (Cha), Escape Artist (Dex), and Heal (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

The Executioner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Executioner's Strike +1d6
2	+2	+3	+0	+0	Cold-blooded Killer
3	+3	+3	+1	+1	Executioner's Strike +2d6
4	+4	+4	+1	+1	Executioner's Song
5	+5	+4	+1	+1	Executioner's Strike +3d6

Classic Play

The objective of anyone choosing this class is fairly simple: kill. The core of this class is the Executioner's Strike ability, which allows the character to perform a sneak attack equivalent without needing his target to be flat-footed or lacking its Dex bonus. This alone should make a Games Master think twice before allowing the class, but using the ability requires a skill check and imposes penalties on the character, thus balancing it out. The other class features are almost inconsequential when compared to the Executioner's Strike, although performing a coup de grace as a free action could turn the tables of an encounter pretty quickly, under the right circumstances.

Class Features

All of the following are class features of the executioner class.

Weapon and Armour Proficiency: The executioner gains proficiency with light and medium armour, shields, 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, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Executioner's Strike (Ex): The executioner learns to focus his attention on his foe's critical points, waiting for that single moment when his guard drops to unleash a devastating strike that cleaves bones and crushes organs. When using the full-attack action, the executioner may opt to make a Spot check before each strike he is entitled to as part of that action. The DC of this check equals his opponent's Armour Class. On a success, the executioner deals an extra 1d6 points of damage on a hit at first level, 2d6 at third level, and 3d6 at fifth level. If the executioner fails this check, he gains no bonus damage and takes a -4 circumstance penalty to his attack, as he fails to strike the critical area he aimed at. For example, an executioner who gains three attacks in a single round may make a Spot check before each of them to deal extra damage.

While using this ability, the executioner must let his guard down in order to line up his attacks. Thus, he receives a -2 AC penalty after using this ability until his next action. On a critical hit, do not multiply the bonus damage granted by this ability. The executioner may use this ability with missile weapons, but his target must be no more than 30 ft. away. At longer ranges, the executioner cannot strike with the pinpoint accuracy needed to gain the benefits of this ability. In addition, an executioner gains the ability to sneak attack using the total bonus damage granted by this ability. Thus, a first level executioner may sneak attack for +1d6 damage, a third level ones gains +2d6 damage, and a fifth level executioner sneak attacks for 3d6 additional damage. When sneak attacking (and only when using sneak attack, never when using executioner's strike), the executioner stacks bonus damage granted from other classes with this damage.

Cold-Blooded Killer (Ex): An executioner in battle is a fearsome sight to behold. Each blow smashes through his enemies and draws massive gushes of blood and leaves his enemies a pile of hacked limbs and shattered bones. Starting the round after dropping an opponent with a successful use of his Executioner's Strike ability, the executioner gains a +4 circumstance bonus to Intimidate checks. This bonus persists for five rounds.

Executioner's Song (Ex): Killing is the executioner's business, and he loathes to leave enemies behind to survive his attacks. Once per round, the executioner may make a coup de grace attack as a free action that does not draw an attack of opportunity.

EXPLOSIVES SPECIALIST

The explosives specialist focuses on creating explosive devices. Masters of alchemy, magic and item creation, the explosives specialist combines those three arts to produce fearsome concoctions capable of blasting enemies to pieces and shattering the stoutest of defensive walls. While explosives specialists are prized for their skills, their work is extremely dangerous, and few cities allow them to



practice their research or work within the town walls.

Explosives specialists study not only the art of producing explosives but methods to effectively apply them. Thus, these specialists also branch out into the manufacture and use of primitive firearms, research improvements and modifications of their basic bomb design, and investigate how to most effectively apply their explosives against fortified structures.

Hit Die: d4.

Classic Play

Ever wanted a character that made things go boom, without the necessary bookkeeping with spellcasting? Knock yourself out with the explosives specialist. This class depends wholly upon the campaign, as the Games Master can easily rule that there are no explosives in his world, let alone the rudimentary firearms the specialist can build in time. If the Games Master does allow the class to exist, there is also the matter of the explosives themselves, which require time, money and infinite care in their crafting and are as clumsy as any other grenade-like weapon. If the player still wishes to take the class after considering all the limitations, he should be allowed to. Fumbling a grenade throw will be worth every experience point granted if the character survives.

Requirements

To qualify to become an explosives specialist, a character must meet the following criteria.

Skills: Alchemy 8 ranks, Craft (blacksmith or metalworking) 8 ranks.

Feat: Craft Wondrous Item.

Special: Arcane spell caster level 3.

Class Skills

The explosives specialist's class skills (and the key ability for each) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (any) (Int), and Profession (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 explosives specialist prestige class.

Weapon and Armour Proficiency: Explosives specialists are proficient with the same set of weapons available to the wizard class. They are proficient with light armour, but not shields. Many explosives specialists don protective gear when working with their creations, and thus gain the ability to work effectively while wearing light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: An explosives specialist advances his arcane spell casting level by one for each level of explosives specialist gained. Thus, a 5th level wizard/3rd level explosives specialist prepares and casts spells as if he were an 8th level wizard.

Produce Explosives: The explosives specialist can produce bombs capable of dealing explosive damage to targets. The maximum damage a specialist's bombs can deal is determined by his level. At 1st level, the bombs may do up to 2d6 points of damage. This increases to 3d6 at 4th level, 4d6 at 7th level, and 5d6 at 10th level. Creating a bomb requires one full, uninterrupted day of work, an Alchemy skill check (DC 20), and 50 gp worth of materials for each d6 points of damage the bomb inflicts.

No proficiency is required to use a specialist's explosives. A bomb must be lit, which requires a standard action, before it can be thrown. Using a bomb counts as a ranged touch attack. On a miss, roll for deviation as per the grenade-like weapon rules. The bomb deals damage to everything within its blast radius. Those caught within a bomb blast must make a Reflex save (DC 20) to take half damage.

Each bomb weighs 1 lb., has a blast radius at the time of its creation, and a 10 ft. range increment. The explosives specialist may create bombs with a blast radius from 0 to 5 ft. plus his explosives specialist level.

Time Delay Explosives: At 2nd level, an explosives specialist gains the ability to craft simple fuses for his bombs. The explosives specialist may choose to delay the detonation of a bomb by up to five minutes times his explosives specialist level. This delay must be chosen at the time the bomb's fuse is lit. Disabling the bomb's fuse requires no skill check (one must only snuff out the fuse).

Craft Flash Bombs: At 3rd level, an explosives specialist masters the ability to create bombs that produce a bright flash of light. These bombs operate exactly like the explosives specialist's standard bombs. However, rather than dealing damage, these bombs blind those caught in their blast radius who fail a Reflex save (DC 20) for 2d6 rounds. These bombs cost 150 gp to produce and otherwise follow the same rules for regular bomb production and use. An explosives specialist may use a time delay fuse with a flash bomb, if so desired.

Craft Musket: The explosives specialist gains the ability to craft firearms. This process takes two weeks of uninterrupted work and requires a successful craft (metalworking or blacksmith) skill check (DC 20) and 250 gp in raw materials to make a musket, 125 gp to produce a pistol. The explosives specialist may also craft 10 bullets for either a musket or pistol with one day of work, a successful Craft (metalworking or blacksmith) check (DC 15) and 2 gp worth of materials. The rules for pistols and muskets are contained within *Core Rulebook II*.

Exotic Weapon Proficiency (firearms): Having mastered the ability to produce firearms, the explosives specialist acquires the ability to effectively use them through an erratic process of trial and error. The explosives specialist gains proficiency with both muskets and pistols.

Master of Destruction (Ex): The explosives specialist's knowledge of volatile materials allows him to optimally place them when setting charges to demolish a structure or natural terrain feature, including buildings, walls, cave tunnels, and so forth. When using his explosives to damage such objects, the explosives specialist doubles the number of dice he rolls for damage.



Uncanny Dodge (Ex): Working with dangerous, explosive mixtures is deadly work. Tempered by experience and catastrophic failures, the specialist's reflexes are honed to a keen edge. When making a Reflex saving throw against any area of effect attack, the explosives specialist takes no damage on a successful save.

GIFTED MAKER

Many are the tales of great craftsmen who possess no magical ability, but create great works, marvellous items of great power, through craft and force of will. Legends speak of the aid of magical

The Explosives Specialist

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Produce Explosives (2d6)
2	+1	+0	+3	+3	Time Delay Explosives
3	+1	+1	+3	+3	Craft Flash Bombs
4	+2	+1	+4	+4	Produce Explosives (3d6)
5	+2	+1	+4	+4	Craft Musket
6	+3	+2	+5	+5	Exotic Weapons Proficiency (firearms)
7	+3	+2	+5	+5	Produce Explosives (4d6)
8	+4	+2	+6	+6	Master of Destruction
9	+4	+3	+6	+6	Uncanny Dodge
10	+5	+3	+7	+7	Produce Explosives (5d6)

tools or workshops, but most of the times the crafter must depend on his superior skill. Arcane crafters wonder at the gifted maker's apparent lack of need of spells or other conventional source of magic, while divine spellcasters point at the favour of one deity of another. The truth is that the gifted maker excels at his craft at levels that exceed those of common artisans, crafting magic with the sheer expertise at his command.

Any character can become a gifted maker, although it is mostly Non-Player Character experts who have the patience and time to devote to their particular craft. This path requires dedication to the craft, and if a Player Character wishes to tread it, the player and Games Master should dedicate some downtime for the character to make use of his newfound skill.

Hit Dice: d6.

Requirements

To qualify to become a gifted maker, a character must meet all the following criteria.

Skills: 10 or more ranks in one Craft or Profession. The character must have the maximum number of skill points allocated to this Craft or Profession allowed by his character level. 5 or more ranks in a field relevant to the chosen Craft or Profession.

Feats: Iron Will, Skill Focus in the appropriate Craft or Profession skill.

Classic Play

This class seems better suited for Non-Player Character experts, but the legendary status of a gifted maker lets him go on adventures to procure the materials he needs for his art. He has no arcane talent, except the gift of crafting magic items, as the power resides in his skill rather than any bookish understanding of magery. Like other classes in previous chapters, the gifted maker needs downtime in order to exploit his class features, but he can be both a source of adventures as well as the means to resolve quests of epic proportions.

Class Skills

The gifted maker's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Craft (Int), Knowledge (all, taken individually) (Int), and Profession (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions. Knowledge fields should be limited to those that have some relevance to the character's craft or profession. The Games Master may determine that certain choices for the Knowledge skill are not allowed within a particular campaign.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the gifted maker prestige class.

Weapon and Armour Proficiency: Gifted makers do not gain any weapon or armour proficiency, although they will usually carry some from other classes. There are three exceptions: Gifted makers who specialise in Craft (weaponsmithing) at 1st level are proficient with all simple and martial weapons except bows and

crossbows. Gifted makers who specialise in Craft (bowmaking) at 1st level are proficient with all bows and crossbows. Gifted makers who specialise in Craft (armoursmithing) at 1st level are proficient with light and medium armour and all shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Arcane Craft: This is the core ability of the gifted maker prestige class. At 1st level, the gifted maker selects one Craft or Profession skill he has, with the maximum number of ranks allowed by his character level. When using this skill, the character may make magical items, even if he has no spellcasting ability or item creation feats. A gifted maker cannot create charged items (e.g., *wand of fireballs*) or single use items (e.g., *tome of understanding*).

When using this skill to create a magic item, the cost to create the item is 75% of the market price. If the item has a bonus of +3 or higher, or normally requires a spell of 4th or higher level, some rare material will be needed in its manufacture. Usually, a quest or great journey is necessary to procure the material. If the item has a bonus of +5, or normally requires a spell of 7th or higher level, a unique or ultra-rare material will be needed to create the item. The market value of the item cannot exceed the value given for the character's gifted maker level in the level progression table.

The XP cost for making the item is initially double the normal cost, but this cost drops with each gifted maker level as indicated in the advancement table. Unlike normal experience expenditure, a gifted maker may spend sufficient experience points that he would lose one or more experience levels, but the levels are always lost from the character's gifted maker levels first, and only after he has completed the item.

The time to create the item is the same as that needed to create a masterwork item of that type.

At 4th, 7th and 10th levels, the gifted maker may select another Craft or Profession skill that can be used with the Arcane Craft ability. However, this

skill must have at least 10 ranks, the character must have Skill Focus in that Craft or Profession, and the gifted maker's effective level, for purposes of Maximum Market Value and XP cost, is considered to be 1st level for a newly chosen Craft (subtract 3 from the gifted maker's class level to figure out at which level all his Arcane Crafts are). These selections cannot be saved and used at a later time if the character does not meet the 10 rank



The Gifted Maker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Maximum Market Value	XP Cost
1	+0	+2	+0	+2	Arcane Craft, Craft Excellence	2,000 gp	x 2
2	+1	+3	+0	+3		4,000 gp	x 1.8
3	+2	+3	+1	+3	Craft Mastery	8,000 gp	x 1.7
4	+3	+4	+1	+4	Arcane Craft	12,000 gp	x 1.6
5	+3	+4	+1	+4		18,000 gp	x 1.5
6	+4	+5	+2	+5	Apotheosis	27,000 gp	x 1.3
7	+5	+5	+2	+5	Transcendent Craft, Arcane Craft	40,000 gp	x 1.2
8	+6	+6	+2	+6		60,000 gp	x 1.1
9	+6	+6	+3	+6	Paragon of the Art	90,000 gp	x 1
10	+7	+7	+3	+7	Arcane Craft	135,000 gp	x 0.8

requirement for an applicable skill. Skill points gained at 4th, 7th or 10th level may be used to meet this requirement before selecting a new Arcane Craft.

Craft Excellence: When allocating skill points to a Craft or Profession chosen as an Arcane Craft, the maximum number of ranks allowed is determined by adding the Intelligence (for Crafts) or Wisdom (for Professions) modifier to the total character level, with a minimum of one extra rank allowed.

Craft Mastery: When making normal items, the gifted maker can make his Craft checks every five days instead of every week. To top it off, he does not need to roll his checks to craft the masterwork component of masterworked items, but uses their cost as if they were normal items. His skill has grown so much that he can create works of art without even trying. He still has to pay the 300 gp for the masterwork component. Crafting magical items takes the normal amount of time and is not reduced.

Apotheosis: Although a gifted maker gains this ability at 6th level, most characters will opt to delay its use, for it can only be used once. If the character uses Apotheosis when using Arcane Craft to make a magic item, the Maximum Market Value allowed for that project is doubled (i.e., 270,000gp items for a 10th level gifted maker)! Enhancement and other bonuses can be as high as +6 if the character is 6th-9th level in gifted maker or even +7 if the character is a 10th level gifted maker. The total effective bonus for a weapon, shield or armour after additional abilities are added can be as high as double the enhancement bonus limit.

The cost to the character using this ability is high; however. Not only is the XP cost double the base XP cost (regardless of the gifted maker's experience level), but the character can never again use the Arcane Craft ability or gain further levels in gifted maker. The use of this ability marks the pinnacle of a gifted maker's career, although other class abilities can still be used.

At the Games Master's discretion, Apotheosis can be used to create minor and even major artefacts (*someone* has to create them after all). Creation of an artefact should involve additional costs to the character (e.g., substantial XP cost, level loss, ability score loss, physical disability, etc.). In addition, such an act might attract the attention of various powers that would have an interest in the item. In any case, the crowning achievement for a powerful gifted maker often marks that person with great fame, infamy or notoriety ever after.

Transcendent Craft: If the gifted maker uses materials that cost 150% of the market value when using Arcane Craft, he or she spends no XP in the creation of the item. In fact, the gifted maker gains XP in the amount of 1/25th of the market price of the item. In general, an item cannot be sold for more than its market value, regardless of the material cost. Transcendent Craft may not be combined with Apotheosis.

Paragon of the Art: All normal items created by the gifted maker are considered masterwork items unless the materials used are inappropriate or grossly deficient in some way; no additional cost is incurred. Items specifically created as masterwork items instead have double their normal bonuses; this is not a magical enhancement bonus.

In addition, a gifted maker of 9th or higher level may take 20 when using a Craft or Profession skill in which he or she has at least 5 ranks, although the creation of an item must result from this skill use. When taking 20 to create an item, the item creation time is increased by two days for every skill check.

GUILDMASTER

There is an old saying that proclaims that there are no old thieves. Climbing walls, dungeon-delving and running from the law are definitely a young man's pastimes, but those who survive to see their hair whiten may not be willing to resign from the profession's thrills. As many warriors aspire to lead an army, and wizards to have their own magic academy, professional rogues dream of one day leading their own guild.

Not all guildmasters are old, and some are not even primarily rogues, though all must have spent some time in shady business practices. Player Characters may become guildmasters, but all the other players must agree that this would involve running more social stories than traditional combat encounters, with the guild often taking centre stage.

Hit Die: d6.

Requirements

To qualify to become a guildmaster, a character must fulfil all the following prerequisites.

Alignment: Any non-good.

Base Attack Bonus: +3.

Skills: Bluff 5 ranks, Diplomacy 8 ranks, Disguise 4 ranks, Gather Information 10 ranks, Intimidate 8 ranks.

Feats: Leadership, Skill Focus (intimidate).

Special: Sneak Attack ability.

Class Skills

The guildmaster's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha),



Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (any two adequate areas of knowledge) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str) and Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Classic Play

Prestige classes are a way to fill many holes in the basic assumptions of a fantasy campaign, like the guildmaster aptly proves. When a Player Character takes this class, the campaign is taking a turn towards intrigue, rather than monster-slaying. The guildmaster must remain in control of his guild, possibly even becoming an active participant in his city's development as head of a criminal organization. The character can still go on short adventures, but his guild business always comes first and he can get others to do his adventuring for him in any case. The class features are aimed at social play and resource management, something that strategy players will find challenging, but more action-minded players in the group may resent.

Class Features

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

Weapon and Armour Proficiency: Guildmasters are proficient with crossbow (hand or light), dagger, dart, light mace, sap and short sword. Medium-size guildmasters are also proficient with club, heavy mace, morningstar, quarterstaff and rapier. They are proficient with light armour but not with shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Guild Hall: The guildmaster has ownership or control over a building or other location that serves as his headquarters. This may be an abandoned warehouse, a collection of rooms over a pawn shop, the backroom of a tavern or the basement of a store. Establishing the guild hall should be part of the process of gaining the first level of the guildmaster class.

As a special restriction, the guildmaster cannot spend more than four months 'out of town'. Doing this means that he has let his control slip and his affairs run into disorder, leaving an opening for someone else to take his place as the guild's leader. Losing his guild means that the guildmaster cannot use his class abilities nor gain more levels in the prestige class until he re-establishes in another city.

Favour: Someone owes the guildmaster, and the debt is big. The guildmaster may use this pull to call in one favour from someone, with the details of both the debt and the favour depending on the Games Master. Each favour can be used only once, but they accumulate as the character advances in the guildmaster class. Regardless of how many favours the character has left, he can only call in one a week.

Reputation (Ex): The character adds this bonus to his Leadership score, as determined by the Leadership feat described in *Core Rulebook II*.

Respectable Citizen: The guildmaster has a 'front' personality, an extra identity that allows him to move in different circles of society. Thanks to this duplicity, the character can make two Gather Information checks in a day, one as himself and the other as his alternate persona, with different modifiers depending on the status of each identity.

Just the Man for the Job: Having spent years in the business and because of his position, the guildmaster has a great network of contacts, informants and agents at his beck and call. This access to information lets the character find people to meet almost any requirement. Once per month, the guildmaster can hire a specific person adequate for a kind of mission he is planning. The character can select any ability or possession that would allow the new recruit to accomplish the task, but he cannot determine class, level, hit points or base attack bonus. He could look for a spellcaster who could cast *teleport without error*, but he cannot specifically ask for a 14th level sorcerer.

The new recruit works for the usual pay, and the Games Master may rule out requests that are too improbable in the character's surroundings, like finding a dwarf mercenary in a city with no dwarves. The maximum level of the hiring cannot exceed the highest level of a cohort the guildmaster could recruit through the Leadership feat.

The prospective hireling does not appear magically; this ability represents that the guildmaster can put out word of what he is looking for through his contacts, and the potential recruit will answer in a couple of days. This ability

The Guildmaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Guild Hall, Favour
2	+1	+0	+0	+3	+1 Reputation
3	+2	+1	+1	+3	Respectable Citizen
4	+3	+1	+1	+4	+2 Reputation, Sneak Attack +1d6
5	+3	+1	+1	+4	Just the Man for the Job, Favour
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6	+2	+2	+6	+4 Reputation, Sneak Attack +2d6
9	+6	+3	+3	+6	
10	+7	+3	+3	+7	+5 Reputation, Favour

cannot call specific player or Non-Player Characters, nor can it be used to lure a character into a trap. The individual is not automatically obedient, but he is amenable to propositions, as he did answer to the convocation in the first place.

Sneak Attack: At 4th and 8th level, the guildmaster can deal an extra 1d6 points of damage with a sneak attack.

Ex-guildmasters: A guildmaster who loses his guild cannot use any of his class abilities or gain levels as a guildmaster. Each failure to keep his guild together results in a permanent -1 penalty to his Reputation, even if he later re-establishes himself.

HERALD

The many titles of royalty, the myriad ranks in an army, and the endless variety of crests and banners of knights and nobles; maintaining these in their proper place is the duty of a herald. Without their skills and discerning eyes, the foundation of high society would fall into a morass of confusion. A herald is both artist and authority, ambassador and assistant to those in a ruling position. Few courts could function without a herald in office, keeping track of people and places for those who must remain informed at all times.

Those who believe a herald to be sedentary would be surprised to see one in action. A herald is often appointed to deliver messages to distant countries, serve as a liaison on a battlefield, and remain ever-vigilant for treachery and difficulties in the realm. A herald is part scout, part diplomat and part warrior in the service of crown and country. While a few heralds might spend their time

sequestered in the halls of power, most walk boldly where few men dare to tread.

Certain heralds hold a unique position as independent operatives, working for pay, prestige and the power that comes with being a vital part of the political structure of the land without being owned by any single interest. These heralds often serve as rallying points for like-minded free agents who wish to serve without fealty. An independent herald must always remember the truth of his position; 'Those without loyalties can expect none in return.'

Hit Die: d8.

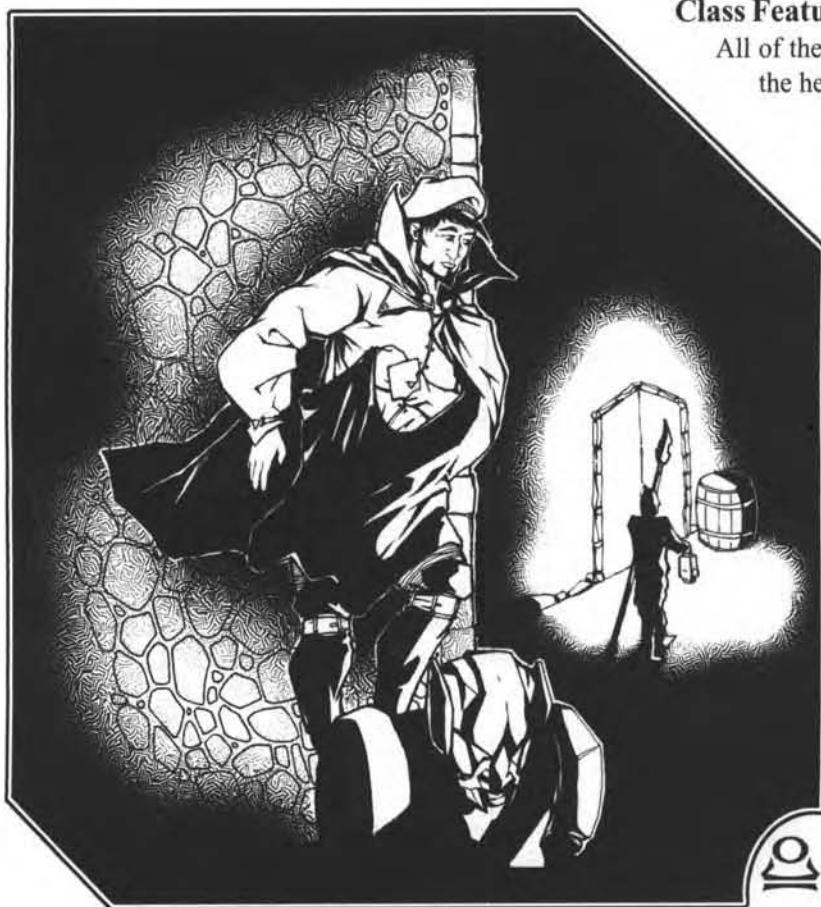
Classic Play

If the character interacts with the campaign's nobility, this is an ideal class to reflect his privileged status while not alienating him from adventuring. Herald characters can work very well as a liaison between the rest of the party and a noble patron, and they could even fund some of the party's expeditions with their spectacular income. In addition, they are a blank check for the Games Master, who no longer needs to worry about thinking up new ways to send the Player Characters on adventures; he can just begin to tell the herald that 'the king wishes him to...' and go from there. An amusing variant is to play a herald like a certain martini-drinking secret agent.

