

d20
system

C Net Book of LASSES



Tome 1

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Version 1.0a

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Introduction

Welcome to the Fantasy Netbook Community Council Netbook of Classes. This Netbook has been published as a community effort to increase the pool of classes, both core and prestige, available to player characters. This Netbook was designed in support of the D20 System environment.

As with any community project, there are several ideas, alternate rules, variants, classes, etc., that would never be approved or sanctioned by the official design team. This entire book is considered optional. You must seek your game master's approval before using any classes presented here.

The Community Council

This Netbook represents one of over thirty "Third Edition" netbooks that have been created by the non-profit Fantasy Netbook Community Council (formerly the DND Community Council). Brad Bemis, the Council's Founder, authored and compiled the Netbook of Feats as the first netbook created for the third edition of the game. Unsatisfied with this early foray, which became wildly successful with over 800 fan-created submissions, Brad opted to seek out talented and like-minded role-playing gamers to work on a range of netbooks that would span the continuum of the game. Within a few short weeks, eighty-plus individuals had committed to join the newly founded community and contribute their time and talent to this worthwhile project. The membership consists largely of experienced gamers, many of whom have been playing since the earliest incarnations of the game.

Currently, the FanCC, which can be found at www.enworld.org/fanCC, has first printings of dozens of sanctioned netbooks. Each netbook deals with a specific aspect of the third edition game. More importantly, a project team of experienced gamers has created each netbook using submissions from the entire gaming community. Remarkably, all content within these netbooks falls under the Open Gaming License. As Open Gaming Content, this material is easy to use and adapt by other contributors for future submissions or reprint elsewhere.

We highly recommend you come and take a look at our projects and services ... perhaps even join us on our foray into the future of gaming.

New Class Submissions

The Netbook of Classes is a Community Council sponsored publication and as such abides by the submission requirements established for all contributions.

Specific information on the submission requirements can be found at: <http://www.enworld.org/fanCC>.

As a basic outline, here is the process for getting your classes submitted to the netbook and published in compli-

ance with the Community Council publication policy. The reason you need to follow this process has to do with our use of the Open Gaming License. Everything you need to know will be presented in the statement of understanding described below.

- Read the "Statement of Understanding"
- Download the "Permission Agreement"
- Fill out and sign the Permission Agreement according to the instructions
- Mail the Permission Agreement to the address shown on the form
- You will receive a welcome message, a receipt confirmation, and a Contributor ID by e-mail once the Permission Agreement is received and on-file
- You must have a Permission Agreement on file or your submissions cannot be published.
- Thankfully you only have to do this once to become a contributor.
- This means that you can now contribute to ANY FanCC sponsored publication, not just the Netbook of Classes!

Once you have a Contributor ID assigned, send your classes to: iridian@wco.com. Use the appropriate format (located in Appendix II of this document) for your submission.

At the bottom of your e-mail, you need to add the following statement. You must enter your information as indicated in the areas highlighted in red (italicized).

STATEMENT OF AUTHORITY TO CONTRIBUTE: I [*Full Legal Name as registered in your Permission Agreement*], Contributor ID [*Your Contributor ID number as provided by the FanDCC*] release the following submissions to the Fan Community as Open Gaming Content in accordance with the terms and conditions of my "DnD Community Council Permission Agreement" and the "Open Gaming License". [*List Each Item Here*].

When sending your e-mail, please remember the following:

- You MUST have a Contributor ID assigned by the Fantasy Netbook Community Council
- You MUST include the statement of authority to contribute somewhere in the text of your message containing the submissions

Once your class has been submitted, you should receive a message of receipt within a day or two. All class submissions will go through the review and rating processes (see below).

Please be patient with us as we try and coordinate our efforts.

The best way to submit a new class is by making it look exactly like the ones posted in this guide.

A quick note about anonymous submissions: Due to the requirements established under the Open Gaming License, anonymous submissions cannot be published. All submissions will appear within this netbook with a COPYRIGHT

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The Netbook of Classes Team

The Netbook of Classes team reviews all submissions and attempts to give helpful suggestions on how to achieve higher ratings in the netbook. We are just guides and are trying to give others suggestions on how to make their classes better. In no way should you take what we say as law. We truly believe that all submissions are valuable and should be included in this project. Some classes will work for some groups, and others will not. We believe it is up to the individual gaming group to decide this. However, we have created a class rating process with five specific criteria to assist the dungeon masters in this process.

Class Rating Process

The criteria and balance ratings will be made on a scale of 1-5, 1 being the worst and 5 being the best for each item. A 0.5 increment may be used in cases of indecision for a submission that is too close to call in a specific category. The rating averages will be rounded down to two decimal places. The criteria used to determine the overall balance rating is based on five clear and measurable elements of the submission:

Purpose: Is the purpose of the submission clear? Does it bring something of value to the game?

1 - There is no clear purpose for this submission. It adds nothing of value to the game.

2 - The purpose of the submission is vague. There is little this submission brings to the game.

3 - The purpose of the submission is mostly clear, but the submission duplicates another of similar purpose.

4 - The purpose of the submission is clear. This submission adds something of value to the game.

5 - This submission is unique in almost every way and will enhance any game that uses it.

Power: Is the submission too powerful or too weak in relation to the guidelines or similar submissions?

1 - This submission is far too powerful and will certainly throw the balance out of any game, OR; this submission is virtually powerless and would never be used.

2 - This submission is extremely powerful, strict caution should be used when allowing it into a group, OR; this submission is extremely weak, and of little to no use to most players.

3 - This submission is powerful, but could be used successfully in high-powered games, OR; this submission is not strong enough for average games, but could be used in games below the average power level.

4 - This submission should fit well into most gaming groups regardless of power level.

5 - The power level for this submission is excellent; its use should be encouraged.

Portability: Can this submission fit easily into any group, or campaign world?

1 - The submission is not portable at all. It has no use outside its intended setting.

2 - The submission has some portability, but is limited in its use outside of the intended setting.

3 - The submission is portable, but requires additional elements be added to most groups or campaign settings.

4 - This submission is portable and can fit into most groups or campaign settings.

5 - This submission is extremely portable and can be used by any group in any campaign setting.

Complexity: Is the submission complex or simplistic in its design? Is it well explained and easily understood?

1 - The submission cannot be understood or introduces concepts too complicated for the game mechanic used.

2 - The submission is confusing or introduces complex concepts that are not recommended.

3 - The submission contains confusing elements that may lead to problems during use.

4 - The submission is clear and appropriate for the selected game mechanic.

5 - The submission is explained extremely well and contains all information required for its use.

Rule: Does the submission follow the guidelines set forth in official products or as outlined by the project team?

1 - The submission fails to meet the most basic guidelines; this submission should be reevaluated under a different game mechanic.

2 - The submission meets some of the guidelines, but does not work well with the system mechanic used.

3 - The submission meets most of the guidelines, but should be carefully used.

4 - The submission meets all of the guidelines and is appropriate for the game mechanic chosen.

5 - The submission meets or exceeds all guidelines and adds value to the game mechanic itself.

As stated above, the balance rating will act as a tool for players and GMs to determine the impact of a specific submission on his or her campaign. The balance rating is the average of all five criteria identified above. The balance rating will be represented as a subheading under the identified submission as "Balance Rating: 5 (Purp 4, Pow 5, Port

4, Comp 4, Rule 5)." With the method above, a GM can tell his players he can use anything with a 4 or better from any Community Council product. The balance rating is just a general idea of how the submission rates against other submissions in the netbook. The more specific information provided by giving the ratings for each of the five criteria is a better indicator of how a submission will impact a specific campaign or gaming style.

The balance ratings can be defined as:

Balance Rating: (average of all criteria rounded down to one decimal place)

1 - This submission should not be considered for use by any campaign

2 - This submission should only be allowed under extreme circumstances

3 - This submission should only be allowed under special circumstances

4 - This submission is suitable for most campaigns

5 - This submission is clearly suitable for any campaign

Publishing Policy

The Netbook of Classes will publish any class which complies with the OGL. This means the class is original and is not a conversion of a kit or class from a previously published product. We will scan each submitted class for OGL compliance during the review process and again just prior to publication. We will inform authors of any OGL violations and seek a solution that allows the class to be published.

Once a class is published in our netbook it is considered OGC and is available for free to anyone who wants to publish it in their own document. A class will only be removed from the netbook should it later be discovered that the class violates the OGL in some way. We apologize in advance, but we will not remove a class from the netbook at the request of the author once it has been published.

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Bold-italicized entries are new to this edition of the Netbook of Classes

Adventurer Prestige Class

Author: Matthew Mosher

Balance Rating: 4.39 (Purp 4.33, Pow 4.2, Port 5, Comp 3.92, Rule 4.29)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day				
						0	1	2	3	4
1st	+0	+0	+2	+2	Uncanny Dodge (Dex bonus to AC)	+1	+1	-	-	-
2nd	+1	+0	+3	+3	Traps, Bonus Feat	-	-	-	-	-
3rd	+2	+1	+3	+3	Luck 1/Day	+1	-	-	-	-
4th	+3	+1	+4	+4	Uncanny Dodge (Flanked)	-	+1	-	-	-
5th	+3	+1	+4	+4	Extra Skill	+1	-	-	-	-
6th	+4	+2	+5	+5	Luck 2/Day	-	-	+1	-	-
7th	+5	+2	+5	+5	Uncanny Dodge (+1 vs Traps)	-	+1	-	-	-
8th	+6	+2	+6	+6	Extra Skill	+1	-	-	+1	-
9th	+6	+3	+6	+6	Luck 3/Day	-	-	+1	-	-
10th	+7	+3	+7	+7	Uncanny Dodge (+2 vs Traps)	-	+1	-	-	+1

"Ariah? Are you done in there yet?" Aglan called into the dark hole. Never before had he seen such a person as Ariah. She claimed she was no wizard, nor even a rogue. She said she was a simple fighter that sometimes got lucky. But how did a simple fighter get lucky enough to disarm deadly traps. It looked from the scorch marks that the last poor sap to go down that tunnel got charbroiled. It wasn't alchemist's fire. It was a jet of flame or something similar.

Yet Ariah disabled it carefully and moved along. Now she was casting healing magic on the group's ranger. Hers was the only healing magic left since the cleric got killed in the last battle.

Aglan sighed and shook his head, and silently gave up on figuring her out. He wished he had that kind of luck. He was just a beginner as a rogue, nearly failing to escape from that jail cell back in that hole of a town when they caught him ... erm ... sneaking about minding his own business after dark. Ariah, with her luck, would never have been caught. He thought of her tricks—Old Adventuring Tricks she called them. Maybe he could learn some of them. Maybe he could get a peek inside that spellbook of hers.

o o o

Recognized as resourceful, clever and blessed with a level of luck that defies explanation, Adventurers are typically heroic (be it for good or ill) people flying by the seat of their pants and living on the edge. Adventurers enjoy the thrill of exploring a lost catacomb, ridding a village of foul invaders and discovering long lost or forgotten secrets. They are versatile, as one never knows when some obscure ability could come in handy.

Most Adventurers are former Fighters and Rogues. Occasionally a monk has been known to take on the prestige class. Bards can actually qualify the quickest but few do as their level-dependent abilities suffer. Wizards and Sorcerers have been known to take on the role of Adven-

turers as it improves their survivability in dangerous places. Other Classes only occasionally take on the role of an adventurer.

Requirements

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

Base Attack Bonus: 3+

Spellcraft: 2 ranks

Concentration: 4 ranks

Gather Information: 4 ranks

Any One Knowledge Skill: 4 ranks

Feats: Alertness, Run

Special: An adventure must have survived an encounter or trap that caused at least 8 points of ability score damage or reduced the character's hitpoints to less than 3 without driving them unconscious or killing them.

Special: Character must be literate.

Class Skills

The Adventurer's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (All Skills, taken individually), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Speak Language, Spellcraft (Int), Spot (Wis), Swim (Str), Use Magic Device (Cha), 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 Adventurer prestige class.

Hit Dice: D6

Weapons and Armor Proficiency: An Adventurer is proficient with all simple weapons and four martial weapons of his choice. He may take proficiency in one exotic weapon in exchange for two martial weapon proficiency choices. The Adventurer is proficient with light armors only. They may also use bucklers and small shields. Note that armor check penalties still apply and, like any other Arcane spellcaster, the Adventurer can cast spells while wearing armor or using a shield, but suffers a chance of arcane spell failure.

Traps: Like rogues, the Adventurer can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. He can also find magic traps and use the Disable Device skill to disarm magic traps. If he makes the DC on a disable device roll by 10 or more and studies the trap, he may bypass it (with his party) without disabling it.

Uncanny Dodge: Starting at 1st level, the Adventurer gains the extraordinary ability to react to danger before his senses would normally allow him to do so. A first level and above, he retains his dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker (he still loses his dexterity bonus to AC if immobilized.). At 3rd level the Adventurer cannot be flanked. At 5th level the Adventurer gains a +1 bonus to saves versus traps. This bonus increases to +2 at 7th level and +3 at 9th.

Adventurer's Luck: The Adventurer has a knack for narrowly avoiding mischance. At 3rd level, the Adventurer may once per day re-roll one roll he has just made. He must take the result of the re-roll, even if it is worse than the original. At 6th level he may use this ability twice a day, and three times at 9th level. This ability works the same ways as the Cleric's Luck Domain special ability. If the Adventurer has a similar ability from either the Luck Domain or some other source, Adventurer's Luck stacks with it.

Extra Skill: This ability grants the Adventurer bonus skill points (4+Int modifier) to upgrade existing Adventurer Class skills. These points may not be used for cross-class skills or to learn new skills (i.e., skill where the Adventurer currently has no ranks). The Adventurer gains these bonus skill points first at 5th level and again at 8th level.

Bonus Feat: At 2nd level the Adventurer gains a bonus feat. The feat chosen must be of a General type.

Spells: Adventurers sometimes come from backgrounds already employing magic. When this is the case, the Adventurer uses his existing spellcasting ability from one chosen class (if there is more than one) and gains addi-

tional spells per day as listed in the chart. Once the class is chosen, it cannot be changed. If the prior spellcasting class has a limited number of spells known, the Adventurer also gains +1 Spell Known of a level they are already capable of casting (but no greater than 4th level). Thus a 7th-level Sorcerer/1st-level Adventurer gains one each additional 1st-level and 0-level spell cast per day and learns one new spell of 0-1st level. A 5th-level Ranger/1st-level Adventurer gains the additional spells cast per day, but does not learn any new spells.

An Adventurer with no prior spellcasting ability casts arcane spells from the Bard spell list, but casts as a wizard and must use a spellbook. The caster level for an Adventurer is ½ his class level as an Adventurer. In addition, he must use his spellbook as a spell focus for any spell he casts, in addition to any spell focus, material components, etc., normally required by the spell. Handling the spellbook also increases the casting time for spells. Single action casting times are increased to one full round. Casting times of a full round or longer increase by an additional full round.

Intelligence determines how powerful a spell an Adventurer with no previous spellcasting experience can cast and how difficult his spells are to resist. To cast a spell, an Adventurer must have an Intelligence of 10+ spell level. The Difficulty Class of a saving throw against his spells is 10+ the spell level plus the Adventurer's Intelligence modifier.

An Adventurer not from a spellcasting background may not make concentration checks to cast on the defensive. This Adventurer gains 1 bonus spell each level in the same manner as wizards gain automatic spells each level. The spell book of a 1st level Adventurer starts with the Read Magic cantrip plus 4+Int additional spells of 0-1st level. The Adventurer may add spells to his spellbook in the same manner as a wizard.

Sample Adventurer

Ariel is a fighter trained in the military, which she left to seek more excitement and her fortune. She has traveled with rogues and wizards and has gleaned a little bit from every person and every experience in her adventurous life. Once she foolishly poked around looking for secret entrances, and triggered a poison gas trap that nearly killed her and her party. She has carried that experience with her since, as a lesson not to poke her nose where it doesn't belong ... at least not unless she knows what she is doing.

Ariel: Female Human Fighter 5/Adventurer 5; Medium humanoid; hp 64, Init +6, Spd 30 ft, AC 20 (touch 14, flat-footed 16); Atk +10/+5 melee (1d10+6 19-20x2 Bastard Sword +2), ranged +10/+5 (1d8+3 19-20x2 MW Repeating Crossbow with +2 Bolts); SQ: Luck 1/day, Uncanny Dodge (AC & Flank), Traps, AL NG; SV Fort +7, Ref +7, Will +7; Abilities: Str 14 (+2), Dex 15 (+2), Con 14 (+2), Int 14 (+2), Wis 10 (+0), Cha 13 (+1).

Skills and Feats: Climb +6, Concentration +4, Disable Device +14, Gather Information +5, Handle Animal +5, Heal +4, Jump +6, Knowledge (Arcana) +6, Listen +2, Open Lock +10, Ride +6, Search +12, Spellcraft +4, Spot +10, Swim +6, Run, Alertness, Proficiency: Bastard Sword, Proficiency: Repeating crossbow, Weapon Specialization: Bastard Sword, Improved Initiative, Combat Reflexes, Quickdraw, & Iron Will.

Possessions: Mithral Shirt +2, Bastard Sword +2, Masterwork Repeating Crossbow, Heward's Handy Haversack, Ring of Protection +2, Pearl of Power (1st Level) x2,

Gloves of Storing, Masterwork Thieve's Tools, Masterwork Healer's Kit, Spellbook, Luckstone, Stone of Alarm, Potions: Lesser Restoration, Invisibility, Delay Poison, Vision, Cure Light Wound x3, 51gp.

Spells Cast Per Day: 3/2; base DC = 12 + spell level.
Spellbook: Read Magic, Detect Magic, Mage Hand, Open/Close, Light, Cure Light Wounds, Expeditious Retreat, Identify, Detect Secret Doors, Feather Fall, Message.

Prepared Spells: 0 - Read Magic, Detect Magic, Mage Hand; 1 - Cure Light Wounds, Detect Secret Doors.

Anchorite Variant Core Class

Author: Dominique Couzet

Balance Rating: 4.27 (Purp 4.08, Pow 4.33, Port 4.5, Comp 4, Rule 4.42)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0	1	2	3	4	5	6	7	8	9					
1st	0	2	0	2	Attuned to Harsh Weather: +2	5	3	-	-	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	3	0	3	-	6	4	-	-	-	-	-	-	-	-	-	-	-	-	-
3rd	+1	3	1	3	Turn-Undead	6	5	-	-	-	-	-	-	-	-	-	-	-	-	-
4th	+2	4	1	4	-	6	6	3	-	-	-	-	-	-	-	-	-	-	-	-
5th	+3	4	1	4	Power of Meditation	6	6	4	-	-	-	-	-	-	-	-	-	-	-	-
6th	+3	5	2	5	-	6	6	5	3	-	-	-	-	-	-	-	-	-	-	-
7th	+4	5	2	5	Attuned to Harsh Weather: +3	6	6	6	4	-	-	-	-	-	-	-	-	-	-	-
8th	+5	6	2	6	-	6	6	6	5	3	-	-	-	-	-	-	-	-	-	-
9th	+5	6	3	6	-	6	6	6	6	4	-	-	-	-	-	-	-	-	-	-
10th	+6 / +1	7	3	7	-	6	6	6	6	5	3	-	-	-	-	-	-	-	-	-
11th	+7 / +2	7	3	7	-	6	6	6	6	6	4	-	-	-	-	-	-	-	-	-
12th	+7 / +2	8	4	8	-	6	6	6	6	6	5	3	-	-	-	-	-	-	-	-
13th	+8 / +3	8	4	8	Attuned to Harsh Weather: +4	6	6	6	6	6	6	4	-	-	-	-	-	-	-	-
14th	+9 / +4	9	4	9	-	6	6	6	6	6	6	5	3	-	-	-	-	-	-	-
15th	+9 / +4	9	5	9	-	6	6	6	6	6	6	6	4	-	-	-	-	-	-	-
16th	+10 / +5	10	5	10	-	6	6	6	6	6	6	6	5	3	-	-	-	-	-	-
17th	+11 / +6 / +1	10	5	10	-	6	6	6	6	6	6	6	6	4	-	-	-	-	-	-
18th	+11 / +6 / +1	11	6	11	-	6	6	6	6	6	6	6	6	5	3	-	-	-	-	-
19th	+12 / +7 / +2	11	6	11	Attuned to Harsh Weather: +5	6	6	6	6	6	6	6	6	6	4	-	-	-	-	-
20th	+13 / +8 / +3	12	6	12	Ultimate Meditation	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6

A ray of light briefly illuminated the jail as its door opened, and Furlam saw the inquisitor for the third time since he had been imprisoned a month ago. Sorcery was among the worst of crimes in the Jadphur kingdom. Since Furlam belonged to neither the Church nor the College of Arcane, he had been arrested after several witnesses saw him perform magic. The inquisitor found some oddity in his confession-this earnest young man didn't seem like the usual sorcerers who plagued Jadphur.

"Okay, let us begin anew," said the inquisitor. "You were caught practicing sorcery, so you must belong to the Purple Cabal."

"Certainly not!" Furlam protested. "I am just a simple anchorite living alone on the outskirts of Barisia. I know nothing of any Purple Cabal!"

"Mmmrh ... all sorcerers are in league with some demon. Answer: which fiend hears your prayers?"

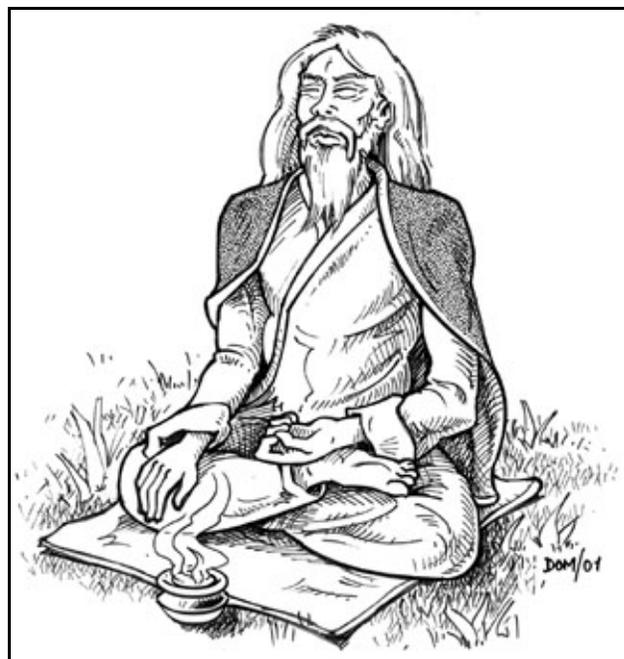
"I already told you: I pray to the same god as yourself."

At these words, the inquisitor exploded in rage "BLASPHEMY! BLASPHEMY! I forbid you to speak such blasphemy!"

"What more will you do?" Furlam gazed at him disdainfully. "Will burn me at the stake twice?"

"But you don't understand!" The inquisitor took a different tack, now sounding compassionate and concerned. "It is your soul in jeopardy—"

Furlam began to feel hopeless. It was clear that this narrow-minded fanatic would never understand. God is everywhere. One devoted enough to Him need not belong to his clergy to gain His divine favor. Alas, only a miracle would save Furlam from the prejudices of fearful churchmen



clinging desperately to their petty authority and power. May God forgive them.

o o o

The Anchorite is a mystic who shares a personal relationship with his god, totally outside any organized religion. Such a character is as devout, if not moreso than the regular clergy of his god. However, he is a self-taught character who gets his powers from extreme faith and dedication, rather than training. Such characters are found as wandering prophets and lone hermits, all acting on their own, following their own intuition, and paying little attention to the church's agenda.

Adventures: The Anchorite prefers a quiet, contemplative life to the dangers of adventuring. However, often persecuted by more established representatives of the faith, he is often forced to remain on the move. Some few have more mystical purposes; an anchorite worshipping a god of travel will obviously travel a lot; another worshipping a god of knowledge will adventure to learn more about the world and find lost libraries.

Characteristics: The Anchorite is an intuitive channel of divine magic. He has no formal training, gaining his powers from long hours of meditation and austerity. As such his powers are much different from that of clerics. The Anchorite is a hardy individual but receives no combat training either. Most of his skills are day-to-day, survival-oriented skills, and he has learned to defend himself on his own.

Alignment: The Anchorite, as a mystic and extremely religious character, must be of the same alignment as the god he worships. If he changes his alignment, he loses all powers until he atones and returns to his proper alignment.

Religion: The Anchorite rarely belongs to the church of his deity, preferring the life of a hermit to that of the clergy. As a mystic, the Anchorite has a direct personal relationship with his deity. As such, while he does not necessarily understand the motives behind his directives, he obeys because god is not to be questioned.

Background: Because he is not ruled by church dogma, Anchorites are often persecuted by officials of their faith. While the common folk look upon them with awe, to the church hierarchy they are a nuisance at least, blasphemous heretics at worst, and possibly dangerous to their organizations. Nonetheless, some faiths accept the Anchorite (especially neutral-good, and chaotic faiths), and in such cases they are found in monasteries as recluse cenobites.

Races: A character of any race may become an Anchorite.

Other Classes: Anchorites get along well with most classes, except the authorized ministers of the faith. As such, paladins and clerics range from overtly hostile to amused, with few viewing the Anchorite with religious awe.

GAME RULE INFORMATION

Anchorites have the following game statistics.

Abilities: Wisdom determines how powerful a spell an Anchorite can cast, how many spells the Anchorite can cast per day, and how hard those spells are to resist. To cast a spell, an Anchorite must have a Wisdom score of 10 + the spell's level. An Anchorite gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against an Anchorite's spell is 10 + the spell's level + the Anchorite's Wisdom modifier. A high Constitution improves an Anchorite's hitpoints.

Alignment: Varies by deity. An Anchorite's alignment must exactly match that of his deity.

Class Skills

The Anchorite's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (Nature, Religion) (Int), Profession (Wis), Spellcraft (Int), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

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

Class Features

All of the following are class features of the Anchorite.

Hit Die: d6.

Weapon and Armor Proficiency: Anchorites are proficient with all simple weapons. Anchorites are proficient only in light armors and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: An Anchorite casts divine spells according to his character table. He gains these spells from the Cleric spell list. An Anchorite's selection of spells is extremely limited. Your Anchorite begins play knowing four 0-level spells (also called orisons) and two 1st level spells of your choice. At each level, the Anchorite gains one or more new spells, as indicated on the table below.

(Note: the number of spells an anchorite knows is not affected by his Wisdom bonus, if any; the numbers on the table below are fixed.) These spells can be common spells chosen from the Cleric or Druid spell list (Core Rulebook I), or they can be unusual spells granted by the deity solely

Spells Known										
Level	0	1	2	3	4	5	6	7	8	9
1	4	2	-	-	-	-	-	-	-	-
2	5	2	-	-	-	-	-	-	-	-
3	5	3	-	-	-	-	-	-	-	-
4	6	3	1	-	-	-	-	-	-	-
5	6	4	2	-	-	-	-	-	-	-
6	7	4	2	1	-	-	-	-	-	-
7	7	5	3	2	-	-	-	-	-	-
8	8	5	3	2	1	-	-	-	-	-
9	8	5	4	3	2	-	-	-	-	-
10	9	5	4	3	2	1	-	-	-	-
11	9	5	5	4	3	2	-	-	-	-
12	9	5	5	4	3	2	1	-	-	-
13	9	5	5	4	4	3	2	-	-	-
14	9	5	5	4	4	3	2	1	-	-
15	9	5	5	4	4	4	3	2	-	-
16	9	5	5	4	4	4	3	2	1	-
17	9	5	5	4	4	4	3	3	2	-
18	9	5	5	4	4	4	3	3	2	1
19	9	5	5	4	4	4	3	3	3	2
20	9	5	5	4	4	4	3	3	3	3

to the Anchorite (typically domain spells; but in any case never high powered spells from the arcane list).

An anchorite is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. For instance, at 1st level the Anchorite can cast four 1st level spells per day—three for being 1st level (see character table), plus one for his high Wisdom. However, he only knows two 1st level spells: Cure Light Wounds and Bless. In any given day, he can cast Cure Light Wounds four times, cast Bless four times, or cast some combination of the two spells a total of four times. He does not have to decide ahead of time which spells he'll cast.

An anchorite may use a higher-level spell slot to cast a lower-level spell if he so chooses. The spell is still treated as its actual level, not the level of the slot used to cast it.

Attuned to Harsh Weather: As he spends most of his life in the wilderness (as a hermit), and through ascetic exercises and long hours of meditation, the Anchorite has become more resistant to harsh weather conditions. At 1st-level, he gains a +2 bonus to any saving-throw for determining damage and other detrimental effects from inclement weather (i.e., cold, damp, hot, etc.). He also gains damage reduction 2/- against damage resulting from this harsh weather. This bonus increases to +3 (3/-) at 7th-level, +4 (4/-) at 13th-level and +5 (5/-) at 19th-level. This bonus does not apply to magical attacks of cold, fire, etc.

Turn Undead: at 3rd-level, the Anchorite gains the ability to Turn Undead as a cleric of two levels lower.

Power of Meditation: At 5th-level, the meditation of the Anchorite puts him in an ecstatic state of being and consciousness, which also has secondary beneficial effects. This state of meditation may be entered only once per day, for a maximum duration of one hour per level. The benefits it provides are as follows:

Sleep: One hour of meditation is worth one hour of sleep, although while in meditation the Anchorite is aware of his surrounding as if he were awake.

Inviolability: While in meditation, the Anchorite carries an aura of inviolability. Aggressors attempting to strike at the Anchorite must make a Will save against a DC of 10 + 1 per Anchorite level above fourth, + his Wisdom modifier. If the aggressor fails, he cannot attack the Anchorite for that encounter, and often will leave the area. This protection, while similar to that provided by the spell Sanctuary, is more restricted. The Anchorite negates his protection as soon as he comes out of meditation.

Healing: The Anchorite is either cured of any illness as if by a Remove Disease spell, or healed of 1 hitpoint per level, in addition to any normal natural healing.

Ultimate Meditation: When a 20th-level Anchorite is in meditation, he merges with the infinite. This is the supreme experience for an Anchorite. He is affected as though by a Temporal Stasis spell. The Anchorite decides the time he wants to spend in this state, re-emerging at the end of that time. While in this state the Anchorite disappears from the world and is totally unaware of anything happening in the world. This ability may be used once per day. When he emerges, no matter how much time has passed, he cannot enter this state again until the next day.

Restrictions

While the Anchorite can freely multiclass, changes in alignment cause him to lose all spellcasting abilities granted by his deity. If he can form a relationship with another deity, his powers can be renewed through the new deity.

Anchorite Starting Package (Human)

Armor: Leather

Weapons: Halfspear, Sickle

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability	Armor
Concentration	4	Con	
Craft	4	Int	
Handle animal	4	Cha	
Heal	4	Wis	

Skill	Ranks	Ability	Armor
Intuit Direction	4	Wis	
Knowledge (Nature)	4	Int	
Knowledge (Religion)	4	Int	
Profession	4	Wis	
Spellcraft	4	Int	
Wilderness Lore	4	Wis	

Feat: Toughness

Bonus Feat: Improved Initiative (Human only)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack and flint & steel. Three torches.

Gold: 1d6 gp.

Sample Anchorite

Furlam is an anchorite who resides in a cave near a forest, and spends his time in contemplation of nature. He is well acquainted with the few people who dwell around the area, and the animals who also live in the vicinity. He is otherwise poor and uneducated.

Furlam: Male human Anchorite 6; medium humanoid; hp 36, Init +0, Spd 30 ft, AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d6 quarterstaff or 1d4 dagger); AL NG; SV Fort +7, Ref +2, Will +10; Abilities: Str 11 (+0), Dex 10 (+0), Con 14 (+2), Int 11 (+0), Wis 16 (+3), Cha 13 (+1).

Skills and Feats: Concentration +8, Handle Animal +4, Heal +8, Intuit Direction +8, Knowledge (nature) +8, Listen +5, Spot +5, Wilderness Lore +12. Alertness, Iron Will, Silent Spell. Attuned to Harsh Weather +2, Turn Undead (as a 4th level cleric), Power of Meditation.

Possessions: Necklace of prayer beads, Ring of sustenance, plus a staff and simple clothing.

Spells Cast Per Day: 6/6/5/3; base DC = 13 + spell level.

Spells known: 0 - Create Water, Cure Minor Wounds, Detect Magic, Know Direction, Mending, Purify Food and Drink; 1 - Cure Light Wounds, Endure Elements, Entangle, Pass Without Trace; 2 - Hold Person, Speak with Animals; 3 - Summon Nature's Ally III.

Arcane Burglar

Author: Duane Nutley (Kris Steadman came up with the original concept for this Prestige Class).

Balance Rating: 4.36 (Pow 4.2, Purp 4.54, Port 4.6, Comp 4.4, Rule 4.06)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Casing Sense, Detect Magic Traps
2 nd	+1	+0	+3	+2	Spell: Detect Secret Doors
3 rd	+2	+1	+3	+3	Uncanny Dodge (Dex bonus to AC), Scale Walls
4 th	+3	+1	+4	+3	Spell: Change Self, Skeleton Key
5 th	+3	+1	+4	+3	Scale Walls (Dex mod), Greater Casing Sense
6 th	+4	+2	+5	+4	Spell: Detect Thoughts, Uncanny Dodge (can't be flanked)
7 th	+5	+2	+5	+4	Slow Fall (20 ft)
8 th	+6	+2	+6	+4	Spell: Invisibility, Scale Walls (normal speed)
9 th	+6	+3	+6	+5	Greater Skeleton Key
10 th	+7	+3	+7	+5	Spell: Nondetection, Shadow Cache

"As you can see, Inspector Nindeau, our security measures are impenetrable."

"What I see, Curator Benton, is a security perimeter that has been penetrated."

The curator stiffened, his beady black eyes going hard and cold, as the nattily-dressed inspector brushed past him and entered the museum proper. Though her eyes barely brushed across the guards standing at the entrance, her keen perceptions missed nothing in their stance.

As the curator led her through the maze of corridors to the inner sanctum of the museum's most secure viewing room, Inspector Andrea Nindeau ignored his constant stream of inane remarks and concentrated her keep powers of perception instead on the signs of stealthy passage. Already the panicked curator and his guards had blurred the crime scene with their stumbling initial investigations, but still there were minute signs to her penetrating gaze.

The curator babbled on about his arcane security measures, and Inspector Nindeau spotted a ventilation grating sticking out a bare millimeter from full rest.

The curator boasted ignorantly about his elite guards, and Inspector Nindeau sniffed thoughtfully, detecting the faint residue of a familiar odor. Her sharp eyes spotted a small green stain near one of the walls, where the cleaning staff had missed it, thankfully. Saying nothing, she stopped, swabbed the area with a white linen kerchief, and placed it in a pouch, which she sealed. Standing again, she rejoined the curator, who in his mindless dialogue was unaware of her actions.

Finally they entered an octagonal room, where an ornate pedestal dominated the center. A glass dome covered the pedestal, which held a velvet pillow and its current inhabitant. Concentrating her senses, Inspector Nindeau waved the curator silent and stepped forward, alone.

Curator Benton sputtered a bit, but then considered the huge fee the Inspector was charging just to view the crime scene and kept his peace. Her fee depended on her identifying the culprit. She studied the room, her steely eyes missing nothing, and finally turned to the Curator.

"Your security measures, Curator Benton, are admirable when measured against the talents of a mere thief. However, when you are responsible for the safe-keeping of an item of such exquisite beauty as the Rosetta Da Maguirre, you must think of predators of more demanding ability."

"I noted that your outer locks were fashioned by the locksmith Ardenne. As far as I know, they are unbreakable, and immune to picking. I also applaud the hiring of your security force. Their agency is noted for honesty and pure professionalism. Your magical wards would discourage the most skilled thief."

"None of this, however, is of any use against the Red Shadow." As she made her disclosure of the identity of the thief, Inspector Nindeau lifted the glass globe and reached within, retrieving the delicate swatch of red silk from the cushion and waving it before the Curator's face. A delicate floral scent wafted from the gossamer material, and the Curator thought of a blossom-covered hillside in the spring.

* * *

Arcane Burglars are usually, but not always, guild thieves. They take the break-and-enter jobs requiring specialist skills. With their ability to cast a few spells, they fill an exclusive niche in the hierarchy of a thieves 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. They prefer to pick a target, find out as much as possible about that target and then relieve the target of portable valuables.

Arcane Burglars evolved from a discussion among senior thieves in a guild in a city not named. Their marks were becoming smarter in guarding and hiding their valuables. They concluded that what was needed was a smarter rogue, one who could counter any trouble he met.

Guild wizards taught these new rogues about arcane methods used to guard valuables. At the same time, they

taught the rogues a few simple spells to assist in their trade.

The God of Thieves was well pleased with this effort and added his own blessing (without informing those involved): all who passed their training gained the ability to cast spells without resorting to study, and soon found they were developing other unexpected and useful abilities.

The new program was a resounding success. In fact, it was too successful, forcing city officials to finally get rid of the thieves' guild. Those who survived the attacks and subsequent manhunts scattered to other cities. The surviving Arcane Burglars either joined other thief guilds or just struck out on their own. The God of Thieves continues to bless any rogue who passes the training.

This class is not necessarily restricted to rogues, but they are more often called to the path.

Requirements

To qualify to become an Arcane Burglar, a character must fulfill all the following criteria.

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: 8 + Int modifier.

Class Features

All of the following are class features of the Arcane Burglar prestige class.

Hit Die: d6

Weapons and Armor Proficiency: The Arcane Burglar gains no proficiency in any weapon or armor. Note that

armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Spells: At 2nd, 4th, 6th, 8th and 10th level, the Arcane Burglar learns a specific spell that can be cast as a Sorcerer of the same level as the Arcane Burglar. The Arcane Burglar can cast each spell 3 + Cha mod/day. The spells require no material, somatic or verbal components. The spells are cast by concentrating on the spell required (1 full round action, provokes an Attack of Opportunity). Once cast, the Arcane Burglar does not need to concentrate on the spell. These spells are otherwise identical to the spells of the same names in Core Rulebook I.

Casing Sense: One of the first things an Arcane Burglar learns is what is valuable and what is not. The Arcane Burglar gains the feat Casing Sense. This ability is the same as the feat except that the Arcane Burglar notices the five most expensive items.

Special: If the character had Casing Sense as a feat before becoming an Arcane Burglar, he gets to use this ability as a free action instead of a standard action.

Detect Magic Traps (Ex): The Arcane Burglar has become adept at looking for and disarming magical traps. The DC for both Search and Disable Device is reduced by 1 per class level.

Uncanny Dodge (Ex): This is the same as the Rogue's ability of the same name. If the Arcane Burglar has any levels in Rogue, he adds his Arcane Burglar and Rogue levels to determine what level of Uncanny Dodge he gets (e.g., a Rog 5/ArBur 6 would actually get Uncanny Dodge (+1 against traps)).

Scale Walls (Ex): At 3rd level the Arcane Burglar gains the ability to scale smooth walls. For normal climbing situations, the Arcane Burglar reduces the Climb DC check by 1 per class level (e.g., an uneven surface for other people is DC 20, but for the 5th level Arcane Burglar it is DC 15). Also the Arcane Burglar learns to climb perfectly smooth, flat or vertical surfaces (which normally cannot be climbed). The climb check begins at DC 25 (this check cannot be reduced by the above ability).

At 5th level, the Arcane Burglar retains his Dex bonus (if any) to AC while climbing. At 8th level, the Arcane Burglar can move at his normal speed while climbing. All of these abilities are unusable if the character wears armor 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 – 40gp, and imbuing it with magical intent. The key remains in existence for 2d6 + class level minutes, and

then disappears. The Arcane Burglar can create up to 3 + Cha mod keys/day.

Slow Fall (Ex): At 7th level, the Arcane Burglar takes damage as if a fall were 20 feet shorter than it actually is.

Greater Casing Sense (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 15, he notices the five most expensive items in a room. He can then check to see if they are magical, by succeeding at a Knowledge (Arcana) check, DC 25, or trapped by a Spot check, DC 25. This does not mean he knows what the item is (if magical) or how to bypass the trap (if any).

Greater Skeleton Key (Su): Once per day the Arcane Burglar can create a more powerful magical key that can open magically locked or trapped items. 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. It bypasses 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.

The Arcane Burglar can, instead of creating a key, create an invisible force that may open a barred door, again bypassing traps on the door itself.

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 (or, if the GM wishes, on the plane of the god of thievery). The cache acts in most respects like Leomund's Secret Chest. The Arcane Burglar can access his cache as often as he likes. He must put 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, as it is granted by the god of thievery. 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 goes to the god of thievery.

New Feats

Casing Sense [General]

Your eyes are automatically drawn to the most expensive items in a room. This feat is especially useful when time is of the essence.

Benefit: When moving into a room, you can make an Appraise check (DC 15) as a free action. With a successful check, you notice the three most expensive items in the

room and know their approximate values. If you don't roll high enough to precisely identify rare or exotic items, the GM may rule that these items merely catch your eye but you don't know their exact worth. Because this feat is used quickly and on the move, special equipment such as magnifying glasses and merchant scales confer no bonuses on the Appraise check.

This feat was originally published in *Traps & Treachery*©, by Fantasy Flight Games.

Detect Poison [General]

You are a student of poisons and how they are used.

Benefit: You can use your Search skill to detect poison without casting the detect poison spell. This is an extraordinary ability that requires a full round action with a DC equal to the save DC of the poison and can only be done at a range of 5 feet.

Eye for Detail [General]

You notice the subtlest details of items and objects you observe closely.

Benefit: You get a +2 bonus to Appraise and Search checks.

Keen Vision [General]

Your eyes are so sharp you notice even the smallest details.

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

Author's note: I believe the Casing Sense feat is unbalanced. Instead of it being a free action, I would instead make it a standard action. In this way, a person could move into the room and as a standard action see what is the most expensive item in the room. If you keep Casing Sense as a free action, as in *Traps & Treachery*©, the Arcane Burglar gains no additional benefit from having this feat.

Sample Arcane Burglar

Tirlian Redwing, aka the Red Shadow, started life as a student of the arcane, following in his brilliant father's footsteps. It was difficult, however, as he had no financial backing (his family felt he should do it the same way as his father, completely on his own) and was not nearly as brilliant as his father. When a friend told him of a way he could make money, he was easily tempted and didn't let himself think of what kind of trouble it could make for him or his family.

One job led to another and Tirlian found he was getting much more satisfaction from a heist well done than successfully casting a spell for his instructors. He enjoyed coming up with plans to outwit security, and pitting his skills against those of guards and wary merchants. It was all a game, and he was very good at it. This was an area where he could excel, outside the shadow of his father's genius.

Tirlian's family does not know of his chosen career. They simply believe he is not living up to his full potential and constantly berate him for not trying hard enough. Since they are not supporting him, he does not need their approval, but they are likely to take some action if he continues to fall behind his classmates.

Tirlian Redwing: Male Elf Wiz2/Rog6/ArB4; medium humanoid; hp 49, Init +4 (Dex); Spd 30 ft; AC 19 (touch 16, flat-footed 15); Atk +8/+3 melee (1d6, 18-20/x2, rapier +1) or +13 ranged (1d8 +1, 19-20/x2, Masterwork Light Crossbow); AL CG; SQ Elven qualities; SV Fort +5, Ref +13, Will +8; Abilities: Str 9 (-1), Dex 18 (+4), Con 11 (+0), Int 15 (+2), Wis 6 (-2), Cha 14 (+2).

Elven Racial Qualities: Immune to Sleep effects, +2 save vs Enchantment, Low-Light Vision, proficiency with Rapier and Long & Short bows, +2 Listen, Search & Spot, Detect secret doors within 5'.

Skills and Feats: Alchemy +3, Appraise +19, Balance +10, Climb +10, Concentration +5, Disable Device +11, Gather Information +17, Hide +25, Knowledge (Arcana) +8, Listen +9, Move Silently +22, Open Lock +19, Pick Pocket +10, Scry +4, Search +15, Spellcraft +8, Spot +11;

Alertness*, Detect Poison, Eye for Detail, Great Fortitude, Iron Will, Keen Vision.

Class Abilities: Scribe Scroll, Summon Familiar, Sneak Attack +3d6, Evasion, Uncanny Dodge (Can't be flanked), Casing Sense, Detect Magic Traps, Scale Walls, Skeleton Key.

Possessions: Bracers of Armor +3, Robe of Blending, Ring of Protection +2, Rapier +1, Ring of Feather Falling, Glove of Storing, Boots of Elvenkind, Heward's Handy Haversack, Wands: Burning Hands, Detect Magic; Potions: Spider Climb, Jump, Invisibility, Vision, Hiding, Sneaking, Alter Self.

Spells Prepared each Day: 4/3; base DC = 12 + spell level) 0 – Detect Magic x2, Ghost Sound, Mage Hand; 1 – Animate Rope, Nystul's Undetectable Aura, Tenser's Floating Disk.

Spellbook: 0 – all; 1 – Animate Rope, Mount, Nystul's Magical Aura, Nystul's Undetectable Aura, Obscuring Mist, Sleep, Tenser's Floating Disk.

Arcane Burglar Spells (each 5/day): Detect Secret Doors, Change Self.

Artificer Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.94 (Purp 4.96, Pow 4.83, Port 5, Comp 5, Rule 5)

Treehaven, the sylvan town in the great forest of Allindel, was in a state of shock. Under the lush trees and arboreal dwellings was a spectacle of despair. Women screamed and tore at their hair, men beat their fists against their chests and moaned at their fate, while the children looked on, tears forming in their confused eyes. Lady Flanaëll stood brave and tall, her chin barely trembling, her eyes clear and grave. Dennis, the young wizard out of Menden-dorf, looked around and wondered why he had chosen this place, of all available, for his new home.

"You... you're sure of... huh... what you say?" asked Evelnir Shayernon, the town constable, who was facing a tall, aged elf clad in sturdy outfit and wearing a mighty sword at his side. The aging warrior didn't answer but looked around at the population gathered in the clearing.

"Dozens of the horrid, ravening, stinking monsters are on their way here, and I can tell you, they crave delicate elven flesh!" said the grim warrior in a menacing voice. "You lot should pack up now, take what you can and leave this place. Many fell to my blade in the past, but I doubt I may stop this horde by myself."

Evelnir sighed, and turned to his only council on such matters, the witch Henrietta. "How long before they get here?"

"A week, maybe longer. No more than ten days, certainly."

"Have we no recourse?" Lady Flanaëll demanded, her brow stern as she contemplated their options. "Can't we stop them?"

"My meager magic would barely be a match for a single troll, milady." Henrietta replied, regret tinging her face with red. "The one spell that might help is too powerful for me to cast often, and that is what we would need. Had I the time I could fashion a wand. But such things take weeks."

"I can do it!" Shouted a squeaky voice behind the crowd. Everyone turned and opened way for a small figure limping to the center of the clearing. It was Wrenthorn, the old wizard who spent most of his time in his underground lab. People went to him for amulets and potions, but none thought him a powerful spellcaster.

"You, old gnome?" Henrietta had nothing against the wizened tinkerer, but she knew her own spellcasting abilities surpassed his.

Wrenthorn wriggled his eyebrows and grinned at the crowd. "Aye. It'll be close, but you can help me if you're willing to make a small sacrifice. In the form of that little copy wand you carry everywhere."

Henrietta clutched at the precious wand, tucked safely in her belt. It was a prized possession, though of small power. Her first Wand, she never went without it.

"... and I'll be needing a few other things."

o o o

Days passed as Wrenthorn worked methodically in his lab. Dennis grew dizzy from watching the mechanical precision of Wrenthorn's arms reaching automatically to this shelf or that drawer, as though he had the entire layout of his lab and all of its contents imprinted in his mind. One terrifying moment came when Dennis moved a few things off one shelf to make room for his meal, and Wrenthorn, screaming like a banshee, chased him from the lab.

The offerings from the townsfolk were all absorbed into his master creation. The witch Henrietta's wand of burning hands formed the core of the new wand of fireballs, with the large ruby from Lady Flanaëll as its tip. The rest, all the purest gold in the town, melted down to form its body.

Sure, they had now a powerful weapon to help them against the incoming trolls, but Dennis still had a bad premonition. What would the coming fire battle do to the beauty of their forest home?

o o o

The Artificer is fascinated with magic items. He seeks fulfillment by putting his efforts into analyzing and creating items. Other spellcasters often look upon him with amusement or exasperation, as he shows little interest in perfecting his spellcasting abilities. But don't underestimate this arcane tinker, as when he shows up he'll likely be packing serious mystical firepower. While this class is best suited for NPC use, the Artificer can be a powerful player character addition to campaigns with regular downtime.

Artificer frequency: 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 centers. 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. Due to the price of magic items, and the rarity of potential clients, it is doubtful that more than one (or two at best) work in a given city.

Artificer trade: The NPC artificer sells his product to make a living, but rarely keeps magic items in stock. Each item is crafted separately, with skill and care, 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. As such, when creating an NPC artificer, you don't need to prepare a list of random items for sale. It is more probable that he will only have a few potions, and a minor item or two most commonly requested.

If a character wants to commission the manufacture of a magic item by the artificer it will still take time. While the artificer can shorten this time with his special abilities, no process is instantaneous. The cost of the item will vary from artificer to artificer, and can be adjusted by contribu-

tions of rare materials by the customer. Also, some artificers have access to a special feat that allows them to transfer some of the xp required for the item manufacture from someone other than themselves (see Transference feat at end of article). If the customer is willing to donate xp towards the creation of the magic item, the price of the item should be reduced by approximately 5gp per xp donated (this is the amount normally added to the cost of spells requiring xp).

Artificer relations: The artificer associates himself with organizations that provide potential sponsors or clients for his activities. Wizard or alchemist guilds, or large craft halls are the best places to look when seeking an artificer. A dwarven clan of weaponsmiths reputed for masterwork weapons could have an artificer among its artisans, specialized in weapons and armor. The same applies with other crafts, such as jewelers supporting an artificer who specializes in the manufacture of magical rings.

Adventure hooks: Most adventures driven by an artificer revolve around the manufacture of magic items. Some ideas include:

- An artificer NPC needs some special materials to manufacture a magical object. The perfect way to introduce a typical dungeon delving: the artificer comes to the tavern to hire the PCs. They must go to "...", where they should retrieve "...", and then bring it back to the artificer who will pay for it. What the PCs don't know is that the magic item created from these materials was commissioned by their arch nemesis and will enable him to bring woe to the area. Or the PCs bring back the wrong material, which results in a cursed item that turns its possessor (a local lord) into a megalomaniacal, bloodthirsty tyrant. Or the item was needed to defend the local area from

the ravages of a savage, hideous monster and the PCs have to hold it off while the artificer performs his art.

- PCs could need or want a rare or unusual magical item they cannot expect to acquire randomly.
- PCs could be hired to defend the laboratory of the artificer NPC while he works on an order that some mysterious organization does not want completed.

Special: The new feat described below is from the Netbook of Feats and is included here as an appropriate ability for the artificer. Any character that can take an item creation feat can also take this feat. While it makes creating magic items more attractive, it is not necessary to the class so if your DM does not allow it, the class is still a viable choice.

TRANSFERENCE [Special]

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This feat allows a spellcaster to draw from the life-force (i.e., XP) of another being while using item creation feats, instead of his/her own.

Prerequisite: Any item creation feat.

Benefit: While touching another character, use their XP to fuel an item creation feat of your own.

Special: The creature must be a willing subject with intelligence 6 or greater. Any magic used to control the creature will cause the effect to fail. The donor must be present during the entire item creation process.

Note: Under no circumstance can another creature ever be tricked or forced (even through a Wish spell) to succumb to the effect of this feat. It must be a voluntary action.

Comments: This feat takes the onus off the wizard or artificer to create items that he will never use, but will hinder his level progression.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	0	0	2	Efficient Process, Analyze Items (Identify 1/day)
2nd	1	0	0	3	Item Creation Feat
3rd	1	1	1	3	Salvage Parts (Potions, Wondrous Items and Wands)
4th	2	1	1	4	Disable Curse, Analyze Items (Identify 2/day)
5th	2	2	2	4	Item Creation Feat
6th	3	2	2	5	Salvage Parts (Arms & Armor, Rods)
7th	3	2	2	5	Duplicate Potion, Analyze Items (Identify 3/day)
8th	4	2	2	6	Item Creation Feat
9th	4	3	3	6	Salvage Parts (Staffs and Rings)
10th	5	3	3	7	Disable Curse (release other), Analyze Items (Identify 3/day, Analyze Dweomer 1/day)

Requirements

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

Knowledge (Arcana): 10 Ranks

Craft (Any): 10 Ranks (total, in one or more craft skills)

Feats: Two item creation feats (Brew Potion and Scribe Scroll do not qualify for this requirement)

Special: The Artificer must have a large workshop worth 5,000 gp to build and establish (DM 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.