Requirements

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

Base Attack Bonus: +3.



Class Features

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

Weapon and Armour

Proficiency: Heralds gain no proficiency in any weapon or armour.

Spells per Day: A herald continues training in magic as an extension of the lore that he constantly researches. Thus, when a new herald level is gained, 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. He does not, however, gain any additional benefits a character of that class would have received, only the new spells.

This essentially means that he adds the level of herald to the level of another spellcasting class the character already has

and then determines spells per day and caster level accordingly. If the caster has more than one spellcasting class before he became a herald, he must decide to which class he adds each level of herald for the purposes of determining spells per day when he adds the new level.

Noble Trustee: A herald holds a great deal of station in noble society. While he may have no other title, merely being a trained and appointed herald carries prestige in its own right. When dealing with any member of his own race (or other accepted courtly races) involved with the court, such as royalty, knights, other courtiers and the rank and file of nobility, the herald gains half his prestige class level (rounded down, minimum of +1) to all Charisma-based ability and skill checks.

Being a Noble Trustee also imparts a constant source of income whenever the herald can benefit from it. Each full game week that the herald spends serving nobility gains him 10 times his prestige class level in gold pieces. This income may also occur while adventuring, provided the herald is acting on behalf of a noble sponsor. The

Skills: Knowledge (nobility and royalty) 8 ranks, Diplomacy 8 ranks, Gather Information 6 ranks.

Feats: Skill Focus (knowledge (nobility and royalty)).

Spellcasting: Must be able to cast 1st level arcane or divine spells.

Special: Heralds only exist as presented here in lands with a feudal or similar government. A similar role might be filled in other societies, with a different name applying to the class.

Class Skills

The herald's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Games Master is the final arbiter of when this income applies.

Hallowed Halls (Ex): While heralds are respected figures among the nobility, they are also a relatively commonplace sight where nobles congregate. This general acceptance, trust and visibility renders a herald effectively invisible in a court setting when he chooses to be. If the herald is in a royal court, castle, noble's quarter in a city, or other appropriate setting, he may add his prestige level to any Bluff or Hide check he makes. This bonus is largely based on other people's perceptions and may not apply in all cases. A herald with quill and parchment out may easily be overlooked, but one dragging a corpse through the streets would not.

Noble Focus (Ex): A herald's in-depth knowledge of the nobility also gives him great insight into their weaknesses and flaws. If a given subject would qualify for his Noble Trustee ability, the herald gains all the same bonuses as a ranger would with the Favoured Enemy class ability. The bonus granted by Noble Focus is +1 at 2nd level, +2 at 5th level and finally improved to +3 at 8th level.

Sign of Favour: At 3rd level, the herald receives a valuable token of esteem from his patron. The Games Master determines who initiates this gift, though it will likely be the liege(s) of the court he is most often present at. The Sign of Favour usually takes the form of a noble title and property, including a well-built but modest home. The Games Master may select a different Sign of Favour, but the value should remain around 25,000 gold pieces.

When this class ability occurs again at 9th level, the value of the gift rises significantly to around 90,000 gold pieces and may well include a small keep, an addition noble title, and other material benefits. It can be very good to serve the King.

Courtly Grace (Ex): Constant exposure to the complications of the nobility and the court has given the herald a remarkable ability to act in situations that others would find awkward. The herald may now 'take 10' on any Knowledge (nobility and royalty) and Diplomacy checks, as they are now second nature to him.

Master Herald: At the top of his field, the herald is now an expert on all matters of heraldry, royal intrigue, and noble affairs. He is allowed one re-roll on any Knowledge check pertaining to these subjects and may spend an hour once per day studying a question in this field to take 20. His skill is greatly valued, doubling his income from Noble Trustee when it applies each week.

A tenth level herald also gains the ability to best use his knowledge to support those he serves. When aiding another who would qualify for the herald's Noble Focus, he adds +4, not +2. This aid must be either in combat or pertaining to a skill the Focus involves. Master Heralds are considered treasures of the crown if they owe direct fealty and valued allies if they are independent. Either way, a Master Herald seldom has time to be bored.

INFILTRATOR

A locked door is a message for others to stay out. To an infiltrator, the locked door is not a message; it is a challenge. A specialist in the art of being where he does not belong, an infiltrator can slip

The Herald

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+2	Noble Trustee	+1 level of existing class
2	+1	+0	+3	+3	Hallowed Halls, Noble Focus	+1 level of existing class
3	+2	+1	+3	+3	Sign of Favour	+1 level of existing class
4	+3	+1	+4	+4		+1 level of existing class
5	+3	+1	+4	+4	Noble Focus +2	+1 level of existing class
6	+4	+2	+5	+5	Courtly Grace	+1 level of existing class
7	+5	+2	+5	+5		+1 level of existing class
8	+6	+2	+6	+6	Noble Focus +3	+1 level of existing class
9	+6	+3	+6	+6	Sign of Favour	+1 level of existing class
10	+7	+3	+7	+7	Master Herald	+1 level of existing class

past guards, open complex locks and disable the most lethal traps with an almost supernatural ease. Part intense training, part innate talent, the skills of the infiltrator bring with them an almost irresistible addiction to the act of breaking, entering, and getting back out again.

That is not to imply that all infiltrators are thieves. Some simply do what they do for the thrill of victory, while others act in a sort of counter fashion by ensuring that the valuables of those who hire him are safe from others with his abilities. In the end, an infiltrator is only truly at peace when he is pursuing the next 'impossible' job. When an infiltrator is suspended by a rope upside down, picking a lock with a needle file in his teeth while he slips past magical wards, all is right with his world.

Hit Die: d6.



Classic Play

The infiltrator class bears some similarities to the cat burglar a few pages back but it has a narrower focus, reflected in having only five levels instead of ten. The infiltrator is better suited for characters whose main interest is to get into somewhere others don't want them. Infiltrators are good team players, because they depend on other classes to achieve certain tasks, their mission being breach the barriers and open the way for the rest of the party. Counting with only five levels frees the character to pursue his original class or choose another one, having gained useful yet not too unbalancing abilities.

Requirements

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

Skills: Balance 5 ranks, Disable Device 9 ranks, Escape Artist 8 ranks, Move Silently 8 ranks, Hide 8 ranks, Climb 8 ranks, Tumble 8 ranks, Use Rope 5 ranks, Use Magic Device 9 ranks.

Feats: Dodge, Alertness.

Class Skills

The infiltrator's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Disarm Device (Dex), Disguise (Int), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Open Lock (Dex), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha) and Use Rope (Cha). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Infiltrators gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

The Infiltrator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Tools of the Trade
2	+1	+0	+3	+3	Ward Attunement, Agility +1
3	+1	+1	+3	+3	Improved Trap Evasion
4	+2	+1	+4	+4	Skill Mastery, Agility +2
5	+2	+1	+4	+4	Master Infiltrator

Tools of the Trade (Ex): A craftsman is only as good as his tools, and this also applies to the infiltrator. In fact, an infiltrator's skills with his tools are so great that he gains several abilities relating to them. First, an infiltrator has mastered the art of improvisation where his tools are concerned. At any time, provided the infiltrator is not in a true void, he can fashion enough tools from simple, common items to serve as a basic set of thieves' tools. The Games Master may rule that a situation does not allow for the use of this ability.

The second thing an infiltrator can do with a set of thieves' tools is use them more effectively. As long as the infiltrator is not using improvised tools, he gets a +2 competence bonus to all Disable Device and Open Lock checks. If the tools in question already offer a bonus, this ability stacks with it.

Lastly, the infiltrator nearly always has tools at hand. Any time the infiltrator needs to use thieves' tools, it is a free action for him to get them no matter how securely hidden they might be. This speed of use extends to any dagger the infiltrator might be carrying, as a short blade is often used as a tool. Treat this use of the ability like the feat Quick Draw.

Ward Attunement (Su): Any time the infiltrator encounters an area effect spell with a duration other than instantaneous that does not cause continuous damage or one that awaits activation by an outside force (such as himself), he can attempt to bypass it without being affected. Spells like *antipathy* or *glyph of warding* qualify for this power, whereas *incendiary cloud* would not.

Bypassing the spell requires a Use Magic Device check against a DC of 10 plus the caster level of the spell in question. The DC becomes 15 plus caster level if the spell is on an object the infiltrator must handle (a chest, book, or door, for

instance). A successful roll renders the infiltrator immune to the spell in question for one full round. If the infiltrator is still within the area of effect or handling the warded item at the end of that round, he must make the check again or be affected by the spell immediately.

Agility (Ex): Finely-honed reflexes allow the infiltrator to react to threats more swiftly than others. The Agility bonus listed is added to the infiltrator's bonus from the Dodge feat when he uses it. The Agility bonus also applies to Reflex saves made for any reason. Agility is lost if the infiltrator is denied his Dexterity bonus.

Improved Trap Evasion (Ex): When avoiding the effect(s) of a trap, the infiltrator gains the benefit of the rogue class ability Improved Evasion. If he also possesses that class ability, he gains a +1 synergy bonus to Reflex saves against traps.

Skill Mastery: The infiltrator gains the rogue class ability of Skill Mastery with any three of the following; Bluff, Disguise, Disable Device, Open Lock, Escape Artist, Pick Pocket, Hide, Move Silently, Use Rope, and Use Magic Device.

Master Infiltrator: At 5th level, the infiltrator has developed his skills to an almost supernatural degree. His infiltration skills are complete. He gains two more skills on the Skill Mastery list from 4th level and can apply a +2 insight bonus to all of his mastered skills' checks. Once per day, he can immediately attempt a re-roll on any of the listed skills. If this second roll succeeds, the first roll is ignored and has no effect.

ROOFRUNNER

Rogues who operate in a city can get to know every alley, street and rooftop like they know their own room. Even then, they do not hold a candle to the rooferunner, a special breed of rogue who

moves and lives to the beat of the city, and whose knowledge of its streets and alleys give him an almost supernatural edge against his enemies.

Roofrunners are like shadows moving in their city and, while their abilities are confined to that city, they are nothing to laugh at, as people whisper that a roofrunner may disappear in a closed alley, enter the tightest rooms or walk the breadth of the city in a matter of minutes.

Games Masters should be careful in allowing Player Characters to take this class, as they lose all their advantages if they go adventuring outside their base of operations.

Hit Die: d6.



Classic Play

'City-bound' does not begin to describe this class. The roofrunner is to the urban landscape what the ranger is to the wilderness and, as such, his utility decreases when taken out of his environment. Despite the drawbacks, the character excels at what he does, which is surviving the streets. He is lord and master of the cityscape and an invaluable resource for any party wishing to stay within the city's walls for several years' worth of adventures.

Requirements

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

Skills: Climb 5 ranks, Balance 5 ranks, Gather Information 5 ranks, Jump 5 ranks, Knowledge (local) 10 ranks, Move Silently 5 ranks.

Special: The character must have lived in the city for at least 80% of the past five years. This is his home city and the only one in which he can use his class abilities.

Class Skills

The roofrunner's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Sense Motive (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 roofrunner prestige class.

Weapon and Armour Proficiency: Roofrunners are proficient with crossbow (hand or light), dagger, dart, light mace, sap and short sword. Medium-size roofrunners are also proficient with club, heavy mace, morningstar, quarterstaff and rapier. They are proficient with light armour and with bucklers. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim

checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Roofrunning (Ex): It is this ability that gives the class its name. The character can run at full speed across the roofs of the city, leaping over alleys and crossing streets as if he could fly. He knows what will and will not support his weight, where streets narrow to allow an easy jump across, which tiles will be slippery after rainfall and which will not. He cannot cross a gap of more than 10 feet without making a Jump check, although the ability to move at full speed does make the checks easier.

Neverlost (Ex): An Intuit Direction check (DC 10) inside his home city will tell the roofrunner exactly where he is, even if he was knocked unconscious and carried through a maze of streets. As long as he can hear and smell the outside world, the roofrunner knows his exact location.

Find the Way (Ex): Cities change over time and the roofrunner is perfectly aware of this, remembering which tunnel was sealed off or where the cellar of an old, torn-down inn still stands. Once per day, the character may make a Knowledge (local) check at DC 25 to find a tunnel, door or any kind of passage within 20 feet, adding his roofrunner level to his skill modifier. Roofrunners use this ability to evade pursuit or gain access to hard to reach areas. Anyone able to see the character knows where he went, and this ability does not create magical portals into sealed rooms at will. As the roofrunner gains levels, he can use this ability more times per day, with results under the Games Master's approval.

Home Turf (Ex): The roofrunner knows every patch of ground where he places his feet. This translates to a circumstance bonus to Armour Class that increases as the character advances. He uses his knowledge of the area to provide incidental defence, like loose cobblestones, columns, etc. He cannot use this ability if he is carrying a load heavier than light.

Sense the City's Soul (Ex): This ability reflects the roofrunner's attunement with the city and all that goes on within its walls. He overhears conversations, notes changes in routines and mood and gain clues to major events that are not public knowledge. Once per week, the character can make a Knowledge (local) check at DC 25 adding his roofrunner levels to the roll. If he succeeds, the Games Master informs him of unusual and significant events happening within the city, such as the arrival of a foreign envoy, a mobilization of troops or an upcoming turf war between thieves' guilds. He does not need to actively search for the information and attract attention to himself, it merely reaches him through tapping into the city's pulse. If he does want to actively seek more facts, he has a +2 synergy bonus to any Gather Information check regarding that event.

As another aspect of this ability, the roofrunner can predict the weather with a 100% accuracy for the next day. This chance decreases by 10% for every additional day of forecasting. Of course, this ability does not take into account supernatural meddling.

Safehouse: The character found a forgotten room, a formerly sealed alcove, or any other space where he can rest in perfect safety. No-one can find the

The Roofrunner

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Roofrunning, Neverlost
2	+1	+0	+3	+0	Find the Way 1/day, Home Turf +1
3	+2	+1	+3	+1	Sense the City's Soul
4	+3	+1	+4	+1	Home Turf +2
5	+3	+1	+4	+1	Safehouse
6	+4	+2	+5	+2	Find the Way 2/day, Home Turf +3
7	+5	+2	+5	+2	Turn the Tables
8	+6	+2	+6	+2	Home Turf +4
9	+6	+3	+6	+3	
10	+7	+3	+7	+3	Find the Way 3/day, Home Turf +5



roofrunner except by magical means, and he can recover from wounds, sleep, prepare spell, store treasure or any other activity without needing to keep watch. This area is small, usually no larger than 100 square feet. The player and the Games Master should define the exact location of the safehouse.

Turn the Tables (Ex): If the roofrunner is being pursued while in the streets and can get out of his pursuers' sight for even a single round (by ducking around a corner, leaping over a wall, etc.) he can use his uncanny knowledge of the city to find some way to sneak around behind them. A surprise round ensues and, as the character is behind his opponents, he can make ample use of sneak attacks.

Special Notes: While the roofrunner might guide others around the alleyways and sewers of his home city, he cannot make maps or give directions. His knowledge of the city is intuitive as he walks around and re-evaluates his surroundings, and he cannot share this insight. Also, his abilities depend on constant contact with the city. If the roofrunner leaves for more than a week, he cannot use his abilities upon his return until he has spent an amount of time equal to half the time he was away, as he gets reacquainted with the city. If he leaves his home for more than a week six times in a single year, he cannot gain more levels as a roofrunner until he spends one year in the city without interruption.

SEA-HAWK

For a sea-hawk, the sea and ocean is the ultimate adventure. Across the seas lie strange countries and unimaginable riches. The sea is free of borders and restrictions, a place to escape the rigors of civilised life. But it is also a dangerous place full of monsters, sudden storms and unknown depths. Not everyone dares to challenge the sea for its riches.

A master of the open sea, the sea-hawk braves the challenges that have turned many others away. High seas trading, piracy and even pirate-hunting are the bread and butter of the sea-hawk. Sea-hawks develop in cultures with strong maritime traditions, as these are not just fishers and common sailors, although most started out as such. Sea-hawks are sturdy adventurers accustomed to a life

of danger and suspense on the vastness of the high seas.

Hit Die: d6.

Classic Play

It stands to reason that if there are fighting and arcane experts of the seas, there should be an equivalent that relies on wits and skill instead of brawn or magic. The sea hawk is a small and well-constructed class that, like its counterparts in previous chapters, is most useful aboard a seagoing vessel. It is perfectly understandable if the Games Master stretches the abilities so that the class becomes 10 levels instead of only 5, but the abilities are so specific that there is not much need to do so. Even a small fishing boat captained by a sea hawk and crewed by some of the other nautical classes in this book could pose a threat to warships.

Requirements

To qualify to become a sea-hawk, the character must fulfil all the following criteria.

Skills: Balance 2 ranks, Climb 5 ranks, Profession (sailor) 8 ranks.

Special: The character must have spent at least half of his time at sea during the last six months.

Class Skills

The sea-hawk's class skills (and the key ability for each skill) are: Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Intuit Direction (Wis), Jump (Str), Knowledge (geography, nature) (Int), Profession (Wis), Sense Motive (Wis), Spot (Int), 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 sea-hawk prestige class.

Weapon and Armour Proficiency: Sea-hawks are proficient with all simple weapons, as well as the hand axe, longspear, rapier, sap, scimitar, short sword and trident. They are also proficient with light armour but not with shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape

Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Sea Legs (Ex): Early on, sea-hawks learn to compensate for the rocking motion of ships. In any fight on a rocking surface, such as aboard a ship at sea, the sea-hawk gets a +4 bonus to Initiative. If the rocking motion is enough to cause a penalty, the sea-hawk can either ignore the penalty (if it is -2 or less) or halve it (if it is -3 or greater).

Navigation (Ex): A sea-hawk gets a +1 bonus per level to Intuit Direction, Knowledge (geography), Knowledge (nature) and Profession (sailor) rolls pertaining to the sea. In addition, at each level he learns one new route to go from one point to another (usually ports) with automatic success, safe from navigational errors such as running into shoals or becoming lost.

Patois (Ex): A sea-hawk has visited hundreds of ports during his career. He may not speak many languages, but he can make himself understood almost anywhere. This lets the sea-hawk communicate basic things and barter for supplies, even if he has no language in common with the locals. The people he speaks to must have a language that the sea-hawk could potentially learn. You may use no more than two words in a sentence and one syllable in each word when role-playing this ability.

Sea Perceptions (Ex): By observing subtle changes in the climate, sea, etc; the sea-hawk can predict dangers at sea. This includes sudden weather changes, encounters with ships and monsters, reefs, maelstroms and similar things. By succeeding at a Profession (sailor) check (DC 20) the sea-hawk gets a bad feeling about the situation, and is ready and alert when it happens, but does



not know what it is in advance. On a result of 25, he gets enough insight about the danger to avoid it if he does the right thing. On a result of 30, he predicts the danger in advance and can avoid it easily.

Celestial Navigation (Ex): When the sea-hawk can see the clear sky, at night or day, he is always reasonably sure of his position and orientation; he will not misjudge the direction of true north on an Intuit Direction roll of 1.

Spin Yarn (Ex): Any sea-hawk worth his salt has more stories to tell than a bard. As long as the drinks are coming, he can keep telling them. Most sailors only tell tall tales, but experienced sea-

The Sea-Hawk

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Sea Legs, Navigation
2	+1	+3	+3	+0	Patois, Sea Perceptions
3	+2	+3	+3	+1	Celestial Navigation, Spin Yarn
4	+3	+4	+4	+1	Dead Reckoning, Explorer
5	+3	+4	+4	+1	Down With the Ship, Sea-track

hawks know which stories contain a kernel of truth. This works like, and stacks with, the bard's Bardic Knowledge ability, but only applies to the lore of the sea. The sea-hawk can also entertain with his stories, using his Bluff skill instead of Perform when storytelling.

Dead Reckoning (Ex): Determining how far a ship has sailed without landmarks is very difficult with primitive navigational tools, but a sea-hawk gets an instinctive feel for distance as he gains in experience. With a successful Intuit Direction check (DC 30) the sea-hawk knows exactly how much distance his ship has covered since it left port. Bonuses from the Navigation ability apply to the check and, if he fails, the sea-hawk misjudges the distance travelled by 5% per point of failure.

Explorer (Ex): On naval charts there are large areas of reefs, shallows, archipelagos, whirlpools, treacherous currents or monster infestation that are not charted in detail. Most captains avoid areas marked as unsafe waters or have the legendary 'here there be dragons', or even any area for which they lack a chart. A veteran sea-hawk can sail in such waters, but will do so cautiously (at half speed). The Games Master may throw encounters and other problems at the character when he tries this, especially the first time he sails a particular waterway. An ordinary sea captain can sail such waters, but it never becomes routine; it is a stressful experience each time and speed is one-fifth normal, at best.

Down with the Ship (Su): Traditionally, the captain should be the last man to leave a sinking ship. When his ship is sinking, a sea-hawk who is the acting captain can ensure the safety of his passengers and crew by staying aboard as the ship goes down. As long as he sacrifices himself in this way, all passengers and crew are assured of a safe evacuation into the lifeboats. Their further adventures are still in the hands of fate. The sea-hawk need not die; he might be saved by some sea creature or swept to some unknown coast, but he must abandon all means of saving himself and put his fate in the hands of the sea itself.

Sea-track (Ex): Sea-hawks can track ships, and even aquatic creatures (such as whales and sea monsters) on the sea. They can do it from a long habit of observing sea currents, prevalent winds, and other common nautical conditions, which

eventually turns into instinct. To track a ship or creature at sea, the sea-hawk must succeed a Profession (sailor) check against a DC variable according to the situation. Make one check per day:

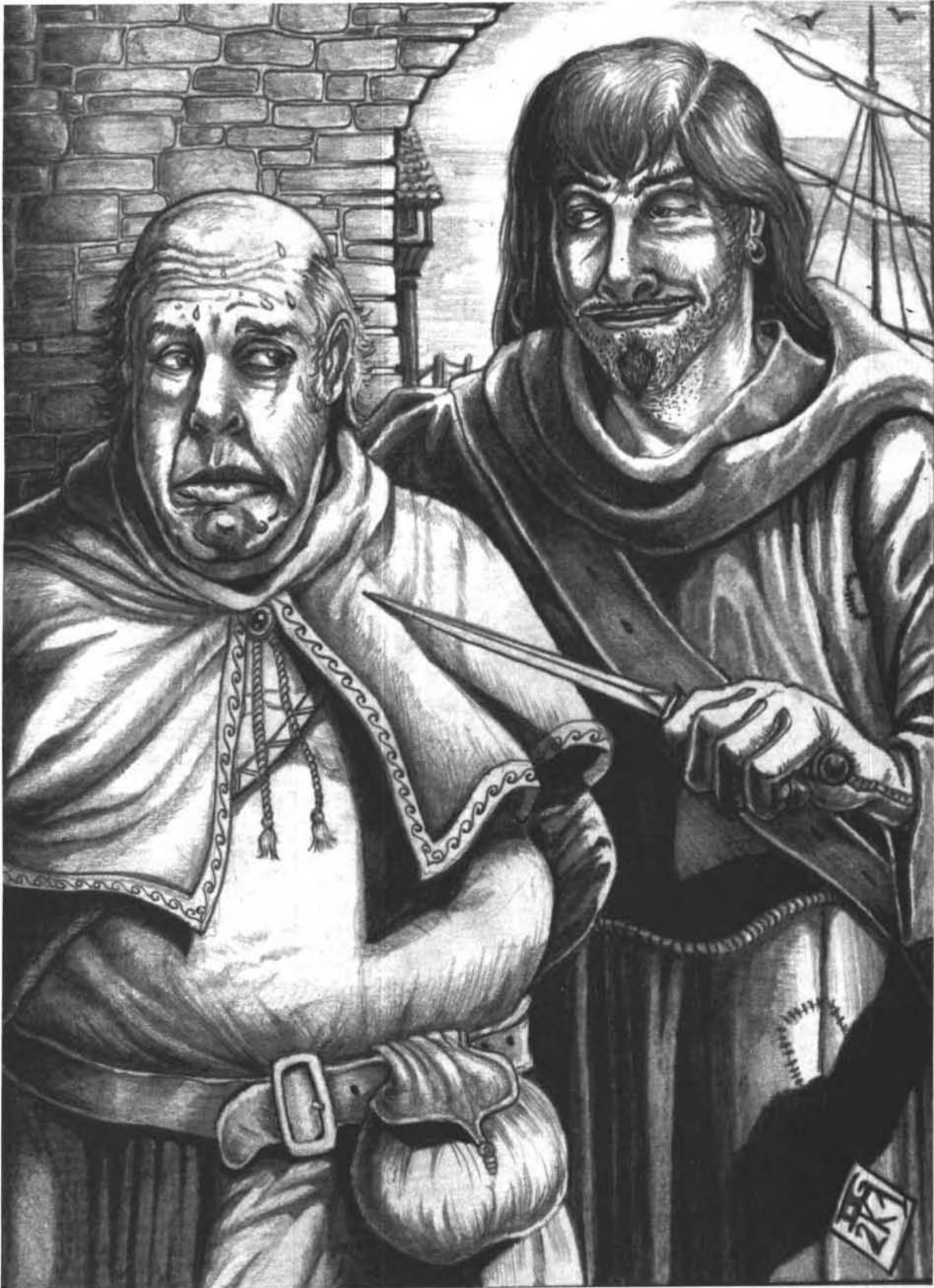
Subject	DC
Large vessel	20
Medium ship	25
Small boat	30
Great sea-monster	25
Big creature (whale, etc.)	25
School of fish	30
Rough weather	+5
Per hour since the quarry passed	+1

SHADOWY AVENGER

There are certain parts of town that the guard do not dare tread, such as ruined slums that harbour hardened criminals, neighbourhoods that enjoy the 'protection' of a crime boss, or desolate areas where a forbidden cult has used money and political influence to blind the eyes of the law. In all these places, the common man walks in fear of the capricious whims of those who prowl the night like urban predators. Robbery, muggings, and far worse are all commonplace events to be endured, rather wrongs that must be righted.

The shadowy avenger stalks this blighted landscape, striking out at those who would abuse the law and protecting those who lack the ability or money to find protection for themselves. While the shadowy avenger takes out criminals and others who victimise the innocent, all too often the corrupt nobles and city officials who allowed the law to turn a blind eye to crime see him as a deadly enemy, a wild force that could disrupt the profitable system of bribes and corruption that has settled into place.

Shadowy avengers are commonly driven by a personal code of justice, usually grounded in a violent event in the past dealing with a heinous crime or a particularly malicious outlaw. In most cases, a shadowy avenger's code adheres to the law, driving him to strike out at murderers, thieves and other scum. Sometimes, though, a shadowy avenger takes the law too far, serving as judge, jury, and executioner to those who have committed only minor crimes or have violated the shadowy avenger's warped sense of right and wrong. While



a shadowy avenger can be a powerful force for justice in oppressed areas, sometimes he can be a terrifying angel of death, meting out nonsensical and terrible punishments to innocent victims.

Shadowy avengers excel in urban environments. They are at home in the shadowy netherworld of sewer channels, alleyways and rooftops. They are fair fighters, but like rogues rely on surprise and clever tactics to deliver devastating sneak attacks against their foes. Unlike rogues, shadowy avengers excel at the art of alchemy, using it to produce gadgets and items that catch their enemies by surprise and give them an important edge when outnumbered and outgunned. A shadowy avenger's knowledge of this skill is more the result of in-born intelligence, ingenuity, and experimentation, rather than formal training.

Hit Die: d8.

Classic Play

If this class was called 'caped crusader' or 'dark knight', the inspiration for this class could not be more obvious. Regardless of the idea's source, the niche of urban vigilante merits filling in an urban fantasy setting, specially if it is low on magic. The shadowy avenger's abilities make him a detective per excellence, capable of extracting the truth from people as well as from evidence. His alchemical skills keeps him well-stocked in potions if he does not have access to a spellcaster to order them from without arousing suspicion, and his rapidly increasing sneak attack makes him a dangerous foe if he strikes from ambush, as he certainly should. The avenger is not as limited to urban environments as other classes in this book, but the cause he fights for is primarily battled out within a city.

Requirements

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

Alignment: Any non-lawful.

Base Attack Bonus: +4 or higher.

Skills: Alchemy 4 ranks, Disguise 8 ranks, Intimidate 8 ranks, Sense Motive 8 ranks.

Feats: Alertness, Improved Unarmed Fighting, Toughness.

Special: You must have lost a loved one to a criminal act.

Class Skills

The shadowy avenger's class skills (and the key ability for each skill) are Alchemy (Int), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), 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 shadowy avenger prestige class.

Weapon and Armour Proficiency: The shadowy avenger is proficient in all simple and martial weapons, and all light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Eye for Detail (Ex): The shadowy avenger has an excellent eye for picking up subtle clues in how a person acts, what sort of clothes he wears, and so on. He gains a +2 competence bonus to all Sense Motive checks.

Urban Ranger (Ex): Back alleys and crowded streets are a shadowy avenger's natural environment. He is an expert at manoeuvring through crowds, blending into large groups, finding a shadowy nook in an alley, or scrambling up a crumbling building. When in a city, the shadowy avenger gains a +2 competence bonus to all Climb, Hide and Move Silently checks.

Scrounger: The shadowy avenger excels at picking up useful items from trash and debris scattered through alleys, sewers and garbage dumps in cities. When working in an urban setting, the shadowy avenger can use his Alchemy and Craft skill to produce alchemical items at half the normal price of raw materials.

Sneak Attack (Ex): The shadowy avenger deals extra damage when he catches a foe off his guard. This ability works as per the rogue class's special

ability. Bonus Sneak Attack damage gained from this class stacks with that granted by other classes. Shadowy avengers are masters of the surprise strike, leaping from the shadows to avenge the innocent and punish the guilty.

Punish the Guilty (Ex): The inner rage and indomitable sense of justice that propels the shadowy avenger forward in his crusade grant him an inner reserve of strength and ferocity. In battle, the shadowy avenger may choose to enter a cold-blooded fury. He gains +2 to attack and damage rolls plus a +10 feet movement bonus for a number of rounds equal to his shadowy avenger level. The shadowy avenger may use this ability once per day.

Fearsome Reputation: Word travels fast of the shadowy avenger's actions, spreading fear throughout the criminal underworld and even reaching the ears of the powers that be. The shadowy avenger gains a +2 competence bonus to all Intimidate checks. Furthermore, while criminals and their ilk fear the shadowy avenger, the common people (or those who support his actions) look up to him as a folk hero. The shadowy avenger gains a +2 competence bonus to Gather Information checks made in lower class, urban settings, as the people who enjoy his protection are eager to pass tips on criminals or rumours they have heard to their protector.

Alchemical Genius (Ex): The shadowy avenger's mastery of alchemy now allows him to produce elixirs that function exactly like potions. The shadowy avenger may operate as if he had the Brew Potion feat, and he is assumed to have access to all bard spells of second level or lower for the purposes of determining whether he meets the prerequisites necessary to produce a potion. In

addition, the shadowy avenger counts as a spellcaster of a level equal to his spellcasting levels (if any) plus his levels in this class.

Long Arm of the Law (Ex): When fighting criminals, the shadowy avenger often wishes to take his foe prisoner for questioning later. When the shadowy avenger has his enemy in a grapple, he can attempt to bind him in rope. The shadowy avenger must make a Use Rope check opposed by his opponent's choice of an Escape Artist, Dexterity or Strength check. If the shadowy avenger succeeds, his opponent is left hog-tied. The shadowy avenger may only use this ability against opponents who are his size category or smaller. Using this ability counts as a standard action.

Angel of Judgement (Ex): At tenth level, the shadowy avenger's belief in his own crusade becomes so strongly embedded in his mind that he gain immunity to all enchantments. *Charm person* and similar spells that could throw him off his path simply have no effect against him.

SKALD

The image of a bard is most often that of a carefree minstrel or a romantic scoundrel. With a lute in one hand and a flashing blade in the other, these stereotypical musicians-gone-swashbucklers face danger with a song on their lips and a laugh in their hearts. While enormously entertaining, these are not the only bards to walk the land. Others exist, more sombre in disposition, who answer their calling in another way. Instead of finery, these bards wear the garb of their people. Instead of a lute, they carry the lore of their kin in the form of poems, stories and chants.

The Shadowy Avenger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	Eye for Detail, Urban Ranger
2	+2	+0	+3	+0	Scrounger, Sneak Attack +1d6
3	+3	+1	+3	+1	Punish the Guilty
4	+4	+1	+4	+1	Sneak Attack +2d6
5	+5	+1	+4	+1	Fearsome Reputation
6	+6	+2	+5	+2	Sneak Attack +3d6
7	+7	+2	+5	+2	Alchemical Genius
8	+8	+2	+6	+2	Sneak Attack +4d6
9	+9	+3	+6	+3	Long Arm of the Law
10	+10	+3	+7	+3	Angel of Judgement, Sneak Attack +5d6



These are the skalds. Entrusted by the elders of their culture to remember and teach the lessons of the past, skalds are storytellers, speakers, historians, and defenders of the legacy they represent. Most often found among those without widely accepted literacy, skalds are living history and afforded the respect such a status entails. Even among the wildest of barbarian tribes, skalds are almost always considered untouchable in times of war, provided they adhere to their own vows of neutrality.

This does not mean a skald is a man of peace. Far from it, the warrior spirit of his people lives through him in a way that few can hope to match. When moved to wrath, a skald can be an incredibly inspiring force in battle. Chanting the war marches of heroes long past, a skald in combat can rally his people and send an attacking force fleeing for their lives without landing a single blow.

The power of a skald lies in his connection to his tribe, but these warrior-poets are not limited to their own lands. The world around the tribe is important to their history, as a skald well knows. Sometimes, the tribe will send a skald out of their lands to bring back news and stories of what lies beyond. These journeys of exploration are dangerous and may take years, but those skalds that return to their tribes bring back the wealth of their experiences for their people to share.

Hit Die: d8.

Requirements

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

Abilities: Intelligence 12+, Wisdom 12+.

Skills: Knowledge (local) 8 ranks, Knowledge (history) 8 ranks, Diplomacy 8 ranks.

Feats: Skill Focus (any knowledge).

Spellcasting: Must be able to cast 2nd level arcane spells and have access to the bard spell list.

Special: Unless the Games Master allows for a special circumstance, only characters from a barbaric or suitably tribal background can take levels in skald.

Classic Play

Vikings and similar barbarian cultures were not without their lore keepers and singers, and the skald is the perfect match to the fancier and more civilised bard (which is itself Celtic in origin). Skalds do not stray from the role of the bard as a support fighter and most of his abilities still depend on the use of bardic music, but they are tougher, more rugged and more prone to say 'arr' than the more urbane image of the stereotypical bard.

Class Skills

The skald's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), Speak Language (Int), Swim (Str), Tumble (Dex) and Use Rope

The Skald

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Skald Rank, Skald Music, Inner Voice	+1 level of existing class
2	+1	+3	+0	+3	Skald Memory	+1 level of existing class
3	+2	+3	+1	+3	Call to Arms	+1 level of existing class
4	+3	+4	+1	+4	Stride of the Traveller	+1 level of existing class
5	+3	+4	+1	+4	Endurance by Example	+1 level of existing class
6	+4	+5	+2	+5	Ancient Lore	+1 level of existing class
7	+5	+5	+2	+5	<i>Shout of Ages</i>	+1 level of existing class
8	+6	+6	+2	+6	Ancient Lore	+1 level of existing class
9	+6	+6	+3	+6	Chant of the Ancestors	+1 level of existing class
10	+7	+7	+3	+7	<i>Spirit of the Tribe</i>	+1 level of existing class

(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 skald prestige class.

Weapon and Armour Proficiency: Skalds are proficient with all simple weapons and with longswords and axes, they are proficient with light and medium armour, and with small shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: A skald continues training in arcane magic through the lore of his people. Thus, when a new skald level is gained, 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. He does not, however, gain any additional benefits a character of that class would have received, only the new spells per day and spells known.

This essentially means that he adds the level of skald to the level of another arcane spellcasting class the character already has and then determines spells per day and caster level accordingly. If the caster had more than one spellcasting class before he became a skald, he must decide to which class he adds each level of skald for the purposes of

determining spells per day when he adds the new level.

Skald Music: Skalds gain an additional Bardic Music use per day when they gain a level in skald.

Skald Rank: People from the skald's culture treat him with great respect, even if they are from an opposing or warlike tribe. The skald enjoys a +4 circumstance bonus to all Charisma checks, his Leadership score, and Charisma-based skill rolls under these circumstances. This bonus applies only in lands where the skald class is known and respected.

Inner Voice (Ex): The training that gives a skald his phenomenal abilities is as much emotional as it is mental. The skald *feels* every story and poem he tells intensely. This allows him to benefit from his own Bardic Music abilities. Note that a skald's Bardic Music is almost always oratory in nature.

Skald Memory: A skald's memory is honed to an incredible degree. At any time, he may make an Intelligence check against a DC 15 to remember pertinent facts about anything he might have seen or heard in the past. This ability also adds the skald's prestige class level to any check made for Bardic Knowledge.

Call to Arms (Su): When using his Bardic Music ability to *inspire courage* or *inspire greatness*, the skald increases the numerical effects of these abilities by an extra +1. If more than half of his affected audience is a member of his own tribe or culture, his use of Bardic Music lasts one extra round per skald level after he finished performing than normal.

Stride of the Traveller: The skald is used to travelling long distances on foot and by steed. He adds 10 feet to his base movement rate.

Endurance by Example (Su): The skald can, through the use of inspirational stories and physical example, draw out the inner reserves of his allies. By expending a use of Bardic Music, the skald can grant every allied being within a 15-foot radius centred on himself a +4 enhancement bonus to Constitution. This lasts 1 hour or until the skald is killed, struck unconscious, or otherwise rendered unable to act freely.

Ancient Lore: The skald is entrusted with the lore of his people. These secrets often include magical wisdom lost to any but the skalds and shamans of the tribe. Each time Ancient Lore is gained, the skald may select any spell from the Cleric spell list of a level he can cast that he does not yet know. That spell becomes a known spell to him and he can cast it as he would any of his normal spells. This does not increase the number of spells the skald can cast per day.

Shout of Ages (Sp): The skald can gather the rage and fury of battles past and release it all in a war cry of supernatural power. By spending two uses of Bardic Music, the skald can generate either a *shout* spell or the effects of a *fear* spell at his caster level of ability.

Chant of the Ancestors (Su): A skald of this level has mastered one of the most difficult and lengthy chants of his people, the role of ancestors. This long list is a retelling of the family lines of the chieftains of every tribe in the land, stretching back to the founding of the tribes themselves. By chanting this role, which takes 10 full minutes, the skald can expend 10 uses of Bardic Music to invoke *divine favour* on himself and every allied being within 50 feet. If this chant is interrupted, it is negated before it can take effect and half the Music uses are lost. The Chant of the Ancestors is a supernatural, mind-affecting, enchantment ability.

Spirit of the Tribe (Sp): At 10th level, a skald becomes able to channel the spirits of his people's greatest heroes. Once per day, the skald can recite an epic poem for one full minute and expend 5 uses of Bardic Music. For the next 10 rounds, the skald benefits from the effect of a *Tenser's*

transformation. When this 10-round duration is over, the *transformation* ends and the skald suffers from exhaustion as if he had just used Barbarian Rage.

If the skald possesses the ability to Rage, he does so automatically when invoking the *transformation*. Once the 10-round duration ends, the Rage also ends and the skald must make a Fortitude save at DC 21 or suffer subdual damage equal to his current hit points. If this save is successful, he only takes half this damage. A skald that is Raging and *transformed* affects any susceptible being in his threatened area with *cause fear*.

STREET FIGHTER

In the streets and back alleys of the greatest cities a culture of violence flourishes. Champions fight on street corners. Wrestlers struggle in tap rooms, striving for position. Through the chaos prowl the thieves and the gamblers, always looking for an easy mark. Thousands of gold pieces change hands over the results of these fights hourly, leading to a festival of pain and blood that rivals the worst bloodsports.

At the heart of this world the street fighter reigns supreme. He fights with flair, pounding his opponents into bloody ruin. Like his deadly brother the gladiator he also entertains the crowd. Indeed, that entertainment forms a large part of his profession. Unlike a gladiator, a street fighter cannot afford to kill. The authorities turn a blind eye towards professional fighting so long as it doesn't step over the line into murder.

When not fighting, a street fighter typically holds a steady job in a low-class profession, works as a bouncer for a local inn, or fights as an enforcer for a criminal gang. Most do their work quietly. They only come alive again in the ring, among the flying fists of their brother fighters.

Hit Die: d8.

Requirements

To qualify to become street fighter, the character must fulfil all the following criteria.

Base Attack Bonus: +4.

Skills: Perform 5 ranks, Intimidate 7 ranks.

Feats: Improved Unarmed Strike, Weapon Focus (unarmed), Toughness.

Classic Play

This class is not listed with the fighter classes because it relies more on trickery than on sheer power, and some rogues do feel the need to break out the weapons and suit up once in a while. Monks may also find this class attractive if their inclinations lean on the 'hurting' part of their training but, as with normal rules, once they begin the path of the street fighter, they cannot advance again as monks. While the class is ingrained in urban settings, street fighters have no problem with adventuring, acting as an unexpected combatant (armed hobgoblins do not expect a humanoid to attack them with his fists, after all).

Class Skills

The street fighter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: A street fighter is proficient with the club, punching dagger and quarterstaff. A street fighter 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, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Hammer Punch: At 1st level, the street fighter's hands toughen. His fists become like hammers inflicting 1d6 damage when they strike. Additionally the street fighter can choose to do normal damage rather than subdual damage when striking with his fists.

Sneak Attack (Ex): At 2nd level, the street fighter gains the Sneak Attack ability (see *Core Rulebook I* for details). He gains +1d6 damage to attacks, which increases to +2d6 at 6th level and to +3d6 at 10th level. This bonus stacks with Sneak Attack bonuses gained from a previous class.

Rock the World (Ex): At 3rd level, anytime the street fighter does 10 or more points of damage with an unarmed attack he automatically makes a free trip attack against his opponent.

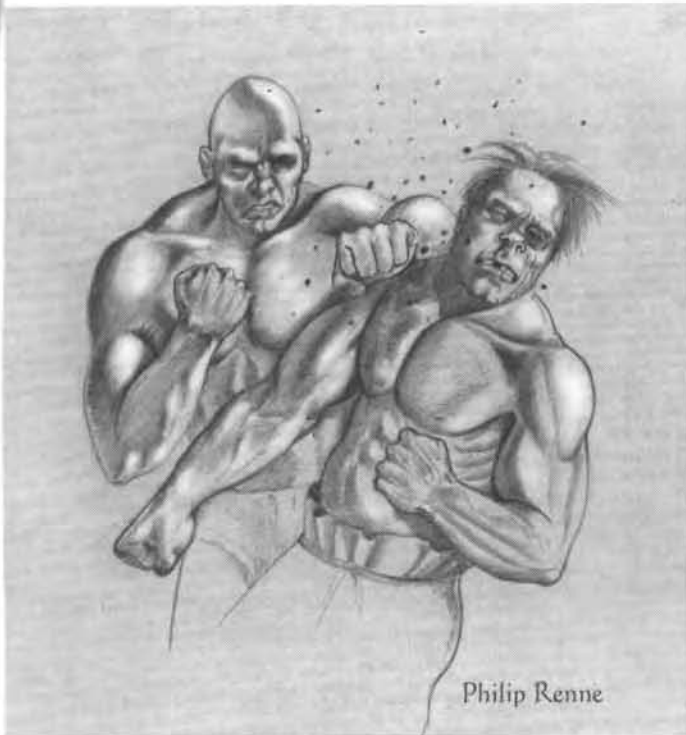
Rabbit Punch (Ex): At 4th level, the street fighter learns to strike fast and hard from behind. By sacrificing a +1d6 bonus on a Sneak Attack, a successful unarmed attack is considered as an automatic threat, and the character can roll again normally for a critical hit.

Damage Reduction (Ex): At 5th level, the constant beating his body sustains has finally toughened the street fighter to the point where he can shrug off damage. This extraordinary ability absorbs 1 point of damage at 5th level, 2 points of damage at 7th level, and 3 points of damage at

The Street Fighter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Hammer Punch
2	+1	+3	+0	+3	+1d6 Sneak Attack
3	+2	+3	+1	+3	Rock the World
4	+3	+4	+1	+4	Rabbit Punch
5	+3	+4	+1	+4	Buffeting Blow, Damage Reduction 1/-
6	+4	+5	+2	+5	+2d6 Sneak Attack
7	+5	+5	+2	+5	Damage Reduction 2/-
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	Tough as Stone
10	+7	+7	+3	+7	+3d6 Sneak Attack, Damage Reduction 3/-





10th level. Damage reduction can reduce damage to 0 but not below 0.

Buffeting Blow (Ex): At 5th level, the street fighter learns how to strike his opponents to move them wherever he likes. The character rolls damage for a successful unarmed attack, but rather than doing damage, he can opt to force his opponent to make an opposed Strength check. The street fighter gets a bonus on the check equal to the amount of damage that he would have inflicted. If the target fails the check it moves 5 ft. in any direction the street fighter chooses. This ability only works against creatures up to one size category larger than the character. Both the street fighter and the target add +4 for each size category they are above medium-size, or -4 for each size category below medium-size. The street fighter receives a +2 bonus if the attack is a charge.

Tough as Stone: At 9th level, the street fighter has become as tough as stone. He is immune to subdual damage from any source.

TOMB RAIDER

Most sages and scholars spend their days cloistered in musty libraries bent over massive tomes of ancient lore. These dedicated intellectuals carefully pore over their chosen fields of study, seeking to uncover forgotten lore and generate new

knowledge, theories and philosophies based on their learning. Their areas of expertise are often so arcane and specialised that a sage must spend years of toil learning the foundations of his field, forcing even young men and women who carry an ardent love of learning to consign themselves to years of labour before even approaching a chance to make a name for themselves.