Hit Die: d4

Weapons and Armor: The Artificer cares little for battle, but for the interesting items he can make. He has no proficiency in any weapons or armor.

Level Prerequisites: The Artificer's level stacks with his spellcaster level for the purpose of meeting level prerequisites for Item Creation feats and Magic Item manufacture.

Spellcasting Level: The Artificer's level stacks with his spellcaster level for determining what levels of spells the caster may learn, but does not stack for spellcasting slots per day. The Artificer may learn new spells and imbue them into magic items, but does not increase his capacity either for casting on the fly or holding prepared spells in his mind. If the Artificer's base class is Sorcerer or Bard (or other class with a limited number of spells known), he advances on the Known Spells tables only, not the spells per day table. If the base class is Wizard, the Artificer gains an automatic 2 new known spells (normally spells required in magic item creation) and has access to a new level of spells (if the level gain allows). He does not advance on the spells per day table. If the base class is Druid or Cleric, the Artificer may gain access to a new level of spells and can imbue them into magic items, but does not advance on his spells per day table or gain the ability to cast higher level spells.

Example 1: Shalira is an 8th level wizard/4th level Artificer. For the purposes of creating magic items and learning item creation feats she is considered a 12th level spellcaster. This means that she can use spells in her spellbook of up to 6th level in creating magic items. Not only that, she can also acquire the Forge Ring Feat. However, her normal daily/adventuring spell usage is based solely on her Wizard levels; therefore, she is limited to casting up to 4th level spells and may cast a number of spells per day as an 8th level Wizard.

Example 2: Kyle is a 9th Level Sorcerer who just gained a level and takes Artificer, becoming a 1st Level Artificer. He advances to 10th Level on Table 3-17: Sorcerer Spells

Known, gaining one 0-level and one 5th level spell. Kyle decides to learn Arcane Mark and Cone of Cold. He does not advance on Spells per Day (Table 3-16), however, and so does not gain any spellcasting slots by which to cast a 5th level spell. Using the Craft Wand feat, however, Kyle could create a Wand of Cone of Cold and use it. Arcane Mark, as a 0-level spell, can be cast normally in Kyle's daily allotment.

When Kyle gains 11th Level he decides to advance one more level as a Sorcerer, becoming a 10th Level Sorcerer/1st Level Artificer. Kyle now casts as a 10th level Sorcerer and may cast his 5th Level spells. In addition he advances again on the Sorcerer Spells Known table and learns new 2nd, 3rd, 4th and 5th level spells. He can now cast Cone of Cold plus whatever other 5th Level spell he chooses to learn.

Efficient Process (EX): The Artificer has a very ordered and organized workshop (see Requirements). He knows where everything is and where everything goes. He knows how best to use the materials at hand and where best to get the materials he needs. Therefore, the Artificer reduces Item Creation costs, both in gold and XP, by 5% per class level when working in his personal workshop. This reduction stacks with any reduction from other sources.

Analyze Items (EX): The Artificer may cast Identify once per day at 1st level. He gains an additional Identify at 4th level and a third at 7th level. The Artificer's Identify 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. Caster level for these extraordinary abilities is the Artificer class level plus his other spellcasting levels if the spell appears on the other class's spell list.

Item Creation Feat: The Artificer gains bonus Item Creation Feats as he progresses in level.

Disable Curse (EX): The Artificer may rid himself of cursed items. With a successful Will save, DC 10 + caster level required to manufacture the item, the Artificer may freely remove such an item from his person and place it where he will. 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 release a touched target from the hold of a cursed item. By taking possession of the item he transfers its curse to him. 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 insights and even salvage precious ingredients and materials, to use towards the manufacture of his own magic items. This translates to a percentage of the XP required to make the salvaged item, which the Artificer may then use in the manufacture of his current project. Note that he must actually have a current project. The XP salvaged does not go into a pool and must all be used for his current

project. This process can never pay for more than ½ the XP cost of his current project.

Items must be similar in nature (wands for wands, rings for rings, etc.). If they bear no further similarity, the Artificer gains only 1% of the XP of the salvaged item. If the item possesses 1 or 2 spells similar to those used in the current project, the Artificer gains 5%. If 3 to 5 abilities are similar, the Artificer gains 10%. Anything over 5 abilities garners a total of 15%.

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 manufacture.

Sample Artificer

Shalira Whitesage is an elven Wizard/Artificer living in the forest of Allindel. She has concentrated on creating items useful for defending her forest home and people. She is known in the elven community for the fine craftsmanship in her bows and arrows. Archers from the furthest corners of the forest travel to her arboreal workshop to obtain the finest weapons they know. Her most valued item, aside from her workshop as a whole, is the composite longbow she crafted some years ago. She calls it Trollslayer and keeps it ready should the loathsome creatures enter her forest again.

Shalira Whitesage: Female Elf Wiz 8/Artificer 4; medium humanoid; hp 41, Init +3, Spd 30 ft, AC 20 (touch 20, flat-footed 17); Atk +8 melee (1d6/18-20x2, masterwork rapier) or +12 ranged (1d8 +1 + 2d10 flame (+1 if 30 ft)/x3 Composite Longbow +1 built for Strength 13) (+13 attack/d8+2 + 2d10 if use +1 arrows, +13 attack/d8+2 +2d10 +1d6 if use +1 flame arrows); AL CG; SQ Low Light Vision, Immune to Sleep, +2 save vs Enchantment effects; SV Fort +5, Ref +7, Will +13; Abilities: Str 13 (+1), Dex 16 (+3), Con 13 (+1), Int 22 (+6), Wis 14 (+2), Cha 14 (+2).

Skills and Feats: Alchemy +18, Concentration +6, Craft Woodworking +13, Craft Bowyer/Fletcher +16, Craft Jewellery +16, Disable Device +12, Hide +13, Knowledge Arcana +18, Listen +7, Move Silently +13, Scry +11, Search +11, Spellcraft +11, Spot +7, Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Forge Ring, Recharge,* Summon Familiar, Scribe Scroll, Transference,* Efficient Process 20%, Analyze Items (Identify 2/day), Salvage Parts (Potions, Wondrous Items & Wands), Disable Curse.

Possessions: Bracers of Armor +4, Ring of Protection +3, Headband of Intellect +2, Cloak of Elvenkind, Ring of Force Shield, Composite Longbow +1 Flaming Burst +1 Strength, Boots of Elvenkind, Bracers of Archery, Arrows +1 (50), Arrows +1 Flaming (20), Wand of Magic Missiles. Potions: Enlarge, Spider Climb x3, Bull's Strength, Cat's Grace x2, Invisibility x4, Levitate x2, Protection from Arrows, See Invisibility, Fire Breath, Clairaudience/Clairvoyance, Fly x2, Heroism, Hiding x3, Sneaking x3, Vision x3.

Spells Cast Per Day: 4/6/4/4/3; base DC = 15 + spell level).

Spellbooks: 0 - all; 1 - Alarm, Comprehend Languages, Enlarge, Feather Fall, Identify, Mage Armor, Magic Missile, Magic Weapon, Mount, Nystul's Magical Aura, Nystul's Undetectable Aura, Protection from Evil, Shield, Shocking Grasp, Sleep, Spider Climb, Unseen Servant; 2 - Arcane Lock, Bull's Strength, Cat's Grace, Continual Flame, Darkness, Daylight, Invisibility, Knock, Leomund's Trap, Levitate, Locate Object, Melf's Acid Arrow, Protection from Arrows, See Invisibility; 3 - Blink, Clairaudience/Clairvoyance, Dispel Magic, Fireball, Flame Arrow, Fly, Greater Magic Weapon, Hold Person, Keen Edge, Leomund's Tiny Hut, Magic Circle against Evil, Sepia Snake Sigil, Shrink Item, Stinking Cloud, Tongues; 4 - Improved Invisibility, Minor Creation, Minor Globe of Invulnerability, Polymorph Other, Scrying, Stoneskin; 5 - (cannot cast) Cone of Cold, Hold Monster, Wall of Force; 6 - cannot cast) Globe of Invulnerability, Legend Lore.

*These feats may be found in the Netbook of Feats.

Ascetic Prestige Class

Author: Tomas Carl Abraham Cramér

Balance Rating: 4.34 (Pow 3.86, Purp 4.36, Port 4.5, Comp 4.71, Rule 4.29)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Former class progression
1 st	0	0	0	2	Mystic wisdom (level 0), Aura of serenity	+1 level of spellcasting/abilities
2 nd	1	0	0	3	Mystic wisdom (1 st level)	+1 level of spellcasting/abilities
3 rd	1	1	1	3	Mystic wisdom (2 nd level), bonus feat	+1 level of spellcasting/abilities
4 th	2	1	1	4	Mystic wisdom (3 rd level)	+1 level of spellcasting/abilities
5 th	2	1	1	4	Mystic wisdom (4 th level)	+1 level of spellcasting/abilities
6 th	3	2	2	5	Mystic wisdom (5 th level), bonus feat	+1 level of spellcasting/abilities
7 th	3	2	2	5	Mystic wisdom (6 th level)	+1 level of spellcasting/abilities
8 th	4	2	2	6	Mystic wisdom (7 th level)	+1 level of spellcasting/abilities
9 th	4	3	3	6	Mystic wisdom (8 th level), bonus feat	+1 level of spellcasting/abilities
10 th	5	3	3	7	Mystic wisdom (9 th level)	+1 level of spellcasting/abilities

The four holy men of the lost city of Halvor were gathered in the plaza before the temple. The rising sun caught their polished armor and weapons, sending reflections dancing over the broken sandstone of the surrounding ruins. This was the day of retribution, the day when good would reclaim the lost city and lay low the forces of darkness. With military precision, they finished their morning prayers and their battle-shout shook the foundations of the city.

“Today, we will smite the evil that has beset our fair city!”

“Down into the catacombs, brothers, and smite the dark one!”

“Our bravery today will be remembered forever!”

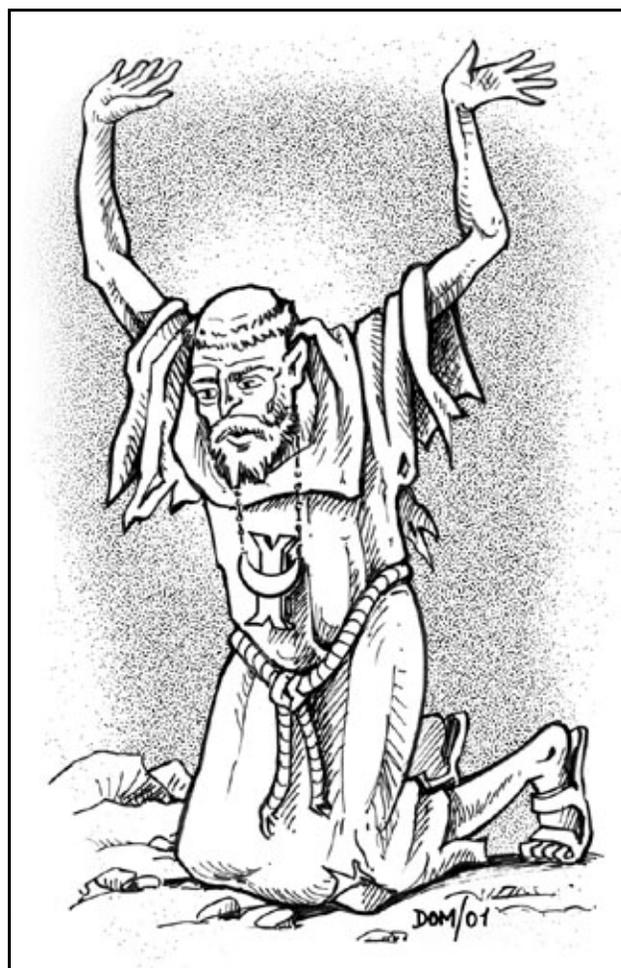
“Do not shout so, you hurt my ears.”

Poorly dressed, and armed only with a staff, Hemlich seemed small and insignificant next to the radiant warrior-priests. His timid words were drowned out by their boisterous cries, and he was content to tag along at the rear of the troop as they entered the old ruined temple and the labyrinthine passages below.

The battles were hard-fought. Goblins and hobgoblins set ambushes and tried to wear the party down, while spiked portals and barred doors barred passage time and again, delaying them so their divine blessings faded. The monsters staged their attacks, making each fight a challenge, and the proud clerics had to use many of their prayers for healing.

Hemlich was almost forgotten in the din of combat. He didn't do much good, but neither did the others have to look out for him. Few monsters showed interest in the insignificant little man. Even when surrounded, he just stood there with his mild little smile. He assisted as best he could with healing and blessings, but conserved his strength for the challenges he suspected would come. Only once did he fight, when one of his friends was surrounded. His aid was timely, and the fight was quickly won.

Finally, they were there: the final chamber, once high holy hall of the temple. A quick pause for healing, then off once again. The chamber appeared empty; there was no light, no movement. Warily, the party peered out across the mosaic-covered floor.



Djarv was the first to get caught. Sticky strands of webbing, as thick as a man's finger but transparent and almost invisible in the dim lighting. Soon, multi-legged monstrosities the size of ponies threw down more webs, then climbed down to bite the stuck clergymen.

"Spiders! None of our visions or scouts told us there would be spiders!"

"I am bitten! I feel the poison in my veins!"

"By the holy, we were not prepared for this!"

"Calm down brothers; the good will still triumph today."

Quiet and calm as always, Hemlich moved among the spiders without provoking them, pausing by each of his comrades to pray for their release. With renewed vigor, the warriors counterattacked the spiders and made short work of them with their blessed weapons. Finally, Hemlich stood over the stuck Djarv.

"Calm, my brother, the poison will not claim you today. I have you in my prayers."

"We did not know, there was no way, how could you know, how could you be prepared?"

"The wise man is always prepared. If you wish, I will tell you more of it when we are back in safety."

• • •

An ascetic strives for unity with the divine throughout his life. The life of a cleric is not enough; asceticism and meditation open up new vistas of divine power to his yearning soul. Ascetics devote themselves to mystical exercises that leave them enervated and weak, but full of spiritual energy.

Ascetics range from the secluded priest living in a monastery to hermits in the wilderness. Some ascetics are founts of learning, while others are skilled in survival and meditation in solitude. The archetypal ascetic is kind and good, but some hermits have been driven mad by solitude, and some monastics are crazed with lust and dreams of power. No two ascetics are necessarily the same.

Ascetics abhor displays of wealth. They prefer the divine over the mundane. This is not to say they will not amass wealth and use it to further a cause, but they will not show it off in worldly ways. Their dress ranges from ragged to austere, and their equipment always appears modest, even if magical (and thus highly valuable). Otherwise, ascetics renounce mundane pleasures to concentrate on spiritual life.

Only divine spellcasters can become ascetics. Note that ecclesiastics should not be able to qualify, as they have no weapons to renounce. Paladins and monks may freely multiclass with the ascetic prestige class.

Requirements

To qualify as an ascetic, the character must fulfill all the following criteria.

Concentration: 8 ranks

Knowledge (religion): 2 ranks

Spellcasting: Ability to cast 1st level divine spells.

Special: The character must have a true desire to turn to an austere life in the confines of a monastery (or remote cave in the wilderness). This is at the GM's discretion, but should involve renouncing weapons and armor, discarding valuable possessions, and spending most of the time in seclusion and prayer, not adventuring.

Class Skills

The ascetic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), 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 ascetic prestige class.

Hit Die: d4

Weapon and Armor Proficiency: The ascetic gains no new weapon or armor proficiencies. He also suffers from arcane spell failure when using the Mystic Wisdom class ability, and the Aura of Serenity ability is negated if the character wears martial weapons.

Class Progression: The ascetic continues to advance in all the special abilities of one previous divine spell-caster class, including spell ability, turning undead, wild shape and all other class abilities. He uses and learns these abilities as a character of his combined levels as an ascetic and his previous class.

Aura of Serenity (Su): If the ascetic appears inoffensive (that is, does not appear as equipped for combat, with armor, shield, and weapons others than a dagger or staff), and also bears no warlike intent (as would be the case if wearing magical bracers of defense, powerful magical weapons or weapon-like item, etc.*), he gains an aura of serenity which acts as if he were at all times protected by a Sanctuary spell. The DC for the Will save is 10 + ascetic level + wisdom bonus. This ability can be dispelled or broken (per the spell description), and takes one minute of quiet meditation to reestablish.

*An ascetic who wears numerous magical items of a powerful sort focused on anything other than religion or meditation is straying away from the ideals of asceticism. He could lose his class abilities at the GM's discretion.

Mystic Wisdom (Ex): The ascetic may substitute any spell off the divine list for one of his prepared spells of a

level lower than his level as an ascetic, and equal to or lower than the spell replaced. When he does so, the ascetic suffers from chances for arcane spell failure if he wears armor. If the character wishes to apply metamagic feats to a spontaneously cast spell, casting time is increased as for a sorcerer (see Core Rulebook I, page 78). This ability cannot be used with Domain spells.

Bonus Feats: Every three levels, the ascetic may learn one extra divine or metamagic feat.

Sample Ascetic NPC

Hemlich Dortus was first a cleric who had numerous adventures and gained wealth, glory and power. However, he eventually realized he was neglecting his duties as a priest, and thus drifting away from his god. He entered a remote monastery to expiate what he saw as a sin, and since then has spent his time in prayer and humility, far from the excitement of the adventurer's life. Hemlich does not regret giving up his combat skills, as his renewed faith and humble bearing protects him from most aggressive creatures.

Hemlich: male human Clr5/Ascetic3: CR 8; Size M (6 ft., 3 in. tall); HD 5d8+3d4+16; hp 49; Init +0; Spd 30 ft.; AC 13; Atk +7 melee (d6+3/x2, quarterstaff); SV Fort +6, Ref +3, Will +6; AL LG; Str 13, Dex 11, Con 14, Int 13, Wis 15, Cha 14.

Languages Spoken: Common, Goblin.

Skills and feats: Concentration +10, Diplomacy +10, Listen +10, Profession (herbalist) +6, Scry +9, Spellcraft +6, Spot +5, Wilderness Lore +4; Alertness, Lightning Reflexes, Still Spell, Two-Weapon Fighting.

Spellcasting level: 8th level

Cleric Domains: Good, Knowledge.

Cleric Spells Per Day: (6/4+1/4+1/3+1/2+1; DC 12 + spell level)

Mystic Wisdom: spontaneously cast level 2 spells.

Aura of Serenity: Save DC 15.

Equipment: Monk's Outfit, +3 Bracers of armor, Potion: Cure Moderate Wounds, +2 Quarterstaff (both ends are enchanted separately for use with Two-Weapon Fighting)

Blessed Variant Core Class

Author: Matthew Mosher

Balance Rating: 4.51 (Purp 4.42, Pow 4.71, Port 4.75, Comp 4.25, Rule 4.42)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0	1	2	3	4	5	6	7	8	9			
1st	+0	+0	+0	+2	Blessed Power, Cleric Spell List 0 & 1st Level	2	3	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3		3	3	-	-	-	-	-	-	-	-	-	-	-
3rd	+2	+1	+1	+3		3	4	-	-	-	-	-	-	-	-	-	-	-
4th	+3	+1	+1	+4		3	4	2	-	-	-	-	-	-	-	-	-	-
5th	+3	+1	+1	+4	Blessed Power, Cleric Spell List 2nd Level	4	4	3	-	-	-	-	-	-	-	-	-	-
6th	+4	+2	+2	+5		4	4	3	2	-	-	-	-	-	-	-	-	-
7th	+5	+2	+2	+5		4	4	4	3	-	-	-	-	-	-	-	-	-
8th	+6/+1	+2	+2	+6		4	4	4	3	2	-	-	-	-	-	-	-	-
9th	+6/+1	+3	+3	+6	Blessed Power, Cleric Spell List 3rd Level	5	4	4	4	3	-	-	-	-	-	-	-	-
10th	+7/+2	+3	+3	+7		5	4	4	4	3	2	-	-	-	-	-	-	-
11th	+8/+3	+3	+3	+7		5	4	4	4	4	3	-	-	-	-	-	-	-
12th	+9/+4	+4	+4	+8		5	4	4	4	4	3	2	-	-	-	-	-	-
13th	+9/+4	+4	+4	+8	Blessed Power, Cleric Spell List 4th Level	5	4	4	4	4	4	3	-	-	-	-	-	-
14th	+10/+5	+4	+4	+9		5	4	4	4	4	4	3	2	-	-	-	-	-
15th	+11/+6/+1	+5	+5	+9		6	4	4	4	4	4	4	3	-	-	-	-	-
16th	+12/+7/+2	+5	+5	+10		6	4	4	4	4	4	4	3	2	-	-	-	-
17th	+12/+7/+2	+5	+5	+10	Blessed Power	6	4	4	4	4	4	4	4	3	-	-	-	-
18th	+13/+8/+3	+6	+6	+11		6	4	4	4	4	4	4	4	4	3	2	-	-
19th	+14/+9/+4	+6	+6	+11		6	4	4	4	4	4	4	4	4	4	3	-	-
20th	+15/+10/+5	+6	+6	+12	Blessed Power	6	4	4	4	4	4	4	4	4	4	4	3	-

Blessed are characters who have been touched by the gods. Some are blessed at birth, while others gain their blessing later in life. The blessing takes the form of divine powers granted to them by the gods, with no need for prayer or other daily devotions.

Adventures: Blessed typically adventure for a common reason: to gain fame and fortune, or just for the fun of it. However, Blessed are often drawn into events by the unknowable plans of the deity granting their powers. At times a god needs an agent who works outside the organization of the clergy (usually for ethical or political reasons). The Blessed, often unaware he is an agent nor even that his actions are being steered or observed, will instead be sent.

Characteristics: The Blessed is a natural channel for divine magic. He has had no training and rarely tries to understand his powers. They just come when he calls, powered by the deity who blessed him for unknown reasons. His powers are limited in variety as compared to regular clerics of the god, but the strength of his channeling is unparalleled.

The Blessed is a hardy individual, but receives no formal training, either in spellcasting or defending himself.

Most of his skills are day-to-day, survival-oriented skills, and he has learned to defend himself on his own.

Alignment: Blessed characters can be of any alignment.

Religion: Blessed may or may not be worshippers of their unknown patron deity. Piety is not required.

Background: There always is a supernatural event at the origin of a character becoming a Blessed. It doesn't have to be major enough to bring down the notice of the authorities, but it must definitely be of supernatural origin. While a Blessed may someday become a cleric, a character who is already a cleric is rarely chosen as a Blessed.

Races: A character of any race could be chosen as a Blessed. A god may even bless a character of a race that does not normally worship him. For instance, a dwarven LG deity once chose a half-orc. This half-orc didn't know where her powers derived and never paid the dwarven deity any attention. She was perfect for a plan the god had devised, which no dwarf would suit.

Other Classes: Blessed are usually mistaken for sorcerers, and as such fare with other classes much as a sorcerer would. Very rarely do characters come to understand that

the Blessed gains her powers from a divine source. At that point it comes down to character interaction.

GAME RULE INFORMATION

Blessed have the following game statistics.

Abilities: Wisdom determines how powerful a spell a Blessed can cast, how many spells the Blessed can cast per day, and how hard those spells are to resist. To cast a spell, a Blessed must have a Wisdom score of 10 + the spell's level. A Blessed gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against a Blessed's spell is 10 + the spell's level + the Blessed's Wisdom modifier. A high Constitution improves a Blessed's hitpoints.

Alignment: Blessed can be of any alignment, regardless of the deity from which they got their powers. However, very rarely will a Blessed have an alignment opposite to that of the deity who blessed him. Normally, a Blessed will have an alignment within two steps of his benefactor deity.

Class Skills

Blessed class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Profession (Wis) and Spellcraft (Int). In addition, the Blessed may choose 2 non-exclusive skills as Blessed Class Skills. A Blessed might also receive additional class skills as a result of domain selection. See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at First Level: (2+Int Modifier) x 4

Skill Points Each Additional Level: 2+Int Modifier

Class Features

All of the following are class features of the Blessed.

Hit Die: d6.

Weapon and Armor Proficiency: Blessed are proficient with all simple weapons and the deity's favored weapon (if applicable). They are proficient in light armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A Blessed casts divine spells according to his character table. He gains these spells from domain and cleric (or blackguard as appropriate) spell lists. A Blessed is limited to casting a certain number of spells of each level per day, but he need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any. A Blessed may use a higher-level slot to cast a lower-level spell if he so

chooses. The spell is still treated as its actual level, not the level of the slot used to cast it. To cast a spell, a Blessed must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for saving throws against Blessed spells is 10 + the spell's level + the Blessed's Wisdom modifier.

The Blessed knows a limited number of spells. He automatically knows all the spells from his chosen domains of a spell level he is able to cast (i.e., at 1st level he knows all 1st level spells of his chosen domains; at 4th level, he knows all 1st and 2nd level spells of his chosen domains, etc.). The Blessed starts the game knowing, in addition, four 0-level orisons, and one 1st level spell chosen from the cleric spell list. He chooses one additional spell known every level from the cleric spell list, with the following limitations:

From 1st to 4th level the Blessed may choose spells of 0 to 1st level. From 5th to 8th level the Blessed may choose 0 to 2nd level spells. From 9th to 12th level the Blessed may choose spells from 0 to 3rd level. At 13th level and above the Blessed may choose spells up to 4th level from the cleric spell list.

At first level a Blessed selects four domains from the list of his deity. If the deity has less than four domains, the Blessed instead chooses an additional cleric spell each level to make up for the domain spell. If the deity has more than four domains, only four are chosen at first level. Unlike clerics, the Blessed does not automatically gain the granted power of his domains.

The Blessed cannot choose spells from the cleric spell list with an alignment opposite to his own. A Blessed may choose a domain with spells of an alignment opposed to his; however, he may not cast these spells. A Blessed may opt to take an additional cleric spell each level in place of selecting a domain if that domain contains more than two prohibited spells.

If a Blessed has selected domains where by they have the same spell at the same level in two domains (i.e., Air and Water both have Obscuring Mist as the 1st level domain spell.) a Blessed can choose a spell of one level less than the level of the repeated domain spell as a substitute. (Thus a Blessed with both Air and Water domains would choose a 0-Level spell to substitute the 2nd occurrence of the Obscuring Mist spell.) A Blessed may not substitute spells that occur at different levels (i.e., one domain may have Divine Favor as a 1st level spell, another domain has it as a 2nd level).

A Blessed need not prepare his spells in advance. The number of spells he can cast per day is improved by his bonus spells, if any.

Blessed Power: At 1st level and every four levels after 1st, the Blessed gains a Blessed Power. The character chooses one of the following:

- Gain the granted power of one current domain

- Gain an additional domain (does not gain granted power)
- Turn/Rebuke Undead as a cleric of the Blessed's level -2 (cannot take this power at 1st level)
- Gain 1 additional cleric spell known each level

Example: A chaotic good Blessed's patron has the domains of Law, Death, Knowledge, Magic and Healing. He most likely will not choose Law because he cannot cast most of the spells of that domain. He may also not want to choose Death because nearly half of its spells are also Evil. This leaves Knowledge, Magic and Healing. Since they have only 3 domains usable out of the normal 4 the Blessed gains an additional clerical spell at each level, thus gaining two cleric spells a level instead of one. While taking the cleric spell list limits him to lower level spells than he would get through a domain, he at least has the freedom to choose what spell he wants. The Blessed takes as his 1st-level Blessed Power the granted power for his Knowledge domain, gaining all Knowledge skills as class skills and casting divination spells at +1 to his effective caster level. He does not get the granted powers for Healing or Magic. At 5th-level, when he gains his 2nd Blessed Power, he may choose the granted power for one of these two domains, the Turn Undead ability, an additional domain for spells known (unlikely, given he's already sworn off the other two domains of his patron's 5), or an additional spell each level chosen from the cleric spell list (choosing 3 cleric spells at each level gain thereafter).

Optional Rule for Independent Blessed. It might be hard to select one deity with domains with spells a Blessed can cast or with enough domains to make it worthwhile for a character to become a Blessed. Often GMs may create a god to fill the role of the domains a character might have in mind. However, if this is not an option, a Blessed could choose to be independent and select three domains instead of the normal four. These domains would be any of his choosing rather than only those supplied by a particular god. This method could reflect the Blessed being touched by multiple powers instead of just one, each imbuing him with a different domain. If this option is chosen, the selected deities should not be radically different from each other if possible (i.e., generally within two alignment steps of each other is acceptable). This method gives a character more freedom in domain choice but affords one less domain than a Blessed who has a single patron. If this option is used a Blessed may not choose to gain an additional domain as his Blessed Power at 1st level.

Sample Blessed: Keylee Tealeaf

Keylee is an independent blessed who does not know which god or goddess has chosen her. Keylee's player chooses three deities and selects one domain from each of

them. She also picks one of the deities' favored weapons as her bonus weapon proficiency.

Keylee is a Halfling and a village healer, popular in her village for her good heart, generosity and friendly demeanor. Keylee suspects a number of goddesses of nature, healing and goodness of being responsible for her abilities and thanks them all without worshiping any one over the others.

Keylee: Female Halfling Bls 6; small humanoid (halfling); hp 26, Init +3, Spd 20 ft, AC 17 (touch 15, flat-footed 12); Atk +6 melee (1d6 masterwork Half Spear, x3) or +5 melee (1d4 dagger, 19-20/x2), ranged +8 (1d4 Sling, x2, 50') or ranged +9 (d4 thrown dagger, 19-20/x2, 10'); AL NG; SQ: Size Small, +4 size bonus to Hide rolls, +2 Bonus to Listen, Move Silently, Climb and Jump, +1 to All Saving throws, +1 bonus to thrown weapons, SV Fort +5, Ref +6, Will +10; Abilities: Str 10 (+0), Dex 17 (+3), Con 14 (+2), Int 12 (+1), Wis 18 (+4), Cha 13 (+1).

Skills and Feats: Alchemy (+6), Concentration (+5), Craft (Herbalism) (+7), Diplomacy (+4), Heal (+13), Profession (Apothecary) (+7), Spellcraft (+4), Spot (+5), Knowledge (Religion) (+4), Skill Focus: Heal, Brew Potion, Leadership. 1st Blessed Power-Healing Granted Power, 2nd Blessed Power-Additional Domain (Plant)

Possessions: +1 Ring of Protection, Bracers of Armor +2, Masterwork Half Spear, Masterwork healer's Kit, Masterwork Alchemist's Lab, Potion of Cure Light Wounds (1d8+1) Qty 6, Potion of Cure Moderate Wounds (2d8+3) Qty 2, Potion of Delay Poison (3rd-level caster) Qty 1. Keylee also operates a small apothecary and owns but does not run a small hostel.

Spells Cast Per Day: 4/5/4/3; base DC = 14 + spell level. Domains: Healing, Good, Community & Plant (only gets granted power from Healing).

0-Level Spells Known: Purify Food and Drink, Create Water, Detect Magic, Cure Minor Wounds, Detect Poison (acquired at 4th level).

Cleric Spells Known: Bless (acquired at 1st level), Bless Water (acquired at 2nd level), Divine Favor (acquired at 3rd level), Protection from Evil (acquired at 4th level), Delay Poison (acquired at 5th level), Remove Paralysis (acquired at 6th level).

Keylee has a 5th level Cleric Cohort who pledged his life and service to the halfling Blessed upon Keylee saving his life and that of his newly acquired special mount. As Keylee increases in level she will acquire followers who will likely act as assistants as she expands her hostel into a hospital.

Blood Knight Prestige Class

Author: Matthew Hedges

Balance Rating: 4.64 (Purp 4.64, Pow 4.57, Port 4.51, Comp 4.64, Rule 4.86)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	1	2	0	0	Blood Armor
2nd	2	3	0	0	Protection from Law 1/day
3rd	3	3	1	1	Blood Rage 1/day
4th	4	4	1	1	Fighter Feat, Protection from Law 2/day
5th	5	4	1	1	Maiming Strike
6th	6	5	2	2	Summon Life from Blood [4 Gnolls]
7th	7	5	2	2	Cause Fear, Protection from Law 3/day
8th	8	6	2	2	Summon Life from Blood [4 Bugbears]
9th	9	6	3	3	Fighter Feat, Protection from Law 4/day
10th	10	7	3	3	Summon Life from Blood [2 Ogres], Blood Rage 2/day

Blood Knights are elite soldiers dedicated to serving gods of chaos, destruction and bloodshed. Usually they are found wreaking havoc in battle, leading bandits, killing, maiming and murdering simply because it pleases them and their patron. Alternatively they may serve as soldiers for cults or sects of their deity, or as the military strength of a temple dedicated to their deity. Occasionally they work alone or in small groups. One favored activity of the Blood Knights, under direction from clerics of their god, is that of killing lawful good clerics—who are thoroughly despised by their patron deity. They form small groups of murderous fighters, bandits, rogues and assassins and go on a killing spree in civilized areas. Causing fear among the general population is one of their main aims. The more gruesome the carnage they leave in their wake, the better.

Evil fighters are most commonly Blood Knights. However, clerics, rangers and barbarians are also appropriate. Rogues and Bards rarely find this group appealing, while druids, sorcerers and wizards are unheard of as Blood Knights. Paladins are never found as Blood Knights; rather they are often the targets of Blood Knight assassinations.

Requirements

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

Alignment: Chaotic Evil

Race: Any (though very rarely anything other than Human or Half-Orc)

Religion: Suitable god of Chaos, Destruction and Bloodshed

Base Attack Bonus: +7

Intimidate: 4 ranks

Knowledge (Religion): 3 ranks

Feats: Power Attack, Cleave, Sunder

Special: Must find and kill a lawful good cleric. The cleric must be defeated in single combat, though not nec-

essarily honorable combat. The killing of the cleric is instrumental to the creation of the knight's blood armor. The applicant must also supply a suit of masterwork full plate armor (see description of Blood Armor ability).

Class Skills

The class skills of a Blood Knight are very similar to those of Fighters, with some extra skills based on their religious training and beliefs.

The Blood Knight's class skills (and key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), and Swim (Str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.



Skill points at each level: 2 + Int modifier.

Class Features

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

Hit Die: d10

Weapon and Armor Proficiency: Blood Knights are proficient with all simple and martial weapons, all armors and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Blood Armor: After meeting the pre-requisites for this class, the Blood Knight participates in a special ceremony, conducted by a cleric of his god of at least 8th level. The Blood Knight candidate must provide a suit of masterwork full plate armor. During the ceremony, the blood from the deceased lawful good cleric (slain by the Blood Knight) is poured over the armor and given divine blessing by the presiding cleric. At the end of the ceremony, the suit of armor is imbued with a magical bonus based on the level of the slain cleric.

Level of Cleric Slain	Armor Bonus
1 - 6	+1
7 - 12	+2
13 - 18	+3
19+	+4

This armor is an absolutely sacred possession and a Blood Knight would rather die than lose it. None of his special powers function when he is not wearing this armor. The Blood Knight can, at any time, attempt to acquire better armor by killing a higher-level cleric. The armor radiates a strong aura of evil and despair, and any opponent within a ten-foot-radius has a morale penalty to saving throws vs fear effects equal to the bonus of the armor.

Protection from Law: This ability is as per the spell of the same name (cast as a cleric of the same level as Blood Knight). See Core Rulebook I for details on the spell. This is a spell-like ability.

Blood Rage: The Blood Knight can induce a blood rage upon himself, giving him +4 Str, +4 Con and Damage Reduction 2/-. The rage lasts for a number of rounds equal to the Blood Knight's level (not total character level). If the Blood Knight fails to spill any blood by the end of the rage, he suffers the anger of his deity in the form of a loss of ten hit points. A blood rage can be induced once per day, only after being wounded for five hit points or more (this can be self-inflicted). This increases to twice per day at 10th level. This extraordinary ability does not stack with any other form of rage.

Fighter Feat: Choose any one fighter feat listed in Core Rulebook I, p37.

Maiming Strike: Once per day the Blood Knight may inflict a maiming strike with his main weapon. It must be declared before the attack roll is made. On a successful hit, the target must make a Fortitude saving throw against DC 10 + damage inflicted by the attack. If the saving throw fails, the target receives a -2 penalty to Strength and Dexterity scores for one whole day. Strikes from different Blood Knights on the same victim are cumulative. This is an extraordinary ability.

Summon Life from Blood: Whenever a blood knight is wounded for 15 hit points or more (in one blow-cannot be self-inflicted) by a piercing or slashing weapon, he may elect to summon monsters to his aid. This is a standard action that provokes an attack of opportunity. The type of creature summoned is determined by the level of the blood knight (indicated in brackets in the class table). Summoned monsters fight at the blood knight's discretion until dead or until a number of rounds equal to the blood knight's level (not total character level) has elapsed. They appear the round after the wound was inflicted in an unoccupied location closest to the blood knight. This is a supernatural ability.

Cause Fear: The blood knight can cause fear as per the spell Fear, once per day, cast as a sorcerer of the blood knight's level. See Core Rulebook I for a description of the spell. This is a spell like ability.

Sample Blood Knight

Kor Bloodfist is a half-orc barbarian/blood knight.

Kor Bloodfist: Male half-orc Barbarian 8/Blood Knight 7, medium humanoid, hp 174, Init +6, Spd 60, AC 28 (touch 15, flat-footed 26); Atk +25/20/15 melee (d10+10 crit 17-20/x2 Bastard Sword +3, wounding) or +20 ranged (d8+7 Mighty (+4 Str) Composite Longbow +3, Chaotic (+2d6 dmg vs Lawfuls)); AL CE; SQ Darkvision 60'; SV Fort +14, Ref +6, Will +3; Abilities: Str 25 (+7), Dex 14 (+2), Con 16 (+3), Int 10 (+0), Wis 9 (-1), Cha 10 (+0).

Skills and Feats: Climb 14, Intimidate 12, Intuit Direction 5, Jump 23, Knowledge Religion 4, Listen 3, Ride 12, Wilderness Lore 5. Power Attack, Cleave, Sunder, Exotic Weapon: Bastard Sword, Power Lunge, Great Cleave, Improved Initiative. Barbarian Rage 3/day, Uncanny Dodge (Dex bonus to AC, Cannot be Flanked-cannot be used in Blood Armor), Blood Armor, Protection from Law 3/day, Blood Rage 1/day, Maiming Strike, Summon Life from Blood [4 Gnolls], Cause Fear.

Possessions: Bastard Sword +3 Wounding, Full Plate +3, Mighty Composite Longbow (+4 Str, Chaotic) +3, Ring of Protection +3, Amulet of Natural Armor +2, Belt of Giant Strength +4, Boots of Striding and Springing, Gloves of Dexterity +4, Scarab of Keen Edges.

Bounty Hunter Prestige Class

Author: Ian Cheesman

Balance Rating: 4.8 (Pow 4.4, Purp 5, Port 4.9, Comp 5, Rule 4.7)

Wanted ... dead or alive. This is the clarion call for bounty hunters across the land. Hundreds of bandits, criminals and desperate men, women, and creatures every day do something to earn a price levied on their heads.

The Bounty Hunter is a breed apart, rising for the most part from the ranks of fighters and rogues. This tough, streetwise individual works alone, except for occasionally using others to achieve his goals. Rarely, he will band together with other bounty hunters to chase down particularly dangerous targets.

Usually the Bounty Hunter learns his skills on his own, often starting with the first job he performs for a friend. It starts when he helps a friend on a quest, and gains a share of the reward. Someone else hears about his skills, and before he knows it, the hunt is his life. Occasionally, though, a Bounty Hunter will take on a trainee, teaching 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, trainees are carefully chosen, and usually only at the end of a bounty hunter's career.

The Bounty Hunter operates on the edge of society. While he performs a useful function for society, he is feared rather than respected for it. The average person is frightened by the presence of this ruthless killer, and is often reluctant to share information, afraid that anything he says might get him killed. 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.

The Bounty Hunter is tough, sneaky, and strong headed. He must be strong enough to survive battles with those who have killed on the frontlines of wars. He has to out-hide and out-con the daring rogue who made it past all of the king's guards. He must withstand the wizard's mind-controlling spells to bring her into custody.

Requirements

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

Base Attack Bonus: +6

Intimidate: 8 ranks

Gather Information: 4 ranks

Feats: Alertness, Track

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Intimidation (-1), Subdual at +2 to hit
2 nd	+2	+3	+3	+1	1 st Favored Quarry, Strengthen Bonds
3 rd	+3	+3	+3	+1	Stout Heart (+1), Subdual +1d4 damage
4 th	+4	+4	+4	+1	Intimidation (-2), Subdual at +4 to hit
5 th	+5	+4	+4	+2	2 nd Favored Quarry, Improved Disarm
6 th	+6	+5	+5	+2	Stout Heart (+2), Subdual +2d4 damage
7 th	+7	+5	+5	+2	Intimidation (-3), Subdual at +6 to hit
8 th	+8	+6	+6	+3	3 rd Favored Quarry, Improved Trip
9 th	+9	+6	+6	+3	Stout Heart (+3), Subdual +3d4 damage
10 th	+10	+7	+7	+3	Intimidation (-4), Subdual at +8 to hit

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.

Hit Die: d10.

Weapon and Armor Proficiency: Bounty Hunters are proficient in all simple and martial weapons, as well as whip and net. They are proficient with light and medium armors.

Intimidation: Bounty Hunters are masters at gaining a psychological edge over their targets. At the beginning of combat, the bounty hunter may take a standard action to attempt to intimidate one opponent. This is the same as

making an Intimidate check, but the Bounty Hunter adds his class levels to the check.

If the opponent is a non-humanoid, he gains a +5 to his saving throw. If the Intimidation check succeeds, the intimidated opponent suffers a –1 morale penalty to AC, attack, damage, and saving throw rolls vs the bounty hunter for the duration of the combat. This penalty goes up to –2 at 4th level, –3 at 7th level, and –4 at 10th level.

Subdual: 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 adapt at dealing out subdual damage. At 1st level the bounty hunter gains a +2 to hit on subdual damage attacks. This helps to offset the penalty normally 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 +2 every three levels.

The Bounty Hunter also gradually becomes better at using his tools for knocking his prey unconscious. At 3rd level, the Bounty Hunter does +1d4 damage when dealing subdual damage. This increases to +2d4 at 6th level, and +3d4 at 9th level.

Favored 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 favored quarry (usually based on his previous adventuring experiences). Due to intensive study of his favored 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 favored type.

At 5th level and 8th level the bounty hunter may select a new class/race and the bonus associated with every previously selected favored quarry goes up by one. If the Bounty Hunter has the Favored Enemy ability for the same creature, the bonuses stack.

Strengthen Bonds: 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: His line of work makes the bounty hunter particularly fearless. At 3rd level, he adds 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 Favored 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.

Sample Bounty Hunter

Sniveralianorimt is a worker for the Duke. Not many people know about him and his connections with the duke. He has his own home near the great woods, and spends much of his time doing whatever he wants. His income comes from a hollow in the ground that is filled with good coins each week. The hollow is covered by a rock and hidden in the woods. Only two people know where it is located: Sniveralianorimt and the ranger that fills it.

About once a month, there is a note placed with the pouch of money. On that note is written a single name, and perhaps another few words stating a reason. Sniveralianorimt has a job.

Sniveralianorimt: Gnome Rog4/Rgr4/Bounty Hunter 4; Small Humanoid, hp 69, Init +5 (Dex), Spd 20, AC 22 (touch 15, flat-footed 18); Attack +19/+14/+9 ranged (net +2) or +20/+15/+10 ranged (d4+4, 19-20/x2, 10', dagger +2) or +20/+15/+10 melee (d4+4, 19-20/x2, dagger +2) or +14/+9/+4 melee (d8+3, 19-20/x2, longsword in 2 hands); AL N; SV Fort +10, Reflex +14, Will +2; Str: 14 (+2), Dex: 21 (+5), Con: 12 (+1), Int: 13 (+1), Wis: 9 (-1), Cha: 12 (+1)

Languages: Gnomish, Common, Ignan

Racial Traits: Low-light vision, +2 vs illusions, +1 to attack vs kobolds and goblinoids, +4 dodge vs giants; +2 Alchemy, Listen & Hide; Cast Dancing Lights, Ghost Sound and Prestidigitation each 1/day, 20% chance spell failure, as 1st level caster.

Class Features: Sneak Attack +2d6, Evasion, Uncanny Dodge (Dex bonus to AC), Track, 1st Favored Enemy (Goblins), Intimidation (+4/-2), Subdual at +4 to hit/+1d4 damage, 1st Favored Quarry (Goblins), Strengthen Bonds, Stout Heart (+1).

Skills (ranks+mod+special (race, class, feat)): Alchemy +3 (+0+1+2), Craft – Traps +12 (+11+1), Escape Artist +15 (+11+5–1), Gather Information +13 (+12+1), Hide +19 (+11+5+4–1), Intimidate +16 (+13+1+2), Listen +16 (+13–1+4), Move Silently +16 (+12+5–1), Search +9 (+8+1), Spot +7 (+8–1+2), Wilderness Lore +11 (+12–1).

Feats: Track, Alertness, Skill Focus (Intimidate), Weapon Finesse (dagger), Weapon Focus (dagger).

Possessions: Net +2, dagger +2 x8, Chain Shirt +3 (armor check penalty –1 on Escape Artist, Hide and Move Silently), masterwork manacles, masterwork locks, reinforced rope.

Caverner Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.6 (Purp 4.92, Pow 4, Port 4.5, Comp 4.75, Rule 4.83)

A Small Gathering

Echoes from the gathering crowd filled the cavern and made them seem more than their small number. Livia stumbled in the dark and caught herself, looking around quickly to see if anyone had noticed. Only recently initiated into the ranks of the Caverners, she did not yet have their gift of Darkvision. Nor was there enough light for her to see more than a few feet. Harlan smiled and took her hand, guiding her over the remaining steps to the seats of the amphitheater carved into the cavern bowl.

Listening intently in the darkness, Livia could hear movement all around her as guildmembers took their places. She'd never seen more than a few together at once, but these gatherings were held every year. Her fellow Caverners preferred to work alone, often going off to wander the paths of the Underdark for weeks at a time, with no human contact. Harlan, her mentor and the one who had initiated her into the guild after rescuing her adventuring group from their doomed expedition, was an exception and could often be found buying a round down at Axel's Alehouse.

Once each year they gathered here, in the cavern that gave Ruby Caverns its name. Here was their guild founded, and here they renewed the ties that bound them together. Adventures were recounted, new discoveries were revealed, news was spread, and challenges were issued.

Light blossomed in the center of the cavern and soon the whole place radiated. There was a disturbed mumbling from those assembled. Most of them did not need the light. Livia was the only neophyte present. She gazed around in horrified fascination at the blood-red walls of the cavern. The legends said that the Pirate Captain Org, founder of Ruby Caverns, used to paint the walls of this great cave with the blood of those who betrayed him. The bloody layers were inches deep, some said.

"We have a challenge issued!" The Guildmaster shouted his announcement and the cavern rang with echoes of his voice. The gathered Caverners were stunned into silence. This was not the way they did things. Where were the stories? What news of the far reaches of the Underdark? Who had died over the year and who was missing? Challenges could wait until the end.

A stranger stepped forward, bowed in by the Guildmaster, and spoke in ringing tones. "Lord Teslen of Storm Point offers a reward of 50,000 gold pieces to the party that rescues his son and only heir from his captors."

Whispers stirred the crowd and Livia turned to Harlan, eyes wide with excitement. He sternly shook his head. "Wait ... there's more."

"Lord Teslen's son was kidnapped three weeks ago. Our investigators have concluded that the kidnappers took their captive through Ruby Caverns and underground, disguised as a trade expedition. We have received word that he is to be sacrificed to the Spider Queen. Who among you will take up this quest?"

"If the drow indeed have the boy, he is lost." Livia stared at the speaker until his name came to her. Darnall Farstride, the Caverner who had made the underground trek to the ice-locked lands of the far north and returned to tell the tale. He mapped out the entire route and now the original sketches hung in a frame in the front office of the Guild. Famous for his explorations, Darnall was a favorite son of the guild. When he spoke, many nodded their agreement, and Livia felt her stomach go sour as she realized no one would accept the challenge.

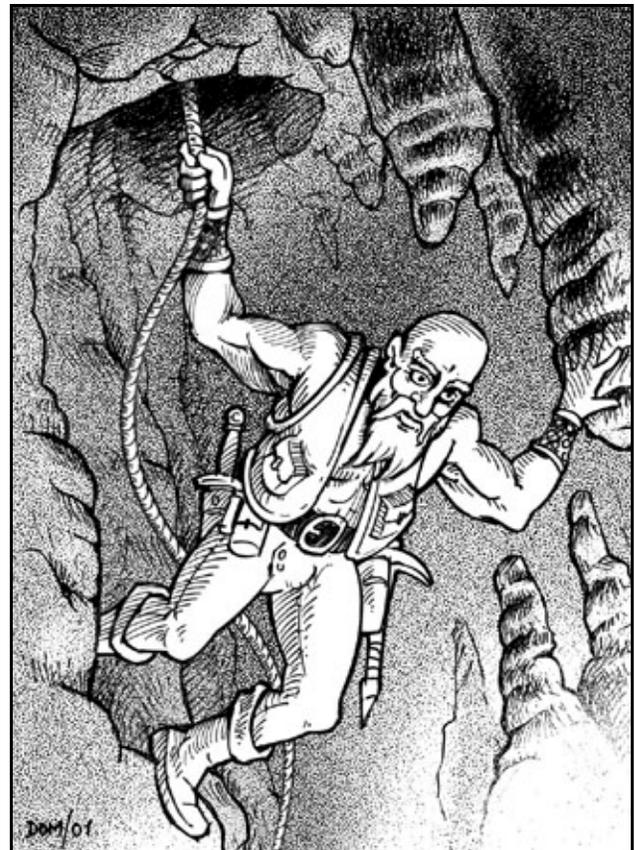
"Have you forgotten what it is to be Caverners?" Stunned, Livia realized it was her voice lashing the cavern with scorn. She had stood up and shouted loudly, and now all heads were turning her way. Seated beside her, Harlan put his face in his hands and groaned, but he did not rise to back her. Livia's face turned red as she realized what she'd done, but she could not turn back.

"We have one to take the challenge. Any others?"

"Rank Priviledge." Livia's knees nearly gave way with relief and she looked to see the other volunteer. Whispers filled the cavern, echoing softly around her like a rippling breeze, as the guildmembers identified the speaker.

He stood off at the edge of the crowd, an unassuming figure with his ever-present pack and dark cloak. He looked packed and ready to start off right then. He caught Livia's eye and winked, then nodded to the crowd. "Aye, folks. Darin Rockhound will find yer man."

o o o



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	0	0	2	0	Deep Breath, Signaling, Contortion (+2)
2	1	0	3	0	Darkvision, Animal Companion
3	2	1	3	1	Bonus Language, Underground Camouflage, Friend
4	3	1	4	1	Contortion (+3), Track
5	3	1	4	1	Detect Gas
6	4	2	5	2	Bonus Language, Friend
7	5	2	5	2	Cavesense, Contortion (+4)
8	6	2	6	2	Blind Fighting
9	6	3	6	3	Bonus Language, Friend
10	7	3	7	3	Contortion (+5), Tremorsense

The Caverer's Guild is a select group of adventurous (some say insane) spelunkers who rescue those lost in the labyrinthine tunnels of the underground. Their fascination (some say obsession) with the underground only grows as they spend more and more time underground. Some say the Underdark embraces the members of this guild, making them its own.

It began in Ruby Caverns, where the surface world meets the underground in a series of large caverns and networked tunnels. Natives of the city, descended from adventurers and pirates who founded it centuries ago, dared each other to delve deeper into the tunnels beyond the inhabited caverns. Each expedition would head out full of boasts, determined to break all previous records and discover new caverns, new wonders, new terrors to astound and impress.

Those who survived knew better than to try again, but always there were more, always there were new candidates, ready to face anything to find the riches and adventures awaiting them in the vast underground. And when they don't return, the Caverers go in to find them and bring them back. Someone has to do it.

Since the original founding of the guild in Ruby Caverns, its ranks have swelled and spread out to other places in the world where the surface meets the dark promise of the underground. Guild membership is open to all races and all classes once the requirements are met. Initiation rites vary from place to place, but usually involve some kind of trek into the underground. In Ruby Caverns they prefer the traditional rescue of some lost explorer or expedition, or being rescued.

Caverer frequency: Caverers are typically found only in areas adjacent to the underground, or actually underground. In these areas they are nearly as common as Rangers in wilderness areas of the surface world.

Caverer trade: NPC Caverers often hire out as guides in the underground. More often, however, they are hired to rescue lost expeditions.

Caverer relations: Caverers have a strong respect for the hazards of the underground, and a corresponding respect for the races that make this dangerous place their home. They get along with just about anyone who pulls their own weight, but have little patience with tenderfoots

who go unprepared into the underground. Caverers can be likened to frontiersmen, trappers, guides and mountain men of the old west. They often live alone, know a lot about the territory, and have rough social skills.

Adventure hooks: Most adventures involving a Caverer are set in the Underdark, or a campaign-equivalent underground area. Some ideas include:

- The adventuring party is lost underground and has little chance of returning to the surface. A friend hires a Caverer to find them and bring them back.
- The Caverer is being shadowed as he travels along the darkened paths of the underground. Few if any creatures could successfully avoid his detection skills, so what is it? (This could be a way of introducing a Rock Ghost NPC)
- An expedition to unlock the mysteries of the underground is formed, and a Caverer is hired to guide the group along safer paths.

Requirements

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

Climb: 8 ranks

Use Rope: 8 ranks

Intuit Direction: 5 ranks

Feats: Skill Focus (Climb)

Special: The Caverer must either go through an initiation rite or have been through something similar in the knowledge of the Caverer's Guild. Rite: Get lost in the caverns or find someone lost.

Class Skills

The Caverer's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Underdark) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Use Rope (Dex), and 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 Caverner prestige class.

Hit Die: d6

Weapon and Armor: The Caverner is proficient in Simple and Martial weapons he can wield in one hand (i.e., if the character is size medium, this means medium, small and tiny weapons; if the character is size small, this means small and tiny weapons). In addition, they get proficiency in the Hand Crossbow. Caverners are proficient only in light armors and no shields.

Deep Breath (EX): A Caverner can hold his breath for 1 extra round per class level. Also, his disciplined breathing means he uses up air in a sealed area as a creature of 1 size category smaller. See page 88 of Core Rulebook II for more information on Suffocation.

Signaling (EX): The Caverner organization has long and convoluted communication lines underground. Any caverner within 10 miles per class level of a caverner base can communicate using a secret code of taps and pauses. So long as he has a metal object and stone to rap it against, the Caverner may attempt to communicate with his fellows using their complex signaling language. The actual roll is Innuendo.

Contortion (EX): Caverners often have to squeeze through very narrow passages. They are considered one size category smaller when squeezing through tight underground locations. At 1st level they get a +2 to all Escape Artist rolls. This increases to +3 at 4th level, +4 at 7th level and +5 at 10th level.

Darkvision (EX): The Caverner gains 60' Darkvision (60 feet) as an extraordinary ability. If the Caverner already has Darkvision naturally (i.e., not from a magic item or spell), the range stacks.

Animal Companion: The Caverner gains an animal companion of 2 HD or less. This is a trained pet provided by the guild. The caverner may have more than one such pet, but their combined HD must add up to no more than 2 HD. The animals are always of a subterranean species and know 1-3 tricks useful to the Caverner. Included here is a sampling of appropriate creatures that may be found in the Monster Manual.

Bat	Badger	Snake, Medium Viper
Rat	Lizard	Snake, Small Viper
Rat, Dire		Snake, Tiny Viper

Bonus Languages: The Caverner may choose any language spoken by races of the underground communities.

Underground Camouflage (EX): While underground, the Caverner gains his class level as a competency bonus to Hide and Move Silently rolls.

Friend: The Caverner gains a friend in the underground. The GM must choose a likely friend who will aid the character wherever possible, even to his own death (the friend is not replaced). Should the character ever take the Leadership feat, friends do not count towards his limit of cohorts or followers. The friend is an intelligent creature (INT 3 or greater) native to the underground realms. This will be someone the character encounters whom he instantly feels trustworthy. This could be a Mineleader in a Svirfneblin community or a renegade Duergar living as a hermit.

Track: The Caverner gains the Track feat for free.

Detect Gas (EX): The Caverner can detect gases underground, helping him to avoid one of the many dangers of the underground. On a successful Wilderness Lore roll he discerns the odor/current/telltale signs.

Cavesense (EX): Caverners have an innate sense of the rock around them. They sometimes hear rockfalls before they happen. As such they take only ½ damage from cave-ins, none if they make their reflex save (this functions as Improved Evasion, but only in this setting). They are only pinned if they fail a save. If in the slide zone of a cave-in, they take half or no damage and are in no danger of being pinned. A pinned Caverner can make a DEX or STR check (player choice) to work free (DC 25). See page 114 of Core Rulebook II for information on Cave-Ins and Collapses.

Also, Caverners may use the Search ability like a Rogue to find traps and unsafe areas underground.

Blind Fighting: The Caverner gains the Feat Blind Fighting for free.

Tremorsense (EX): At 10th level, the Caverner has grown so attuned to the underground environment that he is sensitive to movement on the ground around him. He automatically detects all creatures in contact with the ground within 40' of him. If anything blocks a straight path (like a gap of air, or whatever) the 40' range is used to determine a shortest-possible route around the obstacle. This extraordinary ability makes surprise nearly impossible.

Sample Caverner

Darin Rockhound is a Fighter/Rogue/Caverner who has become something of a legend in those communities who keep aware of goings-on underground. His heroic exploits rescuing lost expeditions from Drow, Mind Flayers and Kuo-Toa are recounted by bards of the deep and the surface world.

Darin Rockhound: Male human Fighter 2/Rogue 4/Caverner 5, medium humanoid, hp 55, Init +9, Spd 30, AC 21 (touch 16, flat-footed 21); Atk +16/+11 melee (d6+2/18-20 x2 rapier +2) or +16/+11 ranged (d8+2/19-20x2 Light x-bow +1, Bolts +1); AL CN; SV Fort +5, Ref +13,

Will +2; Abilities: Str 11 (+0), Dex 20 (+5), Con 12 (+1), Int 13 (+1), Wis 10 (+0), Cha 15 (+2).

Skills and Feats: Climb +16, Craft Rope +5, Escape Artist +9, Hide +12, Intuit Direction +6, Jump +9, Knowledge (Underdark) +5, Listen +6, Move Silently +14, Ride +10, Search +5, Speak Undercommon (Bonus Language), Spot +6, Swim +11, Use Rope +19, Wilderness Lore +6. Skill Focus: Climb, Improved Initiative, Dodge, Weapon Finesse: Rapier, Alertness, Expertise, Mobility. Sneak Attack +2d6, Evasion, Uncanny Dodge (AC), Deep Breath, Signaling (50 miles), Contortion +3, Darkvision 60', Animal Companion, Underground Camouflage, Friend, Detect Poison Gas.

Possessions: Studded Leather +2, Gloves of Dexterity +2, Heward's Handy Haversack, Ring of Protection +1, Rapier +2, Ring of Sustenance, Circlet of Blasting (Minor), Cloak of Arachnida, Figurine of Wondrous Power (Onyx Dog), Rope of Climbing, Light Crossbow +1, Bolts +1 (50), Potions: Blur, Bull's Strength, Cat's Grace x2, Cure Light Wounds x4, Cure Moderate Wounds x2, Cure Serious Wounds, Gaseous Form, Hiding x3,

Invisibility x2, Jump x2, Lesser Restoration x2, Neutralize Poison x2, Nondetection, Remove Disease, Sneaking x3, Vision x3.

Animal Companions:

Bat (3): All four bats are trained like carrier pigeons. Two are trained to return to Darin's home base at Ruby Caverns. One is trained to return to the Svirfneblin city where his friend Billendun lives.

Dire Rat (1): Ben is trained to Fetch and Seek.

Friend: Darin's friend is Billendun, a Svirfneblin merchant who lives in a large Svirfneblin city about 100 miles from Ruby Caverns. Billendun travels a great deal, selling his wares in far-flung underground communities. He even has agents within two Drow cities. The two met while Billendun was on one such expedition and each sensed a kindred soul in the other. Billendun hears a lot of gossip in his work and often helps Darin find surface dwellers lost in the vast tunnels of the underground.

City of Mages Artificer Prestige Class

Author: Matthew Mosher

Balance Rating: 4.26 (Pow 3.83, Purp 4.66, Port 4.83, Comp 4.08, Rule 3.92)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Artificer Research, New Artificer Talent
2nd	+1	+0	+0	+3	New Artificer Talent
3rd	+1	+1	+1	+3	New Artificer Talent
4th	+2	+1	+1	+4	New Artificer Talent
5th	+2	+1	+1	+4	New Artificer Talent
6th	+3	+2	+2	+5	New Artificer Talent
7th	+3	+2	+2	+5	New Artificer Talent
8th	+4	+2	+2	+6	New Artificer Talent
9th	+4	+3	+3	+6	New Artificer Talent
10th	+5	+3	+3	+7	New Artificer Talent

Upon a massive floating island resides what has been described as the City of Mages, or Artificers' Hall. Upon this massive airborne plateau over half the resident population is spellcasters in one form or another. While the vast majority of these spellcasters are weak in personal power, this single city is considered the world center of Artifice. Classes are taught year-round on ways to improve the creation of magic items, minor and major.

In the City of Mages, ideas are encouraged and the means to put those ideas into practice are available. The city is holds a virtual assembly line of mundane and magical craftsmen. Here students are taught to use their most powerful tool-imagination. Imaginations harnessed over centuries have produced artificing tools and machinery to make items faster, more easily and at less cost.

In the City of Mages, Artifice is both Art and Science. Secrets spawned by the ages are available for those who study. A dedicated Artificer can reasonably hope to acquire only a fraction of this knowledge in a lifetime. But it is here, waiting for those with the patience, perseverance, and dedication to unearth it.

Requirements

To qualify to become a City of Mages Artificer, a character must fulfill all the following criteria.

Feats: Two Item Creation Feats

Spellcasting: Ability to Cast 2nd Level Spells (Divine or Arcane)

Craft: 12 ranks in up to 3 different Crafts

Spellcraft or Knowledge (Arcana): 8 ranks

Class Skills

The Artificer's class skills (and the key ability for each skill) are Appraise (Int), Spellcraft (Int), Knowledge (All) (Int), Craft - All (Int), Profession - All (Wis), Concentration (Int), Alchemy (Int), and Use Magical Device (Cha).

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 City of Mages Artificer prestige class.

The Artificer must create at least his current character level x500gp worth of Magic items before advancing a level as an Artificer.

Hit Dice: d4.

Weapons and Armor Proficiency: An Artificer gains no additional weapon or armor proficiencies.

Artificer Research: The Artificer gains additional spells known (not spells per day) at each level. Casters with a limited number of spells known, such as Sorcerers, gain 1 spell known each level. The new spell must be of a level the Artificer is able to cast, but no greater than their Artificer level. Wizards and spellcasters restricted to spell books continue to gain automatic spells as normal. Clerics and similar casters not limited to spells known gain no new spells in this way. Instead, such casters gain Skill Focus as a bonus feat in one of the following skills: Knowledge (Arcana), Spellcraft or an appropriate Craft skill. This Skill Focus feat is a one-time only benefit; it is not gained at each level.

Artificer Talents: Talents are gained at each level, as per the character table. Artificers may use feats acquired from normal character advancement to acquire Artificer Talents.

Improved Spell Knowledge: An artificer is especially gifted in knowing a wide area of spells with which to enchant magic items. Each time an Artificer with Improved Spell Knowledge gains level as an Artificer, he gains two additional spells known for free. These spells

may be scribed into the character's spellbook (if he has one) for free, as with normally-gained new spells. The level of these new spells known may not exceed his level as an Artificer, and must be of a level he may cast. Improved Spell Knowledge may only be acquired once.

Crafting Prowess: An artificer is dedicated to the crafting of magic items and thus knows how to make the best use of his powers. As a result, Artificer class levels count as double for the purpose of determining spellcaster level when crafting magic items and acquiring item creation feats. As an example, a 3rd-level Wizard/2nd-level Artificer can craft items requiring caster level 7 (3 [wizard] + 4 [2nd Level artificer x 2] = 7). Crafting Prowess may only be acquired once.

Longer Crafting Day: The Artificer is a focused, single-minded individual, able to spend 16 hours per day working on magic item creation, instead of the normal 8. This allows him to manufacture magic items in half the calculated number of days. The Artificer must, however, be able to cast all required spells twice as often. This ability may not be used with the feat Brew Potion. Longer Crafting Day may only be acquired once.

Multiple Crafting: An artificer can craft more than one item at a time. The amount of time each item takes to be crafted remains unchanged. (This usually limits the artificer to making only two items at a time as item creation requires at least 8 hours a day and 8 hours of rest [8x2 = 16 + 8 = 24 hours].) This ability may not be combined with Longer Crafting Day. Multiple Crafting may only be acquired once.

Prolonged Crafting: By spreading out his effort over more days, the Artificer may spend less time per day working on an individual item. He need only spend 4 hours a day on a single item, instead of the usual 8. The total amount of time spend on the item remains the same, so this effectively doubles the number of days required for crafting. The artificer still must cast all applicable spells once per day as normal. Combined with Multiple Crafting, this ability allows the Artificer to work on as many as four different magic items at once. This ability may not be used with the Brew Potion feat. Prolonged Crafting may be acquired a maximum of two times.

Active Artificer: The artificer may participate in more strenuous activities while manufacturing magic items, such as research, light traveling (walk speed or riding), and spellcasting. Spells not being cast as part of crafting a magic item require a concentration check at DC 15 +1 for each cumulative spell so cast. Likewise, each hour of research or non-strenuous travel, he must make a Concentration check at DC 15. The Enchantment Stasis talent reduces the DC for these concentration checks by 3. Failure of any concentration check results in the magic item being ruined. Active Artificer may only be acquired once.

Enchantment Stasis: The artificer is able to interrupt the crafting of an item, in effect putting it on hold, to

change projects or participate in more strenuous activities. The artificer may have one item in Enchantment Stasis, plus one for every two levels of artificer (a 4th-level Artificer could have up to three items in Enchantment Stasis at one time). The Artificer must make a Knowledge (Arcana) check when placing an item into Stasis, with DC 1/1000th of the market price of the item. If this check fails, the artificer cannot place the item into stasis that day and may not try again until the next day. When the Artificer wishes to take the item out of stasis, he must make a Spellcraft check at the same DC, +2 for each week the item was in stasis (+1 if less than one week). If this check fails, the item is ruined and he must begin the creation process again. Any one other than the original artificer who attempts to remove an item from stasis must make both a Spellcraft and Knowledge (Arcana) check, at the calculated DC +5. It takes one minute to put an item into stasis per 1000gp of the market price of the item. The artificer must have at least 8 ranks each of Spellcraft and Knowledge (Arcana) before he can gain this ability. Enchantment Stasis may be acquired multiple times, but this does not increase the number of items that can be put into stasis. Rather it grants the artificer a +5 competency bonus to Spellcraft and Knowledge (Arcana) checks when putting items into and removing them from stasis.

Reduce Enchantment Drain: The artificer reduces his personal sacrifice when crafting magic items. The XP cost of crafting magic items is 1/50th instead of 1/25th. Reduce Enchantment Drain may be acquired multiple times, reducing the fraction by an addition 1/25 each time (1/75, 1/100-Max 1/100th).

Inherent Enchantment Sense: The artificer may cast any combination of Detect Magic, Read Magic, or Identify (upon one item per casting) a number of times each day equal to his Artificer level. He does need material components for Identify when cast in this way. If he has the ability to cast 4th level spells, he also gains the ability to cast Analyze Dweomer once per day. Inherent Enchantment Sense may only be acquired once.

Artificer Feat: Treat this as a Bonus feat, which may be used to gain any Item Creation or Metamagic feat. The Artificer must still meet any prerequisites for a chosen feat. Artificer Feat may be acquired any number of times.

Elegant Craftsmanship: The Artificer may reduce the total amount of time required to craft a masterwork item by one-half, provided he crafts it himself. Anyone assisting the Artificer in crafting the item must also have Elegant Craftsmanship to gain this bonus. The material cost for item creation using an item crafted with this ability are reduced by 10%. Elegant Craftsmanship may only be acquired once.

Artificer Specialty: The Artificer may specialize in a specific type of item creation. The benefit of specialization is that when crafting items of the chosen type (i.e., staff, ring, wand, wondrous item, etc.), the artificer reduces material costs by 10%, crafts such items in one-half the

time, and reduces XP cost by one-half. The Artificer must have at least four Artificer levels and be at least an 8th-level character before he may specialize. Artificer Specialty may only be acquired once.

Duplicate Crafting: The artificer may create multiple identical items simultaneously. Each item must be exactly the same and all enchantments must be exactly the same. The Artificer must first have acquired the artificer talents of Crafting Quickness, Multiple Crafting, and Artificer Specialty. The item must be of the specialized type. The Artificer can work on up to one-half his Artificer levels in items simultaneously (i.e., a 4th-level Artificer may craft two items simultaneously, 6th-level three items, 8th-level four items, 10th-level five items). The Artificer must still be able to cast all required spells the required number of times for each item. This ability allows multiple copies of a single item to be made at the same time. Duplicate Crafting may only be acquired once.

Multiple Brew: The Artificer may create multiple potions of the same type in a single brewing session. The number of potions that can be brewed simultaneously in this way is $\frac{1}{4}$ the ranks the Artificer has in Alchemy. If the character has the feat Skill Focus: Alchemy, he may brew one additional potion above this limit. The Artificer must still pay the cost to brew all potions and be able to cast all required spells for each potion. This ability simply allows them to make more than one potion during a single day. Multiple Brew may only be acquired once.

Quick Scribe: The Artificer is adept at scribing scrolls and may scribe them in half the normal time. If he has eight or more ranks in Craft: Calligraphy or Profession: Scribe, as well as Skill Focus: Calligraphy or Scribe, time is reduced to one third instead of one half.

Sample Artificer: Malhavoc Darkshine

Raised in the City of Mages, Malhavoc has grown up surrounded by magic item creation. Having recently become a full-fledged Artificer himself, Malhavoc is cur-

rently employed as one of many extra hands working in a large metalworking foundry. Malhavoc has thrown himself into his work, however and it is not uncommon for him to be found working even into the late hours to complete a project.

Malhavoc: Male Elf Wizard 5/Artificer 1; Medium humanoid (elf); hp 16, Init +2, Spd 30 ft, AC 13 (touch 11, flat-footed 12); Atk +4 melee (1d8+2 Longsword +2); SQ: Artificer Research, Artificer Talents, Familiar, AL LN; SV Fort +1, Ref +2, Will +8; Abilities: Str 10 (+0), Dex 13 (+1), Con 10 (+0), Int 19 (+4), Wis 14 (+2), Cha 13 (+1).

Skills and Feats: Appraise +8, Alchemy +14, Concentration +8, Craft-ArmorSmith +14, Craft-WeaponSmith +14, Knowledge-Arcana +12, Knowledge-Engineering +8, and Spellcraft +12. Scribe Scroll, Magical Artisan, Brew Potion, Craft Arms and Armor, Elegant Craftsmanship, Longer Crafting Day.

Possessions: Malhavoc has little in the way of personal possessions, though he does carry around a Longsword +2 he crafted himself and has bought a pair of Bracers of Armor +2. In addition, he has masterwork tools for both of his crafts, and a masterwork alchemy kit. The City of Mages is generally considered safe and he does not intend to adventure at this time. Most of his money has gone into spell research.

Spells Cast Per Day: 4/3/2/1; base DC = 14 + spell level).

Spellbook: Malhavoc has researched many new spells and it would be difficult to list them all. In general, most of his spells are offensive or in defensive nature. He wants to specialize in crafting weapons and armor. Other spells are those appropriate for brewing potions. If Malhavoc's focus was on Wondrous items instead of Weapons and Armor, he would likely have a more diverse list of spells.

Spells Prepared: Malhavoc is not an adventuring character. As such his spells vary based on the requirements of his current item creation project.

Dragon Mage Prestige Class

Author: Itzhak Even

Balance Rating: 4.51 (Pow 4.33, Port 4.5, Purp 4.83, Comp 4.58, Rule 4.51)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	0	+0	+0	+2	Dragonkind, Dragon Mark	
2 nd	+1	+0	+0	+3	Dragonshape 1/day	+1 spellcasting level
3 rd	+1	+1	+1	+3	Dragon Sense	
4 th	+2	+1	+1	+4		+1 spellcasting level
5 th	+2	+1	+1	+4	Dragon Presence	
6 th	+3	+2	+2	+5	Dragonshape 2/day	+1 spellcasting level
7 th	+3	+2	+2	+5	Greater Shape	
8 th	+4	+2	+2	+6		+1 spellcasting level
9 th	+4	+3	+3	+6	Dragon Will	
10 th	+5	+3	+3	+7	Dragonshape 3/day	+1 spellcasting level

Jurgan led his party deeper into the dragon's lair. For the past 2 hours they had negotiated these caves, evading traps set by the wyrm and slaying its minions—hell hounds for the most part. He put his hand on his heart and tried to quiet the stirring Inshak. "Soon, my friend, you and I will face the fire serpent and slay it."

The heat increased as they went on, and they all knew they were nearing their goal. After turning the next curve, they had a glimpse of the dragon, and could see it talking to someone, seemingly unaware of their approach. They began the charge, but stopped midway when the woman talking to the dragon suddenly transformed into a silvery dragon. They froze, mesmerized by her eyes, but Jurgan brushed aside the Charm she tried to cast. He called forth Inshak, and the mystical ice creature shot forth from his chest and headed straight for the red dragon.

Immediately, the silver dragoness chanted a spell that banished the elemental back into Jurgan's chest, sending the warrior staggering. While he recovered, he noticed for the first time that the red dragon just sat there, not moving, as though unaware of his surroundings.

The silver dragon melted away, leaving only the woman as before, but as she approached Jurgan was held motionless with unaccountable fear. She scolded him. "You are lucky to escape this alive. If you or your companions had so much as hurt the dragon he would have broken free of my charm and we would all be dead. Be gone from here before I change my mind!"

Then suddenly the fear ended and Jurgan fell down. They left as fast as they could, putting the mountain and the valley between them and the two dragons. Jurgan never forgot his first encounter with a Dragon Mage.

Dragon. That name evokes a powerful image in the mind of the brave adventurer. These powerful creatures epitomize magical and physical might in a mortal creature. No wonder, then, that some mages seek to gain that power.

Dragon Mages are a group of like-minded wizards who seek to learn more about dragons, and develop abilities

that emulate the dragon. This group is open only to wizards. No sorcerer is allowed, as the wizards remain vigilant against those they deem already too powerful in magic. The group has its base on an island remote from civilization, and they keep away from the affairs of the outside world, except where it intersects with their internal affairs. Rarely, some Dragon Mages journey beyond the walls of their base, seeking knowledge, power and experience.

Every mage has an affinity for a specific dragon subtype. From the bond between them, the mage gains special powers. Every wizard seeking admittance to this group must agree to a magical *Geas* that prevents him from taking direct action against another Dragon Mage, attacking any dragon (going so far as to actually defend dragons from adventurers), or revealing the location of the island to others, unless sent as a recruiter.

Dragons, on the whole, find this group entertaining. Evil dragons usually delight in drawing a good aligned dragon mage into their schemes, but even good dragons sometimes do this to evil dragon mages.

Requirements

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

Knowledge (Dragons): 10 ranks

Spellcraft: 7 ranks

Spellcasting: Must be able to cast 4th level arcane spells.

Language: Draconic.

Special: Must be able to prepare spells.

Special: Must get a dragon's blood. The amount must be at least 1 gallon, and must come from a dragon whose alignment matches the wizard's alignment.

Special: Must agree to be put under the above *Geas*.

Class Skills

The Dragon Mage's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Dragons) (Int), Scry (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Dragon Mage prestige class.

Hit Dice: d4

Weapon and Armor Proficiency: Dragon Mages gain no new weapon or armor proficiencies.

Spells: The dragon mage continues to increase in spell-casting prowess when gaining new levels, albeit at a slower rate than before, and he does not gain any other abilities his previous class may gain from rising in levels. The spellcasting levels can only be added to an arcane class that prepares spells.

Dragonkind (Ex): Upon becoming a Dragon Mage, a character must choose one subtype of dragon, whose alignment must match his own. The Dragon Mage is now considered of the Dragon creature type, but gains only the following abilities:

- Immunity to sleep and paralysis
- Darkvision 60 feet
- Low-light vision

Note that the wizard is now subject to anything that can be used against dragons (such as a Dragon-Bane weapons).

Dragon Mark (Ex): The dragon mage becomes immune to draconic fear.

Dragon Shape (Su): At 2nd level the Dragon Mage gains the ability to transform into a dragon of the subtype she favors. The form she assumes is of a dragon whose HD equals the character level or lower. At 2nd level he can assume the dragon form once per day. At 6th level he can assume the dragon form twice per day, and at 10th level he can assume it three times per day. The duration of the change is 1 hour per Dragon Mage level. The Dragon Mage can end the change earlier, but it still counts as a use for that day.

Example: An 8th level wizard/2nd level dragon mage whose favored dragon subtype is a white dragon has 10 character levels, but a Young dragon only has 9 HD and a Juvenile has 12 HD, so he can assume the form of a Young white dragon, until he reaches character level 12).

Also, if the Dragon Mage dies or is rendered unconscious, he immediately reverts to his humanoid form. Treat this ability like a specialized Polymorph Self spell,

except the dragon mage cannot assume other forms with it. The dragon mage gains physical attacks, the ability to fly, physical ability scores (Str, Dex and Con), and half the dragon's natural armor.

While the dragon mage is in dragon form, he can use its natural attacks with proficiency. Consult the dragon entry for attack forms and damage. In dragon form, the dragon mage can still cast spells and use all of his skills and feats and all magical equipment that fits his new size and shape. All other equipment worn or carried by the dragon mage when he transforms becomes part of his body.

Dragon Sense (Ex): At 3rd level a dragon mage gains an increased use of the unnatural senses of dragons. He can now see three times as well a human in low-light condition and in normal light. His ability of Darkvision increases out to 120 feet.

Dragon Presence (Su): At 5th level the dragon mage generates an aura of fear, like a dragon, as a move equivalent action. Those who come within 30 feet must make a Will save DC 10 + ½ dragon mage level + dragon mage's charisma modifier. Those who fail are shaken for 1d6 rounds. This power does not affect creatures with HD greater than the character's level. Dragon Presence can be used a number of times per day equal to 3 + the dragon mage's Cha modifier.

Greater Shape (Su): At 7th level the dragon mage gains several new abilities when assuming his dragon form. He now has the ability to use the breath weapon of his favorite subtype. The breath weapon can be used twice per day, and there must be at least 5 rounds between the two uses. See the following table for exact details:

Dragon Subtype	Breath Weapon	Damage	DC
Black	Line of Acid	6d4	10 + class level
Blue	Line of Lightning	6d4	10 + class level
Green	Cone of Gas	6d4	10 + class level
Red	Cone of Fire	6d4	10 + class level
White	Cone of Cold	6d4	10 + class level
Brass	Line of Fire	6d4	10 + class level
Bronze	Line of Lightning	6d4	10 + class level
Copper	Line of Acid	6d4	10 + class level
Gold	Cone of Fire	6d4	10 + class level
Silver	Cone of Cold	6d4	10 + class level

He can also use the Fly-by-attack feat in dragon form, and has his dragon subtyp's immunity. So, a Dragon Mage that favors gold dragons has fire immunity when assuming his dragon form. The Dragon Mage does not gain the vulnerability of the subtype, if any. If a dragon subtype has two immunities, the Dragon Mage must choose which of the two he gains. The choice is made upon gaining 7th level and cannot be changed.

Dragon Will (Ex): At 9th level the dragon mage has learned enough about dragons to impose his will upon a

dragon. The dragon mage and the dragon must be within 100 feet of one another and be in direct eye contact (not through mirrors and such). They both make a Will save (DC opponent's HD + opponent's Wisdom modifier) and the dragon mage gets a +10 circumstance bonus to his save, and to his effective level. So a 7th level wizard/8th level dragon mage with a 14 Wis has a +23 to his save (+2 from Wis, +5 from wizard, +6 from dragon mage, +10 from circumstance bonus), and the DC for the dragon to save against is 27 (+2 from Wis, +15 from levels, and +10 from enhancement bonus). If both fail or succeed their save, no harm is done. If one fails his save he is under the other's control as though by a Dominate Monster spell.

Sample Dragon Mage

Elsemere of Satter's Marsh lives on her own and loathes visitors. Unfortunately, Satter's Marsh has a reputation as the location of numerous ruins holding hoards of ancient treasure. Only some of these ruins truly exist, and one of them is Elsemere's home. Hardly a month goes by that she doesn't have to repel adventurers trying to steal her treasure. Treasure has become more and more important to Elsemere as the years have passed. It doesn't help that her Dragon affinity is with such a greedy subtype.

Elsemere: female human Wiz8/DnM4: CR 12; Medium-size humanoid (human) and dragon; HD 12d4+24; hp 60; Init +0; Spd 30 ft.; AC 16 (+2 ring of protection, +4 bracers of armor; touch 12, flat-footed 16); Atk +7/+2 ranged (1d8, 19-20/x2, 80 ft., masterwork light crossbow), or +5/+0 melee (d4-2, 19-20/x2, masterwork dagger); SQ dragon traits, familiar; SV Fort +7, Ref +5, Will +13; AL CE; Str 7, Dex 10, Con 15, Int 16, Wis 12, Cha 13.

Languages: Common, Draconic, Elven.

Dragon traits (Ex): Immunity to sleep & paralysis, darkvision 120 ft., low-light vision 3x.

Skills and Feats: Concentration +17, Craft (Gemcutting) +10, Craft (Jewelry) +11, Intimidate +6, Knowledge (Arcana) +15, Knowledge (Dragons) +15, Listen +3, Scry +8, Spellcraft +18, Spot +3; Alertness, Combat Casting, Craft Wand, Craft Wondrous Item, Forge Ring, Scribe Scroll, Spell Focus (Evocation), Toughness.

Class Abilities: Dragon Mark, Dragon Shape 1/day (young, 12 HD, 4 hr), Dragon Sense.

Spellcasting level: 10th level

Wizard Spells Per Day: (4/5/5/4/3/2; DC 13 + spell level, *15 + spell level Evocation): 0-level – *daze, detect magic x2, flare**; 1st – *magic missile* x2, sleepx2, ventriloquism*; 2nd – *blur, darkness*, protection from arrows, shatter*, web*; 3rd – *dispel magic, fireball* x2, slow*; 4th – *ice storm*, polymorph other, stoneskin*; 5th – *cone of cold*, transmute mud to rock*.

Spellbook: 0 – all; 1st – *color spray, mage armor, magic missile*, ray of enfeeblement, sleep, Tenser's floating disk*, unseen servant, ventriloquism*; 2nd – *blur, darkness*, levitate, protection from arrows, shatter*, web*; 3rd – *dispel magic, displacement, fireball*, lightning bolt*, slow*; 4th – *arcane eye, ice storm*, polymorph other, stoneskin, wall of fire**; 5th – *animate dead, cone of cold*, cloudkill, nightmare, transmute mud to rock*.

Equipment: +2 ring of protection, +4 bracers of armor, +2 vest of resistance, cloak of displacement (minor), *Boc-cob's blessed book*, masterwork light crossbow, masterwork dagger.

Familiar: Slimeball: diminutive magical beast (toad-familiar); HD 12; hp 30; Init +1 (+1 Dex); Spd 5 ft.; AC 21 (+1 Dex, +4 size, +5 natural armor; touch 15, flat-footed 19); Atk -; Face/Reach 1 ft. x 1 ft./0; SQ improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; SV Fort +2, Ref +3, Will +2; AL CE; Str 1, Dex 12, Con 11, Int 9, Wis 14, Cha 4; Skills Hide +21, Listen +5, Spot +5.

Elsemere: female black dragon Wiz8/DnM4; CR12; Medium-size dragon (water); HD 12d4+36; hp 72; Init +8; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 20 (+2 ring of protection, +4 bracers of armor, +4 natural armor; touch 12, flat-footed 20); Atk +8 melee (1d8+2/x2, bite) and +3 melee (1d6+1/x2, 2 claws) and +3 melee (1d4+1/x2, 2 wings); SA spells; SQ dragon traits, familiar; SV Fort +6, Ref +3, Will +11; AL CE; Str 15, Dex 10, Con 17, Int 16, Wis 12, Cha 13.

In this form, Elsemere retains her ability to cast all her spells normally, and in addition retains the functionality of those magic items that fit her draconic form (+2 ring of protection, +4 bracers of armor). As with normal shapechanging ability, Elsemere recovers lost hit points as though she had rested a day when she uses this ability.

Ecclesiastic Variant Core Class

Author: Dominique Crouzet

Balance Rating: 4.59 (Purp 4.5, Pow 4.7, Port 4.4, Comp 4.6, Rule 4.8)

Brother Darion cursed his own incompetence and weakness. Had it not been for the vision he received from God, during the ritual of the new year that had been conducted by the patriarch Epedemius, he would not be there. However, if God speaks to you, and urges you to do something... Well, you have no choice but do it. In fact, Darion wondered if God meant to punish him for having grown complacent. Of a certainty, the ecclesiastic found himself much more secure and comfortable in the library of the monastery, than travelling the world in search of problems like an ordinary cleric. Never on his own would he have left the serenity of the temple, to brave the harsh weather and odious things lurking behind the shadows of this dangerous forest. And now that he was in this horrible place full of trees-and God only knows what else-he had tripped upon a root and wounded himself.

"Ah Lord! Thee certainly didn't expect me to break a limb in these damned woods!"

"Hey! Lord is not my name!" Responded a sudden fluted voice near his left ear.

Darion closed his eyes expecting the worse. He quickly tried to think of a spell that might save his life. But too late: a small hand reached his left ear and was tugging at it.

"Hey! I believed you was a human, but you have eleven ears?!"

Darion dared open his eyes. Before him was a small, smiling creature. Like a nude female elf, but one-foot-tall, with blue skin and two transparent wings. Certainly a pixie, as Darion remembered having read a description of one in the monastery's vast library. The reference described the creatures as mischievous. Utmost caution was needed when dealing with them.

"My name is Lallo-lolo-malalilao! Hey, what's yours, and why do you have pointed ears big one?!"

"I am Darion... and my father was an elf... as my mother told me."

"Aaaaah!" The pixie launched into the air and hovered a few inches above Darion's head. "And so you came to Allindel to seek him!"

"Huh, not exactly. In fact-"

"Hey! If you want to meet the elves, you should have better-looking hair, you know?! See mine?! Yesterday it was red, but Pluck said gold would better suit a princess like me! Understand?!"

"Euh... Yes! Yes! Of course I understand. Yes, but, but I need to go to Treehaven, so can you tell me where it is! Euh... please?!"

The pixie crossed her tiny arms upon her tiny chest. She looked thoughtfully at Darion, then slowly replied: "I don't know."

"You don't know where Treehaven is?"

"What I don't know is if I may let a human with such ugly hair go there. I think I will have to ask Pluck. Wait for me until I return!"

The puzzled young ecclesiastic had no time to respond. The child-like pest had suddenly disappeared. Oh Lord! This mission wouldn't be easy. In fact it seemed it would be



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day												
						0	1	2	3	4	5	6	7	8	9			
1st	+0	+0	+0	+2	Turn Undead	3	1+2											
2nd	+1	+0	+0	+3	Erudition (+1)	4	2+2											
3rd	+1	+1	+1	+3	Church Authority (+1)	4	2+2	1+2										
4th	+2	+1	+1	+4		5	3+2	2+2										
5th	+2	+1	+1	+4	Bonus Feat	5	3+2	2+2	1+2									
6th	+3	+2	+2	+5		6	3+2	3+2	2+2									
7th	+3	+2	+2	+5	Erudition (+2)	6	4+2	3+2	2+2	1+2								
8th	+4	+2	+2	+6	Church Authority (+2)	6	4+2	3+2	3+2	2+2								
9th	+4	+3	+3	+6		6	4+2	4+2	3+2	2+2	1+2							
10th	+5	+3	+3	+7	Bonus Feat	6	4+2	4+2	3+2	3+2	2+2							
11th	+5	+3	+3	+7		6	5+2	4+2	4+2	3+2	2+2	1+2						
12th	+6 / +1	+4	+4	+8	Erudition (+3)	6	5+2	4+2	4+2	3+2	3+2	2+2						
13th	+6 / +1	+4	+4	+8	Church Authority (+3)	6	5+2	5+2	4+2	4+2	3+2	2+2	1+2					
14th	+7 / +2	+4	+4	+9		6	5+2	5+2	4+2	4+2	3+2	3+2	2+2					
15th	+7 / +2	+5	+5	+9	Bonus Feat	6	5+2	5+2	5+2	4+2	4+2	3+2	2+2	1+2				
16th	+8 / +3	+5	+5	+10		6	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2				
17th	+8 / +3	+5	+5	+10	Erudition (+4)	6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	2+2	1+2			
18th	+9 / +4	+6	+6	+11	Church Authority (+4)	6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2			
19th	+9 / +4	+6	+6	+11		6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2			
20th	+10 / +5	+6	+6	+12	Channel the Divinity	6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	4+2	4+2	4+2		

far worse than Darion had imagined. First, none had believed him when he had told of his vision. They said his vision was an excuse for having fallen asleep during the ceremony. And there was some logic in this criticism: Darion sometimes slept during the liturgies. However, Darion knew his vision was true.

A dark knight in bloody armor had come to the haunted hills beyond the black scraggs, and brought an unholy artifact to the orc tribes. The artifact turned them into trolls, and the knight led them to the forest of Allindel. The story sounded absurd, but Darion knew he had no choice but travel here, to warn the inhabitants of the sylvan city of Treehaven. The situation seemed desperate, but Darion had also got the vision that the artifact was impervious to anything but fire-great magical fire. He had to tell whoever would be able to use this information to stop the transformed orcs.

Darion recited a short prayer and cured his wounded leg. Then, after some careful thinking and a few augury spells, the young ecclesiastic learned that "woe to his heir would bring weal to the heir." Who could be that heir he didn't know. Nonetheless, his faith in God assured Darion that he would succeed in his mission. So, patiently he awaited the return of the little pixie.

o o o

The ecclesiastic is the noncombatant counterpart of the cleric. In fact not all gods require a clergy of priests trained into combat (i.e., having d8 hit-points, good attack bonus and Fort saves chart, and wear all armors). There are also those priests whose faith and duties require they instead concentrate on intellectual and spiritual matters,

and learn a broader range of skills. Ecclesiastics are such priests.

Adventures: Ecclesiastics prefer a peaceful life spent in the monastery or temple, to the dangerous life of the adventurer; something they prefer to leave to the clerics. The church's hierarchy will also seldom send them on missions, understanding they are not suited to such tasks. In fact an adventuring ecclesiastic will almost always have been forced by circumstances to undertake such a life. Ecclesiastics are reluctant adventurers, and as such are better used as NPCs.

Characteristics: Ecclesiastics are masters of divine magic. They are well trained in skills pertaining to knowledge and religion. However, they are really poor combatants.

Alignment: They can be of any alignment, as appropriate to their faith.

Religion: Ecclesiastics could theoretically be of any religion, but in practice never serve gods of war, strength, destruction, and the like, for which clerics are required. Instead, they typically serve peaceful deities, and faiths centered on compassion, knowledge, etc.

Background: Ecclesiastics typically belong to monastic orders as recluses, or clerical orders as parish priests. Their life is customarily spent within the quiet confines of the temple or monastery. They are in charge of maintaining temples, abbeys, or monasteries. Ecclesiastics provide a sense of continuity and permanence to the lives of the believers around them. They conduct the daily tasks

required by the faith: the ordinary prayers and rituals, religious ceremonies (marriages, funerals, etc.), sermons, teaching of doctrine to the followers, and watching over the flock's behavior.

Ecclesiastics cannot decide their agenda as they want, but must follow hierarchical orders and directives. If they do not make major faults, ecclesiastics may rise in the hierarchy, as they gain levels.

Races: Ecclesiastics can be of any race.

Other classes: Ecclesiastics fill a role similar to that of clerics in an adventuring party. They serve as support (typically through healing), but also as counsel. Ecclesiastics often provide spiritual leadership, but leave mundane affairs to others.

GAME RULE INFORMATION

Ecclesiastics have the following game statistics.

Abilities: As clerics, ecclesiastics rely on a good wisdom score, to determine how powerful are the spells they cast. To cast a spell, they must have a wisdom score of 10 + the spell's level. Otherwise, a good intelligence and charisma are also useful to ecclesiastics.

Alignments: As for clerics, the ecclesiastic's alignment must be within one step of his deity's, and may not be neutral unless the deity is neutral.

Class Skills

The Ecclesiastic's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher script (Int), Diplomacy (Cha), Gather information (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skills Points at 1st Level: (4 + Int modifier) × 4.

Skills Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Ecclesiastic class:

Hit-Die: d4.

Weapon and Armor Proficiency: Ecclesiastics are proficient with the club, dagger, light mace, and quarterstaff. They are not proficient with any armor or shields.

Spells: Ecclesiastics have access to the same spells, and cast them in the same manner as clerics (see PHB pages 31 and 32). The only difference is that they get two domain spells (instead of one for clerics), and get access to the spells (but not the related granted power) of a third domain

(as allowed by their deity). So, an ecclesiastic prepares two domain spells selected in any combination from his three domains of choice; but still only gets the granted powers of two domains (chosen during character generation).

Turn Undead: Ecclesiastics gain the ability to turn/rebuke undead exactly as a cleric of the same level (PHB p.32).

Bonus Feats: At 5th, 10th, and 15th level an ecclesiastic gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Extra Turning. (These feats are in addition to those granted to all characters by level regardless of class.)

Erudition: Ecclesiastics spend a great deal of their time studying and copying books. As such they slowly gain an overall erudition which manifests itself as a +1 bonus to Knowledge (any), and to the following skills provided they have at least one rank in them: Decipher script, Heal and Spellcraft. This bonus increases to +2 at 7th level, +3 at 12th level, and +4 at 17th level.

Church Authority: Ecclesiastics are usually seen as spiritual authorities much more than clerics, who rather fill the part of holy defenders of the faith. As such, they gain the respect of their community, and are recognized as authorities in the church by the followers of the religion they represent. Thus, at 3rd level ecclesiastics gain a +1 circumstance bonus to reaction and diplomacy rolls when dealing with people following the same faith; or with people of a friendly faith, provided they are acquainted with the ecclesiastic (i.e., typically live in the same community). This bonus increases to +2 at 8th level, +3 at 13th level, and +4 at 18th level.

Channel the Divinity: This special ability is powerful, but may be used only in very specific circumstances, and should be seen as a GM ability rather than one of the character. In essence, it is the ability to call on the god's blessing during religious ceremonies. The result of this blessing is beyond the ecclesiastic's will, being instead determined by the deity.

At 20th level, ecclesiastics may call on their deity to bless a religious ceremony that they are conducting. Channel the Divinity may be called upon once per week, during a liturgy (typically a mass) held in the appropriate place (normally a temple to the ecclesiastic's god). It is not casting a spell. It is performing a religious service with the god's blessing. As such, the results are totally unpredictable, except that they occur during the ceremony, affect only the place (shrine, temple hall, etc.) where it is conducted, and affect only those in attendance at the time of the ceremony. The blessing may affect only one character instead of the whole assembly, or only the place itself. In any case, what occurs is appropriate to the deity called upon. For instance, a deity of destruction won't heal the attendants.

Listed here are a few examples of what could result from Channel the Divinity. Remember that though the ecclesiastic may request something specific, the god (the GM) has the final word on what happens:

- Nothing special happens, but most faithful attendants feel happy for 1d8 days after the ceremony. Common occurrence.
- A few (1d6) faithful attendants soon have one of their main problems in life resolved. For instance, it could be a ruined person getting enough money to begin it anew in life. Common occurrence.
- All faithful attendants receive the benefit of a minor divine spell such as Cure minor wounds, or Guidance. Uncommon occurrence.
- Many (5d10) faithful attendants receive the benefit of a lesser divine spell such as Bless, Cure-light-wounds, Divine favor, Protection from evil/etc., or Shield of faith. Rare occurrence.
- Several (3d6) faithful attendants receive the benefit of a useful divine spell such as Aid, Bull strength, Calm emotions, Endurance, or Lesser restoration. Rare occurrence.
- A few (1d8) faithful attendants receive the benefit of a divine spell such as Prayer, Remove blindness/deafness, Remove curse, or Remove disease. Rare occurrence.
- One, several, or all attendants get a vision of events to come, or of a mission they should undertake. Very rare occurrence.
- The monastery/temple is under attack by horrid monsters, and the high-priest is conducting a last ceremony before certain death. The deity imbues all in attendance with a Gaseous form spell, so they may escape unharmed. Unique occurrence.
- One person in attendance will be involved in completing a mission of primary interest for the deity, and he will need a specific magical item. The most appropriate piece of that character's equipment becomes magical. However, the character must pay the XP cost as if he had used an item creation feat. Very rare occurrence.
- A sinful king is struck by lightning through his chest as a sign of the deity's anger.
- Traitors, spies, and other enemies of the faith in attendance in disguise are revealed to all for what they are. This also applies to thieves present to rob/pickpocket the faithful. Unique occurrence.
- Demons, undead, and others of similar nature somehow in attendance during the ceremony are revealed and struck down by divine energy. Unique occurrence.

Note: This class was created mainly for the GMs who find it dubious that the scholar-type of recluse priest who remains secure all his life in his temple, studying books, should get only two skill points per level, but can wear heavy armor, and train into combat regularly. The same idea applies also to parish priests of peaceful communities.

Human Ecclesiastic Starting Package

Armor: None, Speed 30 ft.

Weapons: Light Mace (1d6, crit x2, 6 lb, small bludgeoning). Quarterstaff (1d6/1d6, crit x2, 4 lb, large bludgeoning).

Skill Selection: Pick a number of skills equal to 5 + INT

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Knowledge (Arcana)	4	Int	
Knowledge (Religion)	4	Int	
Scry	4	Int	
Diplomacy	4	Cha	
Decipher Script	4	Int	
Heal	4	Wis	
Sense Motive	4	Wis	

Feat: Scribe Scroll

Bonus Feat: Skill Focus (Knowledge Religion)

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Wooden holy symbol, three torches, ten candles, map case, three pages of parchment, ink, inkpen, spell component pouch.

Gold: 1d4 gp.

Sample Ecclesiastic

Garion is a sedentary ecclesiastic in the worship of the NG god of the sun. To aid him in accomplishing his unusual mission, he has obtained several scrolls with useful magic against the current threat to Allindel.

Garion: Male Half-Elf Ecc 4; medium humanoid; hp 16, Init -1, Spd 30 ft, AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d6 - 2 quarterstaff or 1d4 - 1 dagger); AL NG; SQ: Low-Light Vision, Immune to Sleep and similar magical effects, +2 save vs Enchantment spells or effects, SV Fort +3, Ref +1, Will +9; Abilities: Str 7 (-2), Dex 9 (-1), Con 12 (+1), Int 16 (+3), Wis 18 (+4), Cha 13 (+1).

Skills and Feats: Decipher Script +10, Diplomacy +7 (+8 with those who recognize his authority), Heal +11, Knowledge (Allindel) +10, Knowledge (Religion) +12, Scry +9, Sense Motive +10, Spellcraft +11. Skill Focus: Knowledge (Religion). Scribe Scroll. Turn Undead 4/day, Erudition +1, Church Authority +1.

Possessions: Pearl of Power (1st level), Cloak of Resistance +1, Bracers of Armor +1, Potions: Fire Breath, Scrolls: Invisibility to Animals, Sanctuary, Barkskin, Speak with Animals, Cure Light Wounds x3, Flame Blade x2, Summon Monster II x2, Flaming Sphere x2, Entangle x2, Summon Monster I x2.

Spells Cast Per Day: 5/4+2/3+2; base DC = 14 + spell level). Spells chosen from Cleric spell list. Domains: Healing, Sun and Good (only get granted powers from Healing and Sun).

Elite City Watch of Ruby Caverns Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.46 (Purp 4.6; Pow 4.2; Port 4.1; Comp 4.7; Rule 4.7)

Jenner and Streak were walking the streets of Ruby Caverns and even the shadows got out of their way. Word was out that the two notorious Elite City Watchmen were investigating a murder in Caveside, and all the usual snitches were hiding in their holes until the heat blew over. No one wanted to be taken in for Jenner and Streak's usual mode of questioning.

Jenner was a short, compact, tightly-muscled man with cold grey eyes and scars all over his face. Rumor had it the scars extended over his whole body, but nobody had the nerve to ask. He had a shortsword at his side and a heavy crossbow at his back, which he never hesitated to pull out and use if the situation called for it. In Jenner's view, most situations could be resolved pretty quickly by a few well-placed bolts.

Streak was tall, muscular and lean, towering over her partner and most other people on the street. Her expression was grim on an otherwise pretty face, and she kept her dark brown hair—streaked white down the middle from an event in her past she wouldn't discuss—tied back where it wouldn't get in the way. She carried a shortspear and had a club hanging at her side for backup. She left the missile fire to Jenner, liking to get up close and personal. The shield hanging on her back came out only in the most dire circumstances, as she hated the way it chafed her arm.

The two Elite City Watchmen eyed each other as they approached the next corner. They'd been assigned the task of investigating the murder of a prominent jeweler in Caveside, the district of Ruby Caverns located in its main cavern. In Ruby Caverns, an address in Caveside meant affluence, success and security. An address in Caveside meant you'd made it. Mr. Labeau had a prosperous jewelry business with influential customers. His designs were seen around the throats of the most expensive mistresses and powerful wives of the city. Now he was dead, his shop was empty, and the Guild Council was watching ... and waiting.

They got their first and only tip from a pigeon in one of the Deeps, the outlying settlements deeper underground and isolated from Ruby Caverns. He said Labeau had run in with the wrong sort of crowd and made commitments he regretted. He was supposed to meet with one of his silent partners at the Good Mindflayer, a rough bar in one of the few rough spots of the Caveside district. Apparently this partner was not aware Lebeau was dead. Maybe he could shed some light on the nature of Lebeau's associates.

Just around the corner a sign hung over a dark, unwelcoming doorway. It bore the carved image of a severed mindflayer head, dripping blood, with an iron spike driven between its eyes. Sounds of tankards clinking filtered through the wood of the door. Jenner and Streak looked at each other, nodded, and took up positions. Jenner unslung his crossbow and aimed it at the doorway. Streak kicked the door in and swung to the left, giving Jenner an open field. The room beyond went silent for a moment, then filled with the sounds of chairs tipping over and tables being

shoved aside or turned over. No one rushed the door and Jenner and Streak stepped inside, covering each other in turn.

The room was filled with its usual run of customers: hard-working miners and those who made their living off them. It was a hard life and it made for hard people, but not one of those present met the hard glaring stares of the two Watchmen. Jenner's sweeping gaze stopped at one cloaked individual standing in the shadowed corner across the room, and as though on a signal everyone else in the bar stood and tried to rush past the Watchmen.