Some scholars disdain this mouldy, dull approach to scholarship. Instead, they spurn the life of sedentary study offered by libraries and universities and instead seek out adventure and excitement as an explorer and seeker of lost artefacts. The tomb raider does not study his chosen field from behind a desk. Instead, he journeys out to the world and seeks to experience it in the flesh. Where a history scholar may rely on accounts and experiences related by others, the tomb raider seeks to learn from firsthand

experience the wonders of lost civilisations, the powers of mysterious artefacts, and the fearsome capabilities of bizarre monsters.

Tomb raiders combine their esoteric knowledge with the flexibility and skills of a rogue. They are adept at finding and disarming traps, picking locks, and sneaking past enemies. They can also identify magical items, pick out the tell-tale signs of a trap, and call upon a vast store of knowledge accumulated from years of study.

Hit Die: d6.

Requirements

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

Abilities: Dexterity 15+.

Skills: Knowledge (any two different areas) 6 ranks each, Tumble 10 ranks.

Feats: Dodge, Lightning Reflexes, Mobility, Skill Focus (knowledge).

Class Skills

The tomb raider's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex),

Intuit Direction (Wis), Jump (Str), Knowledge (Int), Move Silently (Dex), Open Lock (Dex), Profession (Int), Ride (Dex), Search (Int), Spellcraft (Int), 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.

Classic Play

Despite the name, this class is not inspired by a certain videogame heroine, but rather on her predecessor, the guy with the hat and bullwhip. The tomb raider does not stumble around in forgotten ruins, trusting solely on his quick reflexes and luck to carry him through danger, but also on knowledge and study. A character with this class spends as much time sequestered in libraries, hunting for bits of lore as dungeon crawling, and he departs on any adventure forewarned and forearmed. Despite being a 5 level class, it manages to pack some handy abilities within the smaller number of classes. Curiously, tomb raiders work better when they are alone, armed with the skill and knowledge to survive dungeon delving by himself... if it were not for the monsters, of course. In a party, the tomb raider is the scout and expert who should take a first look at any odd-looking part of a ruin his companions stumble upon.

Class Features

All of the following are class features of the tomb raider prestige class.

Weapon and Armour Proficiency: The tomb raider gains proficiency with 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, Pick Pocket and Tumble. Also, Swim

checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Recognise Trap Design (Ex): The tomb raider's study of ancient trap design and engineering allow him to use the Search skill to find traps as per the rogue class. In addition, he has studied the design and implementation of traps to such a great degree that he gains a +2 competence bonus on Search checks when looking for traps and on Disable Device checks made to disarm them.

Superior Knowledge: Not only does the tomb raider have an in-depth knowledge of a few select areas, but he also gains a general understanding of a wide range of topics. At first, third and fifth level, the tomb raider may choose two particular subcategories of the Knowledge skill that he does not yet have ranks in. He may now use those skills as if he was trained in them, even though he does not have ranks in the skills. He gains his Intelligence modifier to these checks. Normally, Knowledge skills cannot be used untrained. If the tomb raider later buys ranks in his chosen Knowledge skills, he gains two free ranks in the skill in addition to the skill points spent on it.

Mystic Knowledge: The tomb raider's exposure to academia, no matter how brief, grants him valuable insights into the operation and functions of magical items. He gains a +2 competence bonus to all Use Magic Device skill checks.

Trap Sense (Ex): Tomb raiders rely on their knowledge of traps and triggers to help them survive the pitfalls and hazards they encounter. Their studies give them valuable insights into how traps operate and the best method for avoiding them. When targeted by a trap, the tomb raider may add his Intelligence modifier to his Reflex save or to his Armour Class, as appropriate.

Identify Item (Ex): Tomb raiders spend much of their non-adventuring time researching magical

The Tomb Raider

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Recognise Trap Design, Superior Knowledge
2	+1	+0	+3	+0	Mystic Knowledge, Trap Sense
3	+2	+1	+3	+1	Identify Item, Superior Knowledge
4	+3	+1	+4	+1	Superior Appraise, Rapid Dodge
5	+3	+1	+4	+1	Magical Lore, Superior Knowledge





items and the common properties they exhibit. If the tomb raider spends two hours a day for a week studying an item, he may identify the item's properties, as per the spell *analyse dweomer*. The tomb raider must have access to a library and spend eight uninterrupted hours per day testing the item and consulting his books. At the end of the week, the scholar uncovers 1d3 of the item's traits.

Superior Appraise (Ex): The tomb raider's superior knowledge of magical items and the process used in their manufacture allows him to quickly identify trinkets that could potentially hold an enchantment. The tomb raider must spend one minute inspecting the item and then make an Appraise check (DC 25). On a success, he can determine if the item is magical.

Rapid Dodge (Ex): The tomb raider's keen mind allows him to swiftly react to changing combat conditions. When using his Dodge feat, the tomb raider may declare that the Armour Class bonus granted by that feat applies to the next creature or person that attacks him. In addition, he gains a +2 dodge bonus to Armour Class, rather than the standard +1.

Magical Lore: The tomb raider's extensive knowledge of magical effects, trap design, and supernatural lore combines to give him great skill in detecting and disarming magical traps. The tomb raider gains a +4 competence bonus when using Disable Device and Search to find and disarm magical traps.

TRAPMASTER

People with things to protect are always building a better mousetrap, while people who want those things are always becoming better mice.

Trapmasters are those kinds of mice that will not let a trap stand in their way and, if they can, will take it with them. Obsessed with the workings of traps, they go out of their way to encounter, disarm and document their findings, risking life and limb to do so.

Moved by unending curiosity, trapmasters have learned ways to detect, circumvent and, if everything goes wrong, resist traps. Their experience with these devices is such that they learn to build traps themselves, surrounding their hideouts with the most deadly examples of things they have found and suffered first-hand, making their services extremely valuable for thieves' guilds on several fronts: as field agents, trainers and 'security consultants'.

Rogues are the prime source for trapmasters, as their training already contains the skills for finding and disabling traps of both magical and mechanical nature, but many wizards also possess the thirst for knowledge required of all trapmasters, while clerics devoted to deities of trickery can feel a religious inclination to the mastery of traps.

Hit Die: d6.

Requirements

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

Alignment: Any non-chaotic.

Skills: Craft (trapmaking) 6 ranks, Disable Device 10 ranks.

Feats: Skill Focus (disable device).

Special: There can only be one trapmaster in any thieves' guild.

Classic Play

Roguish pursuits might be many and varied, but the trapmaster concentrates all his energy into just one – traps. He learns how to make them, as well as how to avoid them, and he learns magic in order to better avoid and escape mechanisms when mundane expertise is simply not enough. As his focus is purely upon traps and little else, the Games Master can feel comfortable that the character will not throw off many of his planned encounters. He must be especially clever when designing environmental challenges, as the trapmaster's abilities do not only apply to man-made obstacles, but also natural phenomena.

Class Skills

The trapmaster's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int; exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Profession (Wis), Read Lips (Int; exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Sense Motive (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: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Trapmasters are proficient with all weapons and armour allowed to the rogue class. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: The trapmaster gains the ability to cast a small number of arcane spells. To cast a spell, the character must have an Intelligence score of 10 plus the spell's level, so a trapmaster with an Intelligence score of 10 cannot cast spells. Trapmaster bonus spells are based on Intelligence, and saving throws against his spells are at 10 + spell's level + trapmaster's Intelligence modifier. When the trapmasters gets 0 spells in the advancement table, the trapmaster only gets bonus spells. A trapmaster prepares and casts spells just like a wizard does.

Sneak Attack: This ability functions exactly like the rogue class ability. The trapmaster gains an additional d6 of Sneak Attack damage at 1st, 4th, 7th and 10th. This bonus damage stacks with that gained from other classes, such as rogue.

Trap Sense (Ex): Starting at first level, the character can sense the presence of mechanical and magical traps without actively searching for them. When the trapmaster approaches within 10 feet of a trap, the Games Master should make a Spot check for him with a DC equal to the trap's normal DC for Search checks. If successful, the character is aware of the trap just as if he had searched for it and found it.

The Trapmaster

Class Level	Base Attack	Fort Save	Ref Save	Will Ssave	Special	Spells Per Day		
						1	2	3
1	+0	+0	+2	+0	Sneak Attack +1d6, Trapsmithing	-	-	-
2	+1	+0	+3	+0	Trap Resistance +1	-	-	-
3	+2	+1	+3	+1	Trap Sense	0	-	-
4	+3	+1	+4	+1	Sneak Attack +2d6, Trap Resistance +2	1	-	-
5	+3	+1	+4	+1		1	0	-
6	+4	+2	+5	+2	Trap Resistance +3	1	1	-
7	+5	+2	+5	+2	Sneak Attack +3d6	1	1	0
8	+6	+2	+6	+2	Trap Resistance +4	1	1	1
9	+6	+3	+6	+3		2	1	1
10	+7	+3	+7	+3	Sneak Attack +4d6, Trap Resistance +5	2	2	1





Trapsmithing (Ex): Starting at first level, the character may construct impromptu or improvised traps. The trapmaster accomplishes this with the materials at hand, whether he has them on his person or scrounges them from his surroundings. For example, while he does not have the material to build a proper falling rock trap, he can improvise one by loosening a ceiling stone and rigging it to a tripwire.

The trapmaster must make a Craft (trapmaking) check with a DC equal to 10 plus the trap's Challenge Rating. The time he takes to build this trap is 10 minutes times this CR and he may retry the check if he fails. The character cannot craft an improvised trap with a CR greater than his trapmaster level.

Trap Resistance (Ex): Trapmasters train their bodies to avoid and resist the effects of traps of all types. At 2nd level, the character receives a competence bonus of +1 on all saving throws to

avoid or resist the effects of traps, and this bonus increases as he gains levels.

Trapmaster Spell List

1st level: *Animate rope, detect secret doors, featherfall, jump, spider climb.*

2nd level: *Cat's grace, darkvision, daylight, invisibility, knock, protection from arrows.*

3rd level: *Dispel magic, fly, gaseous form, haste, water breathing, wind wall.*

TREASURE HUNTER

The treasure hunter specialises in tracking down legendary treasures and claiming them as his own. Much of a treasure hunter's work takes place in libraries and other centres of learning rather than mouldy old tombs. Treasure hunters are not simple opportunists looking to make a quick fortune. Through careful research and investigation, they uncover the location of fabulous treasures long thought lost. Many of them pursue their vocation as a personal crusade to recover and study artefacts of ancient, forgotten cultures. A treasure hunter is equally at ease discussing history with a sage as he is darting through an ancient tomb.

Treasure hunters emphasize detecting and avoiding traps. They have a sixth sense for danger, as their study of and experience with traps allows them to intuit the location and nature of them with little more than a glance at their surroundings.

Hit Die: d6.

Classic Play

The treasure hunter is yet another variant on the dungeon crawler concept, but where the tomb raider focuses on knowledge and the trapmaster on the obstacles in the way, the treasure hunter works at all times just to get the loot. His abilities are few, but grow stronger with experience, and duplicate some rogue abilities just in case the character applying for the class is not originally a rogue. The treasure hunter's abilities do not make him too self-sufficient, so he still needs the help from the rest of the party. Also, these abilities are useful in more situations than just when buried in the bowels of the earth.

Requirements

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

Skills: Search 8 ranks, Knowledge (ancient history) 4 ranks.

Feat: Lightning Reflexes.

Class Skills

The treasure hunter's class skills (and the key ability for each) are Appraise (Int), Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (ancient history) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), Use Rope (Dex). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Treasure hunters are proficient with light armour, but not shields. They are proficient with the same set of weapons that the rogue class is proficient with. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.



Danger Sense (Ex): The treasure hunter's experience with traps, his study of tombs and treasure vaults, and his sixth sense for danger give him the ability to intuitively detect traps. When a treasure hunter moves within 10 feet of a trap, the Games Master should make a secret Spot check with DC equal to DC of Search check needed to discover the trap. If the check succeeds, the treasure hunter has an intuitive sense that a trap is near. The Games Master does not provide any more information to the player other than that the treasure hunter has 'a bad feeling about this'. The

The Treasure Hunter

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Danger Sense, Treasure Lore
2	+1	+0	+3	+0	Uncanny Dodge +1
3	+2	+1	+3	+1	Improved Poison Save +1
4	+3	+1	+4	+1	Danger Sense +1
5	+3	+1	+4	+1	Uncanny Dodge +2
6	+4	+2	+5	+2	Improved Poison Save +2
7	+5	+2	+5	+2	Danger Sense +2
8	+6	+2	+6	+2	Uncanny Dodge +3
9	+6	+3	+6	+3	Improved Evasion
10	+7	+3	+7	+3	Uncanny Danger Sense



treasure hunter gains a +1 bonus to this check at 4th level and a +2 bonus at 7th level.

Treasure Lore: The treasure hunter's research into legends and lore concerning lost treasures and artefacts gives him a broad range of knowledge on the topic. This ability is identical to the bard's Bardic Knowledge ability. However, the treasure hunter may only use this ability in relation to magic items and treasure. The treasure hunter also gains a +2 competence bonus on all Appraise checks.

Improved Poison Save (Ex): Poison is a constant danger to treasure hunters, as it can transform even the simplest trap into a deadly threat. Treasure hunters ingest small amounts of several types of poison in order to build a natural resistance to venom. They gain a +1 bonus to all Fortitude saves made to resist poison. This bonus increases to +2 at 6th level.

Uncanny Dodge (Ex): A treasure hunter develops phenomenal reflexes that allow him to react to the danger posed by traps. At 2nd level, the treasure hunter gains a +1 bonus to Reflex saves against traps and a +1 dodge bonus to AC against attacks by traps. This bonus rises to +2 at level 5 and +3 at level 8.

Improved Evasion (Ex): At 9th level, the treasure hunter's reflexes are so well honed that on a failed Reflex save against any damaging effect, he takes only half-damage. On a successful save, he takes no damage.

Uncanny Danger Sense (Ex): When a treasure hunter reaches 10th level, his intuitive sense for danger and well-honed reflexes allow him to avoid most traps. His danger sense bonus rises to +4. In addition, he takes only half damage from traps that deal damage or that causes ability drain or damage.

VIGILANT

Part reconnaissance expert, part border guard, part spy and part diplomat, the vigilant is a highly trained warrior who can be confidently sent into any situation, no matter how grim the odds. Recruits who survive the harsh training and deadly initiation tests required to become a vigilant are assigned to one of the elite corps of these warriors. Vigilants not only protect their assigned domain from hostile raids and invasions, but they seek out their opponents where they live and pursue all manner of missions to thwart the enemies of their nation.

The ranks of the first vigilants were initially drawn from human rogues and rangers, but now that it has become such a prestigious appointment to become a vigilant, many other races and professions pursue the honour. Even wizards or sorcerers are willing to attempt this hard life, for the rewards are plenty. Not only does a vigilant become hardier for the life he endures, but the



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danger draws many who are enticed by such adventurous notions.

While vigilants are organized into a military hierarchy, they have a fair degree of autonomy, especially once they are in the field (and often hundreds of leagues from their commanders). Their commanders can call upon them at any time, but vigilants regularly have leave to pursue their own missions, especially when the objective benefits the order. Vigilants pursue many different tasks; they may serve as diplomats or spies to infiltrate enemy nations, as scouts to gather information on evil humanoid forces or lead larger forces in military campaigns, as wardens to track down brigands, as guerrilla warriors to lead rebel militias, or even as units loaned out to foreign allies.

Hit Die: d12.

Classic Play

You might wonder why a class so clearly meant for rangers is in the company of so many rogues. The vigilante may be a fighter in appearance, but he is an all-purpose trouble-shooter at heart, trained to become a semi-autonomous operative able to adapt to almost any assignment. Thrown into the most dangerous circumstances, the vigilante's abilities are not meant to let him do things, but to help him survive when others do things to *him*. Being part of an order restricts the character's movements, and lets the Games Master plan whole adventures in advance under the excuse of being the vigilante's latest assignment. Games Masters should consider the class carefully before allowing it into their campaign, that said, in a high powered campaign the vigilante offers a great deal of flavour for the character who wants to survive *everything*.

Requirements

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

Alignment: Any non-evil

Base Attack Bonus: +5

Skills: Diplomacy 5 ranks, Gather Information 5 ranks, Handle Animal 5 ranks, Wilderness Lore 7 ranks

Feats: Endurance, Track

Special: Vigilants must pass an initiation test and swear an oath of allegiance to their patron nation, an oath that is enforced by their fellow vigilants

Class Skills

The vigilante's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Use Rope (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: A vigilante is proficient with all simple and martial weapons, light armour, medium armour (except chainmail) and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour or equipment carried.

Spells: Beginning at 2nd level, a vigilante gains the ability to cast a small number of divine spells as described on the table. These spells are in addition to any others the character might be able to cast from another spellcasting class. Spell slots cannot be combined, so vigilante spell slots must be spent on spells from the spell list below. Bonus spells are gained for having a high Wisdom, and the DC to resist spells is still 10 + the spell's level + the vigilante's Wisdom modifier. A vigilante prepares and casts spells as a druid.

Sprint (Ex): At 1st level, a vigilante may take a charge action to move three times his normal speed. This ability can be used once per hour.

Tireless: At 2nd level, vigilantes learn to endure the hardships and constant travel associated with their training and lifestyle. The DC for their

Constitution checks does not suffer the normal cumulative penalty when vigilants run for a number of rounds greater than their Constitution score (see *Core Rulebook I*).

Favoured Enemy: At 2nd level, the vigilant has served in his assigned domain long enough to learn the ways of its most predominant enemy. The vigilant may select one specific creature race as a favoured enemy. This ability functions identically to the ranger special ability of the same name, except the vigilant must choose a specific creature race, not a broader creature type or subtype. The vigilant's bonus against his favoured enemy is +1 at 2nd level, becoming +2 at 6th level and +3 at 10th level. This bonus stacks with any similar bonus the vigilant might receive if he has ranger levels.

Ferocity: A vigilant is so strong and healthy at 3rd level that he can continue to fight or take full actions even when disabled or dying (see *Core Rulebook I*).

Resist Massive Damage: The rules for sustaining massive damage (50 hit points of damage or more in a single blow) do not apply to vigilants of 8th level and above.

Natural Armour: At 9th level, the preternatural resiliency of a vigilant gives him a natural Armour Class bonus of +2.

Natural Healing: A 10th level vigilant has an exceptionally quick recovery time. He recovers twice his character level in hit points each night, and temporary ability damage is also recovered at twice the normal rate (4 points per day of complete bed rest). Also, one point of temporary ability damage is recovered per day even if the vigilant is active.

Vigilant Spell List

Vigilants choose their spells from the following list.

1st level: *Alarm, calm animals, blur, delay poison, detect animals or plants, detect thoughts, detect snares and pits, expeditious retreat, goodberry, mending, pass without trace, resist elements, speak with animals.*

2nd level: *Animal messenger, detect chaos/evil/good/law, protection from the elements, snare, silence, speak with plants, warp wood, whispering wind.*

3rd level: *Endurance, neutralize poison, remove disease, spike growth, water walk.*

4th level: *Freedom of movement, repel vermin, spike stones, wind wall.*

The Vigilant

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day				
						0	1	2	3	4
1	+1	+2	+0	+0	Sprint	0				
2	+2	+3	+0	+0	Tireless, Favoured Enemy	0				
3	+3	+3	+1	+1	Toughness Feat, Ferocity	1				
4	+4	+4	+1	+1	Great Fortitude Feat	1	0			
5	+5	+4	+1	+1	Iron Will Feat	1	1			
6	+6	+5	+2	+2	Lightning Reflexes Feat	1	1	0		
7	+7	+5	+2	+2	Toughness Feat	1	1	1		
8	+8	+6	+2	+2	Resist Massive Damage	1	1	1	0	
9	+9	+6	+3	+3	Natural Armour	2	1	1	1	
10	+10	+7	+3	+3	Natural Healing	2	2	1	1	

MIND OVER MATTER

Mind powers are not a central concept of fantasy gaming, but they were introduced as part of the d20 system due to their popularity. Psionics are an add-on to fantasy campaigns, with some players severely disliking them as much as others love them. It is the Games Master's prerogative to admit or prohibit psionic powers to enter his world, as they come along with questions about cosmology by relying on ectoplasmic matter and the Astral Plane, not to mention the debate of their relationship to magic. Psionic characters do not twist the laws of the universe through knowledge, talent or faith, but by force of will alone. They are wild cards thanks to their unpredictability and the esoteric nature of their power.

Games Masters can introduce psionics to their games with some of these prestige classes, or expand on them if they already deal with them; they are masters of the mind, tapping on the power of self to achieve feats comparable to magic.

The core classes most suited for these prestige classes are, of course, the different flavours of psions and the psychic warrior, although some classes do not have psionic requirements, meaning that they are any character's entry point to the world of psychic potential.

ANIPATH

Psionic mastery is normally a matter of cerebral and highly-ordered thought. Most masters of the mental arts are refined, intelligent and dignified. Some might even describe psions as cold and distant. This is entirely untrue of anipaths. Psychics with an almost feral connection to the animal world, anipaths have strong animal instincts and a bestial intensity.

This is not to say that anipaths are crude and unintelligent. Most are just telepaths with a distinct talent for interacting with animals. This interaction is one that quickly leads these anipaths down a path of primal discovery that culminates in the

realization that deep inside, the difference between man and beast is not as great as one might think.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +4.

Skills: Animal Empathy 4 ranks, Handle Animal 4 ranks, Wilderness Lore 4 ranks.

Feat: Track.

Manifesting: Must be able to manifest at least one power, which must have the name of an animal in its title. The character must also have a manifester level of 3rd or higher.

Class Skills

The anipath's class skills (and the key ability for each skill) are Animal Empathy (Cha), Animal Handling (Cha), Concentration (Con), Hide (Dex), Knowledge (psionics) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Anipaths gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Psionic Manifestation Level: An anipath continues training in psionics as his anipath abilities increase. Thus, when a new anipath level is gained, the character also gains powers and power points as if he had also gained a level in a psionic class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would

The Anipath

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+2	+2	+0	Touch the Animal Mind	+1 to existing level
2	+1	+3	+3	+0	Call of the Wild	+1 to existing level
3	+2	+3	+3	+1	Beastsight	+1 to existing level
4	+3	+4	+4	+1	Primal Mark	+1 to existing level
5	+3	+4	+4	+1	Shed the Mannish Form	+1 to existing level

have received, only the newly discovered powers and power points.

This essentially means that he adds the level of anipath to the level of another psionic class the character already has and then determines power points per day and manifester level accordingly. If the caster had more than one psionic class before he became an anipath, he must decide to which class he adds each level of anipath for the purposes of determining power points per day when he adds the new level.

Touch the Animal Mind: Any psionic power the anipath can manifest that is a mind-affecting ability can be used on animals. The anipath can also spend 1 power point to manifest the equivalent of *speak with animals* for 1 minute per manifester level.

Call of the Wild: The anipath's affinity with animals manifests as a psychic ability to bond with animals and engender a deep, abiding friendship with them. For 3 power points, the anipath can manifest the equivalent of *animal friendship*. All the conditions of that spell apply, but affected animals become the anipath's animal companions. The manifester can have up to 2 Hit Dice per anipath prestige level-worth of animal companions.

Beastsight: A misnamed power, as it can actually be used to emulate senses other than sight, this power lets an anipath share the senses of his animal companions regardless of the distance between them as long as the anipath and the companion in question are on the same plane. Treat this as *remote viewing* with the companion as the end focal point. This power imparts sound, sight, smell, taste and touch from the viewpoint of the animal companion. Beastsight costs 5 power



points per 10 minutes of use and requires no Remote View check.

Primal Mark: The anipath's exploration of the animal soul within himself has had a marked effect on his body. The anipath gains the power *animal affinity* if he does not already have it. If he already has it, the cost per use drops from 3 to 2. The slight changes that normally result from this power's use are a permanent change to the character's appearance. This alteration is purely cosmetic and may be determined by the player with the Games Master's consent.