Jenner fired his crossbow and the first man to stand was left gasping on the floor by the brute force of the blunted bolt. As soon as he fired, Jenner dropped the specialized weapon and moved to Streak's side with his shortsword. The rush of fleeing bar patrons hit the solid team like a wave crashing against a cliff. The spray went off in all directions, but no one who carried a weapon got past the Watchmen. Together they struck down any who got within their reach carrying a weapon, and soon they were surrounded by a drift of bruised and unconscious civilians.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	1	2	0	2	Subdue Attack + 1d6, Formation Fighting, Improved Subdue, Interrogation Tactics, Shield Specialization
2nd	2	3	0	3	Sleep 4 hr, Devotion to Duty (+1)
3rd	3	3	1	3	Penetrating Glare (+2), Subdue attack +2d6
4th	4	4	1	4	Damage Reduction (1/-), Darkvision
5th	5	4	1	4	Subdue Attack +3d6, Devotion to Duty (+2)
6th	6	5	2	5	Penetrating Glare (+4)
7th	7	5	2	5	Subdue Attack +4d6
8th	8	6	2	6	Damage Reduction (2/-), Devotion to Duty (+3)
9th	9	6	3	6	Penetrating Glare (+6), Subdue Attack +5d6
10th	10	7	3	7	Damage Reduction (3/-), Devotion to Duty (+4), +6d6 Subdue Attack

All the while, Jenner kept his hard grey stare on the shadowed figure in the corner. As the last of the crowd either got out to the streets unarmed or fell to join the others on the floor, Jenner and Streak stepped forward and the cloaked figure blurred. The illusion snapped, and they saw the black-skinned elf glaring back at them.

He bared his teeth, the evil light in his eyes promising revenge for their interference, then gestured and stepped through a black plane against the wall. It closed behind him, and he was gone.

Jenner looked at Streak and she looked back at him. Looked like the start of another beautiful day in Ruby Caverns.

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Members of the Ruby Caverns Elite City Watch are hardened, disciplined police required to subdue unarmed or lightly armed citizens without causing undue harm, and maintain order within the city. Their stringent training has resulted in exceptional abilities to fulfill their duties. Some of their abilities may be common with other military orders (Formation Fighting) or city guard units (Subdue Attack, Sleep 4 Hours, Enchantment Bonus). Other granted abilities are more specific to Ruby Caverns (Darkvision), which is largely underground.

While the regular city watch keeps the peace and maintains order, the Elite Watch is brought in to handle extreme or complicated situations, either on their own or to bolster and lead the City Watch regulars.

Ruby Caverns is a large metropolis located at a crossroads between the surface world and the vast underground. The city was originally founded in a large, stable cavern hidden behind a massive falls. Since the original founding, the city has grown extensively, spreading out to the cliffs at the top of the falls, terraces midway up the cliffs, and man-made docks built into the sheer rock walls at the base of the cliffs directly over the waters of Lake Bleu. The Elite City Watch patrols every district of the city, inside and out of the caverns themselves, deeper underground to the outlying remote settlements linked to the city, and outside both on the docks and along the cliffs.

Elite City Watch frequency: While city watches are common enough in almost every city, the Elite City Watch are normally only found in large centers of civilization, where the population is sufficient to justify the expense and need for these well-trained police.

Elite City Watch relations: The Elite City Watch gets along with anyone who works in the interest of the city, no matter their class or alignment. While an individual may have a particular cause or axe to grind, the typical Elite City Watch cares most of all for keeping the order in town and stopping anyone likely to disrupt that order.

Adventure hooks: Most adventures involving the Elite City Watch are set in a city environment. Some ideas include:

- The adventuring party is saddled with a member of the Elite City Watch to help them investigate a recent murder. Since the party was involved, they are also suspects until they can prove otherwise.
- Random riots have the city paralyzed in fear. What or who is causing these riots?
- A visiting dignitary has been threatened by a murderous cult, and the Elite City Watch is assigned to protect him.

Requirements

To qualify to become an Elite City Watch, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Feats: Weapon Focus with City Watch preferred weapon (one of the following: club, heavy x-bow, shortspear, shortsword), Combat Reflexes, Alertness

Alignment: Any Lawful

Climb: 8 ranks

Proficiency: Club, Heavy X-bow, Shortspear, Shortsword, Shield (large)

Class Skills

The Elite City Watch's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Intimi-

date (Cha), Jump (Str), Knowledge (Local) (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 Elite City Watch prestige class.

Hit Die: d10

Weapon and Armor Proficiency: City Watch is proficient with all simple and martial weapons and all armor and shields.

Subdue Attack: City Watch gets a bonus to any subdual damage he does. He gets this bonus with any attack declared as subdual.

Improved Subdue: This feat is gained for free by members of the City Watch. This new feat is detailed in the Netbook of Feats, and at the end of this class description..

Interrogation Tactics: The City Watch gain a +4 competency bonus to all Intimidate and Sense Motive rolls.

Shield Specialization: The City Watch are experts in the use of their shields. They may use their shields in a shield bash without losing the armor bonus from the shields.

Formation Fighting: City Watch understands the advantage of a tight, disciplined formation, especially against an unruly mob. When in a combat formation and adjacent to another character (shield wall, arrow formation, etc.) or in flanking position, the City Watch can Aid another character and still get his own attack. See the rules for aiding another in combat in Core Rulebook I. While impressive enough with mixed classes, this becomes truly devastating when members of this prestige class get together.

Sleep 4 hours: Beginning at his 2nd level, the City Watch requires only 4 hours of sleep per day. This is not enough rest to allow for spellcasting so if the City Watch member has a spellcasting class, he must get whatever additional rest is required normally.

Devotion to Duty: When the City Watch member is on duty, he is more resistant to enchantment school spells, gaining a +1 bonus to his saving throws. This bonus increases to +2 at 5th level, +3 at 8th level and +4 at 10th level. This is a competency bonus reflecting the City Watch's unswerving dedication to his duty.

Penetrating Glare: When the City Watch turns his unswerving gaze upon an illusion or disguise, he gains a bonus to his roll to detect or otherwise penetrate such deceptions. This bonus applies to the Spot check against Disguises and Will saves vs Illusion.

Damage Reduction: Starting at 4th level the City Watch has learned to shrug off the lighter blows he often takes from thugs and rioters. This ability increases at 8th and 10th level.

Darkvision: Starting at 4th level, the City Watch gains Darkvision 60'. This is an extraordinary ability. If the character already has darkvision, this ability has no further effect.

IMPROVED SUBDUE [General]

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You are skilled in making subdual attacks.

Benefit: When using a weapon that does normal damage for a subdual attack, you are not subject to the normal -4 penalty to hit.

Normal: Characters striking to subdue with normal weapons do so at -4 to hit.

Sample Elite City Watch

Jenner and Streak are a team and the last person to try to get between them disappeared from the city for parts unknown, after first settling his affairs while looking constantly over his shoulder.

Jenner: Male human Fighter 5/Watch 4, medium humanoid, hp 77, Init +5, Spd 40, AC 19 (touch 12, flat-footed 18); Atk +15/+10 melee (d6+7 +d6 shortsword +1, shocking, 19-20/x2) or +11/+6 ranged (d10/19-20x2 heavy x-bow (masterwork), +12/+7 & d10+1 if 30'); AL LN; SQ +1 save vs enchantment, Darkvision 60', Damage Reduction 1/-, SV Fort +12, Ref +5, Will +6; Abilities: Str 18 (+4), Dex 12 (+1), Con 14 (+2), Int 11 (+0), Wis 9 (-1), Cha 13 (+1).

Skills and Feats: Climb +12, Diplomacy +3, Gather Information +3, Innuendo +2, Intimidate +7, Jump +22, Knowledge (Local) +2, Ride +9, Listen +1, Sense Motive +5, Spot +1. Weapon Focus: Shortsword, Combat Reflexes, Alertness, Weapon Specialization: Shortsword, Point Blank Shot, Improved Initiative, Rapid Reload, Hold the Line. Subdue Attack +2d6, Formation Fighting, Improved Subdue, Interrogation Tactics, Shield Expert, Sleep 4 hr, Devotion to Duty (+1), Penetrating Glare (+2), Damage Reduction 1/-, Darkvision 60'.

Possessions: Shortsword +1 (Shocking), Chainmail +2, Masterwork Heavy Crossbow, Ring of Protection +1, Ring of Warmth, Boots of Striding and Springing, Cloak of Resistance +2, Gauntlets of Ogre Power, Periapt of Proof Against Poison, Potions: Cure Moderate Wounds x2, Heroism, Haste, Neutralize Poison, Remove Blindness, Bull's Strength x2, Cure Light Wounds x2.

Streak: Female half-elf Rogue 2/ Fighter 4/Watch 3, medium humanoid, hp 57, Init +7, Spd 30, AC 20 (touch 14, flat-footed 17); Atk +12/+7 melee (d8+5, x3, shortspear +2) or +10/+5 melee (d6+2, x2 Club +1 Sleep, DC11), or +14/+9 ranged (d8+4, x3, 20' Spear +2), or +12/+7 ranged (d6+1, x2, 10' Club +1 Sleep, DC11); AL LN;

SQ +3 save vs enchantment, immune to sleep, low-light vision, SV Fort +10, Ref +10, Will +6; Abilities: Str 13 (+1), Dex 16 (+3), Con 12 (+1), Int 13 (+1), Wis 10 (+0), Cha 16 (+3).

Skills and Feats: Climb +9, Diplomacy +9, Gather Information +9, Innuendo +7, Intimidate +16, Jump +7, Knowledge (Local) +3, Listen +8, Move Silently +8, Read Lips +6, Search +2, Sense Motive +6, Spot +5. Weapon Focus: Shortsphear, Combat Reflexes, Alertness, Weapon Specialization: Shortsphear, Improved Initiative, Expert Tactician, Hold the Line. Subdue Attack +2d6, Formation

Fighting, Improved Subdue, Interrogation Tactics, Shield Expert, Sleep 4 hours, Devotion to Duty (+1), Penetrating Glare (+2).

Possessions: Shortsphear +2, Studded Leather +2, Small Steel Shield +1, Club +1 (Sleep), Ring of Protection +1, Ring of Feather Falling, Brooch of Shielding, Cloak of Resistance +2, Stone of Alarm, Potions: Cure Light Wounds x4, Cure Moderate Wounds, Heroism, Blur, Darkvision, Lesser Restoration x2, Bull's Strength, Clairaudience/Clairvoyance, Vision.

Elven Defender Prestige Class

Author: Hal Greenberg

Balance Rating: 4.73 (Purp 5, Pow 4.93, Port 4.66, Comp 4.65, Rule 4.42)

A brilliant knight, mounted on a winged horse gleaming as though his skin were of silver, landed in the quiet forest clearing. All day long, Esharian O'Sli'Nai had flown over the vast forest of Allindel. Though from above he could not see what occurred in the woods, Esharian had hoped for signs of disturbance, noises of battle, or something ... but in vain. Esharian had yet to find what he was searching for: an army of orcs marching through the forest toward the city of Treehaven, where so many of his kindred lived.

The elven knight began to worry. Had he missed the sign? Early that morning he had asked his god where he could find his enemies. The divine spell replied he should wait for a sign, which would lead him in the right direction. Now the night was nearing, and Esharian had felt he had failed somehow.

The elf was thinking about the fate that awaited Treehaven should the orc horde reach the town, when movement at the edge of the clearing attracted his attention. Esharian put his hand on the pommel of his sword, but waited calmly. Two figures marched toward him, and by their demeanor were hardly hostile. One was a pixie, and the second looked human but had a certain delicacy of feature that meant elvish blood. He wore the simple brown robes that in Allindel bespoke a druid.

"Ah! Lord knight!" The half-elf druid spoke. "Luck is indeed with us, to meet you!"

"I am honored to meet you, venerable druid," answered Esharian, looking at his strange hair.

"Ah... huh... no, no. My name is Garion... Huh, I am no druid, I come from outside the forest, huh... I am on an important errand, and huh..."

Esharian O'Sli'Nai looked thoughtfully at the half-elf before him. Not a druid? With sweeping grass in place of hair, and bees humming around? Ah God! Esharian had got his sign at last.

So the shining elven knight learned that a whole horde of his hated enemies, orcs, had been magically transformed

into trolls. The sign made sense after all-things were not what they seemed. Esharian felt the urge of combat rushing through his veins as he headed for Treehaven. The three all agreed that Esharian, well-known and admired in Allindel, would have a much better chance of convincing the citizenry of their impending danger, than a funny-looking stranger.

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The Elven Defenders are a select few who have proven themselves worthy of favor from the Elven God of War and Protection. They are dedicated to Him and support his concerns in all ways, forming a divine force of warriors willing to serve their deity to the very end.

For millennia Defenders have been pivotal in many a war, the scream "Elven Defenders, strike!" destroying the morale of their foes, who typically flee in terror to avoid their blades and arrows. They embody the ideals of elves, and are rightly treated with respect. Armor worn by these warriors always shines bright, displaying the symbol of their god to the world. Their shields and weapons are also brightly polished, distracting and intimidating their enemies. Well trained with longsword and bow, the sight of these shining elves on the battlefield strikes fear in their enemies.

Elven Defenders are chosen for their heroic deeds and faith. Most Defenders are knight-errants who travel alone or with non Defenders. It is unusual to see a group of Defenders unless their god has brought them together to fight a great evil. They enjoy the fellowship of other Defenders, but know each must go his own way as their god orders. The rare exception to this custom is the Golden Defender with his Defender cohorts. Aside from this, Defenders associate freely with companions from different backgrounds.

Requirements

To qualify to become an Elven Defender, a character must fulfill all the following criteria.

Alignment: Any Good

Race: Elf or half elf (rare)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	1	+1	0	+1	Protective Ward, Weapon Knowledge, Favored Enemy: Orc	
2nd	+2	+1	+0	+2	Combat Casting, Spiritual Weapon 1/day	+1 level
3rd	+3	+2	+1	+2	Detect Evil, Pegasus	
4th	+4	+2	+1	+3	Shiny Armor (+2 AC)	+1 level
5th	+5	+3	+1	+3	Improved Critical (longsword), Favored Enemy: +2	
6th	+6	+3	+2	+4	Perfect Health (immune diseases and natural poisons), Spiritual Weapon 2/day	+1 level
7th	+7	+3	+2	+4	Spontaneous Casting (domain spells)	
8th	+8	+4	+2	+5	Grace (double Cha modifier with elves)	+1 level
9th	+9	+4	+3	+5	Favored Enemy: +3	
10th	+10	+4	+3	+6	Leadership, 5 Defender Cohorts, Spiritual Weapon 3/day, Elven Keep	+1 level

Base Attack Bonus: +5

Language: Orc

Heal: 5 Ranks

Knowledge Religion: 6 Ranks

Ride: 6 Ranks

Diplomacy: 5 Ranks

Intimidation: 6 Ranks

Feats: Improved Initiative, Mounted Combat.

Spellcasting: Ability to cast 1st level divine spells.

Weapon and armor proficiencies: Light and Medium armor. Longsword and all bows.

Special: The character must donate 10% of his income and be generous to the needy (within reason). He must from the start have proclaimed the god of elves his god and must dedicate certain battles throughout his career to the Elven God of War and Protection. If the Defender was a Paladin before, he does not lose his Paladin status. If his god orders a Defender to do his bidding, unless he is currently on a mission that requires his presence, he must go. This is not a request from his god, but an order when he calls upon his chosen warriors.

Class Skills

The Elven Defender's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Diplomacy (Cha) Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Intuit Direction (Wis), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skills Points at Each Level: 2 + Int. modifier.

Class Features

All the following are class features of the Elven Defender prestige class:

Hit Die: d8

Weapon and Armor Proficiency: Elven Defenders are proficient with all simple weapons. They are proficient with all types of armor and shields.

Spellcasting: Spellcasting Level +1 at every other level. This level is applied only to a divine spellcasting class chosen when the Defender takes his first level. If the Defender had no previous spellcasting class, this ability does not apply.

Protective Ward: This is identical to the Granted Power described under the Protection domain, and is a spell-like ability; see the SRD for details. If the Defender already has this ability from his domain, he receives an additional use per day.

Weapon Knowledge: At 1st level the Defender gains an additional feat with the longsword or with one bow (they receive the appropriate Weapon Focus feat). If the charac-

ter already has that feat in the chosen weapon, then he gets the Weapon Specialization feat. Additionally, a Defender's sword, armor and shield appear to be polished to an almost heavenly silver sheen.

Favored Enemy: The defender receives the Ranger's Favored Enemy ability, but only with Orcs (see the SRD). He receives a +1 Favored Enemy ability against Orcs at 1st level; increasing to +2 at 5th level, and +3 at 9th level.

Combat Casting: At 2nd level the Defender receives this feat for free. If the Defender already has this feat its effects do not stack.

Spiritual Weapon: At 2nd level the Defender receives the spell-like ability to cast Spiritual Weapon once per day per four Defender levels (2/day at 6th, 3/day at 10th, etc.).

Detect Evil: At 3rd level the Defender gains the ability to Detect Evil within a 20 ft radius. If the Defender has the Paladin ability, it supercedes this ability.

Pegasus: At 3rd level the Defender receives a Pegasus, in accordance with Paladin guidelines, with a silver coat and a black moon mark on its forehead (if a Paladin already, the current mount is replaced by this new Pegasus). For details see the Paladins' mount chart in the SRD.

Defender Level	Pegasus Mount				
	Bonus HD	Natural Armor	Str Adj	Int	Special ability
1st to 3rd	+2	+1	+1	11	Improved evasion, share spells, empathic link, share saves
4th to 6th	+4	+3	+2	13	Speak with defender
7th to 9th	+6	+5	+3	15	Command creatures of its kind
10th	+8	+7	+4	17	Spell resistance

Shiny Armor: At 4th level the Defender's armor gains a supernatural brightness bright enough to distract an enemy, giving a +2 circumstance bonus to AC. This bonus applies only if the enemy can see, and does not effect automatons and undead. This is a supernatural ability that affects any metal armor the character is wearing. This ability is always on so there is a +10 to Spot and Search checks when trying to locate him. If a spellcaster casts Darkness at the Defender's armor, the Defender rolls a Will Saving Throw. If unsuccessful, the armor's ability is negated for the duration of the spell. Otherwise, the Darkness is negated.

Improved Critical: At 5th level a Defender gains the Improved Critical (longsword) feat.

Perfect Health: At 6th level a Defender becomes immune to all diseases and non-magical poisons.

Spontaneous Casting: At 7th level a Defender may cast any of his domain spells by using his memorized spells in exchange for a domain spell of the same level or less, as a cleric does with healing spells.

Grace: At 8th level a Defender gains double his Charisma modifier to all skills relying on Charisma, but only when interacting with elves.

Leadership: Upon reaching 10th level the Defender becomes a "Golden Defender" and all weapons and armor become a heavenly gold color. The Golden Defender receives the Leadership feat for free and 5 Defenders of lower rank to serve with him in battle. If the Defender already has Leadership, he still receives the 5 Defenders; in either case, these Defenders do not count against his total number of followers.

Elven Keep: The Defender is acknowledged throughout all elven kingdoms as a hero among heroes. The Defender receives a keep in the land he calls home at no charge. The local elven population takes care of upkeep and supplies.

Elven Defender's Duties

Elven Defenders must display a pure and true dedication to their god and the welfare of elves. They may only possess magic items that directly affect their protection or that of others, or that enhance their fighting prowess (GM's discretion; be fair, if the character can justify it, let him keep it). All other magical items may be sacrificed to their god, given to someone else in need (good alignment, elf preferred), or sold with 50% of the sale donated to the church.

PC Defenders called on by their god must obey his will, although the god is unlikely to interfere with a just cause currently underway. Defenders must attack any orc seen (unless ordered otherwise by their god). The Defenders believe they will be the deciding factor in the next war between elves and orcs.

A Defender has a code similar to a Paladin. If he breaks it all his special abilities are lost. Once accepted as a Defender, he is required to donate 25% of all earnings to the god or his temples.

Sample Elven Defender

Esharion O'Sli'Nai is a Paladin/Elven Defender and considered a hero among the elven people.

Esharion O'Sli'Nai: Male Elf Pal 10/Defender 8; medium humanoid; hp 131, Init +7, Spd 30 ft, AC 33 (touch 18, flat-footed 30); Atk +27 melee (1d8+10/17-20x2, +5 Longsword); +29 melee, d8+12 +2d6 vs monstrous humanoids; +31 melee vs Orcs) or +24 ranged (1d8 +6 + 1d6 flame (+25, d8+7+d6 if 30 ft, +27 if 30 ft & orcs)/x3 Composite Longbow +3 Mighty (16)); AL LG; SQ Low Light Vision, Immune to Sleep, +2 save vs Enchantment effects; SV Fort +14, Ref +10, Will +12; Abilities: Str 16 (+3), Dex 17 (+3), Con 12 (+1), Int 13 (+1), Wis 14 (+2), Cha 18 (+4).

Skills and Feats: Concentration +4, Diplomacy +10, Gather Information +5, Handle Animal +9, Heal +9, Intimidation +11, Intuit Direction +4, Knowledge (Religion) +9, Listen +4, Ride +12, Search +3, Sense Motive +5, Spot +6. Improved Initiative, Mounted Combat, Weapon Focus: Longsword, Trample, Ride-by-Attack, Combat Reflexes, Point Blank Shot. Detect Evil 60', Divine Grace, Lay On Hands 40 hp, Divine Health, Aura of Courage, Smite Evil (+4 hit, +10 dmg), Remove Disease 3/week, Turn Undead 7/day as 8th cleric, Special mount (see Pegasus below), Protective Ward, Weapon Knowledge (Longsword - Specialization), Favored Enemy (Orc) +2, Combat Casting, Spiritual Weapon 2/day, Shiny Armor (+2 AC), Improved Critical: Longsword, Perfect Health, Grace (+8 Cha mod with Elves).

Possessions: Elven Chain +5 (Invulnerability, Spell Resistance 13), Large Mithral Shield (Arrow Reflecting), Longsword +5 Orc Bane (+7 vs monstrous humanoids, +2d6 dmg, Int 9, Wis 14, Cha 14, semiempathy, LG, Haste wielder once per day for 10 rounds), Ring of Regeneration, Ring of Protection +3, Cloak of Charisma +4, Necklace of Prayer Beads (Smite), Quiver of Ehlonna, +3 Flaming Composite Longbow Mighty [+3], Potions: Cure Moderate Wounds x5, Neutralize Poison, Cure Serious Wounds, Heroism, Jump x2.

Special Mount: Awaunt (Pegasus): Large Magical Beast; HD 10d10+30, hp 100, Init +2 (+2 Dex), Speed 60 ft, fly 120 ft (average), AC 19 (-1 size, +2 Dex, +8 natural), Atk 2 hooves +14 melee (d6+5), bite +9 melee (d3+2), AL CG, SQ Scent, Detect Good and Detect Evil at will within 60-yard radius, Improved Evasion, Share spells, Empathic link, Share saves, Speak with Defender, Command creatures of its kind, SV Fort +11, Ref +10, Will +6, Abilities: Str 21, Dex 15, Con 16, Int 15, Wis 13, Cha 13, Skills: Listen +12, Sense Motive +10, Spot +12, Wilderness Lore +6, Feats: Iron Will, Fly-by Attack.

Spells Cast Per Day: 3/2/1; base DC = 12 + spell level). Spells chosen from Paladin spell list.

Giant-Hunter Prestige Class

Author: Dominique Crouzet

Balance Rating: 4.61 (Purp 4.6, Pow 4.9, Port 4.6, Comp 4.55, Rule 4.4)

Meliavin Illak sat upon a fallen tree trunk, feeling very tired. But it was not so much from physical exertion, as his morale gone low. The four trolls, whose bodies now burned a few feet away, had really not been a great deed for the grim warrior. After three centuries of travels and countless battles, the old elf had long overcome any fear of such aberrations. He had slain giants without number, from the northern ice marshes to the volcanoes of the Burning Sands desert in the far south. Meliavin was the last of his order, with no successor. He had come to the great forest Allindel in hope of retirement, and found it was in great peril.

Meliavin was born in Allindel, but left it to pursue the life of a hunter and adventurer more than three hundred years ago. When he was first recruited, the order of rangers was ancient and declining, with few members left. Known as Giant-hunters, the order had in fact been created during the time of the first empire,* an era long since forgotten. In those ancient days, the northern borders of the empire were regularly crossed by monstrous abominations coming from the wastes beyond. As such the order was first one of rangers who hunted all manners of giants, trolls, and other fell creatures warped by emanations of chaos in the north during that epoch. This was long ago, and the order disappeared with the empire it protected. Through the tenacity of a few devoted members, its traditions and skills were passed down from teacher to student, and survived in this way through the ages. And eventually Meliavin Illak became the last of the Giant-hunters.

Now the old elf wanted to retire in the forest where he had been born. But Allindel was under invasion. A vast horde of trolls had crossed the black scrags and the Surs-han river, which bordered Allindel to the west. And now the trolls were progressing east, devastating everything in their path. In a few days they would certainly reach the sylvan town of Treehaven. Meliavin could not hope to defeat all these trolls by himself, despite being a seasoned hunter. He was heading to Treehaven to warn its inhabitants of their danger. Had he several months to prepare, he could have trained new members into the order, but there was no time.

*First edition of the game

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Giant-hunters are members of an ancient order of ranger-like warriors who dedicate all their time and effort to the eradication of evil giants, ogres, trolls, and similar creatures. They are unmatched when it comes to combating their favorite foes, at the sacrifice of more traditional combative ability. Giant-hunters grasp at anything that aids them in the battle against their giant foes. Following ancient tradition, the Giant-hunters train in Druidic and Arcane magics. Whether such versatility is really useful to hunt giants could be debated, but Giant-hunters always

kept to this tradition, which they believe distinguishes them from all other warrior brotherhoods.

Giant-hunters see themselves as defenders of rural peoples and nature's beauty. Communities plagued by giants usually welcome giant-hunters with open-arms. In areas where Giant-hunters commonly operate, people know they won't extort money from an endangered population. Giant-hunters are known for altruistic dedication their cause: freeing the land from the depredations of evil giants and their kin. While the individual may certainly seek glory and the excitation of combat, these nature-oriented warriors make a point of honor in rejecting the lure of wealth.

Barbarians, fighters, and rangers are the traditional candidates for this order. Clerics, druids and paladins have been known to join, although more rarely. A few rogues may be drawn to the order, but all other classes, although not forbidden to join, almost never become Giant-hunters.

Note: this class was meant to be a conversion of the ranger as it existed in the first edition of the game. Of course, some changes had to be made to fit in the present system. Nonetheless, the nostalgic players who still miss the rangers of the "good old days," should find here a good alternative.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Damage vs Giants	Druid Spells				Arcane Spells		
							0	1st	2nd	3rd	0	1st	2nd
1st	+0	+2	+0	+0	Hunt giants +2	+1	1	1	-	-	1	-	-
2nd	+1	+3	+0	+0		+2	2	1	-	-	1	1	-
3rd	+2	+3	+1	+1		+3	2	2	-	-	2	1	-
4th	+3	+4	+1	+1		+4	3	2	-	-	2	2	-
5th	+3	+4	+1	+1	Hunt giants +3	+5	3	2	1	-	3	2	-
6th	+4	+5	+2	+2		+6	4	2	1	-	3	2	1
7th	+5	+5	+2	+2		+7	4	2	2	-	4	2	1
8th	+6	+6	+2	+2		+8	5	2	2	-	4	2	2
9th	+6	+6	+3	+3	Hunt giants +4	+9	5	2	2	1	5	2	2
10th	+7	+7	+3	+3	Leadership	+10	5	2	2	2	5	2	2

Requirements

To qualify to become a Giant-hunter, a character must fulfill all the following criteria.

Base Attack Bonus: +7

Alignment: due to their role of defenders, they must be of good alignment (LG, NG, CG).

Intuit direction: 4 Ranks

Wilderness lore: 8 Ranks

Feats: Track.

Special: candidates must have demonstrated, by previous acts, their willingness to defend rural communities from the ravages of ogres, trolls, giants, and the like.

Class Skills

The Giant-hunter's class skills (and the key ability for each skill) are Animal empathy (Cha), Climb (Str), Craft (Int), Handle animal (Cha), Hide (Dex), Intuit direction (Wis), Jump (Str), Knowledge (giants) (Int), Move silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Wilderness lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the Giant-hunter prestige class.

Hit Die: d8.

Weapon and Armor Proficiency: Giant-hunters are proficient with all simple and martial weapons. They are also proficient with light and medium armors, and all sorts of shields.

Spells: Giant-hunters get a double spell progression, with access to both divine (druidic) and arcane spells.

Arcane spells: They can cast arcane spells, doing it exactly like wizards (with spellbook, preparation, DCs

based on Int modifier, access to any wizard spell, restriction on armors, etc.). They gain bonus spells for high intelligence.

Divine spells: They can cast divine spells, doing it exactly like druids (with preparation, access to any druid spell, etc.). They gain bonus spells for high wisdom.

Hunt Giants: the word giant is employed here as a generic term to designate the creatures against whom Giant-hunters are most effective. These include all giants, but also other humanoid and nearly-humanoid creatures of large (or greater) size, such as the athach, ettin, ogre, ogremage, and troll. Such creatures who have become undead are still considered giants for the purposes of this Giant-hunter ability. The GM may otherwise allow additional creatures to the list of giants, such as gray-renders or minotaurs, if he deems them frequent enough, while above described giants are more rare.

Giant-hunters devote all their time and effort honing their skills and abilities against giants. This gives them a +2 circumstance bonus that can be applied to all the following areas, when dealing with such giants:

- Attack rolls
- Armor class
- Track feat
- Bluff, Gather information, Listen, Search, Sense motive, and Spot skills.

This bonus increases to +3 at fifth level, and again to +4 at ninth level. Hunt Giants stacks with the ranger's Favored Enemy bonus if the Favored Enemy fits in the above definition of Giant.

Damage Giants: Against the same creatures, Giant-hunters gain a damage bonus of +1 per level in this class, but only when using melee weapons of medium size or greater. This bonus is not granted when using small or missile weapons (such as a dagger).

Leadership: at 10th level, Giant-hunters gain the Leadership feat for free (ref. SRD). However, instead of gaining one cohort of their choice and followers, Giant-hunters gain 1d4+1 cohorts determined as follows: one cohort is determined normally, except that it must be a Giant-hunter

character. (In effect, it is a member of the order who becomes the personal assistant of the Giant-hunter.) The other 1d4 cohorts do not follow the standard rules, but are determined using the table below. The character gains no followers from this free feat. Note that this does not affect or alter Leadership taken by the character as a normal feat.

Giant-Hunter Cohorts	
D20	Cohort
1-3	Dire animal (bear, lion, wolf, etc.)
4-6	Giant bird (eagle, owl, etc.)
7-8	NPC* ranger (level 1-6)
9-10	NPC* druid (level 2-8)
11-12	NPC* barbarian (level 1-6)
13	NPC* sorcerer (level 1-6)
14	NPC* rogue (level 2-8)
15	NPC* ranger/rogue (level 1-4/1-4)
16	NPC* barbarian/rogue (level 1-4/1-4)
17	Pegasus or hippogriff mount**
18	Brownie or pixie
19	Treant
20	Giant (good, such as a Firbolg)

*race 50% same as character; 50% other as on a d20: 1 centaur; 2 dwarf; 3-4 elf; 5-6 halfling; 7-11 half-elf; 12 half-orc; 13-14 gnome; and 15-20 human

**only one such mount per character. If this result is rolled again, re-roll for a different result.

Duties of the Order of Giant-Hunters

Giant-hunters, as they belong to an order, must abide by its code:

- Giant-hunters must always act honorably and morally. Any giant-hunter known to have committed evil acts is expelled from the order, loses access to druidic spells, and cannot further progress in the class.
- Giant-hunters may not accumulate wealth. As sworn defenders of Allindel (or other territory), they must be ready to intervene at any time, unencumbered by duties related to estate and property. As such, they can own only that which they can carry on their person and/or place upon their mount. Excess should be donated to a worthy cause (especially one devoted to the same goal as themselves).
- No more than three giant-hunters ever operate together at any time.

Sample Giant-Hunter

Melievin Illak is a legendary Giant-Hunter, known among the elven people for his heroic deeds in many lands. He is also the last of his order, and mourns the loss of the ancient tradition.

Melievin Illak: Male Elf Ranger 9/Giant Hunter 9; medium humanoid; hp 102, Init +8, Spd 30 ft, AC 29 (33 vs giants) (touch 19, flat-footed 25); Atk +24/+19/+14 melee (1d8 + 4 Longsword crit 15-20/x2, +4 giantbane; d8+6 vs orcs; +29/+24/+19, d8+2d6+9 vs athach, ettin, giant, ogre, ogre mage & troll), +21/+16/+11 ranged (d8 Composite Longbow; d8+2 within 30', +1 giant, +2 orc); AL CG; SQ: Immune to Sleep effects, +2 save vs Enchantment effects, Low-Light Vision; SV Fort +12, Ref +10, Will +7; Abilities: Str 10 (+0), Dex 22 (+4 because of armor), Con 10 (+0), Int 13 (+1), Wis 13 (+1), Cha 11 (+1).

Skills and Feats: Hide +21, Intuit Direction +13, Knowledge (Giants) +11, Listen +16, Move Silently +40, Search +16, Spellcraft +6, Spot +16, Wilderness Lore +21. vs Orcs: Bluff +3, Listen +18, Sense Motive +3, Spot +18, Wilderness Lore +23. vs Giants: Bluff +6, Gather Information +5, Listen +21, Search +20, Sense Motive +6, Spot +21, Wilderness Lore +26. Improved Initiative, Point-Blank Shot, Weapon Finesse: Longsword, Improved Two-Weapon, Weapon Focus: Longsword, Rapid Shot, Improved Critical. Track, Favored Enemy +2 Orcs, Favored Enemy +1 Giants, Hunt Giants +4.

Possessions: Elven Chain +5 (Silent Moves, Shadow), Longsword +5 Giant Bane & Keen, Ring of Blinking, Ring of Protection +5, Staff of the Woodlands, Boots of Elvenkind, Bracers of Archery, Cloak of Displacement (Major), Gloves of Dexterity +6, Figurine of Wondrous Power: Golden Lions, Heward's Handy Haversack, Quiver of Ehlonna, Potions: Cure Serious Wounds x2, Neutralize Poison, Nondetection, Haste, Invisibility, Blur, Lesser Restoration, Cure Moderate Wounds.

Spells Cast Per Day:

Ranger: 2 1st level; base DC = 11 + spell level). Spells chosen from Ranger spell list.

Giant-Hunter Druid: 5/3/2/1. Base DC 11 + spell level. Spells chosen from Druid spell list.

Giant-Hunter Arcane: 5/3/2. Base DC 11 + spell level. Spells chosen from Wizard/Sorcerer spell list.

Goblin Wolf Rider Prestige Class

Author: Itzhak Even

Balance Rating: 4.73 (Pow 4.5, Purp 4.67, Port 5, Comp 4.5, Rule 5)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Dread Mount				
						Bonus HD	Natural Armor	Str Adj.	Int	Special
1	+1	+2	+0	+0	Dread Mount					
2	+2	+3	+0	+0		+2	4	+1	6	Improved Evasion, Empathic link
3	+3	+3	+1	+1	Fearful Pose					
4	+4	+4	+1	+1		+4	6	+2	7	Share saving throws
5	+5	+4	+1	+1	Wheeling Attack					
6	+6	+5	+2	+2		+6	8	+3	8	Command creatures of its kind
7	+7	+5	+2	+2	Short Bow Mastery					
8	+8	+6	+2	+2						
9	+9	+6	+3	+3		+8	10	+4	9	Spell resistance
10	+10	+7	+3	+3	Battle Frenzy					

Adventurers look down on goblins. Goblins, kobolds, hobgoblins, orcs and their ilk are seen by advanced characters as nuisances. Looks can be deceiving, and an adventurer caught unaware will usually end up dead.

Most goblin tribes will have at least a few wolf riders. Wolf riders are the elite cavalry of the goblinoids, peppering their enemies from afar before closing in for the kill. The wolf or worg the goblin rides takes on a fiendish appearance and improves as his rider gains level.

Fighters, rangers and barbarians take most easily to this class, although clerics can also make formidable wolf riders.

The origins of the wolf rider go back to a goblin priest of war praying for a miracle to improve his mount. The god responded by sending a small fiend to cut a deal. For five years, the priest stayed in seclusion from his tribe, and in that time he became a wolf rider. He came to his tribe's help against an adventuring party, riding atop his fiendish worg and using his spells to great effect against the adventurers. Thus was the great line of wolf riders born.

Requirements

To qualify to become a goblin wolf rider, a character must fulfill all the following criteria.

Race: Goblin

Base Attack Bonus: +4

Handle Animal: 6 ranks

Ride: 6 ranks

Intimidate: 2 ranks

Feats: Mounted Combat, Mounted Archery, Martial Weapon Proficiency (Short Bow).

Special: Must have a wolf or worg mount.

Class Skills

The wolf rider's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Hide (Dex), Profession (Wis), Ride (Dex), Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the goblin wolf rider prestige class.

Hit Die: d10

Weapon and Armor Proficiencies: Wolf riders are proficient with all simple weapons and martial weapons, as well as light and medium armor and shields.

Dread Mount: As the Wolf Rider rises in levels, his mount becomes increasingly stronger. At 1st level the mount gets the fiendish template.

As the wolf rider progresses in levels the mounts gets the following extra abilities, summarized in the table above.

Bonus Hit Dice: These are extra d8 Hit Dice, each of which gains a Constitution modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses, as normal.

Natural Armor: This is a bonus to the mount's natural armor rating.

Str Adj.: Add this figure to the mount's Strength score.

Int: The mount's Intelligence score. (The mount is smarter than normal animals of its kind.)

Improved Evasion: If the mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Empathic Link: The wolf rider has an empathic link with the mount out to a distance of up to one mile. The wolf rider cannot see through the mount's eyes, but can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This empathic link is a supernatural ability.

Because of the empathic link between the mount and the wolf rider, the wolf rider has the same connection to a place or an item that the mount does.

Share Saving Throws: The mount uses its own base save or the wolf rider's, whichever is higher.

Command: The mount's command ability is a spell-like ability that it can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The mount can use this ability once per day per two levels of its rider, and the ability functions just like the spell *command* (for purposes of this spell, the mount can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the mount must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the mount's daily uses.

Spell Resistance: The mount's spell resistance equals the wolf rider's level + 5. To affect the mount with a spell, a spellcaster must make a caster level check (1d20 + caster level) at least equal to the mount's spell resistance.

Note that if the wolf rider has levels in the blackguard prestige class, the levels of blackguard and wolf rider stack for the purpose of the mount, but he loses the fiendish companion gained through the blackguard class.

Fearful Pose (Ex): At 3rd level, the wolf rider can instill fear in enemies when he is riding his mount. Any enemy within 60 feet of the wolf rider when he uses this ability must make a Will save DC 15 + the wolf rider's Cha modifier, or act as if affected by a *Fear* spell cast as a sorcerer of his class level.

Also, the wolf rider gains an aura of fear around him, while riding his mount, for up to 10 feet. Any opponent within this range suffer a -2 morale penalty to all saving throws, and attack rolls.

Wheeling Attack (Ex): You no longer need to move in a straight line when using Ride-by Attack or Mounted Archery. You can ride forward, make an attack, turn up to 180°, and continue with the rest of your movement. This is an extraordinary ability.

Short Bow Mastery (Ex): At 7th level, the wolf rider has progressed so much with his bow that he gains new attacks at -4, instead of the normal -5.

Example: A 7th level fighter/8th level wolf rider with a BAB of +15 gets four attacks with his short bow, instead of just three as with other weapons. He gains attacks at +15/+11/+7/+3, while his iterative attacks with other weapons are at +15/+10/+5.

Battle Frenzy (Ex): A 10th level goblin wolf rider can induce himself and his mount into a frenzied attack.

This is similar to the barbarian's rage ability, and follows the same rules. This ability can be used once per day, unless the character gains rage from another class, in which case the levels stack for determining the number of times this ability can be used. Note that if the goblin is high enough level as a barbarian, he may gain the use of the Greater Rage ability, but he will always be winded after rage.

Wolf Riders of Other Races

If a GM so desires, he can allow orcs and hobgoblins to take this prestige class. However, a mount must be one size category larger than the rider, so the mount requirement should be changed to dire wolf.

This prestige class may be used for riders of giant lizards, boars, and other animals. When using different mounts, the strength of the animal should be compared to that of the wolf and worg, and the BAB requirement for the class should be adjusted accordingly.

For example, if you want to grant an elephant mount for, say, an ogre, the BAB requirement should be increased to something like +14. A few examples follow:

Winter Wolf: +8 BAB

Boar: +4 BAB

Camel: +4 BAB

Cheetah: +4 BAB

Elephant: +14 BAB

Leopard: +4 BAB

Giant Lizard: +4 BAB

Lion: +6 BAB

Rhinoceros: +11 BAB

Tiger: +8 BAB

Sample Wolf Rider

Gizur Half-Ear is the great hero of his tribe. Twice he has single-handedly taken out groups of human and elven adventurers invading his tribe's territory in their greedy quest for treasure. His raids on the fat shepherds of the south are legendary. Soon, though, he must claim leadership, slaying Broken-Jaw, or be thought a coward. He would rather just ride his worg and be free to do whatever, but the responsibilities of greatness cannot long be avoided.

Gizur Half-Ear: male goblin Fighter6/Wolf-Rider4; CR 10; Small humanoid (goblinoid) (3 ft., 2 in. tall); HD 10d10+30; hp 100; Init +9 (+5 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 (+5 Dex, +4 leather armor, +2 ring of protection, +1 amulet of natural armor; touch 17, flat-footed 17); Atk +15/+10/+5 ranged (d6+6/x3, 210 ft., +1 composite mighty [+2] shortbow of distance, +1 arrows); SQ goblin traits; SV Fort +14, Ref +10, Will +4; AL CN; Str 14, Dex 20, Con 16, Int 16, Wis 8, Cha 13.

Languages: Common, Dwarven, Elven, Goblin.

Goblin traits (Ex): Darkvision 60 ft.

Skills & Feats: Climb +4, Craft (bowyer/fletcher) +13, Handle Animal +10, Hide +12, Intimidate +11, Move Silently +21, Ride (Worg) +20, Spot +4, Wilderness Lore +9; Far Shot, Improved Initiative, Mounted Archery, Mounted Combat, Point Blank Shot, Track, Weapon Focus (shortbow), Weapon Specialization (shortbow).

Class Abilities: Dread Mount, Fearful Pose (Will DC 16 as 4th level sorcerer).

Equipment: +1 composite mighty [+2] shortbow of distance, 10 +1 arrows (human bane), 5 +1 arrows (gnome bane), 5 +1 arrows (dwarf bane), 5 +1 arrows (elf bane), 50 +1 arrows, +2 leather of silent moves, +2 ring of protection, +1 amulet of natural armor, Bracers of archery, eyes of the eagle, +2 cloak of resistance, Heward's handy haversack, potions: 2 cat's grace, 3 cure moderate wounds, heroism, hiding, vision.

Wolf-Rider Mount: Snaggle-Tooth; male worg; Medium-size magical beast (worg); HD 8d10+16; hp 61; Init +2 (+2 Dex); Spd 50 ft.; AC 20 (+2 Dex, +8 natural armor; touch 12, flat-footed 18); Atk +12 melee (d6+6/x2, bite); SA Trip; SQ Scent, improved evasion, empathic link, share saving throws; SV Fort +8, Ref +8, Will +4; AL NG; Str 19, Dex 15, Con 15, Int 7, Wis 14, Cha 10.

Languages: Worg.

Skills & Feats: Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +6*; Alertness, Dodge.

Golden One Prestige Class

Author: Adam Nave

Balance Rating: 4.66 (Pow 4.36, Port 4.86, Purp 4.82, Comp 4.54, Rule 4.71)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	0	0	0	2	Golden Aura, New Domain, Turn Undead	+1 level of existing class
2 nd	1	0	0	3		+1 level of existing class
3 rd	1	1	1	3		+1 level of existing class
4 th	2	1	1	4		+1 level of existing class
5 th	2	1	1	4	Resist Energy Drain	+1 level of existing class
6 th	3	2	2	5	New Domain	+1 level of existing class
7 th	3	2	2	5		+1 level of existing class
8 th	4	2	2	6		+1 level of existing class
9 th	4	3	3	6		+1 level of existing class
10 th	5	3	3	7	Immune to Energy Drain	+1 level of existing class

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 with power over time, granting protections against both physical and magical attacks.

Golden Ones are often found combating undead or protecting the innocent from evil outsiders. Their combat abili-

ties are not great, but because of the defensive properties of their golden aura, they can stand up against powerful undead, such as shades and liches.

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. As a result, combined with their obvious strong connections to the gods, they occupy positions of power within the church.

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 particularly vehement about combating undead. They will rush off to investigate the vaguest rumors of innocents endangered by undead and hold necromancers as their greatest adversaries.

In combat, Golden Ones wear medium armor, which combined with their golden aura, adequately protects them and allows them to maneuver. Golden Ones usually use the same weapons they did as clerics and paladins, with an emphasis on maces, flails, swords (for paladins) and shields. 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 hailing from paladin backgrounds still 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 their golden aura to full advantage and shielding their allies from negative energy attacks.

Requirements

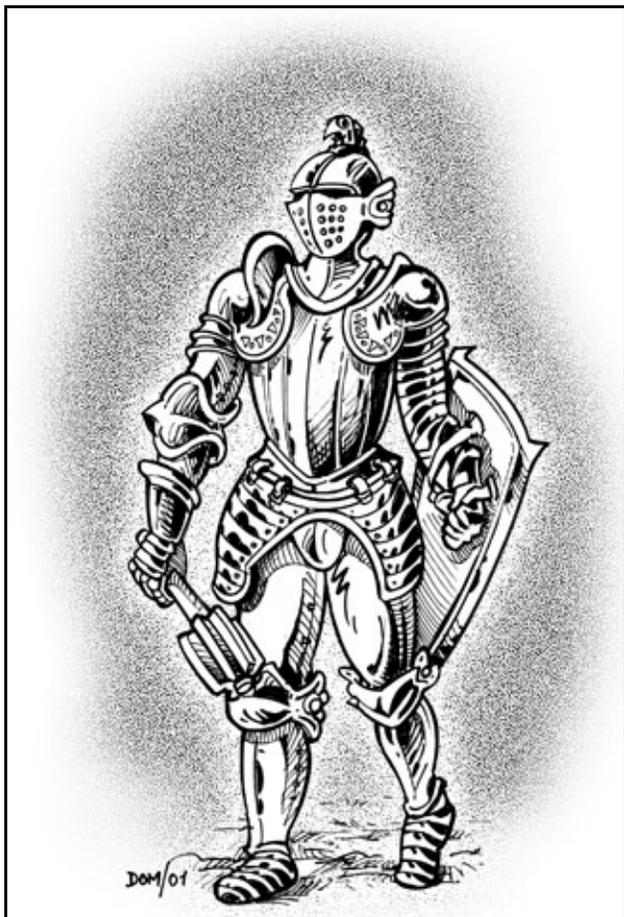
To qualify to become a Golden One, a character must fulfill all the following criteria.

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.

Hit Die: d4.

Weapon and Armor Proficiency: None. Golden Ones are not inherently combative, although they often bring in very good weapon and armor proficiencies from previous classes.

Spells Per Day: The Golden One gains an additional level in an existing divine spellcasting class. This applies only to spells cast per day and effective caster level, not any other class abilities. A Clr10/Golden One 5 has as many spells per day and the same caster level as a 15th level cleric. If the character had more than one divine spellcasting class, he must pick one to gain the bonus level. Once chosen, it cannot be changed. This ability is similar to other abilities of the same name.

Golden Aura (Su): Golden Ones are constantly surrounded by a faint golden aura of positive energy. It starts very light, deepening in color 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 a one-ft. 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 level.
- Undead find the aura's positive energy painful and take one point of damage per level if they touch the Golden One or the Golden One touches them. 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 (Su) abilities. The Golden One may also attempt to make touch attacks against undead, inflicting 1 point of positive energy damage per 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 channeling 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 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 ½ his current level. A *dispel magic* (or equivalent, such as an *anti-magic* field) causes the aura to wink out completely, along with the associated abilities. The *dispel magic* must succeed against a DC of 11 plus the level of the Golden One. (Do not add other spellcaster levels for this check.) 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 memorize 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 roll 1d20 + Hit Dice (or caster level, for spells) and beat the Spell Resistance of the Golden One. 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. This is because of the constant, close contact these items require, which leeches away positive energy.

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 defenseless 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 lose their golden aura and energy drain resistances, but retain their other abilities, such as spell casting level, additional domains and the ability to turn undead. They may not take any more levels in Golden One. An exception to this is a Golden One who reaches 10th level in the class. They may multiclass freely and keep all their abilities, but must still abide by other class restrictions (such as the Code of Conduct and multiclassing restrictions from other 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. It stays dark until he performs an *atonement*. The exception to this is if an evil act is willingly committed. In this case he forever loses all abilities and can no longer advance as a Golden One. If a Golden One paladin loses his respective abilities, he may become ineligible to be a Golden One (i.e., no longer able to cast divine spells and turn undead). If so, he loses all Golden One abilities as well and cannot advance further in the class.

Sample Golden One

Lillian Deverge knew her purpose from an early age, and pursued it with unswerving dedication. She must defend the helpless, and rid the world of the dread scourge of undead existence. She must stand as the solid barrier of good holding back the dark tide of unlife. Her first memories were of being taken in by the sisters of golden light, an isolated convent, after her tiny village was overrun and destroyed by the animated armies of a rampaging necromancer. Her village was not strategically located or wealthy

or of any use at all. The villagers were fodder for the army, nothing more. As an infant, Lillian was of no use and went unnoticed, hidden in a tree hollow by her desperate mother. A tinker traveling through two days later heard the crying of the abandoned infant and brought her to the only sanctuary he knew.

Lillian grew up angry, and spent a long time fighting both the undead and her own inner turmoil, before she finally came to an understanding of what she was truly fighting. With that understanding came a level of peace, and Lillian has since devoted herself to simply helping people. She is a determined and unstoppable foe of undead, but treats with people more gently.

Lillian Deverge: female half-elf Cleric7/Golden One5: CR 12; Medium-size humanoid (elf); HD 7d8+5d4+24; hp 82; Init +3 (-1 Dex, +4 Improved Initiative); Spd 60 ft.; AC 23 (-1 Dex, +5 golden aura deflection bonus, +6 celestial armor, +3 large steel shield; touch 14, flat-footed 23); Atk +9/+4 melee (d8+3/x2, +1 *heavy mace, holy* (wielded with both hands)), or +8 ranged (d10+2, 19-20/x2, 120 ft., +1 heavy crossbow, +1 heavy crossbow bolt); SQ half-elf traits, SR 15; SV Fort +8, Ref +4, Will +12; AL NG; Str 13, Dex 8, Con 14, Int 12, Wis 16, Cha 18.

Languages: Common, Celestial, Elven.

Half-elven traits (Ex): Immune to sleep effects, +2 save vs Enchantment, low-light vision.

Skills & Feats: Concentration +9, Diplomacy +11, Heal +10, Jump +11, Knowledge (Arcana) +9, Knowledge (Religion) +13, Listen +5, Scry +3, Search +4, Spellcraft +3, Spot +11; Combat Casting, Extra Turning, Improved Initiative, Lightning Reflexes, Point Blank Shot.

Class Abilities: Golden Aura (5 ft. radius, +5 deflection AC, SR 15, 5 points positive energy damage on touch to undead), New Domain (Good), Resist Energy Drain, Turn Undead @ 16th level.

Equipment: *Celestial armor*, +1 *large steel shield (animated)*, +1 *heavy mace (holy)*, +1 *heavy crossbow*, 50 +1 *heavy crossbow bolts*, *amulet of undead turning*, *boots of striding and springing*, +2 *cloak of charisma*, *eyes of the eagle*, *dark blue rhomboid ioun stone*.

Cleric Domains: Good, Protection & Sun

Cleric Spells Prepared (6/6+1/5+1/5+1/3+1/3+1/2+1; DC 13 + spell level): 0-level – *create water*, *detect magic x2*, *guidance x2*, *mending*; 1st – *bles x2*, *deathwatch*, *detect evil*, *detect undead*, *endure elements (cold)**, *protection from evil*; 2nd – *bull's strength*, *consecrate*, *endurance*, *lesser restoration x2*, *shield other**; 3rd – *daylight*, *magic vestment*, *negative energy protection x2*, *remove curse*, *searing light**; 4th – *divine power*, *holy smite**, *restoration*, *status*; 5th – *flame strike**, *mark of justice*, *righteous might*, *true seeing*; 6th – *anti-magic field**, *geas/quest*, *heroes' feast*.

*Domain spells

Half-Orc Survivor Prestige Class

Author: Dominique Couzret

Balance Rating: 4.72 (Purp 4.91; Pow 4.75; Port 4.75; Comp 4.42; Rule 4.75)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Resilient Skin +1; Damage reduction 1/- ; Endure Weather 1/round
2nd	+1	+3	+0	+3	Resist Starving, Double Natural Healing
3rd	+2	+3	+1	+3	Resist Energy Drain (-/+2)
4th	+3	+4	+1	+4	Resilient Skin +2; Damage reduction 2/-; Endure Weather 2/round
5th	+3	+4	+1	+4	Resist Death (1 per day), Cornered rage (1 per day)
6th	+4	+5	+2	+5	Resist Energy Drain (+2/+4)
7th	+5	+5	+2	+5	Resilient Skin +3; Damage reduction 3/-; Endure Weather 3/round
8th	+6	+6	+2	+6	Resist Death (2 per day), Cornered rage (2 per day)
9th	+6	+6	+3	+6	Resist Energy Drain (+4/+6)
10th	+7	+7	+3	+7	Resilient Skin +4; Damage reduction 4/-; Endure Weather 4/round

In her search for true love, Zurvalia traveled far and wide-from the icy wastes of the north to the decaying cities of Andul to the south. In all those years of constant seeking she never found what she sought. Yet this had not discouraged the obstinate half-orc. Even now, with the latest village yet another failed goal, she found the courage to persevere.

"Listen to me, I just want a meal and a bed for the night. Tomorrow I will leave. I have money, I can pay!" Zurvalia did not need a night out in the cold to add to her misery.

"You don't understand, orc." Replied the innkeeper, a fat, red-faced man with large blue veins standing out on his misshapen nose. "We don't serve sows in this tavern!"

The villagers nearby had stopped their activities and were looking at the headstrong half-orc. A shouted insult, thrown rotten vegetables-Zurvalia was used to it all. This time, instead of leaving, she sat on a bench and waited, her orcish features set in a particularly stubborn expression. It had been a long day.

"Get out!" The innkeeper shouted. He grabbed a chair from the common room within and advanced menacingly toward Zurvalia. She did not move, and his irate hatred overflowed. "The only good orc is a dead orc, sow!" So saying, he smashed the chair over her head.

Zurvalia's eyes turned red and she slowly rose to her feet, the shattered remains of the chair falling from her shoulders. The innkeeper blanched as he saw she bore no mark from his blow.

"You evil man!" Zurvalia shouted, tears rolling down her cheeks. She took up the heavy bench from the front of the tavern and brandished it easily over her head. "Mummy had no right to hit me, and you have no cause!"

In the background, the more intelligent customers left using the back door.

o o o

Half-Orc Survivors are characters who grew so well used to a life of punishment and misery they developed an uncanny ability to survive the most extreme of hardships.

Half-Orcs are almost always born in violence. Rarely would any human willingly marry an orc. Exceptional campaigns may exist where love matches between orcs and humans are common, but that is not what this class represents. In most campaigns, half-orcs are born in captivity or after some raid among human populations. Those born from two half-orc parents remain a minority. As such, most-if not all-half-orcs are rejected by their mother, and are despised-even hated-by their community. They are often punished, beaten, starved, and otherwise abused. To survive, they have to be tough, and must learn survive in a hostile environment. Most other races would at least be broken by such maltreatment. However, their racial heritage has given half-orcs greater physical power and instinct. The maltreatment that would kill others is to them a form of extreme training that develops their indomitable will and ability to survive. Half-Orc Survivors exemplify the proverb "That which does not kill us, make us stronger."

Half-Orc Survivors are forged by the severity of their upbringing. They are not taught by a mentor, nor do they follow any particular teaching. Rare half-orcs who are raised by loving parents have little chance of becoming Survivors. Should they even make the attempt, they will require a Survivor mentor. Survivor instruction is brutal and centers on training the body and mind for endurance, alertness, privation, and all the abuses of a typical half-orc childhood

Half-Orcs Survivors are wary to the point of paranoia, considering themselves eternal victims, often bullying others for fear of being bullied. The half-orc survivor typically starts a brawl in a tavern and then whines when "yet another bunch of bastards picked on him." Unsurprisingly, most people dislike and reject them, which in turn reinforces Survivor paranoia.

Requirements

To qualify to become a Half-Orc Survivor, a character must fulfill all the following criteria:

Race: Half-orc.

Hit-points: 30+

Feats: Endurance, Iron will and Toughness.

Special: The character must have had a merciless childhood during which survival was a daily struggle. The very rare half-orc who had loving parents and an easy life must first find an appropriate mentor. After 1d4 weeks of training, he must succeed on Fortitude and Will saving throws against DC 20 or be unable (and unwilling) to continue the torturous regimen. If both saves are failed with a natural roll of 1, the character dies.

Class Skills

The Half-Orc Survivor's class skills (and the key ability for each skill) are: Escape artist (Dex), Heal (Wis), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Wilderness-lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skills Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are class features of the Half-Orc Survivor prestige class.

Hit-Die: d12.

Weapon and Armor Proficiency: Survivors are proficient with all simple weapons. They are proficient with light armor, medium armor, and shields.

Bad Behavior: Due to their paranoid, whining and self-pitying attitude, Half-Orc Survivors suffer a -3 circumstance penalty to all reaction rolls and skill checks relying on Charisma, as most people find them particularly unpleasant.

Resilient Skin (Ex): The Survivor becomes used to beatings. He gets Natural Armor +1 at 1st-level, which increases to +2 at 4th-level, +3 at 7th-level, and +4 at 10th-level.

Damage Reduction (Ex): Similar to the extraordinary ability of barbarians, the hardened skin of Half-Orc Survivors absorb damage from blows and attacks. Thus each physical blow they suffer is reduced by 1 point at 1st-level, 2 at 4th-level, 3 at 7th-level, and 4 at 10th-level. This ability cannot lower damage below zero.

Endure Weather (Su): The Survivor become inured to one type of harsh weather. For most this is be cold weather, but for those living in tropical regions, heat would be more appropriate. This ability works exactly as a

continuous Endure Elements spell, except it absorbs 1 point of cold (or heat, etc.) damage each round at 1st-level, 2 at 4th-level, 3 at 7th-level, and 4 at 10th-level. This is a supernatural ability.

Resist Starving: At 2nd-level, Survivors become inured to food deprivation, suffering no ill effects from being underfed. One day's ration will sustain the character for a number of days equal to his level of Half-Orc Survivor.

Double Natural Healing: At 2nd-level, Survivor levels are counted as double when calculating hit-points regained through natural healing (rest or complete rest). As an example, a Rogue 6/Half-Orc-Survivor 4 will regain hit points as a 14th-level character (6 + 2×4) instead of a 10th-level character.

Resist Energy Drain: Survivors have a will to live stronger than most others. At 3rd-level they gain the ability to resist the effects of Energy Draining attacks. Survivors are entitled to a fortitude save to negate the effects of an energy draining attack completely. If they fail this save, they get a +2 bonus to the follow-up saving throw 24 hours later to remove negative levels (Core Rulebook II, p.75-76). At 6th-level, Survivors save against energy drain attacks at +2 and get a +4 bonus on the follow-up save. At 9th level, these bonuses increase to +4 and +6, respectively.

(The fortitude saving throw is against a DC equal to 10 + one half the attacker's hit-dice + the attacker's Cha modifier.)

Resist Death: At 5th-level, Half-Orc Survivors become even more resistant to suffering and injury. As such, if a missed fortitude saving throw would result in the Survivor's death, he is instead reduced to 1 hit-point. The Survivor can benefit only once per day from this ability. Upon reaching 8th-level, the Survivor may Resist Death twice per day.

Cornered Rage: At 5th-level, Half-Orc Survivors gain the rage ability of barbarians (see Core Rulebook I, p.25). However, unlike barbarians, Survivors have no control over their rage. Instead, the rage takes them only in specific circumstances when their life is threatened. Whenever a Survivor is attacked and wounded for more than half his hit-points, or is largely outnumbered by potential attackers, he flies into a rage whether he wants it or not and attacks head-on. To prevent the rage from happening, the Survivor must make a Will save vs DC 20. At 5th-level this rage can happen only once per day. At 8th-level the rage can come twice per day. The rage does not occur if the Half-orc Survivor initiates the fight.

Sample Half-Orc Survivor

Zurvalia is a lonely half-orc girl in search for "true love." Seasoned despite her youth (19 years old), she has traveled far and wide since the age of 13. If she ever encounters peoples willing to show her kindness, she will become

a trustworthy friend for them. However, Zurvalia attracts problems wherever she goes in civilized areas.

Zurvalia: Female half-orc Fighter 3/Rogue 3/Half-Orc-Survivor 5, medium humanoid, hp 108, Init +1, Spd 30, AC 17 (touch 15, flat-footed 16); Atk +13/+5 melee (d6+2, x2, quarterstaff +2) or +11/+3 melee (d4, x2 dagger), or +9/+4 ranged (d6+1, x3, 60' shortbow); AL Neutral; SQ Darkvision, SV Fort +11 (+13), Ref +6 (+8), Will +8 (+10); Abilities: Str 16 (+3), Dex 13 (+1), Con 18 (+4), Int 10 (+0), Wis 10 (+0), Cha 9 (-1).

Skills and Feats: Climb +12, Escape Artist +4, Hide +6, Intuit Direction +5, Jump +12, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +2. Endurance, Iron Will, Toughness. Evasion, Uncanny Dodge, Sneak Attack

(+2d6), Power Attack, Improved Bull Rush. Resist Starving (1 day food for 5 days survival), Double Natural Healing (16th-level character), Resilient Skin (+2), Damage Reduction (2/-), Endure Cold Weather (2/round), Resist Energy Drain (-/+2), Resist Death (1 per day), and Cornered Rage (1 per day).

Hindrance: -4 penalty to all Cha (including Cha-based skills) and reaction rolls.

Possessions: Bracers of Armor +2, Quarterstaff +2, Ring of Protection +2, and a Potion of Love. Normal clothes, dagger, shortbow and arrows, purse with 20 gp, 7 sp, and 1 gem worth 150 gp.

Hammer of the Dwarves Prestige Class

Author: Matthew Hedges

Balance Rating: 4.72 (Purp 4.79, Pow 4.64, Port 4.82, Comp 4.79, Rule 4.57)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	1	2	0	0	Hurl Hammer 1/day, Dwarven Blessing
2nd	2	3	0	0	Imbue Hammer
3rd	3	3	1	1	Hurl Hammer 2/day, Fighter Feat
4th	4	4	1	1	Whirling Hammer Shield 1/day
5th	5	4	1	1	Hurl Hammer 3/day, Giant Killer
6th	6	5	2	2	Whirling Hammer Shield 2/day, Forged Weapon Immunity 8/+1
7th	7	5	2	2	Hurl Hammer 4/day, Hammer's Tremor
8th	8	6	2	2	Whirling Hammer Shield 3/day, Forged Weapon Immunity 8/+2
9th	9	6	3	3	Hurl Hammer 5/day, Fighter Feat
10th	10	7	3	3	Whirling Hammer Shield 4/day, Forged Weapon Immunity 8/+3

Dwarven society is formed of warriors, and the vast majority of these warriors (and most other dwarves as well) worship the major dwarven deity. However a special few are so utterly devoted to their deity that he bestows upon them special powers, so that they might better serve his cause. The Hammer is a devoted follower of this deity, granted powers in return for extreme devotion to his god and his edicts. He shows the utmost respect for clerics of his deity and can often be found serving them in various capacities. Sometimes this means guarding sacred temples, other times it means leading special quests to recover religious artifacts. Whatever the task assigned, it is always extremely perilous and there is little in the way of personal



reward for the Hammer, other than the favor of his deity and his clerics.

Fighters are the most common Hammers, although rogues, rangers, clerics and even barbarians have been known to join their ranks.

Hammers can be identified by a special single tattoo somewhere on their body (often the chest), showing the symbol of their deity—a hammer.

All Hammers wield warhammers, just like their god, and many of their granted powers are based on the use of this weapon. A Hammer's warhammer is sacred to him, from the time it is blessed by a cleric of his deity during his initiation ritual. Loss of the warhammer is considered an omen of impending doom. Many a stern dwarven Hammer has become sullen and depressed after losing his weapon, pondering his fate.

Hammers are free to use other weapons, but they still require a warhammer as a focus for their granted powers. Use of other weapons is frowned upon, and usually indicates desperation.

Hammers are held in very high regard in all dwarven communities, and they have a friendly rivalry with Dwarven Defenders.

Requirements

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

Alignment: Lawful Good

Race: Dwarf

Religion: Father of the Dwarven deities

Base Attack Bonus: +7

Knowledge (Religion): 4 ranks

One of the following skills:

Craft (Blacksmith): 5 ranks or

Craft (Weapons): 5 ranks or

Craft (Armor): 5 ranks or

Craft (any suitable option): 5 ranks

Feats: Weapon Focus (Warhammer), Power Attack, Sunder.

Special: Must submit to a special religious ceremony conducted by a cleric of his deity of least of 7th level. During the ceremony, the dwarf is tattooed with the symbol of the deity. The dwarf must also supply a warhammer to be blessed, and this must be of at least masterwork quality (a Hammer may use a better warhammer later on, but must first have that new warhammer blessed by a suitable cleric).

Class Skills

The class skills of the Hammer are very similar to those of Fighters, with some extra skills based on religious training and beliefs. The Hammer's class skills (and key ability for each skill) are Climb (Str), Craft (Str), Intimidate (Cha), Knowledge (Religion) (Int), Profession (Wis), 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 Hammer of the Dwarves prestige class.

Hit Die: d10

Weapon and Armor Proficiency: Hammers are proficient with all simple and martial weapons, all armors and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Hurl Hammer: The character can hurl his warhammer just as if it were a thrown weapon. He receives no attack penalty for an unfamiliar weapon (a warhammer cannot usually be thrown). The hurled warhammer has a range increment of 20 feet and will automatically return to the hand of the character after the attack. Hurling counts as a normal attack action (not full) but only one attack (i.e., the throw itself) can be made during the round in which the warhammer is hurled. Attacks of opportunity cannot be made after the hurled attack has been made because the weapon is in flight.

Dwarven Blessing: The Hammer receives a +3 circumstance bonus to any fortitude saves required for effects relating to stone or earth (e.g., surviving a stone to flesh spell).

Imbue Hammer: Once per day the Hammer can imbue his warhammer with his deity's blessing. This effect lasts for a number of rounds equal to the Hammer's class level (not his total character level) and provides a +1 enhancement bonus to the weapon. The enhancement allows the

character to hit creatures only hit by magical weapons (for the duration of the effect the weapon is magical). This effect stacks with the bonus of a warhammer that already has a magical bonus. If the weapon was a masterwork weapon then it still has a +1 bonus but is now magical. Regardless of the weapon's existing magical bonus the total bonus can never exceed +5.

Whirling Hammer Shield: The Hammer can whirl his warhammer around his hand, spinning it in a ferociously fast circle (using a leather thong attached to the handle of the weapon). He receives the equivalent of half cover (+4 AC, +2 reflex saves) while the whirling hammer shield is maintained. The character can move at half his normal movement rate while maintaining the whirling hammer shield, which can be maintained for a number of rounds equal to twice his Con bonus (e.g., Con 14 = 4 rounds). Once started it can be stopped at any time, but the ability is considered used.

Hammer's Tremor: Once per day the Hammer can slam his warhammer into the ground and call upon his patron's power. The ground in a 50 foot radius will shake violently, causing all two legged beings of Large size or smaller to make a Balance Skill check against DC 15 or fall over prone for one round (it cannot discriminate between friend or foe, but Hammers and clerics of the same deity are unaffected).

Fighter Feat: Choose any one fighter feat listed in the PHB p37.

Giant Killer: Whenever in combat against giants or giant kind the character receives double his normal threat range for his warhammer. This effect stacks with the improved critical feat and any other similar effect.

Forged Weapon Immunity: The character can make himself relatively invulnerable to forged weapons using the damage reduction indicated against any forged weapon used against him. This effect can be used once per day and lasts for three rounds. A forged weapon usually means any bladed weapon (sword, dagger, scimitar, axe, falchion, spear, etc.).

[This represents their deity's mastery of the forge. It is said by dwarves that their deity controls all the forges in the world. The deity himself is said to be immune to all forged weapons.]

Sample Hammer of the Dwarves

Urok Stoneheart knew he would one day be a Hammer of the Dwarves from time his father was slain, along with his entire community, by invading orcs. He swore right then to work to become the greatest protector his people had ever known, and has since tirelessly pursued his goal.

Urok Stoneheart: Dwarven Fighter 6/Cleric 3/Hammer 5; medium humanoid; hp 170, Init +7, Spd 20 ft, AC 31 (touch 16, flat-footed 24); Atk +23/+18/+13 melee (d8+11, 19-20/x3 Warhammer +4, 18-20/x3 vs giants); AL

LG; SQ: Darkvision 60', Stonecunning, +2 save vs Poison, +2 save vs spells & spell-like effects, +1 attack vs orcs & goblinoids, +4 dodge vs giants, +2 appraise of metal and stone items, +2 craft with stone or metal, SV Fort +21, Ref +10, Will +10; Abilities: Str 20 (+5), Dex 16 (+3), Con 22 (+6), Int 14 (+2), Wis 12 (+1), Cha 14 (+2).

Skills and Feats: Climb +12, Concentration +8, Craft Armor +16, Craft Weapons +16, Intimidate +5, Jump +9, Knowledge (Arcana) +3, Knowledge (Religion) +10, Sense Motive +5. Weapon Focus: Warhammer, Power Attack, Sunder, Improved Critical: Warhammer, Improved Initiative, Weapon Specialization: Warhammer, Expert Tactician, Improved Sunder, Shield Expert, Ambidexter-

ity. Turn Undead 5/day, Turn Air/Rebuke Earth 5/day, +1 Caster Level for Good spells, Hurl Hammer 3/day, Dwarven Blessing, Imbue Hammer, Fighter Feat, Whirling Hammer Shield 1/day (12 rounds), Giant Killer.

Possessions: Dwarven Plate +3 (Spell Resistance 13), Mithril Large Shield +3 (Bashing), Warhammer +4, Ring of Protection +3, Amulet of Health +2, Amulet of Undead Turning, Belt of Giant Strength +4, Boots of Speed, Cloak of Resistance +3.

Spells Cast Per Day: 4/3+1/1+1; base DC = 11 + spell level. Domains: Earth, Good.

Healing Hand Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.6 (Pow 4, Port 4.4, Purp 4.8, Comp 4.8, Rule 5)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	0	2	0	2	Empowered Healing, Great Heal, Sanctuary	+1 spellcasting level
2 nd	1	3	0	3	Deathwatch, Lesser Restoration	+1 spellcasting level
3 rd	1	3	1	3	Cure Disease	+1 spellcasting level
4 th	2	4	1	4	Maximize Spell (1)	+1 spellcasting level
5 th	2	4	1	4	Restoration	+1 spellcasting level
6 th	3	5	2	5	Status, Immune to Disease	+1 spellcasting level
7 th	3	5	2	5	Maximize Spell (2)	+1 spellcasting level
8 th	4	6	2	6	Raise Dead	+1 spellcasting level
9 th	4	6	3	6	Heal, Immune to Poison	+1 spellcasting level
10 th	5	7	3	7	Greater Restoration	+1 spellcasting level

The battle was nearly done. Bodies lay strewn about the meadow, the copper tang of blood was heavy in the air, and Tahnree gazed sadly at the carnage surrounding her small island of peace. None of the enemy warriors had targeted her, not even the most savage of the gnolls. They knew her mission. She was allowed to walk from ally to ally, keeping her compatriots alive while all about the enemy were slaughtered. The last few standing were herded into a tight, defensive group, and the heroes closed in. As the last gnoll, a great, hairy brute, fell, he reached out towards Tahnree, his eyes pleading, and gasped out crude common. "Help Healer please mine!"

Tahnree, feeling the pull of her oath, sprinted to his side and reached out to send the healing love of the goddess into his body. Oerlich, the brutish warrior commanding her party, grabbed her and pulled her out of reach of the fallen gnoll, ordering one of the others to finish him off. Tahnree went limp in Oerlich's arms and waited quietly for him to set her down. Once the gnoll was slain, the commander did just that, glaring angrily at her.

"What do you think you were doing? He is the enemy!"

"He was in pain, Oerlich. I felt it. And he called out to me." Tahnree looked down at the grass, soaked with the gnoll's blood. She did not look at Oerlich.

"Yeah he was in pain! This is war, Tahnree! We are here to kill as many gnolls as we can. Are you forgetting what they did to Satter's Mill?"

"I was with you, Oerlich. I saw the bodies. All of them."

"Enough of this. You lot search the bodies and let's move on. Their main camp is still days away." The band of adventurers followed their normal procedure, searching each body for anything of value, stripping off armor and weapons and throwing all into the bottomless bag carried by Hendrick. Tahnree stepped over to the fallen gnoll who had asked for help and crouched beside his body. When they would have stripped him, Tahnree stopped them, and Oerlich was called over.

"What trouble are you causing now, Hand?" He only used her title when he was angry with her. Tahnree braced herself for the full force of his fury.

"I have to stay with him. I have to undo what has been done. He was under my protection when you slew him. You have broken my oath."

Oerlich flushed red, then turned a deeper shade, almost purple. The others looked at each other as they realized the significance of her words.

"You have placed yourself over the goddess by declaring who shall be healed and who shall not. You have broken faith with me, Oerlich of Branch. Leave this place, leave my company, and seek solace on your own."

A chill went through the party as they saw the set of her face. She would not go with them. Oerlich stepped close to the Hand, glaring down at her from his muscular height. Her slight form was dwarfed by his towering stature, and he appeared on the edge of a berserk rage.

"You will come with us, Hand, and you will do your duty by us. We will need your healing in the battles to come."

"Go or stay as you will, Oerlich of Branch. But I will stay with this fallen creature. I will bring him back, and heal his pain, and you will not interfere."

Hendrick, the only one of their party near Oerlich's size and strength, stepped up to his leader and touched his arm tentatively. The commander turned his glare on his second.

"Remember the Curse, Oerlich. Would you go without healing the rest of your days?"

Oerlich seemed to deflate, and the others breathed more freely as he backed down. Bad enough they'd lost their healer, but to be cursed as well, they might as well return to town now.

* * *

Alone with the body of the gnoll, Tahnree worked her magic and returned the creature's soul to his body. Still he was helpless and required considerable healing to be restored to full health. Tahnree did not use her most powerful healing magic, instead aiding the process of natural healing and giving the gnoll time to think on his actions in a relatively helpless state. After a week he was as well as he

would get, and she returned his armor and weapons, as well as a pack of food and water.

Grarsh held his silence the entire time, afraid to speak for fear of dispelling the dream of the healer. His mother had told him of the great healer's mercy, but he didn't want to take any chances. He saw the burial mounds and knew his pack had been slaughtered. His claws itched to destroy those who had done this, but he knew he was too weak.

Part of him kept expecting the leader of the humans to show up and torture him for information. Why else keep him alive? But each day, all the healer did was minister to his wounds, and feed him, and assure him in a gentle voice that the pain was over.

As the healer handed him his armor and weapons, Grarsh knew great confusion. His first impulse was to smash in the healer's head with his axe. But then he remembered the pain of his wounds and winced away from her in superstitious fear. Silently, without even a word of thanks, Grarsh loped off into the hills. Another time he would kill her. Not now.

Everyone deserves to be whole and healthy. The Healing Hand is full of compassion, mercy and determination. Healing Hands must 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, the Hand gains powerful healing abilities, which he must use for any in need. It is his divine quest to soothe pain from the world.

Requirements

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

Heal: 10 ranks.

Alignment: Must have a neutral component (no evil)

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.

Skillpoints at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Healing Hand prestige class.

Hit Die: d4

Weapons and Armor: The Hand gains no proficiency in any weapons or armor.

Spellcasting: Levels of Hand stack with other classes of divine spellcasting for the purposes of spells per day and caster level.

Empowered Healing (Su): When casting Cure spells, the Healing Hand heals +1 hp per class level (this is in addition to the normal +1 per level for all divine spellcasters). This bonus is not subject to the normal hitpoint limits on cure spells.

Great Heal (Ex): The Healing Hand can cure wounds using his Heal skill. Once per day per person, he can make a Heal check vs DC 15. The Hand heals 1 hp per 5 over the DC rolled, with a minimum of 1 hp. This is an Extraordinary ability and takes a full minute to perform.

Sanctuary (Su): The Healing Hand is recognized throughout civilized 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. Opponents attempting to strike at the Hand cannot help but flinch from wounding the universal healer. Even those who have never heard of the Healing Hand experience this instinctive feeling. Anyone attempting to strike the Healing Hand must make a Will save, DC 10 + the Healing Hand's level, plus his Wis modifier. If he fails, he cannot attack the Healing Hand for that encounter. This protection, while similar to that provided by the spell Sanctuary, is more restricted. The Hand negates his Sanctuary 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 (Su): At 2nd level the 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 level.

Lesser Restoration (Sp): At 2nd level the Healing Hand may cast Lesser Restoration as a bonus spell once per day at his Hand level.

Cure Disease (Sp): At 3rd level the Hand may cast Cure Disease as a bonus spell once per day at his Hand level.

Maximize Spell (Ex): At 4th level the Hand may cast one healing spell once per day to maximum effect, curing the maximum HP possible with that spell. At 7th level he may do this twice per day.

Restoration (Sp): At 5th level the Hand may cast Restoration as a bonus spell once per day at his Hand level.

Status (Sp): At 6th level the Hand may cast Status as a bonus spell once per day at his Hand level.

Immune to Disease (Ex): At 6th level the Hand gains immunity to all natural diseases. His constant exposure to such things has built up the immunity in his system.

Raise Dead (Sp): At 8th level the Hand may cast Raise Dead as a bonus spell once per day at his Hand level.

Heal (Sp): At 9th level the Hand may cast Heal as a bonus spell once per day at his Hand level.

Immune to Poison (Ex): At 9th level the Hand gains immunity to all natural and man-made poisons. His long exposure to such things has built up the immunity in his system.

Greater Restoration (Sp): At 10th level the Hand may cast Greater Restoration as a bonus spell once per day at his Hand level.

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 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 immobilizes or renders helpless another through his actions (or a Hold Person spell), he is responsible for that person's safety until he can defend himself. 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 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 has performed an Atonement.

Sample Healing Hand

Tahnree Softhands has been raised in the tradition of gentleness and healing. Found abandoned on the temple

steps as an infant, Tahnree was raised by the Sisters of Mercy to believe that she could heal the world of its pain, if only her faith were strong enough. She has taken a vow of nonviolence and now wanders the land, healing all in need and bringing her message of love and peace to the rough tribes of the north.

Tahnree Softhands: Female Human Clr7/HH5; medium humanoid; hp 82, Init +3 (–1 Dex, Improved Initiative); Spd 30 ft; AC 13 (touch 10, flat-footed 13); Atk +7/+2 BAB; AL NG; SV Fort +14, Ref +7, Will +15; Abilities: Str 8 (–1), Dex 8 (–1), Con 14 (+2), Int 13 (+1), Wis 21 (+5), Cha 14 (+2).

Skills and Feats: Concentration +9, Craft glassblowing +11, Diplomacy +10, Heal +20, Knowledge (Arcana) +6, Knowledge (Religion) +6, Listen +5, Spot +10; Brew Potion, Craft Wand, Skill Focus: Heal, Alertness, Lightning Reflexes, Improved Initiative.

Class Abilities: Turn Undead 6/day at +10, Empowered Healing +5, Great Heal, Sanctuary, Deathwatch, Lesser Restoration, Cure Disease, Maximize Spell (1), Restoration.

Possessions: Bracers of Armor +3, Periapt of Wisdom +4, Belt of Many Pouches, Cloak of Resistance +3, Ring of Protection +1, Wands: Cure Light Wounds and Cure Moderate Wounds; Potions: Cure Light Wounds x4, Cure Moderate Wounds x2, Lesser Restoration x2.

Spells Prepared each Day: 6/7+1/5+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level) 0 – Create Water, Cure Minor Wounds x2, Detect Poison, Mending, Purify Food and Drink; 1 – Cure Light Wounds*, Detect Evil, Detect Undead, Endure Elements, Obscuring Mist, Protection from Evil, Remove Fear, Shield of Faith; 2 – Delay Poison, Endurance, Hold Person, Remove Paralysis, Shield Other x2*; 3 – Dispel Magic, Magic Circle Against Evil, Negative Energy Protection, Protection from Elements*, Remove Blindness/Deafness, Remove Disease; 4 – Dismissal, Neutralize Poison, Spell Immunity*, Status, Tongues; 5 – Dispel Evil, Raise Dead, Spell Resistance*, True Seeing, Wall of Stone; 6 – Antimagic Field*, Banishment, Heroes' Feast, Wind Walk. *domain spells.

Domains: Healing and Protection

Hydromancer Prestige Class

Author: Brendan J. Quinn

Balance Rating: 4.37 (Purp 4.9, Pow 4.2, Port 4.2, Comp 4.35, Rule 4.2)

My fellow mages ask me why I study the element of water.

My fellow mages tell me I study a powerless element.

My fellow mages tell me I should study the air so I can fly, or earth so I can topple buildings, or fire so I can burn my enemies ...

... or illusion so I can do this ... death magic so I can do that ...

My fellow mages tell me water will grant me little power.

Sigh.

My father was a sailor. My mother, a mage apprenticed to a powerful transmuter, died at my birth, and my father had no help in my raising. He took me with him on his journeys, as there was nowhere to leave me when he sailed.

It was on one such voyage that I witnessed my first hurricane. We were caught out in the open, but I suppose luckier than had we been further on, near the reefs of Sandoon. I was on deck and in the confusion got left above when all hands fled below. I watched as the serene sea awakened to a deadly ferociousness in a manner of minutes. I was mesmerized, and perhaps too foolish to come in out of the rain. Somehow I got tangled up in the rigging and this saved my life. I hung there, watching the storm, in awe of its power yet never really afraid. And then, with as little warning as it came, the waves calmed again (I learned later that this of course was the eye of the hurricane). It was then I accepted finally what my father had said, what his fellow sailors had told me. The seas are alive, and they rage, and they weep. They feel everything you or I feel, only more, because they are so much larger and cover the world.

When the waves whipped up again I was not surprised. The sea had not yet spent its rage. Huge waves pounded the hull of our ship, roaring with the ferocity of dragons. It was a ride I will never forget.

Eventually the storm passed, and my father and the others emerged from below decks. They were astounded that I yet lived. My father was convinced the sea was my destiny, and wanted me to become a sailor. Perhaps this would have been my fate, had I not heard of the greatest sea of legend: the Elemental Plane of Water. Once I learned of its existence, I had to see it. No barrier could stop me. No task was too great. With the heritage my mother had given me, I had the talent to become a mage and I did so to pursue my goal.

And once I got there? Wondrous. Awful.

So what do I say when mages ask why I study water? Fire is uncontrolled and vengeful, earth is strong and slumbering, air is quick and untamed, but only water can be all of those and more.

Graciana Saylerson
Planar Specialist in the Guild of the Sleeping Dragon



Hydromancers are spellcasters who have chosen elemental water as their focus of study. They are sages, as well as specialist wizards. Hydromancers often serve in the capacity of sages at schools or wizard guilds, because these organizations can most readily aid in traveling to the inner planes. While hydromancer personalities vary as widely as those of individual wizards, they all eventually share a distinct common feature: their bodies transform from flesh to water.

Only arcane spellcasters can become hydromancers. Most are wizards as research and study are vital to becoming a hydromancer. The rare sorcerer shows a natural affinity for elemental water.

Requirements

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

Knowledge (the Planes): 8 ranks

Language: Aquan

Spellcasting: Ability to cast 3rd level arcane spells.

Special: must have visited the Elemental Plane of Water.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+0	+0	+2	Rebuke water elementals ; Specialty: water domain spells	+1 spell-casting level
2 nd	+1	+0	+0	+3	Detect altered water	+1 spell-casting level
3 rd	+1	+1	+1	+3	Turn fire elementals	+1 spell-casting level
4 th	+2	+1	+1	+4	Purify liquids	+1 spell-casting level
5 th	+2	+1	+1	+4	Summon elemental (1/day)	+1 spell-casting level
6 th	+3	+2	+2	+5	Elemental bonding	+1 spell-casting level
7 th	+3	+2	+2	+5	Rebuke water creatures	+1 spell-casting level
8 th	+4	+2	+2	+6	Summon elemental (2/day)	+1 spell-casting level
9 th	+4	+3	+3	+6	Turn fire creatures	+1 spell-casting level
10 th	+5	+3	+3	+7	Hydromorph	+1 spell-casting level

Class Skills

The hydromancer's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), 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 hydromancer prestige class.

Hit-die: d4.

Weapon and Armor Proficiency: The hydromancer gains no new weapon or armor proficiencies.

Spells: each time they gain a new level in this class, hydromancers gain a level of spellcasting ability as if they had gained a level in their previous arcane spellcasting class. However, they don't gain any other benefit of that class, such as special abilities or bonuses feats.

Specialty: Water Domain Spells: The Hydromancer is considered a specialist. As such, he gains some benefits and hindrances. As a specialist, the hydromancer can cast one additional spell per spell level each day. However, he cannot prepare a spell of his choice, but gains instead the spells of the Water domain of clerics (treated as arcane spells). If the hydromancer already was a specialist, he does not gain a further bonus spell. Because of his affinity for water, the hydromancer cannot cast spells from the Fire domain or with Fire in the descriptor. These are forgotten, and replaced by spells related to water if appropriate (in the case of sorcerers, for instance).

Rebuke Water Elemental: The hydromancer can rebuke water elementals in the same way an evil cleric rebukes undead (3 times per day + charisma modifier).

The Hydromancer rebukes as if he were a cleric of a level equal to his hydromancer level. At 1st level he can rebuke only water elementals, but at 7th level, he can affect all creatures with the water sub-type. This includes Nixies, Tojanida, and certain types of Giants and Dragons.

Detect Altered Waters: The hydromancer can identify waters altered in any way. In addition, the hydromancer gains a +2 bonus to alchemy checks to detect poisons found in any liquid.

Turn Fire Elemental: The hydromancer can turn fire elementals in the same way a cleric can turn undead. The hydromancer turns fire elementals as if he were a cleric equal to his hydromancer level minus 2. At 3rd level he can turn only fire elementals, but at 9th level, he can affect all creatures considered to be a fire sub-type. This includes salamanders, magmin and certain types of giants and dragons.

Purify Liquid (Su): Once per day plus the modifier for his main spellcasting attribute (i.e., Intelligence for wizards), the hydromancer can purify normal water as if casting a *Purify Food & Drink* spell (cast at his hydromancer level). This ability is unusable on other substances (food, special liquids, etc.).

Summon Elemental (Sp): At 5th level, the hydromancer can once per day summon a water elemental with hit dice no greater than the hydromancer's own total hit dice minus five. This functions exactly as the Summon Monster spells, except this spell-like ability has a duration of five minutes per hydromancer level, and can be used only near a large body of water. At 8th level, the hydromancer gains this ability twice per day.

Elemental Bonding (Ex): At 6th level, the hydromancer's connection to the elemental plane of water begins to become more apparent. His body is always hydrated so that he need never drink to survive (but still requires food), and can breathe normally when submerged in water.

At 10th level, the link to the elemental plane of water becomes complete. The hydromancer is now considered

an outsider of the water sub-type, and is affected by spells accordingly. However, he can still be healed and raised as normal.

Hydromorph: The hydromancer can assume the shape of a water elemental, retaining his hit-dice, hit-points, saving throws, and base attack bonuses, but gaining the special abilities of a water elemental. This is a natural form for the hydromancer and cannot be dispelled (by *Dispel magic* spell). The hydromancer can assume the water elemental shape once per day, and may end it at will. The changes into water form and back again require a full round action. Returning to humanoid form heals 1 hit-point per total character level.

Elemental Shape			
Character level	Str	Con	Abilities
16-18	+4	+2	As small elemental
19-21	+6	+4	As medium elemental
22-24	+10	+6	As large elemental
25-27	+14	+8	As huge elemental
28-30	+18	+10	As huge greater elemental

Specialty Spell List

The following spells are considered Water spells for the Hydromancer. Italicized spells are from the Relics & Rituals© core rulebook:

0th level—Create water, *Dowsing*.

1st-level—*Acid spittle*, *Buoyancy net*, Endure elements, Obscuring mist, Summon Monster 1*

2nd-level—Fog cloud, Melf's acid arrow, Summon Monster 2*, *Swift water*

3rd-level—Freedom of movement (but with regard to water only, not spells), *Pressure sphere*, Protection from elements, Summon Monster 3*, Water breathing, Water walk.

4th-level—Control water, Ice storm, Rusting grasp, Summon Monster 4*, Wall of ice, *Water embrace*.

5th-level—*Dolomar's limited liquefaction*, Plane shift (but limited to water plane), Summon Monster 5*

6th-level—Acid fog, Summon Monster 6*

7th-level—Gate (but in this case limited to the elemental plane of water only), Summon Monster 7*

8th-level—Horrid wilting, Summon Monster 8*

9th-level—Elemental swarm, Summon Monster 9*

(*: creatures from the elemental plane of water only).

Sample Hydromancer NPC

Graciana Saylerson is the daughter of renowned sailor Marcus Saylerson. Her mother, Grace Poseisu-Saylerson, died during childbirth. Her mother was an aspiring wizard until she became a mother. As her only child, Grace inherited most of her mother's researching tools. She is now a member of the Guild of the Sleeping Dragon. She is considered an expert on planar knowledge and is one of the first and foremost authorities on the elemental plane of water.

Graciana Saylerson: Human female Wizard 6/Hydromancer 4. Init +1 (Dex +1), AC 18 (+1 Dex, +3 ring of protection, +4 mage armor; 14 touch, 17 flat-footed); Atk +5 melee (1d4, 19-20/x2, dagger), or +6 ranged (1d8, 19-20/x2, 80', light crossbow); AL LN; SV Fort +5, Ref +4, Will +11; Str 11 (+0), Dex 13 (+1), Con 15 (+2), Int 18 (+4), Wis 15 (+2), Cha 14 (+2).

Skills & Feats: Alchemy +17, Concentration +15, Knowledge (the Planes) +17, Knowledge (Arcana) +17, Profession (Sailor) +5, Scry +17, Spellcraft +17, Swim +10; Scribe scroll, Skill focus (swim), Empower spell, Brew potion, Quicken spell, Still spell, Spell mastery (Endure elements, Grease, Sleep); Rebuke water elemental (5 times per day), Detect alteration, Domain access, Turn fire elemental (5 times per day), Purify liquid.

Possessions: Dagger, Cloak of the manta ray, Folding boat, Ring of protection +3, Potions: Jump, Spider climb, Vision, Swimming, Invisibility, Water breathing (x3), Protection from elements (fire, x3), Gaseous form, Oil of slipperiness, Alchemists' lab.

Spells Per Day (4/5/5/4/4/2; base DC = 14 + spell level).

Spellbook: 0 - (all); 1st - Charm person, Color spray, Grease, Mage armor, Protection from elements, Magic missile, Obscuring mist*, Reduce, Shield; 2nd - Blur, Cat's grace, Daylight, Fog cloud*, Levitate, Resist elements, Summon monster II, Summon swarm; 3rd - Dispel magic, Gaseous form, Lightning bolt, Protection from elements, Sleet storm, Water breathing*, Wind wall; 4th - Control water*, Emotion, Ice storm, Polymorph self, Wall of ice; 5th - Cloud Kill, Cone of Cold, Ice Storm*.

* Domain spells. These spells are cast as innate spell like abilities and do not count towards the character's spells per day.

Ice Warrior Prestige Class

Author: Itzhak Even

Balance Rating: 4.54 (Purp 4.8, Pow 5, Port 3.8, Comp 4.7, Rule 4.4)

I was leading a group of twenty soldiers through the forest. The snow wasn't very deep, but we knew we had little time. Finally we saw our target—a small hamlet of hated barbarians from the Northern Spire.

I deployed my men and we began our attack with a volley of arrows at the men standing protectively over their women as they cooked dinner. We got off two volleys, felling nearly half of the able men in the village. We thought it was an easy job, until a pale barbarian emerged from one of the huts and walked out towards us, ignoring the hail of arrows. As he got closer, we saw he was wearing white armor. Our arrows bounced off him. The few that stuck had little effect. I started a fire spell, but panicked when the ice demon came shooting out of his gut.

The battle quickly turned against us. I alone escaped, using my scroll of *Teleport*.

The last report made by the fighter/Image Sidorael. Curiously, he was later found frozen to death in his own bed.

• • •

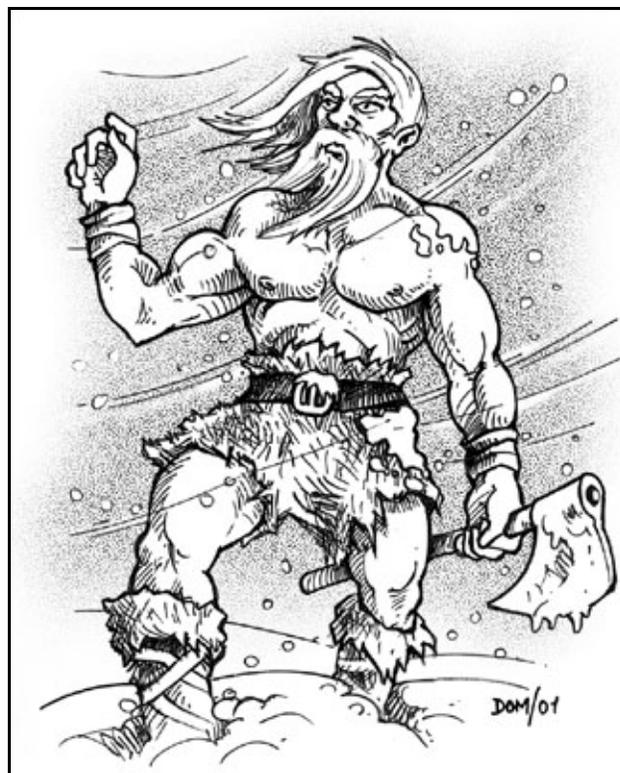
Those who live in arctic regions have long learned how to survive the cold. Some go further and find a way to thrive in the ice and snow, and not forever be at its mercy. These chosen few have learned the secret of bonding with the Elemental Ice.

Those who follow the frozen path gain strange powers over ice and cold. They are hostile to anyone that displays the ability to cast fire spells, and to creatures composed of fire.

Fighters, barbarians and rangers are the most common Ice warriors, but some druids and clerics have been known to join the ranks. Bards and rogues are very rare. Some monks have joined this class, but these come from the frigid mountaintops, and they are truly a deadly enemy. Due to the alignment restriction, no paladin can take this class.

Regarded by most southerners as savages, the people of the tundra have developed their own culture, and have kept it hidden from their enemies. When the last war broke between them and the southerners, they called forth the ice warriors to bolster their strength and teach their enemies a cold lesson.

When a person wants to become an ice warrior, he must go forth clothed in nothing more than a loincloth. For a week he must endure the cold, without benefit of fire, and pray. A white dragon, sent by the goddess, will attack anyone who uses magic or psionics to help him fend off the cold during the week of prayer. If after a week he is still alive, an ice elemental will appear before him and begin the rite of bonding. The rite itself takes a day, during which neither can move or act. This rite alerts all ice war-



riors within a hundred miles, and they converge on the new member, to guard him and his bonded elemental.

Requirements

To qualify to become an Ice Warrior, a character must fulfill all the following criteria.

Alignment: Any Neutral

Wilderness Lore: 6 ranks

Base Attack Bonus: +10

Feats: Toughness, Great Fortitude, Iron Will

Special: The character must survive a week in the ice, as outlined above.

Class Skills

The class skills for the Ice Warrior (and the relevant ability) are Climb (Str), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Profession (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 Ice Warrior prestige class.

Hit Die: d10.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Cold Resistance	Cold Save
1st	+1	+2	+0	+2	Create Ice Objects, Ice Body	4	+1
2nd	+2	+3	+0	+3	Unleash the Cold	8	+1
3rd	+3	+3	+1	+3	Cold Heart	12	+2
4th	+4	+4	+1	+4		16	+2
5th	+5	+4	+1	+4	Cold Aura	20	+3

Weapon and Armor Proficiencies: An Ice Warrior is proficient with all simple weapons, and with light and medium armor.

Cold Resistance (Ex): An Ice Warrior gains increased protection against magical cold as his bond with the elemental within his body strengthens.

Cold Save (Ex): The Ice Warrior gains a bonus to saves against cold attacks.

Create Ice Objects (Su): The Ice Warrior can create objects from ice in a 10' radius. He must roll the appropriate craft check to succeed. Objects created with this ability cannot exceed 10 lb per level. The total weight of all ice objects cannot exceed the character's body weight. He can, at will, destroy any ice object he creates, even if it is on another plane. All ice objects have the strength of mithral. Ice objects do melt, but it takes 10 hours per pound of the object. If subject to fire- or heat-based attacks, they suffer only half damage. (Treat an ice object as having the same hp and hardness as an equivalent item made of mithral.)

Note: the character must make a successful skill check (of the appropriate skill) when creating complex objects, like straight arrow shafts.

Ice Body (Ex): At 1st level an Ice Warrior becomes immune to the detrimental effects of natural cold weather. He also gains a +1 inherent bonus to his Con score. This inherent bonus increases by +1 for every class level. (i.e., a 2nd level ice warrior has a +2 inherent bonus, a 3rd level ice warrior has a +3 inherent bonus, etc.)

Unleash the Cold (Su): When he reaches 2nd level the Ice Warrior can unleash the ice elemental he has bonded with for a short duration (3 + Con modifier in rounds). The elemental is size medium at 2nd level, but grows to Large size at 4th level. If the elemental dies, the Ice Warrior loses all special powers, and loses XP just like a wizard whose familiar died (see Core Rulebook I). To regain his class abilities, the character must find an elemental of the same size he lost and convince him to bond.

Unleashing the elemental is a full round action that provokes an attack of opportunity. The ice warrior can use this ability once per day.

Cold Heart (Ex): At 3rd level the bond with the ice elemental has left its mark upon the character, and many mind-affecting attacks (including a bard's singing) are less likely to affect him. He gains a +4 circumstance bonus

against all such spells. He cannot choose to voluntarily fail a save even against effects that benefit him. The only exception to this is the paladin's aura of courage. While an Ice Warrior is within the radius of a paladin's aura he is completely immune to all emotion-based effects, even if they are beneficial.

The following spells are subject to this power:

Aid, Antipathy, Bane, Binding, Bless, Calm Emotions, Cause Fear, Charm Person, Charm Person or Animal, Command, Confusion, Daze, Demand, Detect Thoughts, Dominate Monster, Dominate Person, Doom, Emotion, Enthral, Fear, Feeblemind, Geas/Quest, Greater Command, Hold Monster, Hold Person, Hypnotic Pattern, Hypnotism, Lesser Geas, Mass Charm, Mass Suggestion, Mind Fog, Modify Memory, Nightmare, Otto's Irresistible Dance, Phantasmal Killer, Rainbow Pattern, Random Action, Remove Fear, Scare, Sleep, Suggestion, Sympathy, Tasha's Hideous Laughter, Weird, Zone of Truth.

Further, it affects all attacks duplicating these effects, like a vampire's charming gaze, or a harpy's singing.

Cold Aura (Su): At 5th level the Ice Warrior has mastered the use of his powers such that he can better fight fire. All normal fires within 10' are extinguished. All magical fires within that radius inflict only half damage on a failed save, and only a quarter damage on a successful save.

Sample Ice Warrior

Jurgan Dark-Ice is a great warrior of the barbarians that inhabit the Northern Spire region. He prefers to fight against the giants and ogres that inhabit the region, but in recent years, with the increase of attacks made by the southerners, he has started to travel the border zone, and offers help for a short time to the villages and hamlets scattered there.

Jurgan Dark-Ice: male human Fighter 7/Ranger 3/Ice Warrior 4; Size M (6' 9" tall); hp 200; Init +1 (+1 Dex); Spd 20 ft; AC 20 (touch 11, flat-footed 19); Atk: Melee +20/+15/+10 (2d6+1d6+8, 17-20/x2, greatsword of frost +2); AL LN; SA: Unleash the cold (large ice elemental); SQ: Cold resistance 16, +4 save vs cold, Cold heart; SV Fort +23, Ref +7, Will +13; Abilities: Str 16 (+3), Dex 13 (+1), Con 24 (+7), Int 14 (+2), Wis 14 (+2), Cha 11 (+0).

Skills & Feats: Wilderness Lore +19, *Climb +8, *Jump +8, Craft (Armor) +12, Craft (Weapons) +12, Intuit Direc-

tion +12, *Hide + 13, Intimidate +15; Track, Favored enemy – Giants, Toughness, Great fortitude, Iron will, Endurance, Weapon focus (greatsword), Weapon specialization (greatsword), Expertise, Improved disarm, Improve trip, Improved critical (greatsword). *armor check penalty –5.

Equipment: Greatsword of Frost +2, Moderately Fortified Full-Plate +1, Boots of the Winterlands, Cloak of Resistance +2, Gloves of Dexterity +2. +500 gp worth of non-magical equipment.

Sample Ice Elementals

	Ice Elemental, Medium	Ice Elemental, Large
	Medium-Size Elemental (Air, Water, Cold)	Large Elemental (Air, Water, Cold)
Hit Dice:	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+0
Speed:	20 ft	20 ft
AC:	18 (+0 Dex, +8 natural)	20 (-1 size, +0 Dex, +11 natural)
Attacks:	Slam +8 melee	Slam +11/+6 melee
Damage:	Slam 1d8+7	Slam 2d8+9
Face/Reach:	5 ft by 5 ft/5 ft	5 ft by 5 ft/10 ft
Special Attacks	Chill Aura	Chill Aura
Special Qualities:	Elemental, cold health, cold subtype	Elemental, cold health, cold subtype, damage reduction 10/+1
Saves:	Fort +7, Ref +1, Will +1	Fort +10, Ref +2, Will +2
Abilities:	Str 21, Dex 10, Con 17, Int 4, Wis 11, Cha 11	Str 23, Dex 10, Con 19, Int 6, Wis 11, Cha 11
Skills:	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Cleave, Power Attack
Climate/Terrain:	Any Land and underground	
Organization:	Solitary	
Challenge Rating:	Medium 3; large 5	
Treasure:	None	
Alignment:	Usually neutral	
Advancement:	Medium 5-7 HD (Medium-Size); Large 9-15 HD (Large)	

When most people discuss the elemental planes, they think only of the basic four: Air, Earth, Fire and Water. Only specialists go beyond this to delve into the crossings of the planes. Where the winds of the plane of Air meet the bottomless depths of the plane of Water is the plane of Ice.

Like the other elemental planes, Ice has elementals of its own, with their own unique powers. Ice elementals, despite being a composite of Air and Water, have none of the swiftness of the elementals of these planes. They form into humanoid shape, as though carved out of icy crystals, and are covered in patches of frost.

Combat

Due to their impressive strength and melee abilities, ice elementals prefer close-quarter combat, where they can bring their cold aura to bear.

Chill Aura (Ex): The body of the ice elemental gives off intense cold, causing anyone within 10 feet to suffer 1d4 points of cold damage each round. A successful Fortitude save halves the damage for that round. The save DC varies with the elemental’s size. Creatures of the Cold subtype are immune to Chill Aura.