Shed the Mannish Form: The anipath gains the power to truly express the chosen animal in his soul. By expending 5 power points, the anipath can use the druid power of *wild shape* to adopt the animal's form once per day. Changing back also requires 5 power points and the duration of the change is indefinite, lasting as long as the anipath wishes to remain in the new form. Transformation heals damage as per *wild shape*. The anipath may use his psionic powers while in *wild shape*, but all power costs are at +2 points.

BEASTMASTER

Among some uncivilized tribesmen there live powerful warriors who believe they draw on the power of totem animals to augment their strength and thus crush their enemies. Even among more civilized peoples, occasionally one is born who has more in common with beasts of the wild than with his own kin. These are the beastmasters, who draw upon their own inner strength and affinity for wild creatures, joining minds with their animal allies or shifting form to take on their allies' characteristics. Some beastmasters have only one totem animal,

while others may have an affinity with several, or even with all, animals. Further, some beastmasters may show signs in their youth of a feral nature, while others may develop or find this calling only in later life. Regardless, beastmasters are often the elite of a tribe or clan, powerful warriors whose powers can spell the difference between victory and defeat.

Among tribal societies in particular, beastmasters who share a common totem animal will often join forces for mutual protection and training. These bands are often based around either a particular village or sacred site; they tend to take on a quasi-religious air and often include either a druid or a cleric who worships the totem spirit embraced by the beastmaster band. Others remain within their society, attacking life as they would an enemy: with wild, untamed abandon. Many beastmasters, regardless of their origin, prefer lives of solitude spent in communion with nature, and have no singular totem animal; these live as something nearer to animal than human.



The Beastmaster

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	PP Day	Powers Discovered				
							0	1	2	3	4
1	+0	+2	+0	+2	Psionic Combat Mode, Animal Friend	+2	2	-	-	-	-
2	+1	+3	+0	+3	Beastlink, Beast Tongue	+3	3	-	-	-	-
3	+2	+3	+1	+3	Uncanny Dodge (Dex bonus to AC)	+4	3	1	-	-	-
4	+3	+4	+1	+4	Psionic Combat Mode, Beast Sense	+5	3	2	-	-	-
5	+3	+4	+1	+4	Greater Animal Friend	+8	3	3	1	-	-
6	+4	+5	+2	+5	Uncanny Dodge (cannot be flanked)	+11	3	3	2	-	-
7	+5	+5	+2	+5	Psionic Combat Mode, Long Link	+16	3	3	2	1	-
8	+6	+6	+2	+6	Greater Beastlink	+21	3	3	3	1	-
9	+6	+6	+3	+6	Uncanny Dodge (+1 against traps)	+26	3	3	3	2	-
10	+7	+7	+3	+7	Psionic Combat Mode, Beast Lord	+33	3	3	3	2	1

Yet, no matter what path he follows, a beastmaster will always champion the causes that he respects and heed the call to battle when it comes.

Hit Die: d8.

Requirements

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

Skills: Handle Animal 8 ranks, Animal Empathy 5 ranks, Wilderness Lore 8 ranks.

Feats: Improved Unarmed Strike, Power Attack.

Special: A character seeking to become a beastmaster must complete a mystical vision quest that helps him find the animal within. This journey consists of an extended ritual that requires many hours or even days of intense meditation. Some receive a vision of a particular imperilled animal, and must then quest to find or save this animal; others simply experience mystical raptures and commune with nature. Regardless, only after completing this spiritual journey is one able to become a beastmaster.

Class Skills

The beastmaster's class skills (and the key ability for each) are Animal Empathy (Cha), Autohypnosis (Wis), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (1Wis), Profession (Wis), Stabilize Self (Con), Swim (Str) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Beastmasters are proficient with all simple and martial weapons. They gain no armour or shield proficiencies.

Powers Discovered: Beastmasters discover psionic powers as shown on the table. The powers are chosen from the beastmaster power list (see below) and added to the character's previous powers known. Similarly, psionic attack and defence modes are learned as shown (characters do not forget previously discovered attack and defence modes).

To manifest a power within a particular discipline, a beastmaster must have a key ability score of at least 10 + the power's level. (Psionic attack and defence modes are exempt from this restriction and do not possess levels.) The DC for saving throws to resist a beastmaster's powers is 1 d20 + the power's level + the beastmaster's key ability modifier. Special rules govern the manifestation of 0-level powers and psionic combat modes.

0-level Powers: Also called talents, 0-level powers have a special power point cost. A beastmaster can manifest any talent he knows for free a number of times per day equal to his beastmaster level + 1. After exhausting his daily allotment, the beastmaster must pay 1 power point per manifestation of a talent for the rest of the day.

If the beastmaster already has psionic powers from another class, then his use of talents is determined as per that class, but his beastmaster levels do stack with his other psionic class levels to establish the number of free talents he is allowed per day.

Power Points: Beastmasters gain power points per day as shown on the table. These power points are added to the character's previous total. Beastmasters do not gain bonus power points.

Animal Friend: The beastmaster discovers the power *animal friend*, which functions exactly as the druid spell *animal friendship*; this power has an olfactory display and is treated in all respects as a 1st-level telepathic power. (The term 'beastmaster level' replaces the term 'caster level' in the *animal friendship* spell description). Upon reaching 5th level, the beastmaster discovers the 3rd-level telepathic power *greater animal friend*, which operates in all respects as *animal friendship* except that it enables the beastmaster to have animal friends whose Hit Dice total up to thrice his beastmaster level (rather than merely twice his level).

Beastlink: At 2nd level, the beastmaster discovers the power *lesser mindlink*, but he may only target animals, beasts, or magical beasts with this power. At 8th level, the beastmaster discovers the power *mindlink*, but he may only target animals, beasts, or magical beasts with it. His targets need not have an Intelligence of 6 or higher for this power to function.

Beast Tongue: At 2nd level, the beastmaster gains the extraordinary ability to be understood by any animal when he speaks to it, and gains a +2 insight bonus to all Animal Empathy and Handle Animal checks.

Uncanny Dodge: Starting at 3rd level, the beastmaster gains the extraordinary ability to react to danger before his senses would normally allow. He thus retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.) At 6th level, the beastmaster can no longer be flanked; he can react to opponents on opposite sides as easily as he can to a single attacker. This defence denies rogues or others with similar abilities to use flank attacks to Sneak Attack him. The exception to this defence is

that a rogue or similar character at least four levels higher than the beastmaster can flank him (and thus sneak attack him).

At 9th level, the beastmaster gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps.

If a beastmaster gets the uncanny dodge ability from another class (such as from barbarian levels), the beastmaster class levels and the others stack for the purpose of determining uncanny dodge ability.

Beast Sense: At 4th level, the beastmaster discovers the power *sense link*, but may only manifest this power on an animal, beast, or magical beast.

Long Link: At 7th level, the beastmaster may manifest *sense link* and *lesser mindlink* from any range on animals he has already befriended using either his *animal friend* or *greater animal friend* powers (i.e., he may target such creatures at any distance). He must be on the same plane as his target, but need not know the creature's location.

Beast Lord: At 10th level, the beastmaster is a lord among beasts. No animal will ever attack a beast lord, even if it has been charmed or controlled and commanded to do so (and in many cases, such an animal will be allowed another saving throw against the controlling effect for being forced to do something alien to its nature). Beasts (as defined in the *Core Rulebook III*) wishing to attack the beastmaster must first make a successful Will save (DC 11 + the beastmaster's Charisma modifier) as if he were protected by a *sanctuary* spell, although such beasts need not make the save if they are charmed or controlled by another.

The beast lord gains a +6 insight bonus to all Animal Empathy or Handle Animal checks (this does not stack with the +2 insight bonus from the Beast Tongue ability), and may train any kind of animal, beast, or even magical beast using his Handle Animal skill. Further, when using his Handle Animal skill in this way, he may train magical beasts as if they were beasts, beasts as if they were wild animals, and wild animals as if they were domesticated.

Beastmaster Power List

Beastmasters choose their powers from the following list:

0-level: *Burst, catfall, elfsight, know direction, lesser natural armour, talons, telepathic projection**, valor, verve.

1st level: *Astral construct I***, biofeedback, bite of the wolf, empathic transfer*, empathy*, expanded vision, hustle, know location, lesser body adjustment, vigor.

2nd level: *Animal affinity, astral construct II***, aversion*, body adjustment, brain lock*, chameleon, claws of the bear, darkvision, see invisibility, sustenance, vigilance.

3rd level: *Astral construct III***, bite of the tiger, charm monster*, cone of sound, danger sense, improved biofeedback, lesser domination*, rejuvenation.

4th level: *Astral construct IV***, domination*, polymorph self (animal or beast form only), psychofeedback, natural armour, steadfast perception.

* This power can be used to target only an animal, beast, or magical beast.

** The beastmaster's astral construct always appears as some animal.

DREAMWALKER

The world we know fades away when we sleep. Then, a new world appears, where reality is subjective and emotions can take forms more beautiful and terrible than we can imagine. The landscape of dream is a normally private place, as unique and individual as the dreamer. When someone is lost in their dreams, they are as safe and alone as they can ever truly be. Or are they?

Dreamwalkers know the truth. Dreams are not closed off realms, but rather separate kingdoms in a vast, ephemeral empire. They have a special gift, one that allows them to enter these places, see what others keep secret, and even interact with those who sleep at an intimate, subconscious level. This ability has no true effect on the waking world, but to those who sleep, the dreamwalker can wield incredible power.

Dreamwalkers can be saints or sinners, good-hearted or dark and vicious. The power they can exert over a sleeping mind is immense at the highest levels of ability, but the purpose to which

they put this ability is entirely up to them. Compassionate dreamwalkers are often called by their own sense of duty to combat their evil counterparts whenever they meet. These battles, fought in the twilight world of the dreaming, are often epic affairs of madness, vivid imagery, and brutal mental trauma.

Hit Die: d4.

Requirements

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

Skills: Psicraft 8 ranks, Auto-Hypnosis 8 ranks.

Feats: Iron Will.

Manifesting: Must be able to manifest at least three psionic powers, one of which must be telepathic.

Special: Dreamwalkers must have access to the psychoportation class of psionic powers. Some races or types of creatures in a given campaign may have a natural affinity for dreamwalking. These beings may ignore any or all of the prerequisites listed here, as determined by the Games Master.



The Dreamwalker

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+0	+0	+2	Dream Visions	+1 to existing level
2	+1	+0	+0	+3	Stride of the Sleeping Mind	+1 to existing level
3	+1	+1	+1	+3	Dreaming Avatar	+1 to existing level
4	+2	+1	+1	+4		+1 to existing level
5	+2	+1	+1	+4	Dreamsharing	+1 to existing level
6	+3	+2	+2	+5	Dreamlinking	+1 to existing level
7	+3	+2	+2	+5	Travel the Dreamweb	+1 to existing level
8	+4	+2	+2	+6		+1 to existing level
9	+4	+3	+3	+6	Night Terror	+1 to existing level
10	+5	+3	+3	+7	Master of Dreams	+1 to existing level

Class Skills

The dreamwalker's class skills (and the key ability for each skill) are Auto-Hypnosis (Wis), Bluff (Cha), Concentration (Con), Hide (Dex), Knowledge (psionics) (Int), Knowledge (dreamlore) (Int, exclusive), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Dreamwalkers gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Psionic Manifestation Level: A dreamwalker continues training in psionics as his dream manifestation abilities increase. Thus, when a new dreamwalker level is gained, the character also gains powers and power points as if he had also gained a level in a psionic class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the newly discovered powers and power points.

This essentially means that he adds the level of dreamwalker to the level of another psionic class the character already has and then determines power points per day and manifest level accordingly. If the caster had more than one psionic class before he became a dreamwalker, he must decide to which class he adds each level of dreamwalker for the purposes of determining power points per day when he adds the new level.

Dream Visions: The powers of an initiate dreamwalker are fairly weak at first. At 1st level, a dreamwalker can only watch dreams as if sharing a telepathic bond with a sleeping, sentient being he is touching. The power does not require any rolls, is blocked by any kind of *mind shielding* or *mind blank* type effects, and can be dispelled by the dreamwalker at will.

Stride of the Sleeping Mind: Now the dreamwalker can physically enter the dream of the sleeper he touches. There is no roll made for this, but the dreamwalker has no control of the sleeper's dream state. The Games Master must adjudicate any interaction the dreamwalker wishes to have with a dream he is in. Unless the dreamwalker intentionally draws attention to himself, the sleeper will not notice him at all. Even if he does, the sleeper will only faintly remember any conversation or actions on the part of the dreamwalker upon waking. This power is somewhat dangerous to use at this level because it is *not* dispellable by the dreamwalker, who must remain in the dream until it ends or the sleeper awakens.

Dreamwalkers can also use this power at range, but it requires that they have a telepathic bond of some

kind with the target. A dreamwalker does not gain the ability to establish such a bond with this power. As with Dream Visions, this power is blocked by various forms of mental protection.

Dream Avatar: The power of the dreamwalker's mind can now manifest through the form he wears in dreams. When using Stride or any of the dreamwalking powers listed hereafter, he can use the following powers at will as spell-like abilities. Note that these only affect the dreamwalker's form in a dream; they do not affect his physical body at all. The dreamwalker gains *alter self*, *reduce*, *enlarge*, and *darkvision*. These all occur at the dreamwalker's manifester level.

Also, the dream form of a dreamwalker can substitute his Intelligence score for Strength, his Wisdom score for Constitution, and/or his Charisma score for Dexterity. This change is completely under the control of the dreamwalker, but it must be done when the dream form is manifested and cannot be changed until the dreamwalker leaves the dream.

Dreamsharing: The dreamwalker can, once a day, take up to one person per dreamwalker level along with him into a dream. Unwilling travellers may make a Will save (DC 13) to avoid the transit. These extra voyagers into the dream lands can interact just as the dreamwalker can, and remain just as unnoticed as noted in the Stride of the Sleeping Mind power. At this level, Dream Visions is not blocked by any protection except *mind blank*.

Dreamlinking: By touching two sleeping people (or by sharing a telepathic bond with them both), the dreamwalker can merge their dream states into one shared dream. This merger is left to the Games Master to adjudicate, but the merger is almost always disjointed and chaotic. The purpose of dreamlinking is to establish a dreaming empathy between the two targets (one of whom may be the dreamwalker in his own dream state). Upon awakening, the targets have a permanent +2 circumstance bonus to all Charisma checks and Charisma-based skill rolls with each other. If the dreamwalker was one of the two, he may choose to ignore the +2 bonus granted to the other target whenever he wishes.

Travel the Dreamweb: This power duplicates the 8th level psion ability *dream travel*. The

dreamwalker can use this power at no power points cost as often a night as his Charisma modifier.

At this level, Stride of the Sleeping Mind is not blocked by any protection except *mind blank*.

Night Terror: By unleashing the terrible power of the subconscious mind, the dreamwalker can manifest a horrific creature and unleash it against the dreamer. This duplicates the spell *phantasmal killer* in every way, can be used once a day, and the DC is 14 plus the dreamwalker's Intelligence modifier.

If the dreamwalker wishes to, the *killer* can take shape around him and draw on his power. If he does this, the power's DC is raised by the dreamwalker's Charisma modifier as well. The risk in doing this is that if the target succeeds against the Charisma-modified save, the dreamwalker is slain instead as his own psychological demons emerge and he dies from shock.

Master of Dreams: The true power of the dreamwalker emerges at this level. Once per day, for what appears to be up to an hour for those who are caught in it, he can emanate a *dreaming domain*. In reality, this hour takes less than a second from beginning to end.

The *dreaming domain* is a 50-foot radius, centred on the dreamwalker. Within the *domain*, the dreamwalker has complete control over what appears to be reality. His Dream Avatar powers affect him in this *domain* and he can treat every sentient mind around him as if they were asleep and dreaming.

No physical harm can come to anyone in a *dreaming domain* save through the use of Night Terror if the dreamwalker chooses to use it. To people outside the burst or those within who cannot be affected, the hour of the *domain* seems to take no time at all. The Games Master can determine what power the dreamwalker can exert over his surroundings in a *dreaming domain*, but anything allowed by the spell *mirage arcana* should be appropriate.

Also at this level, Dream Visions and Stride of the Sleeping Mind cannot be defended against by any sentient creature unless their manifester level is

greater than his. No other mental defence will keep him out.

GUARDIAN

Left unchecked, the power of psionics can be a dire danger in an unsuspecting world. Psychic monsters that prowl the astral plane can claim lives without leaving a track or any sign of their hapless victims. Unscrupulous telepaths can use those around them with impunity, walking in and out of minds as easily as one might enter and leave a room. Against such invisible, untraceable threats, there is little defence for those without mental gifts of their own.

This is the duty of the guardian, the mission that each one is tasked to uphold. Guardians are trained to shield others against the predations of those who would hunt the defenceless. The gifts of a guardian are theirs with the knowledge that for every beast, there must be a hunter. For every attack on the innocent, there must be a shield to keep them safe. The guardians take their role very seriously and their duty quickly becomes the focus of their lives.

Hit Die: d8.

Requirements

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

Base Attack Bonus: +4.

Skills: Concentration 8 ranks.

Feats: Iron Will, Psychic Bastion.

Manifesting: Must be able to manifest four powers, at least one of which must be telepathic,

one of which must be metacreative, and one of which must be psychokinetic.

Psionic Combat: Guardians must know three modes of psionic defence, one of which must be *tower of iron will*.

Special: Guardians are chosen by others of the Order to join their ranks. This requires some kind of peaceful encounter with a guardian as determined by the Games Master.

Class Skills

The guardian's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Jump (Str), Knowledge (psionics) (Int), Stabilize Self (Str), Swim (Str), Tumble (Dex), and Use Psionic Device (Cha). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Guardians gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

The Guardian

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+0	+0	+2	Psychic Grace	+1 to existing level
2	+1	+0	+0	+3	Protected Focus +1	+1 to existing level
3	+2	+1	+1	+3	Keep of Iron Will	+1 to existing level
4	+3	+1	+1	+4	Extend Defences (will)	+1 to existing level
5	+3	+1	+1	+4	Protected Focus +2	+1 to existing level
6	+4	+2	+2	+5	Citadel of Steel Thought	+1 to existing level
7	+5	+2	+2	+5	Extend Defences (psionic)	+1 to existing level
8	+6	+2	+2	+6	Protected Focus +3	+1 to existing level
9	+6	+3	+3	+6	Grand Castle of the Mind	+1 to existing level
10	+7	+3	+3	+7	Guardian's Denial	+1 to existing level

Psionic Manifestation Level: A guardian continues training in psionics which enhance as his guardian abilities increase. Thus, when a new guardian level is gained, the character also gains powers and power points as if he had also gained a level in a psionic class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would have received, only the new discovered powers and power points.

This essentially means that he adds the level of guardian to the level of another psionic class the character already has and then determines power points per day and manifest level accordingly. If the caster had more than one psionic class before he became a guardian, he must decide to which class he adds each level of guardian for the purposes of determining power points per day when he adds the new level.

Psychic Grace: A guardian is imbued with defensive powers immediately upon his induction into the Order. This adds the attribute modifier for the guardian's primary discipline as a bonus to all saving throws. If the guardian does not have a primary discipline, he uses his Charisma modifier or +2 (whichever is higher).

Protected Focus: The guardian can choose one person per two full levels of this prestige class as a 'protected focus'. The subjects of this ability gain the listed bonus to Armour Class as long as the guardian has 3 power points remaining per person so protected, with the character choosing who loses the protection first if his power points drop below the minimum necessary. The guardian may, if standing within 5 feet of a focus when it becomes the target of a psionic attack or power, choose to become the target instead. A focus remains protected by this ability as long as it remains within 10 feet of the guardian. Changing foci is a free action the guardian can perform on his turn. This power's bonus is not cumulative, simply increasing from +1 to +2 at 5th level and +3 at 8th.

Keep of Iron Will: The area of effect for the guardian's *tower of iron will* increases to 15 feet in radius and the mental hardness it grants improves from 2 to 3. The combat mode costs the same to use. This is a permanent change to the guardian's *tower of iron will* defence mode.



Extend Defences: One creature touched by the guardian gains his ability to defend himself from psionic attack. At 4th level, the touched being may use the guardian's base Will save, modified by his Psychic Grace, if that score is better than its own. At 7th level, the creature is considered fully protected by any psionic defence mode the guardian has active.

Citadel of Steel Thought: At this level, the guardian's *tower of iron will* now extends to a 20-foot radius of effect and confers 4 points of mental hardness. Using this version of the *tower* costs an additional 2 power points and it is optional.

Grand Castle of the Mind: The final improvement a guardian enjoys to his *tower of iron will*, the Grand Castle of the Mind protects every ally within a 25-foot radius and provides 5 points of mental hardness. The Grand Castle costs 4 extra

points to manifest. Using this version is also optional; the guardian can use a lesser version of his *tower of iron will* power if he wishes to or cannot pay the higher cost.

Guardian's Denial: The power of protection has grown so strong in the guardian that, with a single thought, he can rebuff the use of a psionic ability and send it back upon the initiator. This works like *power turning* except that it costs nothing to use, can be used as a free action in reaction to the use of a power, and can also *turn* back a power if its manifestation passes within 10 feet of the guardian or targets the subject of the guardian's Protected Focus. A guardian can use Denial twice a day.

LIFE STEALER

Those who develop psionic powers tend to be disciplined, focused, and determined. At no point, however, does anyone test them for sanity. Indeed those who are chronically insane or who suffer



from personal traumas that make them unfit to live in society can be some of the most powerful psionics. The unhinging of their mental state lets them walk down paths that others would fear to tread.

A life stealer is one manifestation of an insane psionic. His psychosis causes him to focus solely on himself. Other mortals exist only as shadows in his mind. Since they cannot be real he uses them for his own ends.

By using his psionic attack powers, the life stealer slips into the minds of normal people and drains them of their energy. He stores that energy for his own use. Sometimes he kills his victims. Sometimes he does not. Those that survive will always remember the terrible nightmares that plagued them, and the figure with burning red eyes that they could never escape.

Hit Die: d4.

Requirements

To qualify to become a life stealer, the character must meet all of the following criteria.

Alignment: Any evil.

Feats: Psychoanalyst.

Psionic Attack Modes: All.

Manifesting: Ability to manifest two different telepathic abilities, one of which must be 3rd level or higher.

Class Skills

The life stealer's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (psionics) (Int), Move Silently (Dex), Psicraft (Int), Remove View (Int), and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the life stealer prestige class.

The Life Stealer

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Energy Stealer
2	+1	+0	+0	+3	Life Crystals
3	+2	+1	+1	+3	Body Stealer
4	+3	+1	+1	+4	Spirit Stealer
5	+3	+2	+2	+4	Soul Stealer

Weapon and Armour Proficiency: A life stealer is proficient with the club, dagger (any type), short sword, sap, and sling. A life stealer 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, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Energy Stealer: At 1st level, the life stealer learns how to transform the temporary ability damage that he does with psychic attacks into either hit points or power points for his own use. On a successful psychic attack he may choose to convert the damage done to a victim either directly into power points, or by curing himself of 1 point of damage for every 2 points of damage he inflicted. Any power points or hit points over the life stealer's maximum are lost.

Life Crystals: At 2nd level, the life stealer learns how to channel the energy that he steals into a crystal matrix. These objects appear to be small gems, but are in fact the stolen essence of another person. Each crystal can store a number of power points equal to the life stealer's level. These crystals last for a number of days equal to the life stealer's character level multiplied by two. Choosing to create a life crystal is a free action. Only a life stealer can use the life crystals he creates.

Body Stealer: At 3rd level, the life stealer learns how to damage a non-psionist's Strength and Dex with psionic assaults. Additionally, if the life stealer inflicts damage on a target using either *ego whip* or *id insinuation* he may choose to convert that damage either to a Dexterity or a Strength bonus respectively. The life stealer may choose to channel the stolen energy into a life crystal as a

free action. The stolen energy lasts for 3 rounds per life stealer level the character possesses.