Cold Health (Ex): An ice elemental that is wounded in some way will try to find refuge in cold environments. If an ice elemental comes in contact with natural ice, snow, or sleet, he heals 1d8 points of damage every round, up to his maximum.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Ice Elemental Sizes

Size	Height	Weight	Chill Aura		
			Damage	Radius	Save DC
Medium	8 ft	500 lb	1d3	10 ft	15
Large	16 ft	4500 lb	1d4	10 ft	18

Imbuer Prestige Class

Author: Neil Ikerd

Balance Rating: 4.3 (Purp 4.42; Pow 4.25; Port 4.75; Comp 3.92; Rule 4.17)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	0	0	0	2	Item Creation Feat, XP Cost Reduction 10%	+1 level in existing class
2nd	1	0	0	3	Identify Magic Items	
3rd	1	1	1	3	Item Construction Bonus +1, XP Cost Reduction 15%, Time Reduction 10%	+1 level in existing class
4th	2	1	1	4	Item Creation Feat, Materials Cost Reduction 10%	
5th	2	1	1	4	XP Cost Reduction 20%, Time Reduction 15%	+1 level in existing class
6th	3	2	2	5	Item Construction Bonus +2, Materials Cost Reduction 15%	
7th	3	2	2	5	Item Creation Feat, XP Cost Reduction 25%, Time Reduction 20%	+1 level in existing class
8th	4	2	2	6	Materials Cost Reduction 20%	
9th	4	3	3	6	Item Construction Bonus +3, Time Reduction 25%, Materials Cost Reduction 25%	+1 level in existing class
10th	5	3	3	7	Item Creation Feat, Imbue with Intelligence	

Imbuers come from a variety of backgrounds, but all share the same passion—the creation of magic items. Some do it for friends, some have a passion for creation, and others seek immortality, as Quall and his tokens, or Daern and his fortress. They come from backgrounds as diverse as Dwarven priests imbuing the blessing of their gods in the armor they forge to Elven wizards hoping to keep a surprise up their sleeves to Gnomish sorcerers looking to build a better dragon trap. In the end, Imbuers are craftsmen. They seek to create works of art in steel and wood, gold and gems, or even leather and cloth. This pursuit does not prevent them from continuing in their chosen profession, but they focus their energies on their creations.

Imbuers can come from any spellcasting background, but wizards and clerics are the most common. Races with strong crafting backgrounds, such as dwarves and elves, are more common, though creatures of any race may become Imbuers. Some cultures refer to Imbuers as artificers, though the description is not entirely accurate.

Imbuers are well liked by most adventurers—they make stuff. Fighters and rogues cultivate friendships with Imbuers for personal gain, hoping to trade on that friendship later. Wizards can be jealous of the Imbuers' abilities but hide this by referring to them as magicians, and claim they are too dependent on items for their magic. Clerics are largely neutral about the whole thing, realizing that much of their own power is dependent on their faith and not possessions.

The Imbuer ventures out to test his creations, find rare components and see what else is out there. He adventures primarily to gain knowledge and find rare items. He hoards items of strange make or previously unknown abilities until such time as he is able to duplicate those abilities.

Requirements

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

Feats: Any 1 Craft Item feat other than Brew Potion and Scribe Scroll

Craft: 5 ranks in one and 2 ranks in a second

Spellcraft: 5 Ranks

Spellcasting: Ability to cast 3rd level spells (arcane or divine)

Class Skills

Due to his focus on item creation and magical power, the Imbuer has a fairly narrow range of skills. The Imbuer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (taken individually) (Int), Profession (Wis), Search (Wis), Spellcraft (Int), and Use Magic Device (Cha). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + Int Modifier.

At least one skill point must be spent on a craft skill at each level.

Class Features

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

Hit Die: d6

Weapons and Armor: The Imbuer gains no new armor or weapon proficiencies.

Spellcasting: When the character becomes an Imbuer, he chooses one of his previous spellcasting classes. Caster levels gained from the Imbuer class stack with that class for the purpose of determining caster level, spells per day, spells known and DCs. Once chosen, this class may not be changed.

Item Creation Feat: The Imbuer gains an additional Item Creation feat of his choice. The character must still meet the requirements for the feat. For the purposes of determining minimum level for item creation feats, add his Imbuer level to his previous spellcasting levels.

XP Cost reduction: The XP cost of creating an item is reduced for the Imbuer, due to his knowledge of spell crafting and rare substances he can infuse into the creation process. This does not increase the materials cost of creating the item.

Identify Magic Item (Ex): With his intimate knowledge of magic item creation, the Imbuer can identify the properties and purpose of magic items. When the Imbuer wants to identify an item, he rolls a Spellcraft check against a DC of 20+ the minimum required caster level of the item. If the caster is normally able to construct the item the DC is 15+ caster level.

Example: Darvain, wizard 7/imbuer 4, wants to identify a Potion of Cat's Grace and a Rod of Lordly Might. Darvain has Brew Potion but not Craft Rods. The potion has a minimum caster level of 3 and the rod has a minimum caster level of 19. Darvain checks for the potion against DC 18 (15 +3) and the rod against DC 39 (20+19). Identification takes 15 minutes for scrolls (per spell) and potions. Identifying permanent or charged items takes 1 hour per item power. Artifacts require 1 day of study per item power and a new check must be made each day. During the process, the Imbuer must be in contact with the item and undisturbed. He does not have to be in his lab to do the identification, which not consume any charges or materials.

Item Construction Bonus: When the Imbuer crafts an item for the purpose of making a magical item, he gains the circumstance bonus indicated to all rolls for construction of the item.

Example: Darvain is forging two sets of anklets. One will be enchanted with Cat's Grace, the other is a simple gift for his girlfriend. The set for his girlfriend is crafted using the standard rules for Craft: Jewelry. When crafting the set destined for Cat's Grace, Darvain gains a +1 circumstance bonus to his Craft: Jewelry checks.

Time Reduction: The time required to produce magic items is reduced by the indicated percentage.

Material Cost Reduction: Due to the Imbuer's experience in creating magic items and the amount of spare materials he has on hand, the material cost of creating magic items is reduced by the indicated percentage.

Imbue with Intelligence: Throughout his career, the Imbuer delves constantly into the nature of magic item construction. He is fascinated by the interaction between

cold, inanimate matter and the fire of pure magic. Finally, he masters the ultimate art in the craft of magic item creation. He can control awakening the intelligence within a magic item.

In game terms, the Imbuer rolls on table 8-31 of Core Rulebook 2. To this roll he adds his primary casting attribute (Wis for Clerics, Rangers, and Paladins, Int for Wizards, Cha for Sorcerers and Bards). From this point on the Imbuer directs the process to create an item of specific purpose and powers rather than rolling randomly on the tables. The Imbuer follows the standard rules for intelligent item creation as outlined in Core Rulebook II, applying his normal cost reductions for being an Imbuer. The item must be specifically created for the purpose of imbuing it with intelligence-this may not be done with an item already created.

Example: Darvain has grown in power and is now a wizard 7/imbuer 10. He wants to create a protective device with the intelligence and will to act on its own-a legacy bearing his name to coming generations. He fashions a crown (+3 to all craft jewelry rolls, all material and time costs reduced by 25%). He then follows the enchantment process for his Crown of Protection +4, using the rules for Craft Wondrous Item (decreasing the XP cost by 25%). During this process, he rolls percentile dice (58) and adds his Int score (20) to his roll. Referring to table 8-31 in Core Rulebook II, the number 78 yields two mental ability scores at 2d6 +7 and one at 3d6, speech communication and 2 powers from the primary abilities table. He then consults the Primary Abilities table and chooses Find Traps at Will and Uncanny Dodge as 5th level barbarian (always maintain Dex bonus to AC and cannot be flanked). Darvain labels his creation Darvain's Crowning Achievement, and he is forever immortalized.

Sample Imbuer

Ordo Greystone is a cleric/imbuer who uses his abilities to arm his community.

Ordo Greystone: Male dwarven Cleric 6/Imbuer 4, medium humanoid, hp 73, Init +0, Spd 15, AC 23 (touch 13, flat-footed 23); Atk +7/+2 melee (d8+1/x2 heavy mace +1, throwing) or +7/+2 ranged (d8+1/x2 heavy mace +1, throwing, 10', +8/+3, d8+2 if 30'); AL LG; SQ Darkvision 60', Stonecunning, +2 save vs poison, +2 save vs spells & spell-like effects, +4 dodge vs giants, +1 attack vs orcs & goblinoids, SV Fort +11, Ref +5, Will +14; Abilities: Str 11 (+0), Dex 10 (+0), Con 16 (+3), Int 11 (+1), Wis 16 (+3), Cha 11 (+0).

Skills and Feats: Appraise +4 (+6 on stone or metal), Craft Armor +16, Craft Weapons +16, Knowledge (Religion) +10, Spellcraft +9, Use Magic Device +3. Brew Potion, Craft Magic Arms & Armor, Point Blank Shot, Inscribe Rune, Craft Wondrous Item, Far Shot. Turn Undead 3/day, XP Cost Reduction 15%, Time Reduction 10%, Materials Cost Reduction 10%, Identify Magic Items, Item Construction Bonus +1.

Possessions: Full Plate +3, Heavy Mace +1 (Throwing), Ring of the Ram, Ring of Protection +2, Cloak of Resistance +2, Horn of Blasting.

Inner Eye Prestige Class

Author: Ian Cheeseman

Balance Rating: 4.2 (Pow 3.67, Purp 4.08, Port 4.83, Comp 4.42, Rule 4)

Class Level	Base Melee Attack Bonus	Base Missile Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+2	+2	+0	Code of the Inner Eye, Off-Balancing Shot, <i>Initiate</i>
2 nd	+1	+2	+3	+3	+0	Minor Bow Mastery, <i>Minor Master</i>
3 rd	+2	+3	+3	+3	+1	Intensive Aim
4 th	+3	+4	+4	+4	+1	Double-Arrow, Bow Mastery, <i>Master</i>
5 th	+3	+5	+4	+4	+1	Improved Far Shot
6 th	+4	+6	+5	+5	+2	High Bow Mastery, <i>High Master</i>
7 th	+5	+7	+5	+5	+2	Melee shot, Penetrating Arrow
8 th	+6	+8	+6	+6	+2	Great Bow Mastery, <i>Great Master</i>
9 th	+6	+9	+6	+6	+3	Improved double-arrow
10 th	+7	+10	+7	+7	+3	Death shot, Perfect Bow Mastery, <i>Perfect Master</i>

Ranchala looks across the field as her companions sneak towards the enemy encampment. As soon as everyone is in place, she shoots a flare arrow into the air, signaling the attack.

The enemy wizard runs out of his tent, and two move towards him while the others take out the soldiers. A giant ogre moves to defend the wizard. Taking careful aim at his shoulder, Ranchala lets loose an arrow, knocking him off balance so her friends can get past him.

As the wizard shoots magical energy, Ranchala lets off two arrows at him, ruining his concentration and his spell. Cursing, he sets up a wind wall around the entire encampment. Turning his back towards her, he continues the battle against the strike force, when he is shot in the back. He turns in time to see Ranchala smiling at him. As he dies, the last thing he sees is the eye, the red eye...

Geoford the dwarf walks onto the field. The target is set up 200 feet away. Of the other two remaining contestants, only one hit the target, and that was more luck than skill. Geoford takes out a battered shortbow with leaves still on twigs growing from the main shaft, drawing laughter from the others as they hold their specially made composite longbows. Geoford draws back a twisted, bent arrow with half its fletching missing, and closes his eyes. Silence falls over the crowd. He opens his eyes for a brief moment, and lets loose the arrow.

Before the first has even reached the apex of its flight, he draws and releases a second arrow. The first arrow lands dead in the bull's-eye. Before the crowd can cheer, the second arrow strikes, splitting the first down the center!

The crowd goes wild. As the prince comes forward to present the purse, Geoford whips off his cloak, allowing everyone to see his shoulders, and more specifically, the red eye. He jumps onto his pony and gallops off, leaving the prince standing in amazement and the crowd speechless...

Masters of the bow is a brotherhood that works in all aspects of life, from battles to carnival contests. Inspiring

awe and great stories, these people show mastery that few others can ever hope to achieve.

Rangers, fighters, and rogues are the most common recruits to the brotherhood. Bards and paladins are rare recruits, but have become great masters through the teachings of the brotherhood.

Members of the brotherhood are often found on the battle lines. A single squadron of the Inner Eye can decimate an army. At more peaceful times, members go into entertaining and adventuring. The brotherhood is neither good nor evil, lawful nor chaotic. The ultimate goal is mastery of the bow. Inner Eyes can be identified by the patch they wear on their bow shoulder—a stylized red eye with a black arrow poking through it.

The current Perfect Master, Ranchalla Lightshadows, is a halfling originally from the northern regions. The brotherhood exemplifies its unity at gatherings that occur about once a year. No matter what personal view, alignments and outside loyalties exist, in the gatherings all else is set aside in pursuit of mastery of the bow. Those with arcane abilities are often found trading newly researched spells with arcane archers, while battle archers talk about tactics with dungeon delvers.

If members of the order are on opposite sides of a worldly conflict, they act accordingly, owing no loyalty through the brotherhood. However, at yearly gatherings, all outside problems are forgotten, and no Inner Eye may attack another during the gathering. After all, if you can't trust your brother, whom can you trust?

Requirements

To become an Inner Eye, a character must fulfill all the following criteria.

Base Attack Bonus: +6

Feats: Weapon Focus (any bow), Point Blank Shot, and two of the following: (Dodge, Far Shot, Precise Shot, Rapid Shot)

Special: The character must be sought out by an Inner Eye of 4th level or higher. He must be taught the code, melee shot, history of the brotherhood, and other abilities. This takes one month. The prospective brother must have proven himself worthy of this honor.

It is possible for a character to seek admission to the brotherhood. To do so requires finding a master who will support his application and teach the required information and techniques.

Class Skills

The Inner Eye's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (bowyer/fletcher) (Int), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Listen (Wis), Move Silently (Dex), Profession (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: 4 + Int modifier.

Class Features

All of the following are class features of the Inner Eye prestige class.

Hit Die: 2d4

Weapon and Armor Proficiency: The Inner Eye must use one type of bow to the exclusion of all other weapons (except the shortsword) in order to use his class abilities. He must choose which type of bow he will use when first initiated, and will use it for the rest of his carrier. The new initiate loses all other weapon proficiencies because the amount of practice and dedication required leaves little room to practice other weapons. Brothers are also proficient in both light and medium armor, as well as the buckler.

Hierarchy of the Brotherhood: The Brotherhood of the Inner Eye has a loose hierarchy of six levels. The highest level, the Perfect Master, is determined by a competition between eligible high masters. This competition takes a year, and involves everything from target shooting to sneaking, melee combat, leadership abilities, arrow crafting, showing off new skills and abilities. The competition is held once every five years, with the current grand high master presiding over all events. In the unlikely event that the new Perfect Master is unable to complete his duties, whether by death or other incapacitation, a brief (six-month) competition is held in order to choose an interim grand high master. If the current Perfect Master chooses to participate in the competition, he chooses a conclave of five Great Masters who preside over the event.

The Code of the Inner Eye: An Inner Eye must proclaim himself to his bow, heart and soul. An Inner Eye must not use any other weapon except the shortsword, in order to more fully understand the intricacies of the bow. An Inner Eye must always seek out new ways to use his bow, and share that knowledge with others. A brother must respect the gatherings of the brotherhood as a sacred and holy gathering, not to be interrupted with violence or ill manners. If any of the code is broken, the brother is shunned and no knowledge may be passed to him until atonement and re-dedication occurs.

What this code entails is a loose governing of how the Inner Eye is to live his life. If an Inner Eye breaks the code for any reason, he may no longer wear the red eye or attend gatherings until he performs a task specified by his sponsor (if the sponsor is at least two levels higher) or by another Inner Eye (of at least four levels higher). The Inner Eye loses all special abilities granted by the class until atonement and re-dedication has occurred. This usually takes at least one year or one level advancement.

Off-balancing Shot (Ex): When the Inner Eye shoots a target in a careful manner, that target loses the ability to make attacks of opportunity for an entire round and loses all Dexterity bonuses for the round as well (AC, attacks, reflex saves, skill, etc). The Inner Eye has a penalty of -4 to hit when making this shot. The opponent, if he threatens the Inner Eye, may still take an attack of opportunity against the Inner Eye as he makes the shot.

Minor Bow Mastery (Ex): Through intense training and dedication, the Inner Eye gains increasing mastery with his bow. This bow must be the type chosen when the Inner Eye entered the brotherhood. Minor Bow Mastery gives a +1 attack bonus and +1 damage bonus.

Intensive Aim (Ex): By concentrating for two full rounds (no attacks, only partial actions, but must be aiming the bow with both hands), the Inner Eye gains +2 to hit and +2 to damage on a single shot. This ability requires concentration checks in the same way that casting a spell would. This requires the full attack action on the round in which the shot is taken.

Double-Arrow (Ex): By placing the arrows in a particular pattern on the bow, the Inner Eye can fire two arrows at the same time. These arrows can be fired at the same target, at -4 to hit, or at two separate targets, at -6 to hit. The two targets cannot be more than 10 feet from each other.

Bow Mastery (Ex): As with Minor Bow Mastery, but the bonuses are +2 and +2. Bonuses do not stack with Minor Bow Mastery.

Improved Far Shot: The Inner Eye gains the Improved Far Shot feat for free (detailed at the end of this article).

High Bow Mastery (Ex): As with Bow Mastery, but bonuses are +3 and +3. Bonuses do not stack with Bow Mastery. In addition, the threat range of the bow is dou-

bled. The brother also gains immunity to the Death shot from another Inner Eye.

Melee Shot (Ex): This subjects an opponent to the effects of an Off-balancing shot as well as allowing the brother to maneuver as he shoots so that no attacks of opportunity can be taken against him for using a missile weapon in melee. Melee Shot has a -2 to hit.

Penetrating Shot (Ex): If the Inner Eye makes a successful shot at -10 to hit, the arrow is launched in such a way as to bypass spells such as *protection from arrows*, *windwall*, or other specific magical protections against arrows. Also, abilities such as deflect arrows and snatch arrows are at a -10 penalty. An Inner Eye can only do this once per day per class level.

Great Bow Mastery (Ex): As with High Bow Mastery, but bonuses are now +4 and +4. Bonuses do not stack with High Bow Mastery.

Improved Double-Arrow (Ex): As with Double-Arrow, but the penalties are reduced to -2 and -4.

Death Shot (Ex): By studying for 4 rounds (no attacks, only partial actions), a brother can make an attack to instantly slay his target. Death Shot is not usable on creatures immune to critical hits or sneak attacks, or on creatures with more than 15 HD. The target gets a fortitude saving throw (DC 20 + Inner Eye level + dex modifier - 1 per 10 ft. range increment). On a successful save, the creature takes only normal damage from the attack and loses all dex bonuses for the next round (as if hit by a Melee Shot).

As the attack must be made on the 5th round, this ability cannot stack with Intensive Aim. It also cannot be used at the same time as Double Arrow or Improved Double Arrow.

Perfect Bow Mastery (Ex): As with Great Bow Mastery, but bonuses are now +5 and +5. Bonuses do not stack with Great Bow Mastery.

Sample Inner Eye

Master Geoford is an elderly dwarf who enjoys tricking people. Some speculate that he has a small amount of gnome in him, based on the practical jokes he likes to play. As a youngster, he was drawn to the theatrical arts, where he spent much of his life. His use of a shortbow rather than a trusty battleaxe is viewed as yet another reason for elder

dwarves to question his racial heritage. His elders decided he should go out into the world for one year to get this nonsense of the bow out of his system. He has not returned.

Master Geoford: Dwarf Brd 9/Inner Eye 4; Medium-size humanoid (dwarf); hp 58, Init +3; Spd 20 ft.; AC 21; Atk +22/+17 ranged (1d6+3, 19-20/x3, 180 ft., +3 *shortbow of distance*) or +11/+6 melee (1d6+1, 19-20/x2, masterwork shortsword); SQ Dwarven traits; AL NG; SV Fort +7, Ref +14, Will +7; Str 12, Dex 18, Con 11, Int 9, Wis 11, Cha 17.

Languages: Dwarven, Common

Dwarven Traits (Ex): +1 attack vs orcs and goblinoids; +2 Will saves vs spells and spell-like abilities; +2 Fortitude saves vs all poisons; +4 dodge bonus vs giants; dark-vision 60 ft; stonecunning.

Skills & Feats: balance +12, craft (sculpture) +7, disguise +12, perform +16, intuit direction +12; weapon focus (shortbow), point blank shot, precise shot, rapid shot, far shot.

Class Features: Bardic Music (*Inspire Courage*, *Countersong*, *Fascinate*, *Suggestion*, *Inspire Greatness*), Bardic Knowledge, Code of the Inner Eye, Off-Balancing Shot, Intensive Aim, Double Arrow, Bow Mastery.

Bard spells per day: 3/4/4/3 (DC 13 + spell level)

Bard spells known: 0-level - *dancing lights*, *daze*, *detect magic*, *light*, *mending*, *resistance*; 2nd - *cure light wounds*, *expeditious retreat*, *identify*, *magic weapon*; 3rd - *cat's grace*, *hold person*, *scare*, *tongues*; 4th - *cure serious wounds*, *windwall*.

Possessions: +5 *shortbow of distance*, *masterwork shortsword*, +5 *leather armor*, *bracers of archery*, *necklace of fireballs (type III)*, *eyes of the eagle*.

New Rules

Improved Far Shot [General]

You can attack with ranged weapons more accurately at long range.

Prerequisites: Point Blank Shot, Far Shot, base attack bonus +2

Benefit: You gain a +2 bonus that only works to negate range-based penalties.

Lake Bleu Defender Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.58 (Purp 4.71, Pow 4.5, Port 4.4, Comp 4.7, Rule 4.61)

The Lake Bleu Defenders are a select group of individuals chosen by secret elders of the Lake community to defend the environs of Lake Bleu from outside incursions and the depredations of those who exploit and return nothing. Most people know nothing of this extremely secret group. Those few who have heard legends believe it is the last vestige of the Royal Guard of the Kingdom of the Lake, once legendary for their staunch defense of the realm.

Lake Bleu Defenders take a solemn oath to defend the Lake and its inhabitants from invaders. The force is made up of individuals working in different areas. There aren't nearly enough Defenders to cover the Lake properly as a group, so they must spread their efforts, often aided by associates who have no idea of their allegiance. Defenders are usually part of an adventuring group, ostensibly serving the good but sometimes of neutral bend. They subtly influence their groups to take on those adventures that serve the interests of the greater Lake community.

For an individual campaign, the Lake Bleu Defender is appropriate for any community located in or near water, as on a seacoast or lakeside. The various abilities will be the same, but the animal tables should be customized to suit the area.

Author's Note: Lake Bleu is a geographical region in my campaign dominated by a very large lake, similar in size and climate to the Great Lakes region of the North American continent. While the area is vast and the cultures in and around the lake diverse, there is a common legend of a once-great civilization destroyed by the wrath of the gods before recorded history. Stories abound concerning mystical ruins, cursed descendants, and the "spirit of the lake." Defenders are chosen by this spirit and acknowledged by the creatures of the lake.

Defender frequency: This prestige class is fairly rare and will normally only be encountered at the edge of wilderness settings, where lightly settled rural areas merge with the forests, swamps and hills near the Lake region. They hover continually at the edge of civilization, watching the interaction between the people and the land.

Defender trade: The NPC Defender will occasionally hire his services out as guide through his protected territory. This is done more often to protect the region from the visitors than the other way around. He will also occasionally show up in town with fish, meat or pelts for trade.

Defender relations: The Defender associates primarily with druids and rangers in overlapping regions, though his primary concern is for the Lake Bleu area. More compassionate towards people than a druid, and more protective of the Lake than a ranger, the Defender will work with anyone who has shown proper consideration for the environment and the local population. He will make a special effort to develop friendly relations with anyone he sees as an asset to the Lake community.

Adventure hooks: The Defender is most likely to involve himself in adventures where the well-being of the Lake community is at stake or at least affected in some way. Possible scenarios include:

- Heavy deforestation is occurring near the lake, causing pollutants to enter the water system through rivers and streams. The local wildlife is suffering, and local fishing waters are being affected, so the nearby villages are threatened as well.
- Pirates are raiding villages along your coast. They have slaughtered people, burned whole hamlets to the ground, and threaten to destroy the community. The peaceful fisherfolk are defenseless against these attacks.
- An expedition from a large city has arrived, drawn by legends of vast underwater ruins and possible treasure. They want to hire the Defender as a guide in and around the Lake. They have a map to a location deep underwater and want to explore. What might they awaken?
- Something mysterious and deadly has awakened in the depths of the Lake. People and boats are disappearing every night. Marine life has migrated to the other end of the Lake to get away from it. What is it? What woke it? What does it want? How do you put it back to sleep?

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Swim Speed
1	1	2	0	2	Animal Companion, Call the Lake (Summon Nature's Ally I), Underwater Vision	Normal
2	2	3	0	3	Aqualungs, Depth Sense	10 (5)
3	3	3	1	3	Lake Shape 1/day, Call the Lake (Summon Nature's Ally II)	15 (10)
4	3	4	1	4	Watery Depths (+2)	20 (15)
5	4	4	1	4	Call the Lake (Summon Nature's Ally III)	25 (15)
6	5	5	2	5	Lake Shape 2/day	30 (20)
7	6	5	2	5	Call the Lake (Summon Nature's Ally IV)	35 (20)
8	6	6	2	6	Watery Depths (+4)	40 (25)
9	7	7	3	7	Lake Shape 3/day (Large), Call the Lake (Summon Nature's Ally V)	45 (30)
10	8	7	3	7	Lake Shape 4/day (Tiny)	50 (35)

Requirements

To qualify to become a Lake Bleu Defender, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Language: Lakespeak (Aquan)

Swim: 8 ranks

Profession (Sailor or Fisher): 5 ranks

Special: Must be recruited and accepted by the Lake Bleu Defenders.

Class Skills

The Defender's class skills (and the key ability for each skill) are Animal empathy (Cha), Climb (Str), Heal (Wis), Hide (Dex), Intuit direction (Wis), Knowledge (Lake Bleu) (Int), Knowledge (Nature) (Int), Profession (Wis), Sense motive (Wis), Swim (Str), and Wilderness lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

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

Class Features

All of the following are class features of the Lake Bleu Defender prestige class.

Hit Dice: d8

Weapons and Armor: Defenders are proficient in all simple and martial weapons. Because of their affinity for water, Defenders are prohibited from wearing metal armor. They are skilled with shields, but must use only wooden ones. A Defender wearing metal armor loses his special abilities in the water.

Animal Companion (EX): The new Defender gains an animal companion of 2 HD or less. The Defender may have more than one such pet, but their combined HD must add up to no more than 2 HD. The animals are always of a species suitable to the Lake (water-based, or marine bird or mammal suitable to the shore and surrounding lands) and know 1-3 tricks useful to the Defender. As he increases in level, the Defender gains additional animal companions as his reputation grows and the creatures get to know him. He may have up to his level in HD, +1 (so, 2HD at 1st level, 3HD at 2nd, etc.), but no single creature may start off at more than 2HD. If the creature improves through natural advancement, its total HD are counted against the Defender's full capacity. The Defender may dismiss a companion to make room for others. Suitable creatures include any of the Animal type native to the local environment.

Suitable creatures include, but are not limited to, the following:

Badger	Hawk	Snake, Tiny
Bat	Mere-Lurker	Snake, Sm Viper
Bobcat	Octopus	Snake, Md Viper
Cat	Otter	Squirrel
Dog	Owl	Tanil's Fox
Eagle	Pike, Md	Toad
Fish, Drowned Lady	Raccoon	Waterfowl
Fish, Floating Eye	Rat	Weasel
Goat	Raven	Wolf
Hookwing	Scythe Falcon	

Note: This listing is provided for reference and as an example. While most of the creatures may be found in the SRD, some are from the Creature Collection.

Call the Lake (SU): This is a limited form of Summon Nature's Ally usable once per day that increases with the level of the Defender. This ability is gained at 1st level and acts as per Summon Nature's Ally I. Every two levels the defender gains in addition the ability to use the next higher version of the spell. Thus a 5th level Defender can use Summon Nature's Ally I, II and III each once per day. The following list is a suggestion of the creatures that may be summoned by the Defender's ability. This listing should be adjusted to reflect the local area. Creature selection was limited to Animal, Beast and Elementals (Outsider) of appropriate terrain.

Summon Nature's Ally I: Badger, Dire Rat, Dog, Hawk, Owl, Raccoon, Viper (Tiny Snake), Waterfowl (Duck, Goose, Swan, etc.).

Summon Nature's Ally II: Bobcat, Crescent Elk, Eagle, Goat, Mud-man, Octopus, Pike (medium), Viper (Small Snake), Squid, Wolf.

Summon Nature's Ally III: Bear (Black), Boar, Dire Badger, Dire Bat, Dire Weasel, Dread Raven, Elemental (Water, Earth, Air only - Small), Pike (Large), Seaspark, Viper (Medium Snake), Wolverine.

Summon Nature's Ally IV: Arrowhawk (Small), Assassin Vine, Dire Wolf, Giant Crayfish, Giant Eagle, Giant Owl, Giant Raven, Grippet, Viper (Large Snake).

Summon Nature's Ally V: Arrowhawk (Medium), Bear (Brown), Cathedral Beetle, Dire Boar, Dire Wolverine, Elemental (Water, Earth, Air only - Medium), Great Swan, Mock Dragon, Pike (Giant), Valraven, Viper (Huge Snake).

Note: This listing is provided for reference and as an example. While most of the creatures may be found in the SRD, some are from the Creature Collection.

Underwater Vision (EX): Defenders can see better than others when under water. Their vision is considered twice as good as normal.

Aqualungs (EX): The Defender gains, at 2nd level, the ability to breathe underwater for up to 10 minutes per class

level per day. She can use this ability all at once or space it out throughout the day. A side benefit of this ability is that, while the Defender is able to breathe underwater, she is not subject to the cumulative -1 penalty to swim checks.

Depth Sense (EX): The Defender gains the ability at 2nd level to sense how deep the water is. This ability works both at the surface and beneath it. The Defender makes an Intuit Direction roll to estimate the depth of the water to the nearest 100 feet (or nearest 10 feet if less than 100 feet).

Swim Speed (EX): The Defender is at home in the water of the Lake, swimming with the speed of a native. This speed increases as the Defender gains levels. The number in parentheses is for a size Small Defender.

Lake Shape (SU): At 3rd level the Defender gains the spell-like ability to polymorph self into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the spell, however, the Defender may only adopt one form. The Defender regains hit points as if she has rested for a day. Note: The creatures available include some giant animals but not unnatural beasts. The Defender may Lake Shape into any fish, marine bird or mammal, for example, but not into an owl-bear. The Defender does not risk the standard penalty for being disoriented while in her Lake Shape. At 6th level this ability may be used twice each day. At 9th level the Defender may use this ability three times per day and may now assume the form of large-sized creatures. At 10th level this increases to four times per day and the Defender may now assume the form of tiny animals.

Tiny: Badger, Cat, Drowned Lady, Hawk, Hookwing, Mere-Lurker, Owl, Raccoon, Rat, Raven, Scythe Falcon, Snake, Tanil's Fox, Waterfowl (Duck, etc.), Weasel.

Small: Bobcat, Dog, Eagle, Octopus, Otter, Snake, Waterfowl (Goose, Swan, etc.).

Medium: Bear (Black), Boar, Giant Raven, Goat, Great Swan, Pike, Snake, Squid, Waterfowl (flightless bird), Wolf, Wolverine.

Large: Bear (Brown), Crescent Elk, Giant Crayfish, Goblin Bear, Octopus (Giant), Pike, Snake.

Note: This listing is provided for reference and as an example. While most of the creatures may be found in the SRD, some are from the Creature Collection.

Watery Depths (EX): At 4th level, the Defender gains the ability to descend deep into the water. By whatever rules are being used, the Defender may descend twice as deep as is normal for her race. Any damage taken from descending deeper than is safe is reduced by one-half. Any penalties for functioning underwater are reduced by 2. This reduction increases to 4 at 8th level.

Sample Lake Bleu Defender

Garrison Otterfriend grew up in a small fishing village on the western coast of Lake Bleu, where he learned to respect and cherish the creatures who provided his family's living. During his childhood he experienced orcs and pirate raids, each time struggling along with his community to rebuild from nearly nothing. Each time their lives depended on the abundance of Lake animal life.

Never cruel as a boy, Garrison felt naturally protective towards anything smaller than himself, and often stopped the other village boys from tormenting strays or wild animals. As a man, Garrison fulfilled his duty to family and community by taking up weapons and guarding his village from hazard. But still he respected the creatures, waters and lands of the Lake.

One day while fishing on a lazy afternoon, Garrison spotted an abandoned dingy floating alongside the coast. It wasn't far out, and as he was a strong swimmer he jumped into the water to catch it. Even as he drew near the boat it got caught up in a stray current and pulled away. He gave chase, but soon looked around and could no longer see the shore. A fog had come down and he could see nothing around him.

Hours passed with fruitless swimming and floating and Garrison began to think he might die. His limbs were exhausted and he could feel the cold waters of the Lake seeping away at his strength. That's when he heard Her voice. Like the wind whispering through watery reeds, the music of Her voice soothed him and he knew he would die.

But instead, he was carried ashore by a giant otter, one of Her servants, and welcomed into her service by the other Defenders waiting there.

Garrison Otterfriend has been a Defender in the service of Lake Bleu for several years, and has used his powers, granted by the Lake, to defend and otherwise serve the Lake community, human and animal alike.

Garrison Otterfriend: Male human Expert 1/Fighter 5/Defender 3, medium humanoid, hp 72, Init +4, Spd 60 ft swim 15 ft, AC 14 (touch 10, flat-footed 14); Atk +14/+9 melee (d8+7/19-20 x2 longsword +2) or +12/+7 melee (d6+4/19-20x2 shortsword +1) or +10/+5 ranged (d8+3/20x3 mighty [str 14] composite longbow +1 [+11/+6, d8+4 if 30' or arrows +1][+12/+7, d8+5 if both 30' and arrows +1]; AL NG; SV Fort +10, Ref +2, Will +6; Abilities: Str 16 (+3), Dex 10 (+0), Con 17 (+3), Int 10 (+0), Wis 10 (+0), Cha 15 (+2).

Skills and Feats: Animal Empathy +4, Climb +13, Craft (Bowyer/Fletcher) +3, Handle Animal +3, Heal +2, Hide +12, Intuit Direction +2, Jump +13, Knowledge (Local-Lake Bleu) +5, Knowledge (Nature) +2, Listen +7, Profession (Fisher) +6, Ride +1, Sense Motive +2, Speak Aquan, Spot +12, Swim +23, Wilderness Lore +5. Alertness, Improved Initiative, Point Blank Shot, Run, Track, Weapon Focus: Longsword, Weapon Focus: Composite Longbow, Weapon Specialization: Longsword. Animal Companion, Aqualungs, Call the Lake (Summon Nature's

Ally I & II), Depth Sense, Lake Shape 1/day, Underwater Vision.

Possessions: Studded Leather +1, Longsword +2, Shortsword +1, Mighty [Str 14] Composite Longbow +1, Eyes of the Eagle, Cloak of Elvenkind, Javelin of Lightning, Boots of Striding & Springing, Figurine of Wondrous

Power: Silver Raven, Gloves of Swimming & Climbing, Arrows +1 (20), Potions: Cat's Grace x2, Water Breathing x3, Speak with Animals x2, Cure Light Wounds x6, Cure Moderate Wounds x2, Haste.

Animal Companions: Badger, Otter, Fish (Drowned Lady)

Ninja Variant Core Class

Author: Itzak Even

Balance Rating: 4.27 (Pow 4.06, Purp 4.63, Port 3.88, Comp 4.38, Rule 4.38)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1 st	+0	+0	+2	+2	Deadly Strike +1, Unarmed Combat	—	—	—	—
2 nd	+1	+0	+3	+2	Evasion	—	—	—	—
3 rd	+2	+1	+3	+3	Uncanny dodge (Dex bonus to AC),	—	—	—	—
4 th	+3	+1	+4	+3	Leap of the clouds,	0	—	—	—
5 th	+3	+1	+4	+3	Deadly Strike +2	0	—	—	—
6 th	+4	+2	+5	+4	Uncanny dodge (Can't be flanked)	1	—	—	—
7 th	+5	+2	+5	+4		1	—	—	—
8 th	+6/+1	+2	+6	+4	Mind over Matter	1	0	—	—
9 th	+6/+1	+3	+6	+5	Fast Step, deadly Strike +3	1	0	—	—
10 th	+7/+2	+3	+7	+5		1	1	—	—
11 th	+8/+3	+3	+7	+5		1	1	0	—
12 th	+9/+4	+4	+8	+6		1	1	1	—
13 th	+9/+4	+4	+8	+6	Deadly Strike +4	1	1	1	—
14 th	+10/+5	+4	+9	+6	Silent Step	2	1	1	0
15 th	+11/+6/+1	+5	+9	+7		2	1	1	1
16 th	+12/+7/+2	+5	+10	+7		2	2	1	1
17 th	+12/+7/+2	+5	+10	+8	Deadly Strike +5	2	2	2	1
18 th	+13/+8/+3	+6	+11	+8		3	2	2	1
19 th	+14/+9/+4	+6	+11	+9		3	3	3	2
20 th	+15/+10/+5	+6	+12	+9		3	3	3	3

My training complete, the seniors of the clan gave me my first mission. Cloaked in stealth and magic, I entered the palace grounds.

No guard could see or hear me; and if they did, my silent charms subdued them. A shadow, I cling to walls and ceilings. A whisper, I leave no trace of my passing. The guarded chamber is open to my violation—no guard, no magic can stop me.

I place the damning evidence—proof that the Empress traffics with Fiends—and like a shadow, flee into the night before an alarm can be raised. Few will ever know I was there. None will ever find me.

The Empress is doomed.

...

Ninjas are invisible warriors—spies and assassins practiced in the skills of concealment, stealth, trickery, disguise, acrobatics, assassination and information. They possess special powers, mysterious to most people outside of their clans. Many stories are told of the mystical powers of the ninja.

Few ninja are identical. Some prefer to focus on fighting skills, while others improve their espionage, acrobatics or



disguise skills. Ninja are more prone to multiclass, using the other class as a cover for their true profession.

All ninja clans have a code, though not all are the same. The following is a sample ninja code. All clans use these points, but the specifics may vary:

Follow the orders of higher-ranking members

- The Ninja must respect his clan seniors, and must follow their orders with no exceptions.
- When performing a mission on behalf of the clan, the Ninja must be willing to sacrifice his own life, if necessary, to succeed.

Never reveal your identity

- The Ninja must never reveal his true profession, or the name of his clan, or even that he is a member of a ninja clan.
- The Ninja must not use his special Ninja abilities in public, where they might identify him with his clan.
- Protect your cover identity. The use of your abilities in public will reveal your secret and the authorities will hunt you down.

Keep a low profile in whatever you do

- The Ninja should never demonstrate the full extent of his powers. Let his enemies underestimate him.
- When traveling the outside world be sure to have a cover identity.
- Carry no weapons, if possible. If you are captured, you will be searched and Ninja weapons are easily identified.

Be ever on guard

- Always have an escape route, a safe house, and a secret cache of weapons and equipment.
- Always know your friends better than they know you.
- Always have a plausible cover story for your actions.

Special Rule: Ninjas, with their need to adopt a cover identity, usually become multiclassed. Those who take their first level as a ninja consider it a favored class for the purpose of multiclassing.

Example: Chun-Li, an Elf, is a 5th-level Ninja/4th-level Wizard/1st-level Fighter. Since he is an elf, Wizard is a favored class and does not count for the purpose of multiclassing. There is a 4-level difference between his fighter and ninja levels but since he started out as a ninja, the ninja class is *also* treated as a favored class, and so he suffers no XP penalties.

Adventures: Game-master ninjas are normally encountered while on a clan-assigned mission. Player-run Ninjas could be given leave to adventure by their clan, or escape a binding clan, or have survived a destroyed clan.

Characteristics: Ninjas have a broad range of skills that they use to hide their true profession. They have the rogue's sneak attack ability, and some of his sixth sense. An experienced ninja has such a strong tie to shadows, trickery and information gathering that he can actually draw on this to cast arcane spells.

Alignment: A ninja is normally lawful or neutral in alignment. The ninja clan structure is too restricting for

those of chaotic alignment. Ultimate professionals, Ninja are absolutely loyal to their clan and their honor. When they take a job, it gets done. This leaves little room for considerations of good or evil.

Religion: Ninja follow either the edicts of the Celestial Bureaucracy, or a cult. Those who follow the cults are usually evil. As a general rule ninjas rarely become devout followers, unless their clan is affiliated with a certain religion.

Background: All ninjas must belong to a ninja clan to gain the training necessary to develop their skills. All ninjas of the same clan must submit to the dictates of the clan leader. To do otherwise is to risk the undying wrath of the clan. Those whose clans have been destroyed are viewed with suspicion by other clans, and must eventually establish their own clan if they wish to belong again.

Races: Among the oriental races only the human is likely to take this class. The korobokuro and hengeyokai are never born into a ninja clan, and the spirit folk, with their being attached to a specific locale, are not a good candidate for the life of a ninja.

Other Classes: The Ninja works well alone or with a group. He always keeps his true identity and profession a secret, covering by using his other class abilities.

GAME RULE INFORMATION

A ninja has the following statistics:

Abilities: Dexterity grants the lightly-armored ninja a better defense and bonuses to several class skills. Intelligence determines how powerful a spell a ninja can cast, how many spells he can cast a day, and how hard those spells are to resist. A ninja gets bonus spells based on Intelligence. The difficulty class of a saving throw against a ninja's spell is 10 + the spell's level + the ninja's Intelligence modifier.

Alignment: Any Non-Chaotic.

Class Skills

The ninja chooses 15 skills, from the following list, as his class skills: Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher script (Int), Diplomacy (Cha), Disable device (Int), Disguise (Cha), Escape artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Wis), Innuendo (Wis), Intimidate (Cha), Jump (Str), Listen (Wis), Move silently (Dex), Open lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill points at 1st Level: (6 + Int modifier) x 4

Skill points at Each Additional Level: 6 + Int modifier

Class Features

All of the following are class features of the ninja.

Hit Die: d6

Weapon and Armor Proficiency: A ninja's weapon training is designed to give him a wide array of weapons. The Ninja is proficient with all simple weapons (except the heavy crossbow), short sword, wakizashi, and short bow (normal and composite). In addition, each ninja chooses two extra weapons from the following list: Kukri, Nunchaku (normal or halfling), Siangham (normal or halfling), Kama (normal or halfling), Shuriken, Hand crossbow, Whip, Spike Chain, Ninja-To*, or Blowgun (normal or halfling). The ninja is proficient with all light armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried. Like any other arcane spellcaster, a ninja can cast spells while wearing armor, but suffers a chance of arcane spell failure if the spell in question has a somatic component (most do).

* New weapon, described at the end of the article

Spells: Beginning at 4th level, a ninja gains the ability to cast a small number of arcane spells. To cast a spell a ninja must have an Intelligence score of at least 10 + the spell's level, so a ninja with an Intelligence of 10 or lower cannot cast these spells. Ninja bonus spells are based on Intelligence, and saving throws against these spells have a Difficulty Class of 10 + spell's level + Intelligence modifier. When the ninja gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the ninja gets only bonus spells. A ninja without a bonus spell for that level (see Core Rulebook I) cannot yet cast a spell of that level. The ninja's spell list appears at the end of this article.

The Ninja is an arcane spellcaster who prepares her spells in advance by meditating on her connection to the plane of shadow. The ninja knows all the spells available to her at each spellcasting level.

Deadly Strike: During his training, the ninja learns to use his two special chosen weapons with deadly accuracy. At 1st level the ninja increases the threat range and damage multiplier of his chosen weapons by +1, so a ninja-to has a critical of 18-20/x3, and a shuriken has a critical 19-20/x3. This increase only applies against targets who have been denied their dex bonus to AC (i.e., they are caught flat-footed, flanked and held immobile). This increases as the ninja gains levels, to +2 at 5th level, +3 at 9th level, +4 at 13th level and +5 at 17th level. So a 17th level ninja using a shuriken has a threat range of 15-20 and critical multiplier of x7. Like a rogue's Sneak Attack, Deadly Strike may only be performed with a ranged weapon if the opponent is within 30 feet.

Unarmed Combat: A ninja is trained in martial arts and can do 1d6 points of normal damage with her unarmed attack. A small sized ninja does 1d4 damage. A ninja's unarmed attacks do not draw Attacks of Opportunity from armed opponents. Treat him as if he has the Improved Unarmed Strike feat.

Traps: This is the same as the Rogue ability (detailed on page 48 of Core Rulebook I).

Evasion: This is the same as the Rogue ability (detailed on page 48 of Core Rulebook I).

Uncanny Dodge: This is the same as the Rogue ability (detailed on page 48 of Core Rulebook I).

Leap of the Clouds: At 4th-level or higher, a ninja's jumping distance (vertical or horizontal) is not limited according to his height. (See the Jump skill description, page 70 of Core Rulebook I) This is an extraordinary ability.

Mind over Matter: An 8th level Ninja gains the supernatural ability to pass through walls and walk over water. The ninja can use this ability by making a Concentration skill check with a DC of 15 with the following modifiers:

Walking Through Walls Modifiers	Walking Over Water Modifiers
+1 per 1 inch of wood	+2 per 5' of water crossed
+2 per 1 inch of stone	+5 if rough water
+3 per 1 inch of iron	+10 if rapid water

A ninja cannot pass through other materials, and cannot use this to pass through armor worn by a creature, or a construct.

This ability can be used a number of times per day equal to half the ninja's level (rounded down) plus her Int modifier, so a 9th level ninja with 16 Int can use it 7 times a day ($9/2 = 4.5$, rounded down it is 4, + 3 from Int).

Fast Step: At 9th level the ninja can move her normal movement rate while moving silently without a penalty. This is an Extraordinary ability.

Silent Step: At 14th level the Ninja is granted a +4 enhancement bonus to the Move Silently skill. This is an Extraordinary ability.

New Equipment

Ninja-to: This is the favored weapon of the ninja. It has a straight blade and is smaller and of lower quality than a katana. It can be concealed easily. 12 gp, d8, 19-20/x2, 5 lb, Slashing and Piercing.

Ninja Spell List

Ninja choose their spells from the following list.

1st-level—*Change Self, Daze, Feather Fall, Jump, Silent Image, Spider Climb, Ventriloquism.*

2nd-level—*Darkness, Invisibility, Knock, Locate Object, Minor Image, Misdirection, Obscure Object.*

3rd-level—*Detect Thoughts, Gaseous Form, Major Image, Nondetection, Silence.*

4th-level—*Deeper Darkness, Illusory Wall, Locate Creature.*

Ex-Ninjas

A ninja who becomes chaotic in alignment may not advance in levels as a ninja until she becomes neutral or lawful. Her ninja levels are now brought into account when calculating XP penalties for multiclassing.

Ninja Starting Package

Armor: Leather

Weapons: Shortsword, Shortbow, Kama and Shuriken

Skill Selection: Pick a number of skills equal to 6 + Int modifier (7 + Int modifier if human).

Skill	Ranks	Ability	Armor
Bluff	4	Cha	
Concentration	4	Con	
Decipher Script	4	Int	
Disable Device	4	Int	
Escape Artist	4	Dex	Yes
Gather Information	4	Cha	
Innuendo	4	Wis	
Jump	4	Str	Yes
Move Silently	4	Dex	Yes

Feat: Point Blank Shot

Bonus Feat: Improved Initiative (Human only)

Gear: Rope, Backpack, caltrops

Gold: 3d4 gp.

New Uses of Existing Skills

PERFORM (Cha)

Normal Use: You are able to put on a show of artistic ability and expression.

New Use:

Assimilation (Bard, Rogue, Ninja only)

A character with this skill can study a different culture enough so he can pretend to be a member of that culture.

Check: The DC to this skill depend on the time spent studying the culture, and the differences between it and the

Condition	DC
A mostly similar culture	15
A moderately similar culture	20
A largely different culture	25
A Very different culture	30
Some offensive mannerisms	+5
Many offensive mannerisms	+10
Similar cultural alignment	-5
Different cultural alignment	+0
Opposed cultural alignment	+5
Studied for up to a week	+5
Studied for up to a month	+0
Studied for up to half a year	-5
Studied for up to a year	-10

Retry: If a skill check fails the character must wait a year until he can start studying the culture again.

Special: If you have 5 or more ranks of Assimilation, you gain a +2 synergy bonus on Bluff and Disguise checks in regard to people of a culture you have managed to study.

BLUFF (Cha)

Normal Use: There are times when you need to persuade someone that what you are saying is true, even if false. It is useful in many situations.

New Uses:

Feign Sleep: Sometimes it is best to pretend you are sleeping.

Voice Mimicry: This is especially useful when you use disguise and your opponents know you and your voice. It is also useful when trying to frame someone, or when you need to convince someone that you are a specific person talking to him.

SENSE MOTIVE (Cha)

Normal Use: You can sense whether people are trying to bluff you, or disguise themselves.

New use: *See Through.* Every character can tell you that he does not believe something is what it seems, but what about noticing this with more than a simple “hunch”? See through means that you can notice a person’s voice is changing, as if he is trying to mimic someone else’s voice, whether he pretend to be a sleep, and whether a member of the opposite sex is trying to subtly seduce you.

Ninja in Western Campaigns

The ninja class can be used in western-based campaigns in the following ways:

The PC is an Ex-ninja: This is good for campaigns that start at an advanced level, or for a new character joining an

existing campaign. Such a ninja either had her clan destroyed or she turned chaotic and disobeyed her superiors. In the second case, she would have to watch her back as her former clan will send representatives to take her out.

The PC is a Ninja: He was sent to hunt some enemy of the clan, and told not to return until he succeeded. This is best if the PC intends to multi-class so that he may hide his abilities, lest some rogue or other unscrupulous villain take notice of his powers and investigate. It is also difficult to advance as a ninja in the western world.

A western Ninja. The DM might decide that some nation or nations in his campaign world cultivate a spy network. You might want to change the class name to Spy, Shadow Blade, or something similar.

Sample Ninja

Ashagu Kamuro is a ninja from the Black Gate clan. He was trained as both a ninja and an enchanter from an early age, and his aptitude for both helped him in his missions. He has specialized in the field of Enchantment for the subtlety of its spells, and disdains the use of Evocation magic.

He prefers to work alone, and uses his ninja and wizard spells to complement one another.

Ashagu Kamuro: male human Ninja 9/Enchanter 5: medium-sized humanoid (6' 1" tall); hp 67; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft; AC 20 (touch 18, flat-footed 17); Atk Melee +9/+4 (nunchaku, dmg 1d6, 17-

20/x5); AL NE; SA: Spells, Deadly Strike; SQ: Leap of the Clouds, Uncanny dodge, Mind over matter, Unarmed combat, Fast step; SV Fort +5, Ref +10, Will +10; Abilities: Str 11 (+0), Dex 17 (+3), Con 12 (+1), Int 14 (+2), Wis 13 (+1), Cha 15 (+2).

Skills & Feats: Bluff +13, Concentration +18, Disable Device +14, Hide +15, Knowledge (the Planes) +8, Listen +13, Move silently +15, Open Lock +15, Search +14, Spellcraft +14, Tumble +15. Improved Initiative, Weapon Focus (Nunchaku), Dodge, Mobility, Spring Attack, Scribe Scroll, Spell Focus (Enchantment), Silent Spell.

Possessions: Glamered Leather Armor +3, Ring of Protection +2, Nunchaku +1 of shock, Staff of Charming, Scroll with Dispel Magic and Haste.

Ninja Spells Per day: 2/1 (DC 12 + spell level, 14 + spell level for *enchantment*): 1 – Change Self, Spider Climb; 2 – Invisibility.

Wizard Spells Per day: 4/4/3/1 (DC 12 + spell level, 14+ spell level for *enchantment*): 0 – Daze, Ghost Sound, Mage Hand, Open/Close; 1 – Charm Person, Mount, Obscuring Mist, Sleep; 2 – Cat's Grace, Darkvision, Levitate; 3 – Suggestion.

Wizard Spellbook: 0 – all; 1 – Cause Fear, Charm Person, Detect Secret Doors, Magic Weapon, Mount, Obscuring Mist, Sleep, Unseen Servant; 2 – Cat's Grace, Darkvision, Levitate; 3 – Hold Person, Suggestion.

Nomad Lord Prestige Class

Author: Carl Cramér

Balance Rating: 4.46 (Purp 4.33, Pow 4.25, Port 4.58, Comp 4.58, Rule 4)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Favorite Mount		
						HD	Armor	Speed
1st	1	0	2	2	Favorite mount, safe in saddle, share defenses	+0	+1	+10
2nd	2	0	3	3	Wheeling attack	+1	+2	+15
3rd	3	1	3	3	Improved evasion	+2	+3	+20
4th	4	1	4	4	Empathic link	+3	+4	+25
5th	5	1	4	4	One life	+4	+5	+30

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, honor and glory. Nomad Lords of good alignment lead by example and care little for the opinions of the less fortunate—this attitude leads others to see them as arrogant. Evil characters share in this arrogance, but lead through terror and intimidation, and raid and pillage ruthlessly to increase their power.

Unlike a knight, the Nomad Lord does not charge impetuously at his foes. Instead, he 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 wastelands can profit from this class. To become a Nomad Lord, you must be a member of a nomadic tribe of animal-riders. You must have lived with them and their beasts for at least a year, and the herds of the tribe are the source of your mounts. If the tribe loses its herds, you cannot replace your favorite mount.

Requirements

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

Handle Animal: 4 ranks

Ride: 6 ranks

Wilderness Lore: 2 ranks

Base Attack Bonus: +4

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

Class Skills

The Nomad Lord's class skills (and the key ability for each skill) are Animal Empathy (Cha) (restricted 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.

Hit Dice: d10

Weapon and Armor Proficiencies: Nomad Lords are proficient with all simple weapons and martial weapons, as well as light and medium armor and shields.

Favorite 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 Favorite Mount is steadfastly loyal and gains an increasing number of abilities as the Nomad Lord improves in level. On the Nomad Lord's level table, the changes to the characteristics of his favorite mount are noted. It is an unfortunate fact that mounts die in battle. 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 but 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 favorite mount away from its owner loses all special properties in one week.

This ability is similar to the paladin's Special Mount ability. Abilities dealing with the attributes of the mount stack (bonus hit dice, natural armor). The special abilities of the paladin's Special Mount and the Nomad Lord's Favorite Mount do not stack; use the best in each category.

Safe in the Saddle (EX): You ignore the attack penalties and concentration requirements for spells that a normal rider suffers. See Core Rulebook I, page 138.

Share Defenses (SU): The Nomad Lord and his mount can share each other's defenses. 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): You no longer need to move in a straight line when using Ride-By Attack or Mounted

Archery; you can ride forward, make an attack, turn up to 180°, and continue with the rest of your movement. This is an extraordinary ability.

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 Nomad Lord 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. This is a supernatural ability.

One Life (SU): At fifth 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. Neither will ride or allow themselves to be ridden by another. If either the mount or rider is slain, the surviving party suffers a -4 confidence 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 favorite mount. One Life is a supernatural ability.

Sample Nomad Lord

Mekhmet al Rasouli is a Ranger/Nomad Lord. He is a proud member of the Kowhan Suhr, a tribe of horse riders in the Desert of the Diamond Sands. A recognized leader of warriors, Mekhmet is a successful raider of the plump villages cowering just outside the desert on its western rim. In over a dozen raids that he has led, only one warrior was lost to defenders, and then only because the emperor's patrol showed up unexpectedly.

Mekhmet is admired for his bravery and cleverness and more men in his tribe are looking to him for leadership, now that the sheikh is grown too old for raiding. All are confident he will be named successor, and he is the popular choice. The sheikh has no sons and only the one daughter and she has indicated her willingness to seal the bloodline. Mekhmet will make a great sheikh.

Mekhmet al Rasouli: Male human Ranger 5/Nomad Lord 3, medium humanoid, hp 69, Init +2, Spd 20, AC 19 (touch 12, flat-footed 17); Atk +12/+7 melee (d6+4/18-20 x2 Scimitar +1) or +11/+16 ranged (d8+3/19-20x2 Mighty (+2 Str) Composite Shortbow +1); AL CG; SV Fort +8, Ref +7, Will +7; Abilities: Str 16 (+3), Dex 14 (+2), Con 14 (+2), Int 13 (+1), Wis 14 (+2), Cha 16 (+3).

Skills and Feats: Animal Empathy +12, Handle Animal +12, Hide +6, Intuit Direction +11, Jump +6, Listen +6, Move Silently +4, Ride Horse +13, Spot +8, Wilderness Lore +11. Mounted Combat, Ride-by Attack, Mounted Archery, Leadership. Track, Favored Enemies: Gnolls +2, Devils +1; Favorite Mount, Safe In Saddle, Share Defenses, Wheeling Attack, Improved Evasion.

Possessions: Scale Mail +2, Small Steel Shield +1, Scimitar +1, Composite Shortbow (Mighty +2) +1, Ring of Sustenance, Bag of Holding (Type 2), Chime of Opening, Cloak of Resistance +1, Dust of Dryness x2, Dust of Tracelessness x2, Horseshoes of Speed, Potions: Cure Moderate Wounds, Cure Light Wounds x6, Clairaudience/Clairvoyance, Blur.

Favorite Mount: Whitefire: Light War Horse, 5 HD creature, large animal, hp 40, Init +1, Spd 80 (160 with horseshoes), AC 17 (-1 size, +1 Dex, +7 natural); Atk 2 hooves +5 melee (d4+3), bite +0 melee (d3+1), Face/reach 5x10/5; SQ: Scent, AL N; SV Fort +7, Ref +5, Will +2; Abilities: Str 16 (+3), Dex 13 (+1), Con 17 (+3), Int 2, Wis 13 (+1), Cha 6 (-2). Listen +8, Spot +8.

Animal Companion: Skyking: Eagle, 2 HD medium animal, hp 16, Init +2, Spd 10', fly 80 (average), AC 13 (+2 Dex, +1 natural), Attk: 2 claws +4 melee (d4+2) or bite -1 melee (d6+2), Saves Fort +5, Ref +4, Will +2, Abilities: Str 14 (+2), Dex 13 (+1), Con 14 (+2), Int 2, Wis 14 (+2), Cha 6 (-2), Listen +6, Spot +7 (+15 day).

Cohort: 6th level Ranger: Male human Ranger 6, medium humanoid, hp 43, Init +7, Spd 30, AC 17 (touch 13, flat-footed 14); Atk +8/+3 melee (d6+2/18-20 x2 Scimitar Masterwork) or +10/+5 ranged (d8+2/19-20x2 Mighty (+2 Str) Composite Masterwork Shortbow); AL CG; SV Fort +6, Ref +5, Will +3; Abilities: Str 14 (+2), Dex 16 (+3), Con 13 (+1), Int 10 (+0), Wis 12 (+1), Cha 8 (-1). Point-Blank Shot, Precise Shot, Weapon Focus (composite shortbow).

Possessions: +1 Studded Leather, Eyes of the Eagle, Cloak of Elvenkind, Potions: Cure Light Wounds x5, Hide.

Followers: 6 1st level Rangers

Peacekeeper Prestige Class

Author: Matthew Hedges

Balance Rating: 4.48 (Pow 4.46, Port 4.33, Purp 4.54, Comp 4.5, Rule 4.58)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	1	2	0	2	Two Mace Fighting, Improved Subdual
2 nd	2	3	0	3	Commanding Voice 1/day, Improved Disarm
3 rd	3	3	1	3	Improved Grapple, Calm Emotions 1/day
4 th	4	4	1	4	Commanding Voice 2/day, Lay on hands
5 th	5	4	1	4	Subdual Attack +1d6, Calm Emotions 2/day
6 th	6	5	2	5	Commanding Voice 3/day, Throw Light Mace
7 th	7	5	2	5	Weapon Specialization (Light mace), Calm Emotions 3/day
8 th	8	6	2	6	Subdual Attack +2d6, Commanding Voice 4/day
9 th	9	6	3	6	Immobilizing Strike, Calm Emotions 4/day
10 th	10	7	3	7	Subdual Attack +3d6, Commanding Voice 5/day

The noise level rose, along with the tempers of the arguers. The crowd was growing larger and the constable pondered how he could resolve this confrontation before it led to violence. Then the pushing began. The constable placed himself between two of the loudest arguers and pleaded with them to turn away. Then there was a flash as a club swung from nowhere. The target ducked and the club continued its vicious swing through the air. The constable leaped in front of the old woman now in the club's path and was hit squarely on the head. He collapsed to the ground. The yelling got louder and more blows were thrown. Soon they would have a full-scale riot.

Then a voice, coming from every direction, commanded all to be still. Some obeyed, but others continued brawling and swearing. A sturdy figure walked purposefully through the crowd. There were low whispers as he moved. Some foolhardy rioters tried to club the man who was spoiling their fun. With a deft sideways move, he avoided the blow, produced a light mace and knocked his attacker to the ground, unconscious. Another assailant lunged forward with a dagger, and was first disarmed, then dispatched with a solid swipe across the face. Other rioters, seeing this, quickly melted away into the crowd. Peace was restored to the night.

Peacekeepers are a militant arm of a church, worshipping a deity of peace and serenity. Though the clerics of this deity strive for peace through non-violent means, this pragmatic group sees that sometimes sterner measures are required.

A peacekeeper's weapon is the light mace. An innocuous, inoffensive weapon, many foes have made the mistake of thinking a peacekeeper an easy target. Peacekeepers are trained in many facets of combat, particularly ways to bring down a foe. Most involve subdual and disarming tactics, though the peacekeeper is fully capable of delivering lethal damage. His commanding presence inspires common folk to pursue peace, and his combat skills persuade others that peace is the better option.

Peacekeepers serve the church of a deity of peace and serenity. They can act as guards, special advisors to local law enforcement, or even be the official law enforcement branch, appointed by the church.

Many peacekeepers were previously fighters and clerics. Paladins and rangers have been heard of as peacekeepers, and even one or two rogues. Humans are the most common race found serving this deity as a peacekeeper, though all races are welcome.

Requirements

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

Alignment: Lawful or Neutral Good, Lawful Neutral

Religion: Deity of Peace

Base Attack Bonus: +5

Knowledge (Religion): 5 ranks

Diplomacy: 5 ranks

Feats: Weapon Focus (light mace)

Special: Must receive the blessing of a senior (8th level or higher) cleric of the patron deity.

Class Skills

The peacekeeper's class skills (and key ability for each skill) are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (law) (Int), Listen (Wis), Sense Motive (Wis), Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

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

Hit Die: d10

Weapon and Armor Proficiency: Peacekeepers are proficient with the light mace, all armor and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble.

Two Mace Fighting (Ex): When wielding his deity's favored weapon, the light mace, the peacekeeper is able to wield two—one in each hand—just as if he had the ambidexterity and two weapon fighting feats.

Improved Subdual (Ex): Peacekeepers receive no penalty when using a normal damage-inflicting weapon to cause subdual damage (instead of the normal –4 to hit penalty).

Commanding Voice (Sp): Peacekeepers are trained to use their voices with commanding authority. As a standard action, the peacekeeper can shout an order with the effect of a *command* spell. However, his ability affects up to one person per peacekeeper level. The peacekeeper must designate a subject to be the primary target, then the effect extends outward until the maximum number of targets is reached.

Improved Disarm (Ex): As per the feat of the same name, but the ability can only be used with a light mace.

Improved Grapple (Ex): Peacekeepers are highly trained in unarmed combat, including various grappling techniques. They receive +2 when making grappling checks (see page 137 of Core Rulebook I).

Calm Emotions (Sp): Peacekeepers may speak and calm down agitated people or creatures. This ability works like the spell of the same name, cast by a cleric of the same level as the peacekeeper.

Lay On Hands (Sp): Each day a peacekeeper can cure a total number of hit points equal to his Charisma bonus (if any) times his peacekeeper level. The peacekeeper can cure himself. He may choose to divide his curing among multiple recipients, does not have to use it all at once. Lay on hands requires a standard action.

Subdual Attack (Ex): The peacekeeper is highly adept at knocking out opponents without causing permanent damage, using his special subdual attack. The peacekeeper adds the indicated damage to his damage roll when making such an attack with his light mace. The special subdual attack can be used a number of times per day equal to 2 plus to his Charisma bonus.

Throw Light Mace (Ex): The peacekeeper can throw his light mace as if it had the magical weapon ability *throw*.

Weapon Specialization (Ex): Peacekeepers gain +2 to their damage rolls when using the light mace, as per the feat. This does not stack if the character already has weapon specialization for the light mace.

Immobilizing Strike (Ex): Highly trained peacekeepers have the ability to disable aggressors, making it very hard for them to move. Once per day, the peacekeeper can nominate an attack. If it hits, the attack does damage as normal, and the target also suffers 4 points each of temporary Dexterity and Strength damage.

Sample Peacekeeper

Frank Gorwin began his adventuring career as a fighter, content to kill or be killed and grab treasure as he could. His outlook on life was changed by the party cleric, a woman devoutly worshipping a god of peaceful solutions. Frank is not sure now when the actual change took place, but only realized he liked what she was saying when her voice was silenced forever in a senseless riot. Instead of loosing his grief and rage on the mindless crowd, slaughtering helpless townsfolk, Frank took up her light mace and gently urged the crowd back from her battered body. He later took vows with her priesthood and has since helped maintain the peace.

Frank Gorwin: male human Fighter2/Cleric5/Peacekeeper4; CR 11; Size M (6 ft., 3 in. tall); HD 6d10+5d8+22; hp 87; Init +2 (+2 Dex); Spd 40 ft.; AC 19 (+2 Dex, +6 chain mail; touch 12, flat-footed 17); Atk +9/+4 melee (d6+6/x2, +1 *light mace*) and +9 melee (d6+3/x2, +1 *light mace*); SV Fort +13, Ref +6, Will +9; AL NG; Str 20, Dex 14, Con 14, Int 11, Wis 13, Cha 12.

Languages: Common.

Skills and Feats: Climb +7, Concentration +4, Diplomacy +8, Heal +4, Intimidate +5, Jump +15, Knowledge (Religion) +5, Listen +7, Ride +7, Sense Motive +5, Spot +7; Alertness, Brew Potion, Combat Reflexes, Lightning Reflexes, Skill Focus (Diplomacy), Weapon Focus (longsword), Weapon Focus (light mace); Two-mace Fighting, Improved Subdual, Commanding Voice (2/day), Calm Emotions (1/day), Improved Grapple, Lay On Hands 4 pts.

Spellcasting level: 5th level

Cleric Domains: Good, Protection.

Cleric Spells Per Day: (5/4+1/2+1/1+1; DC 11 + spell level)

Equipment: 2 +1 light maces, +2 chain mail, +4 girdle of giant strength, boots of striding and springing, whistle, potions: cure moderate wounds (x2), cure light wounds (x4), bull's strength (x2).

Pirate-Captain Prestige Class

Author: Brendan J Quinn

Balance Rating: 4.56 (Pow 4.79, Purp 4.79, Port 4.36, Comp 4.5, Rule 4.36)

Today I saw my life flash before my eyes, and my career as a merchant-sailor go down in flames.

It was supposed to be a simple exchange. Drop off some general goods with a bit of the shiny on top during a rendezvous with a Baltorean ship. I thought we were prepared. We'd hired a group of adventurers to protect us from this sort of thing. They were confident and cocky. We all knew the danger, but no one really expected we would be targeted by him.

The exchange began normally and things seemed to be going well, but just as we were about to depart, the crow's nest spotted a ship on the horizon. Our brave hired muscle prepared for a fight, but then I saw it: the flag of J'oxir De'mure, the tyrant of the seas himself! Cold sweat dotted my skin, sending a shiver down my back. The infamous pirate sent a carrier bird over to deliver the message:

"Stand down and live; flee and perish." My survival instinct said to do as ordered. The fools we hired to protect us chose to fight. The Baltorean tried to get away, but ... I swear by all the sea gods, J'oxir's ship moved with a demon wind. I doubt she escaped.

The pirates boarded us like a plague of locusts descending on the fields. Our hired muscle fought well and bravely, and at first I felt some hope. But then J'oxir De'mure himself, his red pointed hat and scraggly mustache identifying him, descended like a god onto our ship. One mighty swordsman, hired for his famous skill, dashed straight for him, and I swear by the gods, in a flash of lightning J'oxir slew him with a single rapier stroke. Another tried to fight him, but finally ran in terror. And then he turned his terrible gaze upon me and I felt my limbs turn to water.

I heard an awful thundering and collapsed to the deck. As I lay there shaking, I saw a flash and heard the shikt of a blade. There was no pain, only surprise as I saw my own ear fall to the deck with a bloody splat. I looked up at him, focusing through the terror, and finally heard what he was saying.

"Be ye ready to tell me matey? Or do I need to cut you another arsehole too? Where's the loot?"

It seemed such a little thing to save my life. Yes, I showed him belowdecks to the strongbox. I had no choice, this was J'oxir the Tyrant! They took our profit from the exchange with the Baltorean, they took our food and water, and then set fire to our ship. I was the only one to reach the lifeboat. I have written this in my journal in the hopes that word will reach my family if I don't survive. Surely someone will eventually find this boat.

I once doubted that any man could do the things in the stories about J'oxir the Tyrant. I thought they were the tall tales of drunken sailors-myths to justify cowardice in battle. But I have seen it myself. It is not just a legend. The stories of J'oxir the Tyrant are all true.

- Barcus Tarin, Ex-Merchant

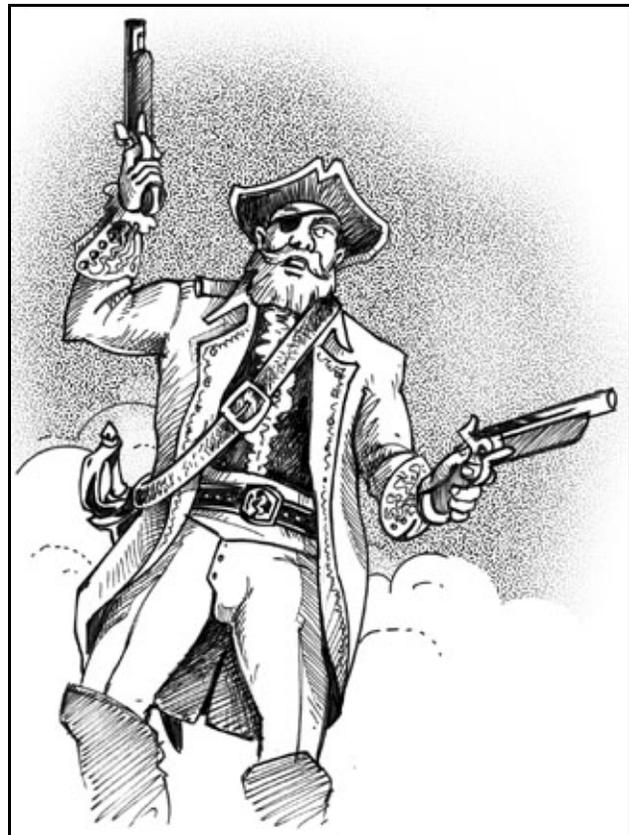
This tale was taken from the ragged journal found on a one-eared corpse in a dingy adrift at sea. Distinguishing marks on the body, as well as the name within the journal, identified the dead man so his family could be informed. Wreckage from a burned ship was found adrift in nearby shipping lanes. The fate of the Baltorean ship was never confirmed, though she is believed sunk as well.

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For centuries stories and legends have passed on about treasure hunters and explorers looking for hidden treasure and adventure on the high seas. Pirate-Captains have a huge range of archetypes. Some are cruel and treacherous, ruling their crew out of fear. Others are chivalrous and noble, with the ability to inspire their comrades. Some Pirate-Captains may be uneducated and depend on their wisdom and charisma, while others may be tactful and cunning. Most seek out treasure by any means necessary.

Most Pirate-Captains begin their careers as fighters or rogues, with a sprinkling of bards and clerics (of ocean-related deities). Other classes can qualify, but there is little to draw druids or rangers, and lawful-restricted classes would find the chaotic, raiding lifestyle repellant.

Pirate-Captains can be of any race, each producing a different archetype. Elven pirates are chivalrous and cunning, seeking adventure over treasure. Dwarven Pirate-Captains are well organized, excellent strategists; and horribly strict with their crew. Gnomish pirates have highly advanced ships with advanced weapons. Half Orc pirates are brutal



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Sea Combat, Taunt
2nd	+2	+3	+0	+0	Sneak Attack +1d6
3rd	+3	+3	+1	+1	Inspire Crew, Sea Combat +1
4th	+4	+4	+1	+1	Cheap Shot
5th	+5	+4	+1	+1	Sneak Attack +2d6
6th	+6	+5	+2	+2	Preceding Reputation, Sea Combat +2
7th	+7	+5	+2	+2	Pirate-Captain Expertise
8th	+8	+6	+2	+2	Sneak Attack +3d6
9th	+9	+6	+3	+3	Fearsome Reputation, Sea Combat +3
10th	+10	+7	+3	+3	Unnatural Reputation

and bloodthirsty, and are the most likely to have mutiny among their crew.

Pirate-Captains are easily recognized by their flashy demeanor, lavish but often filthy attire, and exotic weaponry. They are outgoing and extravagant, with reputations to live up to.

The Pirate-Captain is before all a leader of pirates-bandits of the sea. He enforces his authority with violence and brute force. He is a warrior and a leader and only after that is he a sailor. His abilities reflect this, and wiser Pirate-Captains employ a Sea-Hawk in their crew to handle matters of navigation.

Requirements

To qualify to become a Pirate-Captain, a character must fulfill all the following criteria.

Intimidate: 4 ranks

Profession (Sailor): 8 ranks

Feat: Leadership

Base Attack Bonus: +4

Special: The Pirate-Captain must have her own ship and crew.

Class Skills

The Pirate-Captain's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (Nature: sea) (Int), Move Silently (Dex), Profession (sailor) (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), 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 Pirate-Captain prestige class.

Hit Die: d8.

Weapon and Armor Proficiency: The Pirate-Captain is proficient with all martial weapons, and the Arquebus and Canon (if the campaign setting allows it). Some Pirate-Captains are known to use hooks, which act effectively as daggers. The Pirate-Captain is proficient with light armor and medium armor. (Heavy armor is too limiting and dangerously heavy in a water environment.)

Sea Combat: The Pirate-Captain is especially well suited to combat while on a ship. He does not need to make a dexterity check in order to keep his balance in normal sea conditions, and gets a +4 to his dexterity checks in heavy conditions. At 3rd-level, the Pirate-Captain becomes expert at taking advantage of a rolling deck as well as anything that may be found on a ship. As such, he gains a +1 circumstance bonus to his attack and damage rolls when fighting on a ship. This bonus increases to +2 at 6th-level, and +3 at 9th-level.

Taunt: During combat the Pirate-Captain may make a particularly rude and/or insulting comment to his opponent*, sending him into a rage. The victim makes a sense motive check opposed by the Pirate-Captain's bluff check. If the sense motive check fails, the opponent suffers a -1 penalty to attack rolls for every two levels of the Pirate-Captain, but gains a +1 bonus to damage (this bonus does not increase).

Inspire Crew: A Pirate-Captain can inspire his crew before a battle, similar to a bard. An inspired crewman receives +1 to all attacks, +2 to Will saves, and +4 to all saves vs fear effects. A strange thing happens when the Pirate-Captain falls (reduced to 0 or less hit points); the crew actually fights harder. Some crewmembers fight harder to avenge their captain, while others want to take his place. An inspired crewmember has a 75% chance to double the effects from Inspired Crew, assuming he saw

his captain fall. (Spot check DC 15, and must be within line of sight.)

Sneak Attack: The Pirate-Captain can sneak attack as a rogue. See Core Rulebook I, page 47-48, for information on this ability.

Cheap Shot: Pirate-Captains are known for their battle savvy, and their ability to trick opponents* into exposing a weakness. Once per target, they can make a bluff check. If the opponent fails his sense motive check, he loses his attack for the round. In addition, he also loses any dexterity bonus to AC for the next round.

Preceding Reputation: Legends abound about ferocious pirates with an unnatural ability to stay alive. Superstitious mariners and exaggerating bards often speak of invincible pirate captains. The Pirate-Captain is aware of these stories and exploits them as much as possible, playing up to his reputation with extravagant apparel, wild beard and hair, and huge, flashy weapons. At 6th-level the Pirate-Captain adds his Cha modifier to his AC in melee combat.

Fearsome Reputation: At 9th-level, the Pirate-Captain becomes an expert at intimidation. After four rounds of consecutive combat, the Pirate-Captain may make an intimidate check as a free action. If his opponents* fail a Will save against the Pirate-Captain's intimidate check, the Pirate-Captain applies his Cha modifier to his attack rolls against those opponents for the rest of that combat.

Pirate-Captain Expertise: At 7th-level the Pirate-Captain receives a +2 competence bonus to Appraise, Bluff, Gather-information, and Intimidate checks.

Unnatural Reputation: At 10th-level, the Pirate-Captain joins the elite ranks of the scourges of the seas. His exploits are legendary and he now induces even more fear in his opponents*. The Preceding Reputation ability is increased, provided opponents* fail a Will saving throw vs DC of 10 + the total ranks of the Pirate-Captain in either Intimidate or Bluff. If the opponents* fail the save, their attacks are less effective (due to fear), granting the Pirate-Captain damage-reduction equal to his Cha modifier.

**Opponents:* Those benefits of the Pirate Captain which rely largely on his fearsome reputation are effective only against opponents who can understand what the Pirate-Captain is. These abilities are not effective against mindless creatures, such as undead, constructs and creatures with Animal or lower Int. Taunt, Cheap-shot, and the three Reputation abilities are effective only against humanoids and fey. A Pirate-Captain's renown rarely reaches far inland communities. Opponents must be aware they are fighting a Pirate-Captain. If he hides his identity through disguise or magic, he cannot get his reputation bonuses.

Sample Pirate-Captain

J'oxir De'mure is the worst of all the pirates known to operate along the coast. He is a large man who always wears sumptuous garb and flashy jewelry. He is fearless and violent in combat, and adheres to a mocking code of honor. For instance, he will spare the lives of those who cannot fight him, but will then leave them helpless and alone, without food or water, to live or die by the whim of the sea gods. A huge reward has been offered by several countries for J'oxir's head.

J'oxir De'mure: male half-orc Rogue 4/Fighter 2/Pirate-Captain 10: Size M (6' 7" tall); hp 125; Init +3 (+3 Dex); Spd 30 ft; AC 18 (touch 18, flat-footed 15); Atk Melee +21/+16/+11 (Battle Axe, dmg d8+6, x3); AL NE; SQ: Darkvision; SV Fort +14, Ref +12, Will +8; Abilities: Str 17 (+3), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 14 (+2), Cha 12 (+1) (16 with rod: +3).

Skills: Appraise +12, Balance +8, Bluff +17, Climb +10, Escape Artist +8, Gather Information +8, Hide +8, Innuendo +8, Intimidate +17, Intuit Direction +12, Jump +10, Knowledge (Nature: sea) +10, Move Silently +8, Profession (sailor) +18, Sense Motive +7, Spot +12, Swim +15, Tumble +13, Use Rope +8.

Feats and Abilities: Lightning Reflexes (+2 Ref saves), Iron Will (+2 Will saves), Leadership. Sneak-Attack (+5d6), Evasion, Uncanny Dodge (+2 to AC vs Traps). Weapon Focus (battle-axe), Improved Critical (battle-axe). Inspire Crew, Sea-Combat (+3), Taunt, Cheap-Shot, Preceding Reputation (+3), Fearsome Reputation (+3), Unnatural Reputation (+3).

Equipment: Rod of Splendor, Battle-axe +3, Ring of Protection +2, Bracers of Armor +3, Wand of Magic Missiles (5th level, 31 charges, this odd wand looks like a pistol).

Typical Pirate Crews

The following NPCs represent standard pirates. There are three categories: Scurvy rats, Sea-dogs, Sea-wolves.

Scurvy-rats: These crewmen are mainly thugs and cutthroats who ply their criminal trade at sea, rather than professional sailors. As such, they are reliable as combatants (so long as they are commanded with an iron hand), but not very effective as sailors. Scurvy-rats hire at 3 gp per week.

Scurvy rat: human Rogue 1: HD 1d6; hp 9; Init +0; Spd 30 ft; AC 10; Attack +0, dagger 1d4 or club 1d6; SV Fort +0, Ref +4, Will +0; AL NE; Str 10 (+0), Dex 11 (+0), Con 11 (+0), Int 8 (-1), Wis 10 (+0), Cha 8 (-1).

Skills and feats: Balance +2, Climb +4, Hide +4, Intimidate +3, Intuit direction +2, Innuendo +4, Jump +3, Profession (sailor) +3, Spot +3, Swim +2, Tumble +2, Use

ropes +3. Toughness, Lightning Reflexes (+2 Ref saves). Sneak-attack (+1d6).

Sea-dogs: These are veteran pirates of many raids and battles. Both sailors and bandits, these men fight ferociously and show no mercy to their victims. They understand the value of cooperation on a ship, and so are fairly loyal to their fellow pirates-crewmen. Sea-dogs hire at 6 gp per week.

Sea-dog: human Rogue 3: HD 3d6; hp 18; Init +1; Spd 30 ft; AC 13 (leather armor); Attack +3, dagger 1d4+1 or scimitar 1d6+1; SV Fort +2, Ref +6, Will +1; AL NE; Str 12 (+1), Dex 12 (+1), Con 12 (+1), Int 9 (-1), Wis 10 (+0), Cha 9 (-1).

Skills and feats: Appraise +2, Balance +3, Climb +5, Hide +7, Intimidate +5, Intuit direction +3, Innuendo +6, Jump +4, Move-silently +3, Profession (sailor) +5, Spot +4, Swim +4, Tumble +4, Use ropes +4. Toughness, Lightning Reflexes (+2 Ref saves), Scimitar proficiency. Sneak-attack (+2d6), Evasion, Uncanny Dodge.

Sea-wolves: These are the terrors of the sea, the worst of pirates. They are vicious and without mercy, living constantly with an eye behind their back, even if they are fairly loyal with their fellow pirates-crewmen. They often have scars: a hook replacing a missing hand, a missing eye, etc. While Sea-wolves are often found dead-drunk in the low taverns of the port, when they are at sea they always remain sober. They know that being drunk onboard is a fast path to death. Sea-wolves hire at 10 gp per week.

Sea-wolf: human Rogue 3/ Fighter 2: HD 3d6 + 2d10; hp 30; Init +2; Spd 30 ft; AC 13 (leather armor); Atk +6 melee (dagger, 1d4+2); or +7 melee (scimitar, 1d6+2, 18-20/x2); SV Fort +5, Ref +7, Will +4; AL NE; Str 14 (+2), Dex 14 (+2), Con 12 (+1), Int 11 (+0), Wis 12 (+1), Cha 8 (-1).

Skills and feats: Appraise +3, Balance +4, Climb +8, Hide +8, Intimidate +5, Intuit Direction +3, Innuendo +6, Jump +5, Move Silently +4, Profession (sailor) +6, Spot +4, Swim +5, Tumble +5, Use Rope +5. Toughness, Light-



ning Reflexes (+2 Ref saves), Iron Will (+2 Will saves). Sneak Attack (+2d6), Evasion, Uncanny Dodge. Weapon Focus (scimitar), Dodge.

Equipment: roll d100: 01-25, normal equipment; 26-75 they also have 1d3 magical potions; 76-00 they also have a simple magical item (usually of the +1 sort).

First-mate: Any ship will have a first mate seconding the captain. These are as Sea-wolf, but with also 1d3 levels of Sea-Hawk class (see this class elsewhere in the Netbook of Classes).

Puritan Prestige Class

Author: Dominique Crouzet

Balance Rating: 4.35 (Purp 4.375, Pow 4.5, Port 3.75, Comp 4.5, Rule 4.625)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Sense unnatural (primal), Magic resistance (10 + Cha mod + 1/level)
2 nd	+2	+3	+0	+3	Righteous Strike (+1)
3 rd	+3	+3	+1	+3	Sense unnatural (magical items, active spells)
4 th	+4	+4	+1	+4	Righteous Strike (+2), Cancel magic (1/day),
5 th	+5	+4	+1	+4	Sense unnatural (magic-users, magical beings)
6 th	+6	+5	+2	+5	Righteous Strike (+3), Cancel magic (2/day), Disable Spellcasting (1/day)
7 th	+7	+5	+2	+5	Sense unnatural (hidden magic)
8 th	+8	+6	+2	+6	Righteous Strike (+4), Cancel magic (3/day), Disable Spellcasting (2/day)
9 th	+9	+6	+3	+6	Sense unnatural (anything magical precisely)
10 th	+10	+7	+3	+7	Disable Spellcasting (3/day), Greater Cancel magic (1/day).

Note from Author: The Puritan was originally a homebrew class for a previous edition of the game by M. Shelton (aka Xeno) mlsheltn@cc.memphis.edu). My conversion to D20 was made with his approval. The Puritan would best apply in a European-like setting (Gothic Earth or similar), but also in most Moorcock types of campaigns, where this prestige class can make a coherent "Agent of Law."

Johannes Brashburg was in a really bad temper. His community had fled their native country, for the Church had grown corrupt, using their magic and authority to live off a subservient populace. Anyone could get remission of his sins for the right price. The nobility could indulge in crimes unfettered, then pay the Church, and quickly recoup their expenses by taxing the peasants. More often, however, the people would no longer endure such hypocrisy. A secret council, led by Johannes Brashburg, decided to emigrate to a distant land, there to settle and live virtuous lives in accordance with their faith.

The first years went well, though life in the primitive land often proved difficult. Hard work and piety formed the granite kernel of their life, and they rejected any form of sin, the worst being witchcraft. But then came a time when they discovered the Atlazni. They were a people long dead, only ruins of their antique civilization remaining. The Atlazni were debased necromancers and summoners of demons. The worst and most powerful of their rulers had defied mortality and yet existed in a state of blasphemous unlife.

Just as they were noticed, so these ancient monstrosities now noticed Johannes' community. They sought to hold sway over the population through their diabolical magic. Johannes readied his weapons and armor. He hoped his faith would be enough to shield him from their sorcery.

. . .

Puritans are stern zealots who strive to lead pure lives according to their religious dogma. Their faith is typically a monotheistic lawful-neutral religion that emphasizes sin, and imposes stringent restrictions upon behavior. 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 and cannot cast spells or possess or use any kind of magic items. Willingly giving into the temptation to cheat with magic is a serious matter; equivalent to a Paladin doing evil. Only through truly powerful faith and discipline can the Puritan attain his true potential. Puritans are often witch-hunters, and demon-slayers.

Puritans reject all magic, but tolerate that wielded by parsons, the priests of their religion. However, parsons themselves refrain from inconsiderate casting of spells. Puritans similarly tolerate paladins and rangers from their own communities. Since Puritans strive for purity, they will not seek to benefit from divine aid. Healing disease or resurrecting a dead loved one cannot be indulged for this involves magic. Puritans abhor arcane magic-users, especially bards (who add frivolity to spell-casting), sorcerers (for whom magic is innate), and witches (because of their rejection of patriarchy, as well as the stigmata usually associated with witchcraft).

Puritans cannot be magic-users of any sort. 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.

Requirements

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

Alignment: Lawful neutral.

Base Attack bonus: +4.

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.

Special: The character must be free of sin before taking this class. The candidate must destroy (not sell or give away) *all* magical items in his possession.

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.

(*Same skills, new uses: *Disable-device* enables the Puritan to desecrate magical things; *Gather-information* is used to discover sorcery in the area; *Knowledge-nature* differentiates natural things from artificial ones; *Sense-motive* determines if an accused witch lies or not.)

Class Features

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

Hit-Die: d8.

Weapon and Armor Proficiency: Puritans do not gain any new weapon or armor proficiencies.

Magic Resistance (Ex): At 1st level, puritans gain this special power very similar to spell resistance. It operates continuously and cannot be lowered at will. It can also render magical items inert, when held by the puritan. (That is, the item does not function magically while held by the Puritan.) Puritans have Magic Resistance 10 + Cha modifier + 1/Puritan level.

Sense Unnatural (Ex): Puritans can detect magic at will, but this supernatural ability doesn't work like the spell. The puritan must concentrate for a full round, then will sense if something is magical (they do not see magical auras as per the *Detect magic* spell). Range is 5 feet per puritan level, in the direction the character is facing. 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 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 the source of the magic: item (and which one) or active spell.

- *5th level (magic-users, magic beings):* the Puritan can sense that a person (or creature) is a magic user, even if no spells are active, and no magical items worn. Likewise, he can sense if a creature is of a magical nature.
- *7th level (hidden magic):* the Puritan can sense magical things of a hidden nature (such as non-detection spells or items).
- *9th level (anything magic precisely):* the puritan can sense anything magical in nature, and what it is. However, this knowledge remains basic: this ability cannot determine the school of magic, and or what effects it produces.

Righteous Strike (Su): Puritans cannot use magical items, including magic weapons. However, their magical resistance and hate of all magical creatures gives them the ability to penetrate damage-reduction. The puritan must use a weapon of at least masterwork quality. At 2nd level, the Puritan may wield the weapon as if it were magical +1. This bonus increases to +2 at 4th level, +3 at 6th level, and +4 at 8th level. This ability does not actually give the weapon bonuses to hit and damage.

Cancel Magic (Su): this ability works exactly as the arcane spell *Dispel magic*, 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 or magical creature, and its 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. (Ability to use magical items is not affected by this disabling power.)

The disabling effect may be cancelled with the following spells: *Limited wish*, *Greater restoration*, *Miracle*, and *Wish*.

Greater Cancel Magic (Su): this ability works exactly as the arcane spell *Mordenkainen's Disjunction*. Puritans may use it once per day.

Class Hindrance

Alignment: Puritans must abide by a strict ethic of law. As such they must be LN. A puritan who changes to another lawful alignment stops gaining levels as a puritan. The character can atone, and may resume progression upon returning to LN. However, if they cease to be lawful entirely, they lose all special abilities, and atonement is impossible.

Note about LG and LE from a Puritan point of view: A Puritan who becomes LG, give precedence to people over the law. Those who become LE on the other hand, indulge in evil acts, which would be sins, and thus a transgression of their ethic.

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 levels of Puritan. 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 stopgap 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, transgressing this taboo results in loosing these special abilities.

(Remember, this penalty is incurred only for willful misconduct. If a Puritan knows that a magical item is activated by touch, she must not touch it; but if she never saw it before and is unaware of its properties, her magic-resistance will hopefully insulate her. A Puritan affected by magic because of failure of her magic-resistance does not necessarily require punishment—only if she willingly desires and accepts the use of magic.)

A Puritan's will is often tested. Examples include: being near death with only a parson'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 GM, 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.

Psychic 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 GM and player.

Sample Puritan

Johannes Brashburg is the constable and leader of a remote community of puritans. This huge bearded man rarely smiles or laughs. He customarily wears dull garb, dark gray plate armor, and a wide black hat.

Johannes Brashburg: Male human Fighter 5/Puritan 7, Medium-size humanoid, hp 98, Init +4, Spd 30, AC 18 (touch 10, flat-footed 18); Atk +14/+9/+4 melee (d10+5, 17-20/x2, masterwork bastard sword) or +12/+7/+2 melee (d6+3, 19-20/x2, shortsword); AL LN; SQ magic resistance 20; SV Fort +11, Ref +3, Will +9; Str 16, Dex 10, Con 14, Int 11, Wis 13, Cha 16.

Skills and Feats: Craft (blacksmith) +8, Craft (weapons) +8, Handle animal +7, Heal +7, Knowledge (religion) +4, Profession (constable) +7, Ride +6, Search +4, Sense motive +4, Spot +4; Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Improved Critical (bastard sword), Improved Initiative, Power Attack, Cleave, Great Cleave, Iron Will, Leadership (19); Righteous Strike (+3), Sense Unnatural (hidden magic), Cancel Magic (2/day), Disable Spellcasting (1/day), Magic Resistance (20).

Possessions: Full plate armor, Masterwork bastard sword, Dagger, Short sword.

Note on Parsons

Puritans are religious characters as much as paladins. They usually come from communities in which faith is prevalent. Parsons are the priests of such communities. They are clerics or ecclesiastics of lawful alignment, with access only to the following domains (in accordance with their religion/god): *Good, Healing, Law* (mandatory), *Protection, War*. Moreover, parsons can only Turn Undead, never Rebuke. Lastly, they typically prepare their spells from the following list:

Parson Spell List: (cleric spells)

0 level: *Create water, cure minor wounds, detect magic, detect poison, guidance, purify food and drink, resistance, virtue.*

1st level: *Bless, bless water, cure light wounds, detect chaos-evil, detect undead, magic weapon, protection from evil, sanctuary.*

2nd level: *Aid, calm emotion, consecrate, cure moderate wounds, gentle repose, lesser restoration, remove paralysis, zone of truth.*

3rd level: *Create food and water, cure serious wound, dispel magic, magic circle against chaos-evil, negative energy protection, prayer, remove curse, remove disease.*

4th level: *Cure critical wound, dimensional anchor, death ward, discern lies, dismissal, neutralize poison, restoration, spell immunity.*

5th level: *Atonement, break enchantment, commune, dispel chaos-evil, hallow, healing circle, spell resistance, true seeing.*

6th level: *Banishment, forbiddance, greater dispelling, heal, heroes' feast.*

7th level: *Dictum, greater restoration, holy word, repulsion.*

8th level: *Antimagic field, holy aura, shield of law.*

9th level: *Miracle, soul bind.*

Otherwise, Parsons are of stern countenance, and wear dull garb of simple design and gray or black color.

Rock Ghost Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.74 (Purp 4.6; Pow 4.9; Port 4.3; Comp 4.9; Rule 5)

Gillibin screamed with the agony of it as the Drow wizard's magic turned the section of tunnel wall he had chosen to meld with into soft, rubbery flesh. The mass spewed him out onto the tunnel floor at the drow's feet. There were three of them, standing over the small deep gnome with their red glaring eyes. The two warriors grinned as they raised their weapons, then looked back up the tunnel as something approached.

The wizard hissed in frustrated anger and signaled a retreat, and Gillibin passed into blank darkness.

Mineleader Dedillindum crouched over the crumpled form of his third-rank. His whole team was spaced out along the tunnel, keeping watch for the drow patrolling the area. The healing had taken, but Gillibin was still unconscious. Even as he watched, the little svirfneblin moaned and opened his eyes. They had a distant light and didn't focus on the Mineleader.

"Gillibin? Gillibin are you well? We've got to leave now, before they return."

Gillibin sat up, and then stood, his eyes still fixed on something distant. He shook his head, pointing his ears as though trying to hear something faint. "Can you hear it?"

"What? What do you hear? Point?" Dedillindum called to the end of the tunnel, thinking the drow had returned.

But Gillibin didn't hear him, didn't even seem to be aware of him. He started walking off in the other direction. Since that was where he wanted to go, Dedillindum saw it as a good sign and signaled the others to follow. Maybe the priests could fix whatever was still wrong with him when they got back.

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The echoing caverns of the underground welcome them. The deepest, darkest tunnels where even Drow fear to tread offer comfortable sanctuary. The stone draws them out; away from their people, their homes, and everything

else most living creatures of the vast underground realms cling to. Rock Ghosts are completely attuned to their underground surroundings. They are always from races with an attachment to stone and earth, and become lone guardians of the natural stone.

Rock Ghost frequency: The typical Rock Ghost is found wandering the tunnels of the underground. He could be a random encounter for a party not showing the proper respect for their surroundings, or rescue a group from a too-powerful encounter. Dwellers of the surface lands don't even know of their existence, while they are beings of whispered legend among the various underground races. The Svirfneblin speak of them in admiring tones, heaping glory after glory on their names and claiming fame should they have a Rock Ghost somewhere in the family line. Dwarves who abandon the ordered, structured life of the citadel to wander the stone paths leave behind their clans and all ties with the dwarven community.

Duergar, Derro and other subterranean races also hear the call of the stone. Once they enter the embrace of the rock all racial enmities are left behind. Rock Ghosts call each other Stonebrothers or Rockbrothers, or cousins if they are complete strangers and are unsure of each other. Joined by their common bond through the stone, even Drow are welcomed.

Rock Ghost relations: The Rock Ghost is a wandering holy man who talks to stones. As such he'll get along well with other religious types who show him common courtesy, especially Druids and Shamans. He tends not to get along well with most arcane spellcasters as they have little regard for his medium. He should have a lot in common with an elementalists focusing on earth spells, however.

Adventure hooks: Most adventures driven by a Rock Ghost involve the underground and stone. Some ideas include:

- The PCs are hired by a dwarven community to clear out an underground area they seek to mine. The PCs discover they have an unusual nemesis in the person of a Rock Ghost trying to protect a huge geode from being shattered and mined for gems.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1	2	3	4
1st	0	2	0	2	Meld Into Stone 1/d, Rebuke Earth	0	-	-	-
2nd	1	3	0	3	Stonesense (+2), Skill Check	1	-	-	-
3rd	2	3	1	3	Bonus Language	1	0	-	-
4th	3	4	1	4	Meld Into Stone 2/d	1	1	-	-
5th	3	4	1	4	Stonesense (+3), Stone Tell (1)	1	1	0	-
6th	4	5	2	5	Bonus Language	1	1	1	-
7th	5	5	2	5	Meld Into Stone 3/d	2	1	1	0
8th	6	6	2	6	Stonesense (+4)	2	1	1	1
9th	6	6	3	6	Bonus Language	2	2	1	1
10th	7	7	3	7	Meld Into Stone 4/d, Stone Tell (2)	2	2	2	1

- The PCs are being overwhelmed by Drow forces when they receive unexpected aid from a strange quarter. He asks only that the group help him oust a human mining concern at another location.
- The stones beneath the PC's hometown have been trembling for a week and are getting worse. What is causing it? The PCs are sent into the nearby caves to find out if they can. They find (after however long a search) a Rock Ghost, who tells them the stones are angry/afraid because of something happening far, far underground. Will they undertake the quest to fix the problem? The Rock Ghost will accompany them.
- The Lord's castle has been breached. Some sort of killer has broken the sanctity of the stone walls and walks freely in the halls at night. Every morning a new crime is discovered: items stolen from store rooms, mirrors and windows shattered, tapestries slashed, food tainted, animals set loose and finally, people slain in the night. There are no breaks in the walks and the architects who built the castle are long dead, the secrets of its walls sealed in the grave, yet obvious signs are left at the entrances of secret tunnels, hidden chambers and murder holes. It seems nothing is safe. What manner of haunt disturbs the dreams of the Lord's castle?

Requirements

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

Alignment: Any Neutral.

Race: Dwarf, Gnome, or any subterranean

Base Attack Bonus: +3

Climb: 8 ranks

Knowledge (Geology) or Craft (Stonemasonry): 5 ranks

Special: The character must at some time in his past or as part of an initiation rite feel the pain of stone. Qualifying events: stone broken while melded with it, pieces broken off while turned to stone, failed Fortitude save on return to flesh (then raised).

Class Skills

The Rock Ghost's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intuit Direction (Wis), Jump (Str), Hide (Dex), Knowledge (Geology) (Int), Move Silently (Dex), Use Rope (Dex), Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the Rock Ghost prestige class.

Hit Die: d8

Weapon and Armor Proficiency: Rock Ghosts are proficient with all simple weapons plus all hammers and picks, as well as light and medium armor. Note that armor check penalties for armor heavier than leather apply to the

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

Meld Into Stone (SU): Starting at 1st level the Rock Ghost is able to meld with stone once per day as per the spell, at his class level. At 4th level he can do it 2 times per day, 3 times at 7th level, and 4 at 10th level.

Rebuke/Command Earth: Like the clerical ability to turn undead, this ability allows the Rock Ghost to Rebuke or Command Earth Elementals and creatures whose natures are fundamentally tied to earth. A Rock Ghost may attempt to Rebuke a number of times per day equal to 3 plus his Cha modifier. The mechanic is just like Cleric Turning Undead.

Stonesense (EX): Rock Ghosts have an innate sense for the stone around them. They get the indicated bonus to checks to notice unusual stonework, unsafe stone surfaces, shaky stone ceilings and the like. They can also detect fake stone (surfaces disguised to look like stone). This ability increases to +3 at 5th and +4 at 8th level. If the character already has Stonecunning, the bonuses from Stonesense stack.

Skill Check (EX): The Rock Ghost gets a +4 competency bonus to Hide, Wilderness Lore and Move Silently rolls when in underground and rocky terrain.

Bonus Languages: The Rock Ghost gains a bonus language of one of the subterranean races, or Terran (to speak with earth-based creatures).

Stone Tell (SU): Starting at 5th level the Rock Ghost gains the innate ability to communicate with stone. This ability is as the 6th level Druid spell of the same name. The Rock Ghost can use this ability once per day. At 10th level he gains an additional use.

Spellcasting: Beginning at 1st level, the Rock Ghost gains the ability to cast a small number of earth-(mostly stone)-based spells. These spells are considered of divine origin, as the Rock Ghost gets them from his mystical link to the stone. He must meditate each day while within 10 feet of a large quantity of natural stone (at least twice his body mass) to gain his daily allotment of spells. To cast a spell, the Rock Ghost must have a Wis score of 10 + the level of the spell. The difficulty class to save against a Rock Ghost's spell is 10 + spell level + Wis modifier. Bonus spells are based on Wis. When the Rock Ghost gets 0 spells of a level, he may get bonus spells of that level.

Rock Ghost Spell List

Rock Ghosts choose their spells from the following list:

1st Level—*Magic Stone*, *Stone Pass**, *Summon Monster I* (*badger or other underground creature*), *Summon Nature's Ally I* (*underground creatures only*)

2nd Level—*Soften Earth and Stone, Summon Monster II (underground creatures only), Summon Nature's Ally (underground creatures only)*

3rd Level—*Meld Into Stone, Stone Messenger*, Stone Shape, Summon Monster III (earth creatures only), Summon Nature's Ally III (Earth creatures only)*

4th Level—*Lesser Planar Ally (Earth Elemental Only), Spike Stones, Stoneskin, Summon Monster IV (earth creatures only), Summon Nature's Ally IV (earth creatures only)*

*These are new spells described below.

Stone Messenger

Conjuration (Summoning) [Earth]
Level: Rgh 3, Drd 3
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft + 5 ft/2 levels)
Target: 1 small earth elemental
Duration: 1 day/level (see text)
Saving Throw: None
Spell Resistance: No

The caster summons an earth elemental of the smallest sort for a specific task. The elemental may only be summoned if there is open rock within range, and appears through that rock. The caster may hand a fine item (note, gem, etc.) to the elemental, who engulfs it and accepts direction. The caster, who must be able to communicate with the Messenger (Terran is sufficient), must tell the elemental where to deliver the message. The Messenger will do its best to deliver the message within the duration, traveling at its best speed to the location. If it cannot reach the destination within the duration, it disappears and whatever it was carrying is left behind on the material plane. The Messenger cannot pass through water or air and will attempt to bypass these obstacles. It will avoid lava if it can, but will pass through it, taking damage, if there is no other path.

The caster knows if the Messenger reaches its destination successfully. If not, he gets a general sense of direction and distance where the Messenger disappeared or was destroyed.

Stone Pass

Transmutation
Level: Rgh 1
Components: V, S
Casting Time: 1 action

Range: Touch
Targets: One creature/level touched
Duration: 10 minutes/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subjects can move through the rocky passages of the underground realms without leaving footprints or scent. Tracking the subject is impossible by nonmagical means.

Sample Rock Ghost Character

Gillibin is a Rogue/Fighter/Rock Ghost who heard the call from the stone after barely escaping death at the hands of drow raiders. He is still new to the mysteries of stone, but may some day prove worthy of the Rock Ghost legend.

Gillibin: Male Deep Gnome Rogue 2/Fighter 4/Rock Ghost 2; small humanoid; hp 51; Init +7; Spd 20 ft; AC18 (touch 13, flat-footed 16); Atk +9/+4 melee (1d4+3/x2, 20 ft, 2 lb small bludgeoning Light Hammer +1), +9/+4 ranged (d8+2/19-20x2, 80 ft, 6 lb Light Crossbow +1, Bolts +1, +10/+5, d8+3 if 30 ft); AL LN; SQ: Darkvision 120', Stonecunning, +2 save vs Illusions; SV Fort +8, Ref +9, Will +5; Abilities: Str 10 (+0), Dex 15 (+2), Con 12 (+1), Int 8 (-1), Wis 13 (+1), Cha 15 (+2).