Mind Stealer: At 4th level, the life stealer learns how to damage a non-psionist's Intelligence with psionic assaults. Additionally if the life stealer inflicts damage on a target using *mind thrust* he may choose to convert that damage into an Intelligence bonus. The life stealer may choose to channel the stolen energy into a life crystal as a free action. The stolen energy lasts for 3 rounds per life stealer level the character possesses.

Soul Stealer: At 5th level, the life stealer learns how to damage a non-psionist's Charisma and Wisdom with psionic assaults. Additionally, if the life stealer inflicts damage on a target using either *mind blast* or *psychic crush* he may choose to convert that damage either to a Charisma bonus or a Wisdom bonus respectively. The life stealer may choose to channel the stolen energy in a life crystal as a free action. The stolen energy lasts for 3 rounds per life stealer level the character possesses.

MIND SINK

Not all people who possess psionic powers accept them. The strange voices and odd occurrences drive some people into an absolute frenzy. They retreat from the world and do not return to it until they have mastered their 'inner demons'.

Yet, try as they might to deny it, these people still possess the potent psionic gifts that caused them their troubles. Eventually their powers win free of the restraints placed upon them. Some of these people eventually accept their fate and train as psions or psychic warriors.

Others turn back to the disciplines of their youth. They try to beat down their adult powers. However, the results do not match with their original efforts. They do indeed suppress their

own powers and in doing so suppress the powers of every other psionic close to them. In effect they become 'mind sinks', negative psionics with the ability to sap the powers of others, leaving them helpless.

Hit Die: d8.

Requirements

To qualify to become a mind sink the character must meet all of the following criteria.

Concentration: 6 ranks.

Feat: Iron Will.

Special: May not have any levels in any psionic classes.

Class Skills

The mind sink's class skills (and the key ability for each skill) are Autohypnosis (Wis), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (psionics) (Int), Knowledge (religion) (Int), Profession (Wis) and Stabilize Self (Str). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.



Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the mind sink prestige class.

Weapon and Armour Proficiency: A mind sink is proficient with all simple weapons. A mind sink is proficient with light and medium armour as well as with all kinds of shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Discipline: The mind sink chooses one disciplined activity that he undertakes every day. This discipline can include chanting, meditation, specific exercises, or other repetitive, simple activities that allow him to focus his mind. If the mind sinks fails to engage in his discipline for at least one hour every day, his mind sink special abilities deactivate until he has a chance to refocus.

Mind Shield: At 1st level, the mind sink gains a +2 morale bonus to all saving throws against psionic powers. This bonus increases by +2 every two levels (so +4 at 3rd, +6 at 5th, etc.) This bonus also applies to the mind sink's rolls to resist psionic attack modes.

Psi-static: At 2nd level, the mind sink develops the dreaded psi-static ability. Any psionic power, attack mode, or defence mode engaged within a 30 feet radius of the mind sink costs +1 power point to activate. At 4th level the cost increases to +2, at 6th to +3, and at 8th to the maximum of +4. This ability does add a power cost to 'free' abilities possessed by psionic creatures (e.g. a mind flayer's mind blast).

Psionic Invisibility: At 4th level, the character becomes undetectable by any psionic remote viewing ability.

Power Sink: At 6th level, any psionic ability or power that directly targets the mind sink costs an additional number of power points equal to the mind sink's Wisdom modifier. This cost stacks with the psi-static cost described above.

The Mind Sink

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Discipline, Mind Shield +2
2	+1	+0	+0	+3	Psi-static 1
3	+2	+1	+1	+3	Mind Shield +4
4	+3	+1	+1	+4	Psi-static 2, Psionic Invisibility
5	+3	+1	+1	+4	Mind Shield +6
6	+4	+2	+2	+5	Psi-static 3, Power Sink
7	+5	+2	+2	+5	Mind Shield +8
8	+6	+2	+2	+6	Psi-static 4
9	+6	+3	+3	+6	Mind Shield +10
10	+7	+3	+3	+7	Psionic Closure

Psionic Closure: At 10th level, any psionic being targeting the mind sink with a psionic power or ability must make a Will save with a DC equal to 10 + the mind sink's character level + the mind sink's Will modifier. If the being fails it immediately loses 1d10 + the mind sink's Will modifier in power points and must make a Concentration check (DC 20) to complete the manifestation or ability use.

Ex-Mind Sinks

A mind sink that takes a level of a psionic class irrevocably loses all of his special abilities and cannot gain any further mind sink levels.

PSYCHIC THIEF

In a world where telekinesis and telepathy actually work, it is only a matter of time before an enterprising thief learns to use those powers in concert with his skills. The psychic thief uses powers of the mind to hide himself from view, to lift treasures from their resting place without placing himself in danger of any traps or pitfalls, or to convince watchful guards that he should have access to the king's treasury. He combines psychic ability with natural wit, adroitness and stealth. The psychic thief delights in committing crimes that others would think impossible, and in foiling traps and guardians designed to counter magic or that use magic to prevent intrusion.

Psychic thieves are a rare breed, a loose brotherhood of rogues who have tapped into the psionic arts. Finding a psychic thief is as difficult as trying to keep one from your treasure vaults, as few of these rogues operate within the strictures of the local thieves' guild. In order to protect the secrets of their skills, psychic thieves induct only

those rare thieves who have proved both skilful and trustworthy: qualities that are, as a rule, mutually exclusive. Psychic thieves use a secret language of signs and signals in order to communicate with each other, eventually gaining an innate ability to recognize and communicate with one another telepathically. Thus, any aspiring psychic thief must be skilled in the art of discreetly passing information.

One does not need to have any previous psionic power to become a psychic thief. However, he must be mentally tough and willing to endure lengthy instruction that wears away at the student's will power and pushes him beyond the limits of mental endurance. Many aspiring psychic thieves never make it past this training and leave before realizing their psychic potential. In order to maintain their cover, psychic thieves often murder such dropouts, lest they reveal the secrets of psychic thievery to outsiders.

Hit Die: d6.

Requirements

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

Skills: Bluff 6 ranks, Innuendo 6 ranks.

Feats: Iron Will.

Special: Must contact a psychic thief who is willing to induct you into this elite fraternity of psionic thieves and tutor you in its arts. Typically, a psychic thief candidate must steal an item worth at least 5,000 gp as a demonstration of his skill and zeal.

Class Skills

The psychic thief's class skills (and the key ability for each skill) are Appraise (Int), Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Psicraft (Int), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha, exclusive skill), and Use Rope (Dex). See Chapter 4: Skills in



Core Rulebook I and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Psychic thieves gain no proficiency in any weapon or armour.

Powers Discovered: Psychic thieves discover powers as shown on the table. The powers are added to the character's previous total powers known. Similarly, psionic attack and defence modes are learned as shown on the table (characters do not forget previously discovered attack and defence modes).

To manifest a power within a particular discipline, a psychic thief must have a key ability score of at least 10 + the power's level. (Psionic attack and defence modes are exempt from this restriction and do not possess levels.) The DC for saving throws to resist a psychic thief's powers is 1d20 + the power's level + the psychic thief's key ability modifier. Special rules govern the manifestation of 0-level powers and psionic combat modes.

0-level Powers: Also called talents, 0-level powers have a special power point cost. A psychic thief can manifest any talent he knows for free a number of times per day equal to his psychic thief level + 2. After exhausting his daily allotment, the psychic thief must pay 1 power point per manifestation of a talent for the rest of the day.

If the psychic thief already has psionic powers from another class, then his use of talents is determined as per that class, but his psychic thief levels do stack with his other psionic class levels to establish the number of free talents he is allowed per day.

Power Points: Psychic thieves gain power points per day as shown on the table. These power points are added to the character's previous total. Psychic thieves do not gain bonus power points.

The Psychic Thief

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	PP day	Powers Discovered					
							0	1	2	3	4	
1	+0	+0	+2	+2	2 Psionic Modes, Conceal Thoughts	+2	2	-	-	-	-	-
2	+1	+0	+3	+3	Sneak Attack +1d6	+3	3	-	-	-	-	-
3	+2	+1	+3	+3	Psionic Combat Mode, Thief's Link	+4	3	1	-	-	-	-
4	+3	+1	+4	+4	Sneak Attack +2d6	+5	3	2	-	-	-	-
5	+3	+1	+4	+4	Combat Mode, Special Ability	+8	3	3	1	-	-	-
6	+4	+2	+5	+5	Sneak Attack +3d6	+11	3	3	2	-	-	-
7	+5	+2	+5	+5	Psionic Combat Mode	+16	3	3	2	1	-	-
8	+6	+2	+6	+6	Sneak Attack +4d6, Special Ability	+21	3	3	3	1	-	-
9	+6	+3	+6	+6	Psionic Combat Mode	+26	3	3	3	2	-	-
10	+7	+3	+7	+7	Sneak Attack +5d6	+33	3	3	3	2	1	-

Conceal Thoughts: At 1st level, a psychic thief discovers the telepathic power *conceal thoughts* in addition to any other powers he knows.

Sneak Attack: If a psychic thief of 2nd level can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage. Basically, anytime the psychic thief's target would be denied his Dexterity bonus to AC (whether he actually has a Dexterity bonus or not), the psychic thief's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every other level (+2d6 at 4th level, +3d6 at 6th level, and so on). If a psychic thief gets a Sneak Attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Thief's Link: At 3rd level, a psychic thief gains the extraordinary ability to recognize another psychic thief immediately upon sight, despite any disguise, magic, or other concealment. He also discovers the telepathic power *lesser mindlink*, but may only fully manifest this power to contact another psychic thief; if he attempts this power on any other creature, he pays the full power point cost for *lesser mindlink* but only manifests the *missive* power.

No psychic thief will ever willingly disclose another's identity and psychic thieves, perhaps surprisingly, are always generally well-disposed toward one another (in game terms, a psychic thief gains a +4 bonus to all Charisma based checks with regard to other psychic thieves).

Special Ability: On reaching 5th level and again at 8th, a psychic thief gets a special ability of his choice from among the following:

Defensive Roll: The psychic thief can roll with a potentially lethal blow or effect to take less damage from it. Once per day, when he would be reduced to 0 hit points or less by any damage (from any physical source; i.e., a blow, spell, ability, or effect, but not, for example, from a *phantasmal killer* spell), the psychic thief can attempt to roll with the attack. He makes a Reflex saving throw (DC = damage dealt) and, if he is successful, he takes only half damage. He must be aware of the attack and able to react to it in order to execute his defensive roll. If he is denied his Dexterity bonus to AC, he cannot roll.

Skill Mastery: The psychic thief selects a number of skills equal to 3 + his Intelligence modifier. When making the skill check with one of these skills, the psychic thief may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain of his skill that he can use the skill reliably even under adverse conditions. The psychic thief may gain this special ability multiple times, selecting additional skills to apply each time.

Slippery Mind: This extraordinary ability represents the psychic thief's ability to wriggle free from magical or psionic effects that would otherwise control or compel him. If a psychic thief with slippery mind is affected by a mind-affecting or compulsion effect and fails his saving throw, one round later he can attempt his saving throw again with a +2 bonus.

Feat: A psychic thief may gain a feat in place of a special ability.

Psychic Thief Power List

Psychic thieves choose their powers from the following list:

0-level: *Burst, catfall, control shadow, daze, detect psionics, distract, elf sight, far hand, float, inkling, lesser natural armour, missive, telempathic projection, trinket.*

1st level: *Charm person, compression, control light, create sound, disable, expanded vision, feather fall, feel light, feel sound, grease, identify, know location, skate, spider climb.*

2nd level: *Body equilibrium, brain lock, chameleon, clairaudience/clairvoyance, darkvision, detect thoughts, glide, invisibility, knock, levitate, psionic lock, suggestion.*

3rd level: *Charm monster, control sound, danger sense, dimension slide, displacement, fly, lesser domination, nondetection, poison sense, time hop.*

4th level: *Amplified invisibility, detect remote viewing, dimension door, divination, fate of one, freedom of movement, polymorph self, tailor memory, telekinesis.*

PSYCHIC VAMPIRE

Hidden in the shadows, some creatures hunger not for blood or souls, but the sweet elixir of thought. Psychic vampires do not feed by the crude savagery of mind flayers; their victims are left untouched and often survive a meal. In fact, a careful psychic vampire can sustain himself without ever alerting his 'cattle' to the banquet they provide.

The act of feeding on sentient beings is generally an evil act, and it is true that most psychic vampires are at best cold and aloof. The facts of existence as a psychic vampire make it difficult for one to

feel much more than hunger and disdain for others. Still, some few psychic vampires manage to keep compassion and goodness alive in their hearts, painlessly taking only what they need. Evil psychic vampires are usually confused by this 'needless sentiment' and avoid their obviously deranged brethren.

There is no true society among psychic vampires. The hunger normally awakens in psionic beings fairly late in life, long after emotional bonds have been formed and vocations have been chosen. The seemingly random onset of psychic vampirism, brought on by a near-death experience while the psychic creature is depleted of mental energy, keeps any large organization of psychic vampires from being very feasible.

This does not entirely rule out the possibility of groups of psychic vampires. A small pack of such creatures, hunting the back streets of large cities, could easily occur. Given the ability such beings have to sense each other within a short range, a good-aligned psychic vampire and his companions might be charged with the task of finding such a group and protecting innocent citizenry from their predations.

Hit Die: d10.

Requirements

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

Base Attack Bonus: +3.

Skills: Psicraft 4 ranks.

Feats: Mental Adversary.

Manifesting: Must be able to manifest at least one power, which must be 1st level or higher.

Special: Psychic vampires occur only when a sentient being with at least one psionic power is brought to -1 or fewer hit points after depleting all of its power points. After this occurs, the being

The Psychic Vampire

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	PP	Powers Discovered			
							0	1	2	3
1	+0	+0	+2	+2	Aura of Fatigue	+0	1	-	-	-
2	+1	+0	+3	+3	Feed by Touch, First Death	+0	2	-	-	-
3	+2	+1	+3	+3	Feed by Sight, Second Death	+0	2	1	-	-
4	+3	+1	+4	+4	Feed by Thought, Third Death	+0	2	1	1	-
5	+3	+1	+4	+4	The Last Death	+0 / +7	2	2	1/2	-/1

may take levels in psychic vampire after it meets the class's other prerequisites.

Class Skills

The psychic vampire's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Hide (Dex), Knowledge (psionics) (Int), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Stabilize Self (Str), and Tumble (Dex). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the psychic vampire prestige class.

Weapon and Armour Proficiency: Psychic vampires gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Power Points: Psychic Vampires gain power points per day, but only at the highest level of the class. These power points are added to the character's previous total. Psychic Vampires do not gain bonus power points based on the key ability score based on their primary ability, even if their previous class granted this bonus. A psychic vampire loses any bonus points gained in this way when they gain the first level in this prestige class.

Powers Discovered: Psychic vampires discover additional powers as they rise in prestige levels. The powers, which are drawn from the psychic warrior class power list, are added to the character's previously discovered powers. Psionic attack and defence modes are discovered as though the character were a psychic warrior of the same



level as the prestige class (characters do not forget previously discovered attack and defence modes).

Aura of Fatigue: The fledgling psychic vampire cannot fully control his feeding yet and at a low level does so uncontrollably when he is within 100 feet of sentient minds. Every thirty minutes a sentient being spends in this area of effect, it suffers 1 hit point of subdual damage. This drained point is added to a running total for the psychic vampire, and multiple minds are all effected evenly with all of the points in question being added to the total. When the total reaches 100 points, it is reduced to zero (0) and the psychic vampire regains 1 power point if he is below his maximum total. A psychic vampire *cannot* regain power points in any other way save through the use of this and other prestige class abilities.

During periods of stress, high emotion or danger, this feeding gets considerably more intense. Each round spent in combat (a round that the psychic vampire begins flatfooted does not count), engaged in intimacy, or any other highly emotional state reduces the radius of the Aura to 20 feet and inflicts 1 point of subdual damage on each being in range. These also go to the running total, but the total resets to zero at 20 instead of 100, and the psychic vampire regains a spent power point.

All psychic vampires can sense another member of this class within their Aura. This is a general sense of distance and direction. In addition, if the detected psychic vampire is 1st or 5th level, this information is also relayed through the Aura.

Numerous defences block the Aura of Fatigue for a given victim, including the mere possession of any psionic defence mode, a Wisdom score of 16+, the Iron Will feat or the *mind blank* spell. The Games Master may designate other effective defences as deemed appropriate to the campaign.

The First Death: Vampirism begins to make physical changes at this point. The first night after gaining this level, the psychic vampire undergoes an hour-long ordeal of muscle spasms and agonizing mental trauma. During this time, he is utterly helpless. Once the hour is over, the psychic vampire enters an eight-hour coma from which nothing can awaken him.

Upon rising, the psychic vampire discovers that he has no need for food, drink or sleep again. He is still alive, but the mental energy he drains from others is all he requires for sustenance. The first 2 power points he regains each day go into sustaining him. Failure to drain enough mental energy to regain those 2 points inflicts a permanent point of Constitution damage on the psychic vampire. This Constitution remains lost until the psychic vampire drains 3 power points to regain it.

Feed by Touch: The psychic vampire can now feed willingly. He can turn his Aura of Fatigue on and off at will as a standard action. He gains a touch attack that can be used once per round, also as a standard action. This touch inflicts 2d6 subdual damage and restores a power point to the psychic vampire. The defences that block an Aura also prevent this attack. Only sentient creatures (Intelligence score of 3 or more, with a creature

type other than animal or beast) can be targeted with his attack. The subdual damage done by this method of feeding is not added to the vampire's running total from the Aura of Fatigue ability.

The Second Death: Another night of pain and a death-like coma accompanies this level of the prestige class. When the 3rd level psychic vampire awakens the next morning, his body has changed yet again. While he lives, he does not need to breathe any longer and he feels stronger and faster than before. The psychic vampire gains a permanent +2 bonus to Strength and Dexterity. In exchange for this, the psychic vampire now needs 4 drained power points to sustain himself. Failure to drain these four points each day inflicts the 1 point of Constitution point penalty described in the First Death.

An unfortunate trait of the Second Death is the psychic vampire's loss of natural healing. The Heal skill has no effect on a 3rd level or higher psychic vampire, nor does he regain any hit points from rest or medical care. If the psychic vampire does not already possess it, the 1st level power discovered at this level must be *lesser body adjustment*, which can be selected even though it is not on the 1st level psychic warrior list.

Feed by Sight: The psychic vampire can now feed by line of sight within 30 feet. This is treated as a ranged touch attack that the psychic vampire can use on his turn once per round. If it hits, the attack works in the same way as the Feed by Touch power.

The Third Death: Once again, the psychic vampire spends a night in agony and a deep coma. Upon awakening, the psychic vampire has divorced himself even farther from mortality. His body has very little to do with his life force any longer, granting him a damage reduction rating of 10/+1. He is no longer subject to death by massive damage or critical hits from any source. This comes at the ravenous cost of 10 drained power points per day. Failure to pay this cost inflicts 2 points of Constitution damage instead of one.

Feed by Thought: The psychic vampire's ability to drain mental energy is now advanced enough to work through other mental powers. If the psychic vampire has a telepathic bond with a sentient mind, is mentally connected to someone through a

domination or similar spell (either as the caster or the victim), or succeeds in using a psionic attack mode, he can inflict 2d6 subdual damage and regains a power point. Doing this instantly ends the power used to 'channel' it if the psychic vampire was the power's originator. Like Feed by Sight, this is usable once per round.

The Last Death: The changes occurring within the psychic vampire's body finally reach their culmination. The night after reaching this level is eight hours of physical and mental agony, especially as the vampire is not granted the mercy of a coma this time. With the first rays of morning, the vampire is forever changed. The type of change is up to the character, as the vampirism offers a simple choice; regain mortality and lose many of the benefits of his condition, or embrace the powers within him and lose the last remnants of his mortal existence.

If the psychic vampire chooses to become mortal again, all of the effects of the First, Second, and Third Deaths are lost; this erases both benefits and drawbacks. The Aura of Fatigue remains, but the character regains the ability to recover psionic points normally. Lastly, the number of power points and discovered powers after the slash mark are gained from this level.

The choice to embrace his vampirism causes the character's type to change to Undead, conferring all of the benefits and drawbacks of that condition *except* for the loss of his Constitution score and any change in his hit dice. A form of living undead, the psychic vampire is still alive enough to retain his Constitution statistic. This partially-living status is very tenuous and if the psychic vampire's Constitution ever drops below 3 for any reason, he dies and becomes fully Undead. After this change occurs, any Constitution damage he takes for lack of feeding becomes 1d4 of permanent hit point damage that can not be regained by any means, even later feeding.

REBORN

The reborn are a small, close-knit cadre of psionic creatures with only one thing in common; they each have the power to dissolve their physical forms into ectoplasmic energy and reform themselves into astral constructs at will. The ability is difficult to manifest at first, and reborn

usually require the guidance of another of their kind to teach them how to initiate their first change. The society they share stems from this tutelage. Though reborn teach themselves for the most part after their change, they often keep close ties with their teacher and through him or her, the rest of the reborn.

Reborn vary widely from character to character. Some keep their powers a secret, thinking that if they operate in private they will not incur the fear and wrath of common folk who would not understand their ability. Others display their manifestation openly, rightly proud of the fantastic powers they possess. The society of the reborn are of mixed opinions on both of these behaviours but, like in most things, they are content to let each reborn do as he will.

Hit Die: d6.

Requirements

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

Ability: Intelligence 19+.

Skills: Psicraft 8 ranks, Auto-Hypnosis 5 ranks, Concentration 8 ranks.

Feats: Psionic Body.

Manifesting: Must be able to manifest at least five powers, at least three of which must be metacreative.

Special: A character may only take this class after making peaceful contact with a reborn. The encountered reborn must decide to take the character on for training, a period of time which is usually not less than one month of constant instruction.

Class Skills

The reborn's class skills (and the key ability for each skill) are Auto-Hypnosis (Wis), Concentration (Con), Knowledge (psionics) (Int), Knowledge (planes) (Int), Psicraft (Int), Stabilize Self (Str), and Use Psionic Device (Int). See Chapter 4: Skills in *Core Rulebook I* and Chapter 2: Skills in *Psionics Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.



Class Features

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

Weapon and Armour Proficiency: Reborns gain no proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Psionic Manifestation Level: A reborn continues training in psionics to enhance his astral manifestation abilities. Thus, when a new reborn level is gained, the character also gains powers and power points as if he had also gained a level in a psionic class he belonged to before he added the prestige class. He does not, however, gain any additional benefits a character of that class would

have received, only the newly discovered powers and power points.

This essentially means that he adds the level of reborn to the level of another psionic class the character already has and then determines power points per day and manifester level accordingly. If the caster had more than one psionic class before he became an reborn, he must decide to which class he adds each level of reborn for the purposes of determining power points per day when he adds the new level.

Astral Manifestation: The newly-trained reborn gains the core ability of his new class at this level - the ability to dissolve his physical form and replace it with an idealized form crafted of ectoplasm. This can be done 3 times a day for a number of rounds equal to his manifester level. Using astral manifestation is a full-round action that does not provoke an attack of opportunity. The reborn can end a manifestation at any time as a free action on

The Reborn

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Psionic Manifestation Level
1	+0	+0	+0	+2	Astral Manifestation	+1 to existing level
2	+1	+0	+0	+3	Astral Enhancement I	+1 to existing level
3	+1	+1	+1	+3	Spiritsteel Constructs	+1 to existing level
4	+2	+1	+1	+4	Astral Enhancement II	+1 to existing level
5	+2	+1	+1	+4	True Rebirth	+1 to existing level

his turn. If the manifestation is reduced to zero points or less, the reborn reappears in his true form, is reduced to -1 hit points regardless of the real damage, and is automatically stabilized.

When the manifestation occurs, the reborn's body glows brightly, becoming lost in a blinding nimbus of astral light. When the nimbus fades at the end of the full-round action, the reborn reappears as a translucent, semi-crystalline, ectoplasmic construct. The reborn resembles himself as an idealized state, often appearing more powerfully built and attractive. The construct form has the character's statistics but has elemental as its type. This confers all of the abilities and disadvantages of that type, except that the reborn is not considered summoned in any way.

The manifested form has maximum hit points for all of the reborn's hit dice, modified by Constitution as normal. The use of Astral Manifestation does not heal damage as a *polymorph* does, nor does returning to the reborn's true form. If the astral construct is damaged, the reborn has the same damage when he returns to his true form, except as noted above.

All of the reborn's equipment disappears into the new form, but psionic universal items continue to function and are represented in the reborn's astral manifestation. *Dimensional anchor* will prevent the reborn from activating this power, but it does not force him to adopt his true form.

Astral Enhancement: The reborn can fuel his astral form with more power now, enhancing it physically. For 1 power point per round, the reborn's manifestation form receives a +4 enhancement bonus to Strength and Dexterity. The decision to add these bonuses in a given round is made on the reborn's turn and is a free action to perform.

Spiritsteel Constructs: At 3rd level, the reborn learns the secrets of making manifest any armour and weapons he is carrying in his true form. Any metal, leather, crystal, or wooden armour, shield, or weapon the reborn is carrying before he manifests will appear on his astral form as an ectoplasmic representation that retains all of the item's properties and statistics. If the item is disarmed, it

vanishes and the reborn cannot remanifest it until he returns to his true form and uses astral manifestation again. If the item is sundered in astral form, the true item suffers the same fate.

Astral Enhancement II: By channelling more power into his astral construct, the reborn can bolster himself even further. The bonuses from Enhancement I now occur automatically at no power point cost, but if the reborn wishes to expend 2 power points per round, he benefits from a *haste* effect and gets damage reduction of 10/+2.

True Rebirth: The reborn can now use astral manifestation as a move-equivalent action as many times a day and as long at a time as he wishes. At this level of ability, the reborn is essentially a dual being; he is as comfortable in ectoplasmic form as he is in his original body. His type becomes outsider and he gains the ability to *plane shift* into the Astral Plane once per day.

In the Astral Plane, he is automatically Manifested and cannot regain his original form while there. He gains both his Enhancement powers at no power point cost whenever he is in the Astral, but if he is slain there, he does not revert back. He dies and disincorporates completely. Only a *wish* or a *true resurrection* will bring him back from such a state.

MONSTROUS PATHS

Monsters are no longer a statistics block and a brief description. They abide by the same rules as Player Characters and, by having so much in common, make themselves a viable alternative for advancing just as a human or an elf may advance. Monsters have cultures too, and prestige classes are as easily applied to them as the core classes, both conceptually and rules-wise. More intelligent monsters will have more sophisticated specialisations, and being treated just as character races opens new possibilities for role-playing and encounter design, not to mention that playing a monster campaign is more feasible than ever.

This chapter lists a small number of prestige classes intended for monstrous races. While most of them are better as Non-Player Characters or even opponents, inquisitive players can opt to play with a monster character and keep pace with the rest of the group by following a prestige class meant just for his character.

These prestige classes are a varied mix of concepts with a specific monster race or type in mind, from the arcane exploration of the guiser and the arcane masquerader to the bloodthirsty ways of the orcish battle shaman and the bugbear dark ranger. The roguish insinuator and profane seastorm witch fill up the niches for character concepts, showing that monsters can be much more than some upstart creature adventurers take for granted.

ARCANE MASQUERADER

Arcane masqueraders are doppelgangers that specialise in the mimicking of mages. They are able to attune themselves to the arcane magic that flows through sorcerer and wizard alike, and as such can successfully masquerade as almost any arcane spellcaster. They are able to take upon themselves almost every aspect of those mages whom they impersonate.

Hit Die: d4.

Classic Play

This class is scary. As if doppelgangers were not dangerous enough, a spellcasting creature is made even more deadly by its abilities and then even more so by acquiring the abilities of a spellcaster it is replicating. This is a prestige class recommended for the main antagonist in a campaign where intrigue and deceit are the norm. Games Masters should use an arcane masquerader ruthlessly, but limit its mimicking to Non-Player Characters when undertaken for an extended period of time, and to Player Characters for brief periods meant to confuse the party.

Requirements

To qualify to become an arcane masquerader, a character must fulfil all the following criteria.

Race: Must be a doppelganger or have doppelganger blood.

Skills: Disguise 10 ranks, Knowledge (arcana) 10 ranks, Spellcraft 10 ranks.

Feats: Spell Mastery or any Metamagic or Item Creation feat.

Spellcasting: The ability to cast *polymorph self*.

Class Skills

The arcane masquerader's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Read Lips (Int, exclusive skill), Scry (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: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: An arcane masquerader is proficient with all simple weapons. He is not proficient with any type of armour or with shields.

Spells per Day: An arcane masquerader continues training in magic as well as its field of research. Thus, when a new arcane masquerader level is

gained, the doppelganger gains new spells per day as if it had also gained a level in a spellcasting class it belonged to before it added the prestige class. It does not, however, gain any other benefit a character of that class would have gained. This essentially means that it adds the level of arcane masquerader to the level of some other spellcasting class the character has, then determines spells per day, spells known and caster level accordingly.

If a doppelganger had more than one spellcasting class before it became an arcane masquerader, it must decide to which class it adds each level of arcane masquerader for purposes of determining spells per day when it adds the new level.

Mimicked Spellcasting: An arcane masquerader can mimic the spellcasting method, spells per day, and spells known of an individual with a number of arcane class levels equal to or lower than the arcane masquerader's total arcane class levels. When an arcane masquerader chooses to imitate an individual spellcaster it loses access to its normal spellcasting method, spells per day and spells known. This choice is made when the arcane masquerader is preparing spells for the day.

Masquerade: At 2nd level the arcane masquerader can polymorph itself into an exact duplicate of an individual spellcaster of large to small size that has a number of arcane class levels equal to or lower than the arcane masquerader's total arcane class levels and whom it has examined for at least eight hours. This assessment can be broken up into smaller time periods, but these smaller inspections must equal or surpass the eight-hour minimum. After the examination is concluded, the arcane masquerader is considered to have an adequate portfolio of the individual and can transform itself into a copy of that spellcaster as a standard action. The arcane



masquerader may retain a number of spellcaster profiles equal to its Intelligence modifier.

Upon changing, the arcane masquerader regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a

The Arcane Masquerader

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+0	+2	Mimicked Spellcasting	+1 level of existing class
2	+1	+0	+0	+3	Masquerade	+1 level of existing class
3	+1	+1	+1	+3	Copycat Familiar	+1 level of existing class
4	+2	+1	+1	+4	Mimicked Skills	+1 level of existing class
5	+2	+1	+1	+4	Mimicked Feats	+1 level of existing class

day and changing back does not heal the creature further). If slain, the arcane masquerader reverts to its original form, though it remains dead.

The arcane masquerader acquires the physical and natural abilities of the spellcaster it has polymorphed into while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include: armour, attack routines, mundane movement capabilities, such as walking, swimming and flight with wings, and other non-magical abilities (such as low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

The arcane masquerader retains its Intelligence, Wisdom and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus and base saves. (New Strength, Dexterity and Constitution scores may affect final attack and save bonuses.)

The arcane masquerader retains its own type (shapechanger), extraordinary abilities, spells and spell-like abilities, but not its supernatural abilities. It can cast spells for which it has components. It needs a human-like voice for verbal components and human-like hands for somatic components. The arcane masquerader does not gain the spell-like, supernatural (such as breath weapons and gaze attacks), or the extraordinary abilities of the spellcaster it is mimicking.

While disguised in this way the arcane masquerader gets a +20 bonus on its Disguise check.

The arcane masquerader retains this new form until it chooses to return to its natural form or that of one of its other portfolios. This ability requires a standard action to activate.

Copycat Familiar (Su): At 2nd level the arcane masquerader can polymorph its familiar into an exact duplicate of an individual spellcaster's familiar whom it has examined for at least eight hours. This assessment can be broken up into smaller time periods, but these smaller inspections must equal or surpass the eight-hour minimum. After the examination is concluded the arcane

masquerader is considered to have an adequate portfolio of the familiar and can transform its own familiar into a copy of that familiar as a standard action. The arcane masquerader may retain a number of familiar profiles equal to his Intelligence modifier.

The familiar retains this new form until the arcane masquerader chooses to return it to its natural form or that of one of its other portfolios. This ability requires a standard action to activate.

Mimicked Skills (Su): At 3rd level, the arcane masquerader can mimic the skill ranks of an individual with a number of arcane class levels equal to or lower than the arcane masquerader's total arcane class levels. When an arcane masquerader chooses to imitate an individual it loses access to its normal selection of skills. This ability requires a standard action to activate and lasts for a number of hours equal to the number of levels it has in the arcane masquerader class. This ability may be cancelled and the arcane masquerader's skills returned as a free action.

Mimicked Feats (Su): At 4th level, the arcane masquerader can mimic the metamagic, item creation, and spell mastery feats of an individual with a number of arcane class levels equal to or lower than the arcane masquerader's total arcane class levels. When an arcane masquerader chooses to imitate an individual spellcaster it loses access to his normal selection of metamagic item creation and spell mastery feats. This ability requires a standard action to activate and lasts for a number of hours equal to the number of levels it has in the arcane masquerader class. This ability may be cancelled and the arcane masquerader's feats returned as a free action.

THE BATTLE SHAMAN

The battle shaman is an orc spellcaster who glories in the dangers of battle. They use their magical powers to transform themselves into some of the most lethal warriors ever seen. Many of them become high-ranking officers in orc armies, if they manage to survive that long. They prefer to lead from the front, where the battle is thickest, trusting in their might of arms and magic to win the day.



The Battle Shaman

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1st	+0	+2	+0	+0	Battle Power (1 st level)	+1 level of existing class
2nd	+1	+3	+0	+0	<i>Bane</i>	+1 level of existing class
3rd	+2	+3	+1	+1	Battle Power (2 nd level)	+1 level of existing class
4th	+3	+4	+1	+1	<i>Protection from Arrows</i>	+1 level of existing class
5th	+3	+4	+1	+1	Battle Power (3 rd level)	+1 level of existing class
6th	+4	+5	+2	+2	<i>Haste</i>	+1 level of existing class
7th	+5	+5	+2	+2	Battle Power (4 th level)	+1 level of existing class
8th	+6	+6	+2	+2	<i>Emotion</i>	+1 level of existing class
9th	+6	+6	+3	+3	Battle Power (5 th level)	+1 level of existing class
10th	+7	+7	+3	+3	<i>Spell Resistance</i>	+1 level of existing class

Most battle shamans start out as either clerics or sorcerers. There have been some wizards and druids that have become battle shamans but these are rare. Some rangers become battle shamans as well but they tend to be far less effective than those hailing from other classes.

Battle shamans are rarely, if ever, found without a warband or, better yet, an army surrounding them. While they are happiest in the thick of battle, they did not get where they are by being suicidal. They are cunning warriors, always angling for every edge they can find to earn victory for their side. While rare even among such a fecund race, their presence is often enough to inspire or outright force a victory in many engagements.

Hit Die: d8.

Requirements

To become a battle shaman, a character must meet the following requirements.

Base Attack Bonus: +4.

Feats: Combat Casting.

Race: Orc.

Concentration: 9 ranks.

Spellcraft: 9 ranks.

Spellcasting: Able to cast 3rd-level spells.

Special: The battle shaman must have been blessed in some

way by an orcish deity so as to be able to take on the powers of a battle shaman.

Class Skills

The battle shaman's class skills (and their key abilities) are Climb (Str), Concentration (Con), Craft (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Scry (Int), Spellcraft (Int) and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the battle shaman prestige class.

Weapon and Armour Proficiency:

Battle shamans are proficient with all simple and martial weapons, with all types of armour, and with shields.

Spellcasting: A battle shaman maintains his training in magic. Whenever he gains a new battle shaman level, the character also gains new spells known and spells per day as if he had also gained a level in a spellcasting



class he already had before he became a battle shaman. However, he does not acquire any other benefit he would have gained for advancing a level in that spellcasting class. This essentially means that he adds his levels as a battle shaman to the levels he has in another spellcasting class to figure his spells per day, spells known and caster level. If the caster had more than one spellcasting class before he became a battle shaman, he must decide which class he adds each level of battle shaman to, for the purposes of determining spells per day.

Battle Power (Su): Starting at 1st level, when a battle shaman kills a foe, of equal or higher CR to his level, in single combat, he immediately gains the ability to cast an additional spell at a maximum level equal to half the victim's level or the character's level as a battle shaman - whichever is less - rounded up. This extra spell slot must be filled immediately from the list of spells that the character has already prepared for that day. The ability to cast this spell lasts until one hour after the end of the current battle, or for one day, whichever is less. For each level the character has as a battle shaman, he can gain up to one such additional spell per day.

For example, if a 4th-level battle shaman kills a 5th-level foe in combat, the battle shaman can instantly add a spell of up to 2nd level. He can use this power up to four times per day.

Bane (Sp): The battle shaman can automatically use the *bane* spell three times per day. Use his total levels to determine the spell's effectiveness.

Protection from Arrows (Sp): The battle shaman can automatically use the *protection from arrows*

spell three times per day. Use his total levels to determine the spell's effectiveness.

Haste (Sp): The battle shaman can automatically use the *haste* spell three times per day. Use his total levels to determine the spell's effectiveness.

Emotion (Sp): The battle shaman can automatically use the *emotion* spell three times per day. Use his total levels to determine the spell's effectiveness.

Spell Resistance (Sp): The battle shaman can automatically use the *spell resistance* spell three times per day. Use his total levels to determine the spell's effectiveness.

CENTAUR SCOUT

Centaur tribes make encampments, but these need not be permanent, wanderlust and migration are strong urges to centaurs and so they move from place to place within their range, upping sticks and shifting their territory. Occasionally young males will gather together and strike out from the tribal homeland to carve out their own area.

Centaur scouts are retiring creatures for the most part, mild tempered and generally polite to interlopers, but nonetheless they are wary, always alert for trouble. One way in which they keep themselves aware of what is occurring near their tribal range (and further away), is through the use of scouts.

Centaur scouts are fast-moving and enduring, able to cover huge distances, to gather information and to remain hidden from those they observe.

The Centaur Scout

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Run Far, Run Fast
2	+2	+2	+1	+0	Leave no Sign
3	+3	+2	+1	+1	Never Rest
4	+4	+3	+2	+1	Weather the Storm
5	+5	+3	+2	+1	Camouflage
6	+6	+4	+3	+2	Sneak Attack +1d6
7	+7	+4	+3	+2	Uncanny Dodge
8	+8	+4	+3	+3	Hide from View
9	+9	+5	+4	+3	Sleep When I'm Dead
10	+10	+5	+4	+4	Sneak Attack +2d6

Nobody is better informed of the goings on in his range than the scout.

Non-Player Character Centaur scouts are the ones most likely to be found outside of their traditional plains and forests. Some scouts are despatched into civilisation in order to keep the tribe informed of the goings on within the communities of civilised humanoid. A centaur scout can be a good *deus ex machina* for a Games Master, tracking the party through the woods or across the plains and giving them information they need or coming to their rescue should they find themselves in trouble.

Hit Die: d10.

Requirements

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

Race: Centaur.

Base Attack Bonus: +5.

Skills: Hide, Knowledge (nature), Listen, Move Silently, Spot and Wilderness Lore at four or higher.

Feats: Alertness, Endurance, Run.

Class Skills

The centaur scout's class skills (and the key ability for each skill) are Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: A centaur scout is proficient with all simple and martial weapons. He is proficient with light and medium 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, Pick Pocket, and



Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Run Far, Run Fast (Ex): The scout is considered to have the Run feat, the bonus stacking if the character already has it. This increases their run speed multiplier by one.

Leave No Sign (Su): A number of times per day equal to their wisdom bonus the Scout may cover their tracks as though using the *pass without trace* spell.

Never Rest (Ex): The scout is considered to have the bonus of the Endurance feat, even if he already has that feat. This provides a bonus of +4 to any long-lasting physical action such as running a great distance.

Weather the Storm (Su): Once per day, scouts can toughen themselves as though they had the *protection from elements* spell, although the source of the damage must be natural, such as a torrential storm or a forest fire.

Camouflage (Ex): Scouts are extremely adept at hiding. In any natural setting they receive a +4 bonus to their Hide and Move Silently rolls.

Sneak Attack (Ex): Striking from the cover of woodland or undergrowth the scout can strike vital spots on an enemy from surprise gaining an extra d6 of damage at 6th level, and 2d6 at 10th level.

Uncanny Dodge (Ex): Fast-moving and nimble, the scout retains his Dexterity bonus to Armour Class when flatfooted. This ability does not stack with other levels of Uncanny Dodge the character may have from other class.

Hide From View (Su): The scout is so adept at travelling unseen that he can hide even from magical scrying, using his Hide check to oppose Scry checks. If he rolls higher than the scryer, he is considered to be under the effect of a *nondetection* spell and he cannot be scryed upon by the same creature until a day has passed.

Sleep When I Am Dead (Ex): The scout's endurance is legendary; nothing will stop him reaching his goal. The scout may now ignore any deficiency from being wounded until he is actually dead. In addition, unless he receives massive damage that would prevent them from moving, he can continue to act after death for a number of turns equal to his Constitution bonus.

DARK RANGERS

A crucial element of bugbear society, the dark rangers are the only members of a cete directly concerned with the future. While most bugbears remain near the warren with their cousins, the dark rangers range far and wide, searching for new homes and hunting territories for their cete. These far-ranging wanderers are chosen for their natural stealth and receive gifts from Stalker to better fulfil their role.

Dark rangers are charged with the dual purpose of finding new warrens for their cete and removing dangers in the cete's territory. They are both rangers and assassins, travelling through the night

in search of likely lairs or ripe targets, as ready to hide as they are to slit the throats of sleeping travellers.

Because they spend so much time far from home, dark rangers are quite devout, spending their lives in service to Stalker. This gives them the strength of will to endure the hardships and isolation that is their lot in life, and makes them fanatically loyal to their race. These skilled bugbears view adventurers or other armed forces as immediate threats and will do their utmost to either force them away from the cete's territory or simply kill them. Skilled in ambushes and the use of poison, dark rangers are dangerous foes, even for adventurers.

A stealthy survivalist and ruthless foe, the dark ranger is well-trained and seasoned by years spent roaming the land alone. Members of this prestige class spend their time searching for new homes for their cete and slaying those careless or foolhardy enough to wander into 'bugbear country.'

Hit Die: d8

Requirements

To become a dark ranger, a bugbear must fulfil these conditions:

Race: Bugbear

Move Silently: 6 Ranks

Hide: 4 Ranks

Special: Only those bugbears that have proven themselves to the other dark rangers or a priest of Stalker will be trained in the secrets of this prestige class.

Class Skills

Climb (Str), Craft (trapmaking) (Int), Disguise (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump, Knowledge (Nature) (Int), Listen (Wis), Move Silently (Dex), Search (Wis), Spot

Dark Ranger

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	+1d6 Sneak Attack
2	+2	+0	+3	+3	Poison Expertise
3	+3	+1	+3	+3	+2d6 Sneak Attack, Track
4	+4	+1	+4	+4	Survival
5	+5	+1	+4	+4	+3d6 Sneak Attack, Unfailing Senses

(Str), Swim, Use Rope (Dex), Wilderness Lore (Wis).

Skill Points at Each Level: 3 + Int Modifier.

Class Features

Weapons and Armour Proficiencies: Dark rangers are proficient with bows (long and short, normal and composite), dagger, javelin, morningstar, net, scimitar and whip. Dark rangers are proficient with light armour and shields; note that armour and load penalties apply to balance, climb, escape artist, hide, jump, move silently, pick pocket and tumble.

Sneak Attack: If a dark ranger's target is denied their Dexterity bonus to AC, the dark ranger's attack will deal an additional 1d6 damage. This damage increases by +1d6 every other level, but is not multiplied on a successful critical hit. Ranged attacks can only be sneak attacks if the target is within 30 feet. Note that the target must have a discernible anatomy, and must be alive and clearly visible to the dark ranger – any creature that has concealment cannot be the target of a sneak attack. Any creature that is unaffected by critical hits is also immune to sneak attacks.

Poison Expertise: At 2nd level, the dark ranger masters the use of poison and will never inadvertently poison himself when applying poison or fighting with a poisoned weapon. The dark ranger can be poisoned normally, and has no special resistance to poisons.

Track: Dark rangers gain Track as a bonus feat at 3rd level.

Survival: To keep starvation and dehydration at bay, the dark ranger is adept at scrounging up enough food and water (even stagnant water and grubs) to survive. As long as the dark ranger is in natural surroundings (including naturally formed subterranean complexes), he will not starve or suffer dehydration. This ability is gained at 4th level.

Unfailing Senses: At the highest levels of their training, dark rangers become impossible to surprise and have honed their senses so that they are never caught flat-footed.



THE GUISER

Medusas who follow the path of the guiser have chosen to try to integrate into human society as much as possible, just as though they were human females. Inevitably, their view of human society is extremely warped, and this is reflected on the special abilities gained by guisers, which are based on the idea of woman as subtle, deadly and treacherous.

Many medusas that become intrigued by art treasures and similar valuables find themselves on the Way of Women so as to more easily gain access to the objects of their desire. They strive to be as adaptable as true human women, and so have learnt all manner of useful powers, including one that they borrowed from their more primitive cousins the Serpentine. These new abilities are largely concerned with disguise, and with modifications to the gaze weapon which allow them to operate with greater subtlety and effectiveness in urban situations. Guisers always have some prior experience as a wizard, sorcerer, or similar arcane spellcasting class, and continue with their arcane

studies, if a little haphazardly, as they follow the path of the guiser.

Guisers are essentially jacks of all trades, with a little trickery and a lot of magic – just what is needed to survive and prosper in the big city. Their main advantages come from their abilities in disguise. Far more than most medusas, they are able to blend with ordinary folk, even for extended periods of time. Many live out their whole lives in human cities.

Hit Die: d4

Requirements

To qualify to be a guiser, a medusa must fulfil the following requirements:

Race: Medusa

Spellcasting: Ability to cast the Change Self spell, and at least one Enchantment or Illusion of 2nd level.

Disguise: ten or more ranks of Disguise skill.

Bluff: ten or more ranks of Bluff skill.

Class Skills

The guiser's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Move Silently (Dex), Perform (Cha), Spellcraft (Int), Spot (Wis).

Skill Points at Each Level: 4 + Int Modifier

Class Features

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

Weapon and Armour Proficiency: Guisers are proficient in all simple weapons and shortbows (normal and composite). They are not proficient in any type of 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, Pick Pocket and Tumble.

Spells per day: A guiser continues training in arcane magic as well as gaining her new class features. When each new guiser level is gained, the medusa also gains spells as though she had just risen by a level in an arcane spellcasting class she belonged to before she added the prestige class. She gains no additional benefits of rising a level in that class, such as metamagic feats. If the medusa had more than one arcane spellcasting class before she became a guiser, she must decide which class to add a level to for the purposes of determining spells per day, new spells and caster level. Guiser levels are never added to spellcasting levels of classes which use divine magic.

Quiescent Serpents: At 1st level, the medusa has very much more control over her serpents than most, and gains a +4 bonus to all Concentration checks to keep her serpents quiet and motionless.

The Siren's Gaze: The gaze of a 2nd level guiser may be used to charm or seduce a male character, rather than petrify him. This is a free spell-like ability that may be used instead of turning the character to stone. He must make a Will save (standard medusa gaze weapon DC) or be affected as by a Charm Person spell. There is no limit to the number of times this ability may be used each day.

The Guiser

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Quiescent Serpents	+1 level of existing class
2nd	+1	+0	+0	+3	The Siren's Gaze	+1 level of existing class
3rd	+1	+1	+1	+3	Expert Guising	+1 level of existing class
4th	+2	+1	+1	+4	The Terrible Gaze	+1 level of existing class
5th	+2	+1	+1	+4	Torpid Serpents	+1 level of existing class
6th	+3	+2	+2	+5	The Sibyl's Gaze	+1 level of existing class
7th	+3	+2	+2	+5	Forked Tongue	+1 level of existing class
8th	+4	+2	+2	+6	The Witch's Gaze	+1 level of existing class
9th	+4	+3	+3	+6	The Slow Change	+1 level of existing class
10th	+5	+3	+3	+7	The Great Guise	+1 level of existing class

Expert guising: From 3rd level onwards, guisers gain a +2 Competence Bonus to all Disguise skill checks.

The Terrible Gaze: A guiser of 4th level or higher has an additional power to her gaze – any who make the Fortitude saving throw against being turned to stone must make a further Will save (standard medusa gaze weapon DC) to avoid suffering the effects of a Fear spell. This is a free supernatural ability that is in use whenever a medusa's gaze is undimmed.

Torpid Serpents: At 5th level the guiser gains the special ability Torpid Serpents. The medusa may, as a move-equivalent action, cause her serpents to fall asleep. They remain in this state until she rouses them (as another move-equivalent action). While her serpents slumber, she does not need to make a Concentration check to keep them quiet and motionless.

The Sibyl's Gaze: At 6th level, the Guiser gains the power to tell another their fortune by looking into their eyes, instead of the usual petrification power. At the medusa's discretion, this can be either the equivalent of a Divination spell for the benefit of the character concerned, or a vision of the character's death. In the latter case, the victim must make a Will save (standard medusa gaze weapon DC) or die of a massive heart attack where

he stands. The Sibyl's Gaze is a spell-like ability that may be used only once per day.

Forked Tongue: This ability, gained by guisers at 7th level, is identical to the 4th level serpentine ability of the same name. Most guisers disguise their forked tongues by one means or another, rather than displaying them with pride as the serpentine do.

The Witch's Gaze: At 8th level, any time another character fails a save against the medusa's gaze, she may cast one of her spells (as gained by being a sorcerer, wizard, or other arcane spellcaster) at them as a free action, instead of turning them to stone, at her option. This spell succeeds automatically with no further saving throw. The medusa does not need any spell components or gestures other than the gaze, but must fulfil all other requirements for casting the spell. That is, a Sorcerer must have the requisite Charisma to cast a spell of that level, know the spell itself, and have a spell of that level remaining to be cast; a Wizard must have prepared the spell, etc. There is no limit to the maximum number of times the medusa can use the Witch's Gaze each day, other than the usual limit by level on the number of spells she may cast. If the spell would usually require a touch attack roll or ranged touch attack roll, no such roll need be made (the target having failed its saving throw is sufficient).

The Slow Change: A guiser of 9th level or better has a new, subtle weapon in her arsenal – she may choose to have her petrifying gaze attack work slowly, often over a week or more. This is astonishingly intimidating to the victim, who will generally do whatever she asks in exchange for her promise to halt the process. On first failing his Fortitude save, a small patch of flesh, usually on one limb, turns to stone – perhaps one hand or foot. Each day thereafter, he must make a further Fortitude save (standard medusa gaze weapon DC). A failure results in the entire limb turning to stone – if a leg, he can do no more than crawl; if an arm, he cannot run and cannot attack with that arm or anything held in it. Each day after that, he must make another save or be fully petrified. The medusa may halt the process at any time, but it cannot be reversed without a Stone to Flesh spell or similar. If the medusa is killed before the victim is entirely petrified, again the process stops but is not reversed. The Slow Change may only be used once per day.



The Great Guise: The Great Guise is the ultimate achievement of any guiser. She can Change Self three times per day. This is a spell-like ability. It is treated as the 1st level arcane spell of the same name, except that the duration is up to 6 hours, as the medusa desires – she can change back to her true appearance at any time. The illusion is a little more complete than Change Self, too – it even affects the sense of touch, and Will saves to recognize it as an illusion may only be made by those who come into close and prolonged contact with the medusa. Even then, the Will save is made at a –2 penalty.

INSINUATOR

When one can change one's appearance, it becomes a simple matter to enter secure locations, get close to heavily-guarded individuals, or even trick enemies into revealing their deepest secrets. To the insinuator, these actions are a daily affair. Living a life of duplicity and treachery makes the insinuator's every moment a dangerous affair, but those who train in the insinuator's skills are ready to vanish at a moment's notice should they be discovered. When your living is made by selling the secrets of others, employers can become enemies in a heartbeat, making it vital for insinuators to escape quickly and quietly.

The doppelgangers are the master insinuators of the world. Though many work for the highest bidder, selling their services to anyone able to pay the fee, others seem dedicated to a deeper, darker purpose. Whispers spread about a sinister plot hatched by doppelganger masterminds and it is likely even the mercenary insinuators are sharing the knowledge they gain with others of their kind. This vast store of secret knowledge, coupled with

the insinuators' ability to come and go unnoticed, makes them a very dangerous force indeed.

Hit Die: d8.

Requirements

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

Race: Doppelganger

Skills: Disguise 5 ranks, Bluff 5 ranks, Sense Motive 3 ranks.

Feats: Alertness, Dodge.

Spells: The ability to cast *detect thoughts* and *alter self* at will, or supernatural or spell-like abilities which mimic these spells.

Class Skills

The insinuator's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Search (Wis), Sense Motive (Wis), Speak Language (Int) 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 insinuator prestige class.

Weapon and Armour Proficiency: An insinuator does not gain additional weapons or armour proficiencies to any carried from a previous class.

The Insinuator

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Target Selection
2	+1	+0	+3	+3	Cover Story
3	+2	+1	+3	+3	Inconspicuous
4	+3	+1	+4	+4	Skin Ripple
5	+3	+1	+4	+4	Lost in the Crowd
6	+4	+2	+5	+5	Mind Crease
7	+5	+2	+5	+5	Fluid Flesh
8	+6	+2	+6	+6	Augment Healing
9	+6	+3	+6	+6	Blindsided
10	+7	+3	+7	+7	Confidante

Augment Healing (Ex): The insinuator is likely to be stabbed, burned, slashed, beaten, or otherwise injured during the course of his career. Far from friendly forces, the insinuator must learn to stabilize himself and minimize the effects of his wounds until he can receive proper medical attention. When this ability is gained, the insinuator will automatically stabilize if reduced to fewer than 0 hit points and is treated as if he were disabled as long as he remains between 0 and -9 hit points. The insinuator does not suffer additional hit point damage if acting while so injured, but will only be able to sustain himself in this way for 1 hour per insinuator level. At the end of that time, the insinuator immediately falls unconscious, though he remains stable.

Confidante (Ex): The insinuator is able to make a target feel safe and secure while talking to him. As a result, the insinuator is able to gently retrieve secrets from his target and use them for his own ends. Using this ability requires at least a half-hour of conversation time with the target. At the end of this time, the insinuator makes a Gather Information check (DC 15 + target's Wisdom + target's level). If the check succeeds, the insinuator has managed to either get the target to confess a secret to him or has extracted the secret from the surface thoughts of the target during the course of the conversation. If the check fails, the insinuator is unable to extract any secrets from the target. This ability may only be attempted once a week on any given target – additional attempts make the target suspicious and ensure this ability will never succeed against them in the future.

Blindsided (Ex): By attacking when a target is least ready to defend itself, the insinuator is able to deliver a potentially deadly attack against his target. This ability may only be used when a target is not already engaged in combat and is denied its Dexterity bonus to Armour Class.

If the insinuator does not have a Sneak Attack ability from another class, blindsided operates exactly as a Sneak Attack delivered by a 1st level rogue. If the insinuator already has a Sneak Attack, then this ability operates as the Death Attack ability of the assassin prestige class. Should the insinuator already have the Death Attack ability, blindsided increases the DC of the Fortitude saving throw by +4.



Cover Story (Su): Insinutors are masters at lying and protecting themselves from detection. When an insinuator accepts a job, he always has a cover story which he will use if confronted by an angry guard or other creature with the potential to muck up the task at hand. Any attempt to detect whether the insinuator is telling the truth in regard to his cover story will return a positive answer – the insinuator completely believes his own cover story with enough conviction to foil even magical or psionic detection methods. For all intents and purposes, the insinuator's cover story *is* true – even though it is not.

Fluid Flesh (Su): At 7th level, the insinuator is able to make subtle changes to his form which enable him to more easily avoid injury in combat. As a move-equivalent action, the insinuator may defensively adjust his form to gain a +2 natural

bonus to Armour Class for the remainder of the current round and the entire following round. The insinuator may take any other actions normally allowed in the round in which this ability is used.

Inconspicuous (Ex): The insinuator may attempt to appear as if he belongs in a place or is simply too inoffensive to even take note of by those who *do* belong in that place. When this ability is activated, the insinuator makes a Bluff check. If a guard or other resident of the area in which the insinuator is operating wishes to examine or confront the insinuator, he must first make a successful Sense Motive check (DC equal to the Bluff check made when this ability is activated).

This ability remains active for one hour but provides no protection if the insinuator is caught in some act which is clearly improper – picking the lock on a door or attacking a local resident, for example. If spotted engaged in such activity, the ability provides no protection, though the insinuator is still allowed a standard Bluff check or other skill use to get himself out of a sticky situation.

Activating this ability is a standard action but it may not be activated if the insinuator is actively observed.

Lost in the Crowd (Ex): When fleeing from pursuit, the canny insinuator uses the camouflage of a crowd of people to his advantage. Anytime the insinuator is in a group of at least ten people in a 20 ft. x 20 ft. area, he may attempt to become lost in the crowd. The insinuator must make a Hide check (which becomes the DC for any Spot checks made to find him in the crowd) and then stay within the crowd in order to remain hidden. While lost in the crowd, the insinuator may take any normal actions but any overtly hostile act (such as making an attack) or action which attracts attention (such as casting a spell or climbing up a wall) allows the pursuers an additional Spot check with a +5 circumstance bonus to locate the insinuator.

Mind Crease (Su): The insinuator is able to use his ability to detect thoughts to excellent effect when interacting with others. As long as the insinuator and his target are not engaged in hostilities or attempting to shield themselves from one another's thoughts, the insinuator receives a +4 circumstance bonus to all Bluff, Innuendo, Read

Lips, or Sense Motive skill checks. This ability does not work against targets which are shielded from the *detect thoughts* spell.

Skin Ripple (Ex): Changing shape requires concentration, even for those creatures to which the ability comes naturally. When evading pursuit, however, there is a need to change surface appearances very quickly and for short periods of time. When an insinuator gains this ability, he is able to alter his face, hair, and general features (though not height or weight) instantly as a free action. The change, however, may not mimic another creature and will not stand up to close scrutiny. The intent is merely to allow the insinuator to appear as another member of the race he is currently imitating. The change lasts only for 1d6 rounds, after which the insinuator must wait for an hour to use the power again. When this power is used, it provides a +10 circumstance bonus to any Hide skill checks made in conjunction with the 'Lost in the Crowd' ability.

Target Selection (Su): Not all individuals are as easy to imitate as others. Insinutors can pick targets they are best able to imitate, greatly increasing their chances of success. To use this ability, the insinuator must spend some time scouting for a likely target. A Gather Information check (DC 15) is needed to locate a suitable target. If the check fails, there are no likely subjects in the area and the insinuator will have to either move on or select an inferior target to imitate. On a successful check, the insinuator finds the ideal target and now needs only to take his place. When an ideal target is imitated, the insinuator receives a +15 bonus to all Disguise checks, provided he uses *alter self* to create the disguise.

REEF WARRIOR

Coral reefs teem with life, a unique community of beings coexisting in natural harmony. Some sea elves become fascinated with the reefs and seek to be part of them, becoming an integral part of it in a symbiotic relationship.

Reef warriors receive a great deal of respect but their increasingly alien mindset distances them from their fellows, as their bond with the great life form becomes deeper and deeper. They are amongst their communities' greatest defenders and sworn enemies of the sahuagin, who believe them

to be ghosts, due to their ability to meld into the reef.

Hit Die: d10.

Requirements

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

Race: Any aquatic.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Swim 6 ranks.

Feats: Skill Focus (swim).

Special: If the reef warrior travels more than 10 miles away from his native reef, he takes 1d3 points of temporary Constitution damage per day until he returns.

Class Skills

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

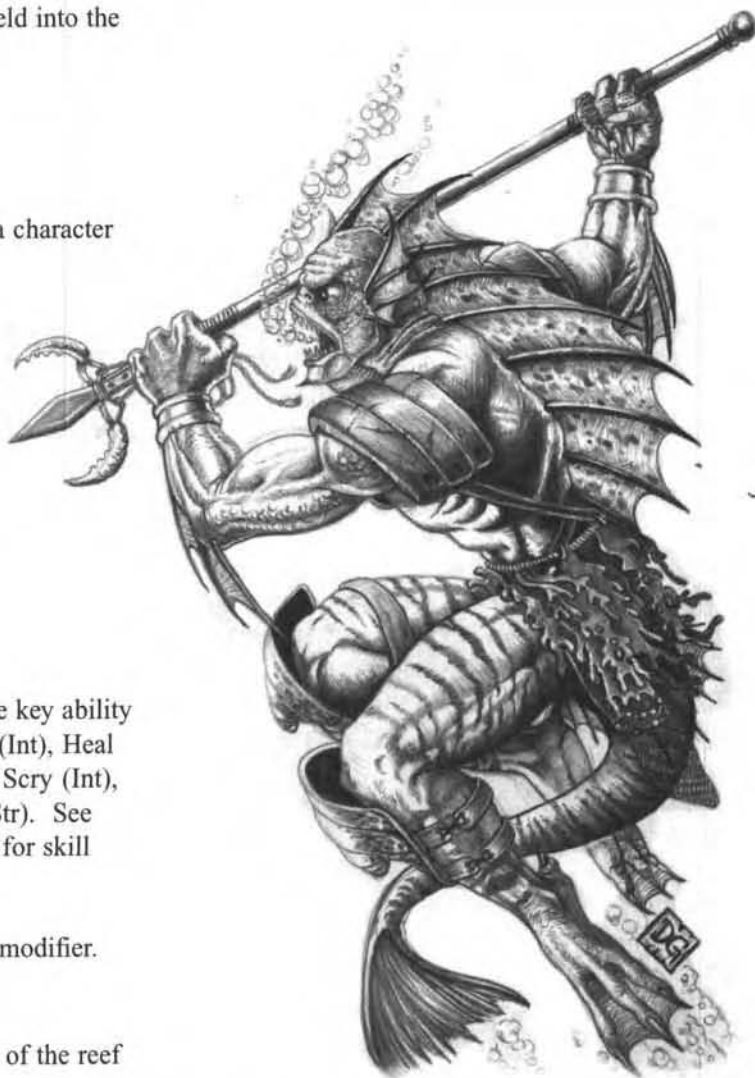
Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Weapon and Armour Proficiency: Reef warriors are proficient with all simple and martial weapons and with light and medium armour as well as shields. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Reef Bonding (Su): At first level, the reef warrior allows many of the organisms that compose his native reef to enter his body and become one with him. The character gains a +2 competence bonus to all Hide, Move Silently, Search, Spot and Wilderness Lore checks as long as he remains within 500 feet of the reef.



Coral Skin (Ex): A light growth of stony coral covers the character's skin, granting him a natural armour bonus of +1 at 2nd level, increasing to +2 at 4th level, to +3 at 6th level, to +4 at 8th level and +5 at 10th level.

Sustenance (Ex): As long as the character is in water where there is plenty of life (near the shore or the surface) he does not need to eat as he obtains his nourishment from all the organisms that fill the water and sustain the coral.

Alien Presence (Ex): As the coral symbiotes continue to grow on the character's skin and underneath, he takes a more alien appearance and his senses and perceptions become more attuned to the mind of a collective. He suffers a -1 penalty to Charisma, which increases by -1 at every even level hereafter.

The Reef Warrior

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Reef Bonding
2	+2	+3	+0	+3	Coral Skin +1
3	+3	+3	+1	+3	Sustenance, Bonus Feat
4	+4	+4	+1	+4	Coral Skin +2, Alien Presence -1
5	+5	+4	+1	+4	Meld, Reef Attunement
6	+6	+5	+2	+5	Coral Skin +3, Bonus Feat, Alien Presence -2
7	+7	+5	+2	+5	Spikes
8	+8	+6	+2	+6	Coral Skin +4, Alien Presence -3
9	+9	+6	+3	+6	Bonus Feat
10	+10	+7	+3	+7	Coral Skin +5, Alien Presence -4, Reefwalking

Meld (Su): As a full-round action, the reef warrior can meld into the coral, appearing to all inspections as just an oddly-shaped outcropping. Noticing him requires a Spot check (DC 25), which gives him his reputation of virtually coming out of the walls when guarding an area indefinitely. The character can meld into the coral as many times per day as his Constitution modifier.

Reef Attunement (Su): The character can project his senses to any part of the reef with a successful Scry check (DC 15). He looks upon the chosen area as if he were standing there for a number of minutes equal to his reef warrior levels. He can attempt this as many times per day as his Wisdom modifier.

Bonus Feat: At 3rd level, and at every subsequent three levels, the character can choose any feat from the fighter's list of bonus feats.

Spikes (Su): The reef warrior can make his skin grow stony spikes. Any armour worn must be crafted specially to accommodate these spikes, increasing its cost by 50 percent. If the character makes a successful grappling attack, the spikes deal 2d6 points of piercing damage. Additionally, the character can grow the equivalent of a halfspear at will, so he is always armed.

Reefwalking (Sp): As a standard action, the reef warrior can *teleport* from one part of the reef to any other. He can do this as many times per day as his Wisdom modifier.

SEASTORM WITCH

Seastorm witches are dedicated to the destruction of man and ship alike. They are able to control the water, winds, and even the weather in their attempts to bring ruin to sailors and travellers. They have many minions beneath the waves and can change their shape into any aquatic animal that they desire. Bitter cold, searing lightning and the siren's call are their primary weapons and all of these are quite enough to bring about the ruin of most noble ships and their passengers.

Hit Die: d4.

Requirements

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

Alignment: Chaotic evil.

Race: Must be sea hag or have sea hag blood.

Knowledge (aquatic): 10 ranks.

Special: Must find a seastorm witch that is willing to teach them. The character must also complete a quest for the seastorm witch, usually revolving around causing the death of sailors or destruction of a ship.

Class Skills

The seastorm witch's class skills (and the key ability for each skill) are Animal Empathy (aquatic) (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Handle Animal (aquatic) (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Scry (Int), Search (Int), Spellcraft (Int), Spot (Wis), Use Rope (Dex) and

Wilderness Lore (aquatic) (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 seastorm witch prestige class.

Weapon and Armour Proficiency: The sea witch gains no proficiency in any weapons or armour.

Spells: A seastorm witch casts divine spells. A seastorm witch may prepare and cast any spell on the seastorm witch spell list provided she can cast spells of that level. She prepares and casts spells the way a druid does. To prepare or cast a spell, a seastorm witch must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a seastorm witch's spell is 10 + the spell's level + the seastorm witch's

Wisdom modifier. Bonus spells for seastorm witches are based on Wisdom.

Animal Minion: The seastorm witch gains the loyal service of an aquatic animal or animals. The seastorm witch can teach each animal minion up to three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are coming when called, rolling over on command, fetching, or shaking hands. They cannot be complex (complex tricks, such as accepting a rider, require the Handle Animal skill).

At any one time, the seastorm witch can have only a certain number of animal minions. The character can have animal minions whose Hit Dice total no more than twice the seastorm witch's caster level. The character may dismiss animal minions to enable her to acquire new ones.

Aquatic Sense (Ex): A seastorm witch can identify aquatic flora and fauna (their species and



The Seastorm Witch

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1	+0	+0	+0	+2	Minion, Aquatic Sense	1	—	—	—	—	—
2	+1	+0	+0	+3	Increased Swim Speed	1	1	—	—	—	—
3	+1	+1	+1	+3	<i>Wild Shape</i> (1/day)	1	1	—	—	—	—
4	+2	+1	+1	+4	Amplified Damage +2	2	1	1	—	—	—
5	+2	+1	+1	+4	<i>Wild Shape</i> (2/day)	2	2	1	—	—	—
6	+3	+2	+2	+5	Increased Swim Speed	2	2	1	1	—	—
7	+3	+2	+2	+5	<i>Wild Shape</i> (3/day)	3	2	2	1	—	—
8	+4	+2	+2	+6	Amplified Damage +4	3	3	2	1	1	—
9	+4	+3	+3	+6	<i>Wild Shape</i> (elemental)	3	3	2	2	1	—
10	+5	+3	+3	+7	Siren's Call, Swim Speed	4	3	3	2	1	1

special traits) with perfect accuracy. The seastorm witch can determine whether water is safe to drink or dangerous.

Increased Swim Speed: Starting at 2nd level, a seastorm witch's base swim speed increases by 10 feet. At 6th level this bonus increases by another 10 feet to 20 feet. Finally, at 10th level this bonus increases by another 10 feet to a total of 30 additional feet.

Wild Shape (Sp): At 3rd level, a seastorm witch gains the spell-like ability to *polymorph self* into a Small or Medium-size aquatic animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, however, the seastorm witch may only adopt one form. As stated in the spell description, the seastorm witch regains hit points as if she had rested for a day. The seastorm witch does not risk the standard penalty for being disoriented while in the *wild shape*. The seastorm witch can use this ability more times per day at 5th and 7th level as noted. In addition, the seastorm witch gains the ability to take the shape of a Large or Tiny animal at 5th level, and a Huge or dire animal at 7th level. At 9th level, the seastorm witch may use *wild shape* to change into a Small, Medium-size or Large air or water elemental once per day. The seastorm witch gains all the elemental's special abilities.

Amplified Damage (cold/electricity): Starting at 4th level, a seastorm witch may add 2 additional points of damage to any cold and electricity spells that she casts. At 8th level, the additional damage increases to 4 points per cold or electricity spell.

Siren's Call: At 10th level, once per day, a seastorm witch gains the supernatural ability to lure men into the sea by a simple song. Those within 30 feet of the seastorm witch must make a Will save (DC 20 + the seastorm witch's Charisma modifier) or seek out the nearest body of water and throw themselves into it.

Seastorm Witch Spell List

1st level: *Animate rope, charm person, change self, comprehend languages, endure elements (cold/electricity), hypnotism, jump, obscuring mist, protection from good/law, shocking grasp, silent image (aquatic), sleep, summon monster I (aquatic), ventriloquism.*

2nd level: *Alter self, darkness, hypnotic pattern, fog cloud, minor image (aquatic), resist elements (cold/electricity), see invisibility, shatter, speak with animals (aquatic), summon monster II (aquatic), whispering wind.*

3rd level: *Dispel magic, gust of wind, lightning bolt, magic circle against good/law, major image (aquatic), protection from elements (cold/electricity), sleet storm, summon monster III (aquatic), tongues, water breathing, and wind wall.*

4th level: *Charm monster, control water, hallucinatory terrain (aquatic), ice storm, lesser geas, locate creature (aquatic), polymorph self, scrying, solid fog, summon monster IV (aquatic), wall of ice.*

5th level: *Cone of cold, control winds, dominate person, persistent image (aquatic), summon monster V (aquatic).*

6th level: *Acid fog, chain lightning, control weather, geas/quest, and summon monster VI (aquatic).*

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