Skills and Feats: Climb +9, Craft (Stonemasonry) +6, Hide +15, Jump +1, Listen +10, Move Silently +11, Search +0, Spot +5, Tumble +3, Use Rope +3, Wilderness Lore +6. Alertness, Improved Initiative, Point Blank Shot, Weapon Finesse: Light Hammer, Weapon Focus: Light Hammer, Weapon Specialization: Light Hammer. Sneak Attack +1d6, Meld Into Stone 1/day, Rebuke Earth 5/day, Stonesense +2, Skill Check.

Possessions: Cloak of Resistance +2, Bag of Holding (1), Studded Leather +1, Ring of Protection +1, Pearl of Power (1st), Stone of Alarm, Light Hammer +1, Light Crossbow +1, Bolts +1 (50), Potions: Heroism, Protection from Acid x2, Protection from Fire, Nondetection, Blur, Hiding x2, Sneaking x2, Vision x2, Cure Light Wounds x6, Jump, Cure Moderate Wounds x2, Levitate, Lesser Restoration, Cat's Grace, Bull's Strength, Haste.

Spells Cast Per Day: 2/0/0/0; base DC = 11 + spell level).

1st level: Magic Stone, Stone Pass.

Sea-Hawk Prestige Class

Author: Tomas Carl Abraham Cramér

Balance Rating: 4.37 (Pow 3.93, Purp 4.57, Port 4.21, Comp 4.82, Rule 4.32)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	2	2	0	Sea legs, Navigation
2nd	1	3	3	0	Patois, Sea perceptions
3rd	2	3	3	1	Celestial navigation, Spin yarn
4th	3	4	4	1	Dead reckoning, Explorer
5th	3	4	4	1	Down with the ship, Sea track

Three days out of Xantos, we sighted our first pirate. Along with my master, the merchant, I hid below decks, the captain laughing at us as we ran.

"No one catches Red Roman on a windy day!"

I nearly twisted an ankle on my way down as the ship veered sharply, a new rhythm of creaks and moans coming from the tortured timbers. Each wave brought a cacophony of noises to my tortured senses. This was a living, floating hell! The terror-filled hold was suffocating, and my stomach churned worse than ever before. Finally my master ordered me to the deck, where my noxious spewings would not sicken him as well.

"Aye lad, I though you'd not be the type to stay below in a fine chase like this!" Roman stood on the small quarter-deck, king of his own domain, even as it was threatened by approaching pirates. I did not bother to correct his assumption, as my nausea left at the sight of the looming pirate.

"Th- they're getting closer!"

"Just what a landlubber would say. Aye, they are closer, as the bird flies. Soon they'll be close enough for our decks to kiss, but before that happens I'll have a little surprise for their lazy captain. Do not fear, you are in safe hands."

Indeed, over the next few hours, the pirate ship drifted more and more astern, as the captain called it. At first, she came closer, but as the afternoon passed she started falling behind once again. The fresh air did me good, and the captain gave me chores to put my mind at rest; arranging all those ropes in neat circles was a challenge on a swaying deck. I was feeling a lot less miserable when I spotted something that awakened my terror once again.

"Look captain, a ship to the front!"

"It's on the port bow, boy, not to the front. And I have seen her and expected her. The wolf pirates rarely hunt alone."

"Then we are all lost! We will be killed and thrown to the sharks!"

"Nay lad, even if they caught ye, they would hardly kill ye; I sense you'd make a good ship's boy and they would too. Nobody's catching us; we are almost there now. See those white shoals leeward?"

"Aye." Roman smiled at my unconscious use of the word.

"Those are the spikes of Mariah. A good vessel, the Mariah, but too big for these waters; and captained by a

landlubber noble from back home; those rocks are her last resting place. A good hundred seamen went down with her, each knowing the fool captain should not have risked it. If only he'd listened. Now you see why the pirates won't catch us?"

And indeed, he was right; the pirates turned back as the number of white shoals all around us increased. We spent the afternoon under half sail, slowly finding a passage through the treacherous waters, zig-zagging back and forth between hidden dangers the captain seemed to know of beforehand.

It was the most tiring day of my life, but also the most exiting. And somewhere along the line, I had forgot my seasickness!

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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 civilized life. But it is also a dangerous place of monsters, sudden storms and hidden reefs. It is not everyone who dares to challenge the sea for its riches.

A master of the open sea, the Sea-Hawk dares go where no one has sailed before. Piracy, pirate hunting and long range trade is the bread and butter of the Sea-Hawk. Naval exploration is his second nature, and almost impossible without a Sea-Hawk as a leader.

This class represents sailors from an advanced maritime culture. Sea-Hawks are not just fishers and mariners (though most started out as such), but sturdy adventurers accustomed to a life of danger and suspense on the vastness of the high seas. Landbound cultures do not produce Sea-Hawks; primitive maritime cultures might impose a limitation on how high you can progress in the class.

Requirements

To qualify as a Sea-Hawk, the character must fulfill all the following criteria.

Balance: 2 ranks

Climb: 5 ranks

Profession (sailor): 8 ranks

Special: You must have spent at least half your 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.

Hit Die: d6

Weapon and Armor Proficiency: Sea-Hawks are proficient with all simple weapons, as well as the axe (hand), longspear, rapier, sap, scimitar, sword (short) and trident. They are also proficient with light armor but not with shields.

Sea Legs (Ex): Early on, Sea-Hawks learn to compensate for the rocking motion of ships. In any fight on a rock-

ing surface, such as aboard a ship at sea, the Sea-Hawk gets a +4 bonus on 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 they learn 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 a hundred ports at least 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. Use Profession (sailor) for this. On a result of 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 a last minute warning and has just enough time to avoid the danger 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 directions; 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-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 sea. The Sea-Hawk can also entertain with his stories, using his bluff skill as if it were the perform skill 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. Use intuit direction for this, the difficulty is 30. Navigation bonuses apply (q.v.). On a failed roll, the Sea-Hawk misjudges the distance traveled 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.

These areas are simply marked as unsafe waters and most captains avoid them. Any sea area for which you lack a chart is also unsafe. A veteran Sea-Hawk can sail in such waters, but will do so cautiously (at half speed). You can expect the DM to throw encounters and other problems at you when you try this, especially the first time you sail 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. This ability works as follows:

To track a ship or creature at sea, the Sea-Hawk must succeed a profession (sailor) roll against a DC variable according to the situation. Make one roll per day:

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

New use of Skills

Jump (Swinging): If a rope, or other swinging line is available, you can swing across open spaces, such as across the sea between two ships lying close together or from mast to mast. Finding and moving into position with such a swinging line in the rigging of a ship is a standard action. Swinging is a separate move-equivalent action using the jump skill; the difficulty is the number of feet you wish to move. If you start in an elevated position, there is a +1 bonus for each foot of height. The reverse applies if you wish to swing upwards. If you make the roll, you swing successfully as a move-equivalent action that does not trigger attacks of opportunity. If you fail, you botch the swing and end up a number of squares along the

path equal to your skill roll, and you also trigger attacks of opportunity along the way.

Sample Sea-Hawk

Red Roman grew up in the gutters near the port, his mother a tavern wench, never knowing his father. Early on, he turned to thievery to support himself, and like most young thieves, he was caught. The law said a thief should loose a hand, but the navy was short of hands, so Roman was forced to join with both of his still intact. Thrown in with a crew of thieves, cutpurses and assorted dregs, Roman found a new calling. Nimble as a monkey, he was always first to reach the crow's nest and spot approaching danger. When his ship, the *Mariah*, floundered under her new captain, he had already made ship's mate thanks to some forged papers.

Officially dead in the shipwreck, he was now free of his duty to the navy and started out as a captain for hire. Now he plies the trade routes he used to patrol with the navy, but longs for new horizons and new challenges. His small ship put him heavily in debt, so he has little in the way of equipment, and would be willing to go anywhere for the right prize.

Red Roman: male human Rogue 5/ Sea-Hawk 4: Size M (5' 8" tall); hp 39; Init +6 (+2 Dex, +4 sea-legs); Spd 30 ft; AC 15 (+3 armor, +2 Dex); Atck +9/+4 melee (Scimitar, d6 +3); SV Fort +5, Ref +10, Will +3; AL N; Str 12 (+1), Dex 15 (+2), Con 10 (+0), Int 13 (+1), Wis 13 (+1), Cha 9 (-1).

Languages Spoken: Aquan, Common.

Skills and feats: Appraise +9, Balance +4, Bluff +7, Climb +8, Craft +7, Escape artist +8, Forgery +8, +2, Intuit direction +13, Jump +14, Knowledge (geography) +9, Knowledge (nature) +7, Listen +10, Move silently +10, Profession (sailor) +17, Spot +15; Alertness, Dodge, Mobility, Spring Attack.

Class abilities: Sneak Attack +3d6, Uncanny Dodge (Dex bonus to AC), Sea Legs, Evasion, Navigation (three safe routes), Patois, Sea Perceptions, Celestial Navigation, Spin Yarn (Knowledge roll at +4), Dead Reckoning, Explorer.

Equipment: Masterwork studded leather armor, scimitar +2, potion of water breathing, small ship with crew of ten. (Note that Roman is down on his luck after the wreck, and has nowhere near the equipment expected of a ninth level character. That is part of the reason he would want to work for player characters.)

Typical Ship Crew

The following NPCs represent standard sailors. There are three categories: Mates, Mariners and Old-salts.

Mates: These professional sailors make up the majority of ships' crews. They are capable, conscientious, and fairly

loyal (at least provided their captain treats them well), but cannot be counted on when a fight occurs. Mates hire at 2 gp per week.

Mates: human Expert 1: HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Attack +0, dagger 1d4 or club 1d6; SV Fort +0, Ref +2, Will +2; AL LN; Str 10 (+0), Dex 11 (+0), Con 11 (+0), Int 10 (+0), Wis 10 (+0), Cha 10 (+0).

Skills and feats: Balance +2, Climb +4, Intuit direction +1, Jump +2, Knowledge (nature: sea) +3, Profession (sailor) +6, Spot +4, Swim +3, Tumble +1, Use ropes +4. Skill focus (+2 profession sailor), Lightning reflexes (+2 Ref saves).

Mariners: These are experienced sailors, older mates with longer time at sea. Often, mariners will have had some adventures of their own, and will take up arms to defend themselves and their ship when need be. You often find these men recounting exotic stories of seas and ships over a good drink, in taverns by the port. Mariners hire at 4 gp per week.

Mariner: human Expert 3: HD 3d6; hp 15; Init +1; Spd 30 ft.; AC 13 (leather armor); Attack +3, dagger 1d4+1 or scimitar 1d6+1; SV Fort +2, Ref +4, Will +3; AL LN; Str 12 (+1), Dex 12 (+1), Con 12 (+1), Int 10 (+0), Wis 11 (+0), Cha 10 (+0).

Skills and feats: Balance +5, Climb +7, Intuit direction +3, Jump +3, Knowledge (nature: sea) +3, Profession (sailor) +8, Spot +6, Swim +5, Tumble +4, Use ropes +6.

Skill focus (+2 profession sailor), Lightning reflexes (+2 Ref saves), Scimitar proficiency.

Old-salts: These are seasoned sailors who have spent most of their lives on the oceans. Such men aren't easily impressed; they travel far and wide and know much about distant lands and ports. They are experienced adventurers and not easily intimidated. They are founts of epic tales and wondrous information; outrageous yarns, with as much fiction as fact and difficult to tell the difference. Old-salts hire at 6 gp per week.

Old-salt: human Expert 4/Fighter 1: HD 4d6 + 1d10; hp 26; Init +1; Spd 30 ft.; AC 13 (leather armor); bab: +4 (+5 with Str modifier) / dagger: att +5 and 1d4+1 dmg; or scimitar: att +6 and 1d6+1 dmg (threat: 16-20); SV Fort +4, Ref +4, Will +5; AL LN; Str 13 (+1), Dex 12 (+1), Con 12 (+1), Int 11 (+0), Wis 12 (+1), Cha 11 (+0).

Skills and feats: Balance +5, Climb +9, Intuit direction +5, Jump +5, Knowledge (nature: sea) +4, Profession (sailor) +10, Spot +7, Swim +6, Tumble +4, Use ropes +7. Skill focus (+2 profession sailor), Lightning reflexes (+2 Ref saves), Weapon-focus (scimitar), Dodge.

Equipment: roll d100: 01-25, normal equipment; 26-75 they also have 1d3 magical potions; 76-00 they also have a simple magical item (usually of the +1 sort).

First-mate: Any ship will have a first mate seconding the captain. These are as Old-salt, but with also 1d3 levels of Sea-Hawk class.

Shaman Variant Core Class

Author: Rebecca Glenn

Balance Rating: 4.53 (Pow 4.5, Purp 4.93, Port 4.07, Comp 4.43, Rules 4.71)

The shaman is a mystical agent intervening with spirits on the behalf of his tribe, family, clan, race or just the natural world. Either isolated on some lonely mountaintop or surrounded by those he protects in the central abode in a village, the Shaman is at once never and always alone. His congress with the spiritual world separates him forever from his people. Yet so long as he is mortal he will never be fully a part of the spiritual world.

Adventures: The shaman adventures to gain knowledge and experience, or to find something specific required by his totem or some other powerful spirit. Shamans new to their powers have much to learn before they can become the spiritual center of a community. Others may have something to prove before they will be accepted.

Characteristics: Shamans have somewhat limited spellcasting ability compared to clerics and druids. They gain their spells directly from their totems. Shaman magic is drawn from spiritual essence and each spell represents a particular type of spirit. Bear may grant healing and strength while Owl grants powerful divination spells. The

shaman should choose his totems carefully (or the DM should choose totems for the character carefully). All spells cast by the shaman require somatic components, whether listed in the spell description or not. Only by using the Metamagic Feat Still Spell can the shaman avoid this requirement. Shamans know a very limited selection of spells, but do not memorize or pray for them in advance. As a spell is needed the Shaman calls upon the supplying totem and it is granted or not, depending on his current relationship.

Alignment: While the shaman is separated by his calling from the surrounding community, he is also a strong proponent of tradition and what others might call superstition. He insists on following tradition, for to do otherwise might anger the spirits. More than anyone in the community the shaman knows the consequences of breaking taboo and angering the spirits. Those shamans who live alone with only rare contact with others have their own rigid codes of taboos but rarely pay attention to the laws of others except where spirits are involved.

Religion: The shaman interacts with spirits, from the puny to the powerful, on a daily basis. They are aware of the invisible spiritual world that exists alongside the mundane world most see. While they are unlikely to give wor-

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0	1	2	3	4	5	6	7	8	9					
1 st	0	2	0	2	Banish Spirit, Bind Spirit, Spirit Sense 1/day, Totem Quest/Taboo, Second-Sight	2	0	—	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	1	3	0	3		3	1	—	—	—	—	—	—	—	—	—	—	—	—	—
3 rd	2	3	1	3	Spirit Sense 2/day	3	2	0	—	—	—	—	—	—	—	—	—	—	—	—
4 th	3	4	1	4	Spirit Sight	3	3	1	—	—	—	—	—	—	—	—	—	—	—	—
5 th	3	4	1	4	Totem Quest/Taboo	3	3	2	0	—	—	—	—	—	—	—	—	—	—	—
6 th	4	5	2	5	Spirit Sense 3/day	3	3	3	1	—	—	—	—	—	—	—	—	—	—	—
7 th	5	5	2	5	Spiritwalk	3	3	3	2	0	—	—	—	—	—	—	—	—	—	—
8 th	6/1	6	2	6		3	3	3	3	1	—	—	—	—	—	—	—	—	—	—
9 th	6/1	6	3	6	Spirit Sense 4/day	3	3	3	3	2	—	—	—	—	—	—	—	—	—	—
10 th	7/2	7	3	7	Spiritwalk (Astral Projection), Totem Quest/Taboo	3	3	3	3	2	0	—	—	—	—	—	—	—	—	—
11 th	8/3	7	3	7		4	3	3	3	3	1	—	—	—	—	—	—	—	—	—
12 th	9/4	8	4	8	Spirit Sense 5/day	4	4	3	3	3	2	0	—	—	—	—	—	—	—	—
13 th	9/4	8	4	8	Visionquest	4	4	4	3	3	3	1	—	—	—	—	—	—	—	—
14 th	10/5	9	4	9	Spiritwalk (Body Projection)	4	4	4	4	4	3	2	—	—	—	—	—	—	—	—
15 th	11/6/1	9	5	9	Spirit Sense 6/day, Totem Quest/Taboo	4	4	4	4	4	4	3	0	—	—	—	—	—	—	—
16 th	12/7/2	10	5	10		5	4	4	4	4	4	4	1	—	—	—	—	—	—	—
17 th	12/7/2	10	5	10		5	4	4	4	4	4	4	2	0	—	—	—	—	—	—
18 th	13/8/3	11	6	11	Spirit Sense 7/day	5	5	4	4	4	4	4	3	1	—	—	—	—	—	—
19 th	14/9/4	11	6	11		5	5	5	4	4	4	4	4	2	—	—	—	—	—	—
20 th	15/10/5	12	6	12	Totem Quest/Taboo	5	5	5	5	4	4	4	4	3	0	—	—	—	—	—



ship to any particular deity they will revere and respect them as powerful spirits.

Background: A potential shaman is introduced to the spirits by his tribal shaman, who tests the youngster to see if the spirits are drawn to him. Either a tribal shaman will see the potential in a child of his community, or the locals will select the strangest of their own to send to the isolated shaman for training. There are no schools for shamans or really any sort of formal organization. Sometimes the most powerful shamans of several related tribes may gather to consider issues of paramount importance to their people, but this is rare. Each shaman is supreme in his area and it would be considered rude to intervene without invitation. Despite this, however, there occur rivalries between shamans of rival tribes or differing ethical standards.

Races: Shamans are most commonly of any race that has a tribal or clan structure. Monster tribes with especially wise members may also have shamans as opposed to the more common adept. Rarely, a person from a civilized society will get training from an isolated shaman and will take his training back to the civilized world, where he intervenes with the spiritual world as a medium.

Other Classes: A shaman is more often the advisor to the leader in a party than a leader himself. While charismatic in the extreme, the shaman has a rustic, wild appearance that has a negative impact when first dealing with civilized creatures. He most commonly associates with

Barbarians, Druids and Witches, and less commonly with Rangers. The other classes are, for the most part, products of civilization and are alien to the Shaman. Further information on various Witch traditions may be found in our associated publication, the Netbook of Witches and Warlocks.

GAME RULE INFORMATION

Shamans have the following game statistics.

Abilities: Charisma determines how powerful a spell a shaman can cast, how many spells the shaman can cast per day, and how hard those spells are to resist. Most of his class skills are based on Intelligence, Wisdom and Charisma.

Alignment: Any

Class Skills

The shaman's class skills (and key abilities for each skill) are Alchemy (Int), Animal Empathy (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Spirits) (Int), Knowledge (Nature)(Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Totems and Class Skills: A shaman with a totem granting Knowledge as a domain also gains all Knowledge (Int) skills as class skills. If a totem grants Trickery, the shaman gains Disguise (Cha) and Hide (Dex) as class skills. See Totems, Domains and Domain spells, below, for more information.

Skill Points at 1st Level: (4 + Int modifier) x 4.

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

Class Features

All of the following are class features of the shaman.

Hit Die: d8

Armor and Weapon Proficiency: Shamans are proficient with the club, dagger, dart, longspear, quarterstaff, shortspear, sickle and sling. Shamans are proficient with light armor and shields. Armor of any type interferes with spellcasting that requires somatic components, and can cause spell failure. All shaman spells have a somatic component. Armor check penalties for armor heavier than leather apply to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim also suffers a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A shaman casts spells according to the Shaman character table. This table indicates how many spells of each level a shaman may cast in a day. A shaman gains bonus spells based on his Cha, reflecting his relationship with his totems. The Difficulty Class for a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Cha modifier.

Shamans acquire spells from their totems. The shaman does not have to pray or study or even sleep to refresh his spells as they are granted by powerful spirits. However, each totem requires some sort of sacrifice in the form of a taboo (something the shaman must do or not do). The taboo is normally a daily activity. Sample taboos are given in the Totem section. If the shaman fails to abide by his taboos, the slighted totems will hold back their spells and gifts until the shaman makes amends in some way. Note that even if a shaman loses access to one of his domains, the number of spells he can cast is unchanged.

Each shaman starts off at first level with one totem and gains another at 5th, 10th, 15th and 20th level. Each totem grants access to one domain and all of its benefits, reflecting the nature of the totem. This is up to the DM, but some sample totems and their domains are provided under the description of totems.

The Shaman can cast any spell from any of his domains, up to his limit per day. He casts spells like a Sorcerer, spontaneously. He is subject to the same limits and conditions as a sorcerer in using Metamagic feats.

While the Shaman's selection of spells that he can cast is very limited, he is unlimited in the types of spells he can bind into a fetish. All he needs is the right spirit. This is detailed under Bind Spirit.

Banish Spirit (Ex): A shaman has the ability to banish outsiders. Spirits are outsiders (see the description of Spirits in the Netbook of Creatures), but are closely tied to the prime material plane. Normally this is a Banish roll (d20), adding the shaman's Cha modifier and level, against a DC of 10 + the HD of the outsider. If the outsider is bound or has been summoned or called, the DC is 10 + the level of the binder + the level of the spell used. Banishing a bound spirit from a fetish does not destroy the fetish, which may be re-used. Outsiders successfully banished return to their home plane and may not return for 1 day. A spirit, having stronger ties with the prime material plane, is not banished from the plane but leaves the area and may not return for 1 day per level of the shaman. It may choose not to return at all. If the shaman fails in the attempt, he must advance a level before attempting to banish the same outsider again. If the shaman has successfully performed the Spirit Sense ritual to communicate with a spirit, he gains a +2 to the roll. The Shaman may attempt to Banish 3 times per day plus his Cha modifier. This ability may not be used against Totems or god-like beings, who are far beyond the ability of the shaman to banish.

Example: Glubra is ordered by his tribal chieftain to banish an unfriendly spirit haunting the woods north of their encampment. The spirit is Elk, and it has wandered these woods for untold ages. It doesn't like the hobgoblins as they chop down his trees and scare off his descendents. Elk is 3 HD (3 HD base species). Glubra must make a Banish roll vs DC 13. He has a +11 (Cha +2, level +9) modifier to his d20 roll. His chances are very good, so he does not attempt to first communicate with the spirit. With a successful roll, Elk is banished from the area for 9 days, by which time the Hobgoblins will have moved on.

Bind Spirit (Su): The Shaman has the ability to bind spirits into items (called fetishes) or locations.

Fetish: Binding a spirit into a fetish creates a minor or major magic item. Each fetish can contain one spirit, which will perform one spell appropriate to it and chosen by the shaman. This varies by spirit (see sample spirits). You must first attract the spirit by performing the normal Sense ritual to communicate (this ability is described later). When the spirit is near, make a Binding roll (d20), adding your level and Cha modifier. The result obtained is the DC of the Will save the Spirit must make. If the spirit fails, it is bound into the fetish you provide and must perform its magic on command. The spirit must have at least 1 HD per level of the desired spell. Work out the cost of this item using the Wondrous Item creation rules in the back of Core Rulebook II. For the purposes of cost calculation, the fetish is considered a single-use item, multiplied by the number of uses the shaman can get. You must still pay the xp cost, but there is no gp cost. Instead, the shaman must spend the appropriate amount of time (i.e., the calculated gp cost in days divided by 1000) gathering the materials to make his fetish, crafting the fetish and making appropriate sacrifices to the spirits.

A fetish may be used automatically by the binding shaman. If the fetish is used by anyone else, however, he must make a Cha roll against a DC of 15 + the HD of the spirit or the item does not work. A shaman may add his class level to this roll. A character who rolls a natural 1 on this attempt accidentally releases the spirit, who is then free to attack or flee. A fetish may be used a number of times equal to the HD of the bound spirit minus the level of the spell plus the Cha modifier of the binding Shaman before it is exhausted and the spirit freed (treat the spirit as Rejuvenating—see Spirit description in the Netbook of Creatures). Activating a Fetish is a standard action that does not normally provoke an attack of opportunity.

If a fetish is destroyed, the spirit within is released. Some fetishes are made in such a way that the bound spirit can be released temporarily by untying a knot or opening a box or some such action, rather than destroying the fetish.

Location: Binding a spirit into a location forces it to remain in the area you define and perform a specific function. This function must be within the spirit's capabilities. Normally this ability is used to create a guardian over an area that attacks anyone not knowing the proper pass sign.

Unlike a fetish, a location may hold more than one bound spirit, though if the spirits are incompatible and the shaman forces them to work together, he could suffer reprisals later.

The spirit will perform the designated function a number of times equal to its HD + the Shaman's Cha modifier. If the function includes casting its spell, the level of the spell is subtracted from this number.

The Shaman follows the same procedure as for binding a spirit into a fetish. The Sense roll must be performed at the chosen location, as well as the Binding. If the Shaman desires to bind multiple spirits to the location, he must perform the rituals completely for each such spirit. Each spirit already bound into the location increases the DC for the Sense ritual by +5, and reduces the saving throw for the new spirit (if the Shaman chooses not to fight it instead) by -5).

Special: You can avoid the xp cost in binding a spirit if you participate in spiritual battle with it, pitting your life force against its. In this case, you do battle normally instead of forcing the saving throw upon the spirit. You each take subdual damage rather than actual damage. Whoever is knocked out first loses. If the spirit loses, it is bound to the fetish at no xp cost. If you lose, the spirit takes the xp and the fetish and escapes. Note that it is easier to battle spirits when in Ethereal form.

Bound Spirit Limit: There is a limit to the number of spirits any one character can keep bound at one time. Once a character has reached this limit he cannot bind another spirit until one of his existing ones is released or destroyed. This includes spirits bound into fetishes or locations. This limit is 3 plus the character's Cha modifier.

Example 1: Glubra wants to make a fetish with healing magic, as he has no access to any direct healing magic of his own. He has one of the females of his tribe weave a special blanket. He adds his own embellishments using his Craft Fetish skill. When the blanket is ready, Glubra performs a Sense ritual (see description under Spirit Sense). He attracts the attention of a small Bear spirit. The spirit has 3 HD, which is fine for his purposes, and Glubra attempts to bind it. He rolls d20, adding +11 (+2 Cha, +9 levels) and gets a result of 18. The Bear spirit must make a Will save DC 18 or it is bound into the blanket. Assuming it fails, Glubra now has a blanket, which will heal those who are wrapped within it with a Cure Light Wounds spell for d8+3 hp (3 HD = caster level 3). It will perform this task 4 times (3 HD + 2 Cha modifier - 1 level of spell) before it is released.

Example 2: Glubra has noticed upon returning to his tent that things are disturbed and moved about. To prevent unwelcome visitors from entering his tent, he wants to bind a combative spirit to the area. He performs his Sense ritual and attracts an aggressive spirit. A normal Boar spirit (3 HD) enters the area and Glubra makes his binding roll. This time the result is 20 and again, the Boar fails to resist. Glubra now has a Boar spirit guarding his tent. For details on spirits and how they interact with the world, see the Spirit Template description in the Netbook of Creatures. The Boar

spirit will remain as guardian to Glubra's tent until it has fought for him 5 times (3 HD creature + 2 Cha modifier) or is destroyed or otherwise released.

When the Shaman Dies: Spirits are bound into fetishes by the will of the Shaman and held there by his will alone. When they have served their term, they leave. If the shaman dies, however, there is no will holding them, and they are released. Upon the death of the shaman, all spirits currently bound by him are released. Their behavior depends on their condition and their relationship with the Shaman.

Spirit Sense (Ex): The Shaman has been trained in the ways of spirits and may communicate and interact with them. By performing his personal ritual (which must take at least 10 minutes), the Shaman opens himself to the spirits of his current location. If he speaks the language of the spirit or has some magical method of translation, they may have a conversation. Otherwise, communication is limited to images and emotions. The shaman may attempt to Spirit Sense 1/day at 1st level. He gains additional attempts as he gains levels. The attempt is a Sense roll, adding his Cha and class level to the roll. The DC is 10 + the HD of the spirit.

Interacting with spirits is more difficult when untrained persons are nearby. Nonshaman characters present in the area may attempt a Concentration check vs DC 15 if they are trying to remain quiet and not disturb the shaman. If successful, they have no impact on the ritual. If unsuccessful, or if they don't even try, each nonshaman character in the area applies a +5 to the DC of the Sense attempt.

This ability can be used to attract or locate a specific spirit or to find out what kinds of spirits inhabit a particular location. If the shaman fails in his attempt, it is assumed that either the desired spirit is not nearby or that it resists his attempts to communicate. The game master should determine whether there are any spirits in the area and their level of power.

The ability to communicate with spirits is no guarantee of friendliness or cooperation. Intelligent spirits or those who have dealt with shamans before will recognize his spiritual power and respect him, but are otherwise not influenced.

Spirit Sense is one of the core abilities of the Shaman. He must have this ability to create fetishes and interact with the spirits that make up a large part of his powers.

Example: Glubra and his tribe have entered a new territory, filled with strange creatures and unknown dangers. As soon as they have set up camp for the night, Glubra leaves the area, heading out for a place of solitude and quiet. Having found a suitable site, Glubra makes himself comfortable and performs his personal Sense ritual, begging his totems, Dark Stryder and Tusk, to intercede upon his behalf with the local spirits. The game master has previously decided that there is a very powerful ancestral spirit here, all that remains of a legendary ancient civilization. The ruins are but a mile from the camping spot chosen by Glubra's tribe, and this spirit could make things extremely difficult for them. Glubra's

DC for sensing this spirit is 25 (10 + 15 HD). If he succeeds, Ashande (the spirit) will be drawn to the area and Glubra may attempt to communicate with him. He is an intelligent spirit, but may not know any of Glubra's languages.

Totem Quest/Taboo (Su): At 1st level, a shaman is assumed to have gone on a quest to determine his first totem. This totem grants the shaman access to one domain and its special ability, plus one 0-level spell appropriate to the totem. In return for these boons, the shaman takes on a taboo of the totem's choosing. Such taboos are normally either something the shaman must do every day (or if particularly onerous, every week) or not do at all. Samples are listed with the sample totems and domains. The shaman gains additional totems, along with their boons/taboo, at 5th, 10th, 15th and 20th level. Boons/taboo are normally granted/imposed during the course of an assigned quest or vision. It is up to the individual game master and his player as to whether to roleplay these quests.

Spells granted by the totem can be based on existing domains or completely customized to suite the specific totem or campaign. The examples given under each type of totem use existing domains for convenience and to save space.

Ultimately, the shaman can acquire five separate totems as he rises in level. There are three different types of Totem Spirits, each with different areas of concern. A shaman may choose a totem spirit of the same type as he rises, or he may choose from among the three different types. This could have consequences should the totems conflict in any way, so the shaman should choose carefully. Once a totem is chosen, it may not be changed.

Animal Totems: Animal spirits represent core survival elements to a tribe: food, shelter, clothing, armor, weaponry and tools, as well as desirable characteristics (i.e., Int, Str, Dex, courage, determination, cleverness, etc.). Animal totems appear as anything from typical members of their race to grand archetypes, depending on their desire.

- Bear: Healing (eat honey every day)
- Owl: Knowledge (read something every day)
- Raccoon or Fox: Trickery (steal something everyday)

Ancestor Totems: Ancestor totems are typically great heroes of the ancient past or even mythical figures. They may take on the appearance of legend, or something more familiar (your recently-deceased uncle Unro) depending on the nature of the shaman's relationship with the totem.

- Geronimo (or equivalent hero): War (never surrender)
- Hippocrates: Healing (always heal upon request)
- Arbiter: Law (recite the laws of your people every night)

Nature Totems: These are elemental forces and spirits of natural geographical features. Anything from the spirit of a babbling brook or peaceful glade to the great Skyfather or the Sun qualify as nature totems. Plants can also be included in this category. Their forms will be either purely elemental or personifications of elements of nature.

- Wind: Air (burn incense every day)
- River: Water (drink 64 oz water every day)
- Spirit of the Dark Woods: Plant (never eat meat)

More sample totems are provided at the end of this article.

Second Sight (Su): This is a form of minor divination. The shaman may perform a ritual, which garners information as a minor divinatory spell (i.e., 1st-4th level). The shaman need not know the spell or have access to it through a fetish. He is limited to a number of attempts equal to his level each day. This is a supernatural ability whereby the shaman, using special herbs and minerals, enters a trance and seeks knowledge on a specific subject. The basic roll is modified by the shaman's level. The DC is 15 plus the level of the divination spell effect the shaman is attempting. The shaman can increase his chances by +1 per hour spent in ritual preparation (fasting, chanting, etc.). If successful, the shaman gains the information according to the divination spell he was duplicating.

Example: Before going off on his own to commune with the spirits of this new and strange place, Glubra performed a second-sight ritual to see if he could get any inkling of what his immediate future held. He performed a Divination (4th level spell), for a DC of 19. Glubra, at 9th level, gets a +9 to his roll, so his chances are pretty good. However, this is important to him, so he spends an hour chanting in his tent before attempting the Divination so he'll have a total of +10 to his roll.

Spirit Sight (Ex): Beginning at 4th level, the shaman can see incorporeal beings within his normal visual range. This allows him to more easily identify and communicate with spirits in the area. He must still perform Sense rituals for that function.

Spiritwalk (Su): Beginning at 7th level, the shaman may separate his spirit from his body and go on a Spiritwalk. His body remains behind while his spirit enters the border ethereal. This allows him to interact with spirits and other ethereal creatures. He forms an ethereal body with the same statistics as his actual body. While he is Spiritwalking, he can observe things happening on the prime material plane, but cannot interact with creatures on that plane. He is treated as Noncorporeal (see description in Core Rulebook III). The shaman may use this ability once per day, for up to 1 minute per level. He gains one additional use of this ability per 3 levels over 7th.

At 10th level, the Shaman gains a limited form of Astral Projection once per day. He may enter the Astral plane as per the spell, but cannot bring others along with him. At 14th level he may choose to have his body travel along with his spirit.

Visionquest (Su): Starting at 13th level the shaman may attempt a visionquest, which duplicates the effects of Commune or Legend Lore, cast at the Shaman's level. Because of the taxing nature of this quest, the Shaman may only attempt this once in a month. In preparation for

this ritual, the shaman must isolate himself, often by finding a secret sanctuary in the wilderness, and fast for four days. During this time he must remain undisturbed, offering up songs, smoke and trinkets to the spirits in return for their help. Essentially, he is calling the spirits to commune with him directly and convene a council to discuss his problem.

The shaman may guide a non-shaman on a Visionquest using this ability, but in addition to the normal limitations of the spell, the Shaman must make a d20 roll as described under Second Sight, DC 15 + the level of the spell (i.e., Commune or Legend Lore).

Illiteracy: Shamans, like Barbarians, do not automatically know how to read. They must spend 2 skill points to become literate in all their known languages.

Human Shaman Starting Package

Armor: None, speed 30 ft

Weapons: Sickle (1d6, crit x2, 3 lb, Small, Slashing), Sling (1d4, crit x2, 50 ft, 0 lb, Small, Bludgeoning)

Skill Selection: Pick a number of skills equal to 2 + INT modifier (+1 for human)

Feat: Spirit Affinity (see new feat described below)

Bonus Feat: Alertness

Totem: Bear (Healing): +1 level for healing

Spells Known

- 0-level: Cure Minor Wounds
- 1st level: Cure Light Wounds

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded Lantern, 5 pints of oil. Spell components pouch, 5 empty glass vials. Pouch with 20 sling bullets.

Gold: 3d4 gp (or roll as Druid if don't take package)

Skill	Ranks	Ability
Alchemy	4	INT
Animal Empathy	4	WIS
Bluff	4	CHA
Craft	4	INT
Diplomacy	4	CHA
Heal	4	WIS
Knowledge (spirits)	4	INT
Knowledge (nature)	4	INT
Sense Motive	4	WIS
Spellcraft	4	INT
Wilderness Lore	4	WIS

Shamans tend to select skills and feats that focus on community issues (Diplomacy), increase natural knowledge (Sense Motive, Wilderness Lore), or help with physical survival (Alertness, Dodge, Listen, Toughness, etc.) of the individual or tribe.

Spirits in the Campaign

Spirits come in many forms. Some are the powerful totemic essences, which provide a shaman with casting spells. Other, simpler spirits may grant only one specific spell, keyed to it by the fables and legends of a culture. When a shaman calls a spirit it is for a specific task, which the spirit can fulfil with one spell, or its other attack forms. A spirit summoned for a specific spell will have at least 1 HD per level of the spell, and its caster level will be equal to its HD. It can have more HD than the level of the spell. This simply means that the Shaman has called a more powerful spirit and will have to work harder to bind it. For mechanics purposes, spirits are toned-down Ghosts, but are Outsiders rather than Undead. For a complete writeup on the Spirit template and how to apply it, see the entry in the Netbook of Creatures.

New Rules

Spirit Affinity [Special]

You have a greater capacity for holding spirits bound.

Prerequisite: Cha 13+

Benefit: You may have an additional 3 spirits bound at a time.

Normal: Characters are normally limited to 3 + Cha modifier in bound spirits at a time.

Sample Shaman

Glubra is a hobgoblin shaman. He is part of a large tribe that dominates the hilly region north of a human settlement. They occasionally raid down into the human lands, using their superior tactical understanding to elude military patrols. Glubra aids his tribe by interceding on their behalf with the spirits of the region, and calling upon the ancestors of the tribe to give it strength.

Glubra: Male Hobgoblin Shaman 9, medium humanoid, hp 46, Init +5, Spd 30, AC 15 (touch 11, flat-footed 14); Atk +5/+0 melee (d6-1d6-1/x2 quarterstaff) or +5/+0 melee (d6-1/x2 sickle) or +7/+2 ranged (d4/x2, 50' Sling, +8/+3, d4+1 if 30'); AL LE; SQ Darkvision 60', SV Fort +9, Ref +6, Will +9; Abilities: Str 8 (-1), Dex 13 (+1), Con 13 (+1), Int 12 (+1), Wis 12 (+1), Cha 15 (+2).

Skills and Feats: Bluff +6, Concentration +9, Craft (Fetish) +5, Diplomacy +10, Hide +5, Knowledge (Spirits) +9, Knowledge (Nature) +5, Move Silently +19, Sense Motive +7, Spellcraft +3. Spirit Affinity, Point Blank Shot, Dodge, Improved Initiative, Mobility.

Class Abilities: Banish Spirit, Bind Spirit, Spirit Sense 4/day, Second Sight, Spiritwalk.

Possessions: Bag of Tricks (tan, rust & gray), Amulet of Natural Armor +2, Boots of Elvenkind, Bracers of Armor +2, Cloak of Resistance +2, Robe of Useful Items.

Spells Cast Per Day: 3/4/4/3/2

First Totem: Dark Stryder (ancestral totem): Dark Stryder was a legendary leader of Glubra's tribe many generations ago. He was known for his clever use of fear and darkness, and for his mysterious ways of gathering information on his enemies.

Gift: Hide and Move Silently are Class skills for Glubra and he gains a +2 competence bonus to both skills.

Taboo: Dark Stryder's spells and gifts are not available during the day.

Spells (0 – 9th level): Daze, Cause Fear, Detect Thoughts, Nondetection, Phantasmal Killer, Scrying, Find the Path, Greater Scrying, Mind Blank, Foresight.

Second Totem: Tusk (animal totem): The great and powerful boar spirit is admired by Glubra's tribe for its strength, ferocity, and tenacious pursuit of food.

Gift: 1 Martial Weapon of Choice.

Taboo: Cannot use any reach weapons (especially boar spears).

Spells (0 – 9th level): Purify Food & Drink, Magic Weapon, Bull's Strength, Create Food & Water, Greater Magic Weapon, Righteous Might, Heroes Feast, Repulsion, Earthquake, Summon Monster IX.

Bound Spirits. Glubra has a total of 8 bound spirits (3 + 2 Cha mod + 3 Spirit Affinity feat). If he wanted to bind another spirit, he would first have to release one of his current bound spirits or use up its magic.

Fetishes (7):

- *Cure Light Wounds (Blanket):* 1st-level spell, caster level 3, 4 uses.
- *Hold Person (rope):* 2nd level spell, caster level 3, 3 uses.
- *Lightning Bolt (crystal tipped stick):* 3rd level spell, caster level 5, 4 uses.
- *Sleep (Pipe):* 1st level spell, caster level 2, 3 uses.
- *Stoneskin (carved river stone):* 6th level spell, caster level 6, 2 uses.
- *Heal (skull tipped rod):* 4 uses
- *Entangle (holly wreath):* 1st level spell, caster level 3, 4 uses.

Locations (1):

- Glubra has bound a boar spirit (3 HD) to his hut, which will attack anyone who enters without his permission. Glubra has instructed the boar spirit to use its normal attacks, so it will guard his hut until it has defended it on 5 (3 HD + 2 Cha mod) separate occasions.

Sample Totems

Totems are symbolic representations of an ideal. They have meaning, sometimes only to a few and sometimes to

a whole nation. Countries, states, even cities have their symbolic animal, flower, bird and even color. Cultures throughout history have come up with esoteric meanings and properties for creatures, objects, places, whatever sparked the imagination. A spring gains a reputation for healing properties and suddenly it's a mystical source of healing.

Our imaginations invest objects of our fascination with characteristics we desire. Bear is seen by many Native American traditions as a force of healing and protection. The Willow tree is linked with life and death, love, protection and peace. Many cultures revere their ancestors and look to them for guidance. Rose quartz is thought to have healing properties.

All of these are sources for totems and minor spirits in this system.

Animal Spirits

Crow. This spirit is a respected advisor on matters of the past, present and future. He is a guide in darkness and void and he changes form to suit his need.

Gift: Blind-fighting feat for free

Taboo: Crow requires that his friends meditate in the dark 1 hour each night. Only in this way may they have the wisdom to accept his guidance.

Spells:

- 0-level: Guidance
- 1st-level: Remove Fear
- 2nd-level: Augury
- 3rd-level: Deeper Darkness
- 4th-level: Polymorph Self
- 5th-level: Scrying
- 6th-level: Legend Lore
- 7th-level: Vision
- 8th-level: Discern Location
- 9th-level: Shapechange

Wolf: Courageous, steadfast and clever, Wolf is a strong social spirit, guiding and protecting his friends, outwitting his enemies, and moving quickly and unseen through the changes of the world.

Gift: +2 competence bonus to Move Silently, Hide in Shadows and Sense Motive rolls

Taboo: Cannot put any ranks in Disguise or Bluff, or take Skill Focus for either of these skills.

Spells:

- 0-level: Resistance
- 1st-level: Detect Snares and Pits
- 2nd-level: Snare
- 3rd-level: Displacement
- 4th-level: Freedom of Movement
- 5th-level: Dream
- 6th-level: Summon Nature's Ally VI
- 7th-level: Animal Shapes

- 8th-level: Holy Aura
- 9th-level: Call the Hunt (Summon Monster IX)

Spider: The spirit of spiders understands the intricate weavings of fate, respects wisdom and creativity, and penetrates easily the patterns of illusions.

Gift: +2 save vs mind-affecting effects, +2 to disbelieve figments.

Taboo: Never destroy a finely-crafted object or kill any spiders.

Spells:

- 0-level: Mending
- 1st-level: Message
- 2nd-level: Detect Thoughts
- 3rd-level: Clairaudience/Clairvoyance
- 4th-level: Minor Creation
- 5th-level: Major Creation
- 6th-level: True Seeing
- 7th-level: Forcecage
- 8th-level: Maze
- 9th-level: Time Stop

Ancestral Spirits

Cheok, Hero of the Last Stand at Twostone Pass: This Ancestral Hero is legendary among his people for the bravery he showed in the final battle at Twostone Pass. If not for his stalwart courage, the enemy would have gotten through and ravaged the countryside.

Gift: Immune to Fear effects.

Taboo: Never surrender.

Spells:

- 0-level: Virtue
- 1st-level: Magic Weapon
- 2nd-level: Bull's Strength
- 3rd-level: Magic Vestment
- 4th-level: Divine Power
- 5th-level: Righteous Might
- 6th-level: Stoneskin
- 7th-level: Repulsion
- 8th-level: Holy Aura
- 9th-level: Summon Monster IX (actually summons Cheok)

Grandfather O'Connell (founder of the clan): Grandfather was known for his wisdom and generosity. He was a true leader of men, and sired many children on his several wives.

Gift: Knowledge (History) is a class skill and +2 to all Diplomacy rolls.

Taboo: Must ensure the continuation of the tribe by marrying and having children.

Spells:

- 0-level: Create Water
- 1st-level: Command

- 2nd-level: Calm Emotions
- 3rd-level: Create Food and Water
- 4th-level: Discern Lies
- 5th-level: Greater Command
- 6th-level: Heroes' Feast
- 7th-level: Power Word: Stun
- 8th-level: Command Plants
- 9th-level: Dominate Monster

Merciful Mother: This woman roamed the lands freely back in ancient times, helping all she could. Her healing touch saved countless lives. Her compassion knew no limits.

Gift: Cast healing spells at +1 caster level

Taboo: Never harm a living creature (note that undead, constructs and many outsiders are not included in this definition).

Spells:

- 0-level: Cure Minor Wounds
- 1st-level: Cure Light Wounds
- 2nd-level: Cure Moderate Wounds
- 3rd-level: Cure Serious Wounds
- 4th-level: Cure Critical Wounds
- 5th-level: Healing Circle
- 6th-level: Heal
- 7th-level: Regenerate
- 8th-level: Mass Heal
- 9th-level: True Resurrection

Nature Spirits

Willow: The Spirit of Willow is a force of love, protection, healing and peace. Willow is also associated with water and intuition.

Gift: Charm Person spell usable once per day.

Taboo: Never attack or allow to be attacked the person you have charmed. Only fight when necessary (look for a friendly option first)

Spells:

- 0-level: Create Water
- 1st-level: Cure Light Wounds
- 2nd-level: Barkskin
- 3rd-level: Speak with Plants
- 4th-level: Quench
- 5th-level: Commune with Nature
- 6th-level: Livewillow (like Liveoak, but with Willow)
- 7th-level: Regeneration
- 8th-level: Antimagic Field
- 9th-level: True Resurrection

North Wind: He blows cold down out of the north, freezing all in his path. He is indomitable, merciless and unstoppable.

Gift: Rebuke/Command Air Elementals as a cleric. May use this ability 3 times per day plus Cha modifier.

Taboo: Those who link themselves with the North Wind become severe and unyielding in their dealings with others. This imposes a penalty of -2 on all Cha-based skills except Intimidate.

Spells:

- 0-level: Ray of Frost
- 1st-level: Endure Elements
- 2nd-level: Shatter
- 3rd-level: Call Lightning
- 4th-level: Sleet Storm
- 5th-level: Control Winds
- 6th-level: Chain Lightning
- 7th-level: Control Weather
- 8th-level: Whirlwind
- 9th-level: Elemental Swarm

Sacred Valley: The Valley has been sacred to your people for time out of mind. It holds the spirits of your ancestors, and was the birthplace of your people. The spirit of the valley protects it from incursion, and sometimes lends her strength to you.

Gift: +2 Wilderness Lore and Intuit Direction (the character always knows the way to the Valley and can use that as a compass)

Taboo: Must protect the valley from any sort of destruction, no matter how minor (logging, campfires, humanoid incursions, disease, etc.).

Spells:

- 0-level: Cure Minor Wounds
- 1st-level: Entangle
- 2nd-level: Tree Shape
- 3rd-level: Meld Into Stone
- 4th-level: Reincarnate
- 5th-level: Commune with Nature
- 6th-level: Transport Via Plants
- 7th-level: Creeping Doom
- 8th-level: Repel Metal or Stone
- 9th-level: Shambler

Sample Minor Spirits

All of these examples are creatures from Core Rulebook III which have had the Spirit Template added on. You can do the same. If you want a spirit to have a particular spell, add on Hit Dice until it qualifies. There is no real limit. Then just increase its abilities according to the advancement rules at the beginning of Core Rulebook III. The only problem comes with determining the level of the spell. Some of these spells are available on different lists at different levels. The higher the level of the spell, the tougher the spirit must be. This also means the spirit can cast the spell more often and has a higher casting level, so the spell is more effective. You must decide these things when creating the spirit.

Ancestor Spirit: Fighter 10th level

Medium Outsider (Incorporeal)
Hit Dice: 10d10+20 (90 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 19 (+1 Dex, +8 Full Plate) for ethereal encounters, 12 (+1 Dex, +1 Deflection) when manifested (see below)
Attacks: Longsword +14 melee
Damage: Longsword 1d8+5
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype
Saves: Fort +9, Ref +4, Will +3
Abilities: Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 10
Skills: Climb +9, Craft +6, Hide +9, Jump +3, Listen +9, Ride +14, Search +8, Spot +8, Swim +3.
Feats: Improved Initiative, Weapon Focus: Longsword, Weapon Specialization: Longsword, Improved Critical: Longsword, Dodge, Mobility, Spring Attack, Whirlwind Attack, Expertise, Quickdraw.
Challenge Rating: 11
Treasure: None
Alignment: Any

Blade Barrier (6th level): A fetish with this spirit bound can cast Blade Barrier four times plus the Cha modifier of the binding shaman.

Nature Spirit: Earth Elemental

Small Outsider (Incorporeal)
Hit Dice: 3d8+3 (16 hp)
Initiative: -1 (Dex)
Speed: 20 ft
AC: 17 (+1 Size, -1 Dex, +7 Natural) for ethereal encounters, 11 (+1 Size, -1 Dex, +1 Deflection) when manifested (see below)
Attacks: Slam +5 melee
Damage: Slam 1d6+4
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride, Earth Mastery, Push
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype
Saves: Fort +5, Ref -1, Will +0
Abilities: Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11
Skills: Listen +5, Spot +5
Feats: Power Attack
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral

Diminish Plants (3rd level): A fetish with this spirit bound can cast Diminish Plants zero times plus the Cha modifier of the binding shaman.

Nature Spirit: Fire Elemental

Small Outsider (Incorporeal)
Hit Dice: 3d8 (13 hp)
Initiative: +5 (+1 Dex, +4 Improved Initiative)
Speed: 50 ft
AC: 15 (+1 size, +1 Dex, +3 natural) for ethereal encounters, 13 (+1 size, +1 Dex, +1 Deflection) when manifested (see below)
Attacks: Slam +3 melee
Damage: Slam d4 and d4 fire
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Burn, Manifestation, Spirit Touch, Ride
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype, Fire subtype
Saves: Fort +1, Ref +5, Will +1
Abilities: Str 10, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills: Listen +5, Spot +5
Feats: Improved Initiative, Weapon Finesse (slam)
Challenge Rating: 2
Treasure: None
Alignment: Usually neutral

Flaming Sphere (2nd level): A fetish with this spirit bound can cast Flaming Sphere 1 time plus the Cha modifier of the binding shaman.

Animal Spirit: Polar Bear

Large Outsider (Incorporeal)
Hit Dice: 8d8+32 (68 hp)
Initiative: +1 (Dex)
Speed: 40 ft, swim 30 ft
AC: 15 (-1 size, +1 Dex, +5 natural) for ethereal encounters, 11 (-1 size, +1 Dex, +1 Deflection) when manifested (see below)
Attacks: 2 claws +13 melee, bite +8 melee
Damage: Claw 1d8+8, bite 2d8+4
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride, Improved Grab
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype, Scent
Saves: Fort +10, Ref +7, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide -2 (+10 in snowy areas), Listen +4, Spot +7
Challenge Rating: 5
Treasure: None
Alignment: Always neutral

Ice Storm (4th level): A fetish with this spirit bound can cast Ice Storm four times plus the Cha modifier of the binding shaman.

Ancestor Spirit: Fighter 10th level

Medium Outsider (Incorporeal)
Hit Dice: 10d10+20 (90 hp)
Initiative: +1 (Dex)
Speed: 20 ft
AC: 19 (+1 Dex, +8 Full Plate) for ethereal encounters, 12 (+1 Dex, +1 Deflection) when manifested (see below)
Attacks: Longsword +14 melee
Damage: Longsword 1d8+5
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype
Saves: Fort +9, Ref +4, Will +3
Abilities: Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 10
Skills: Climb +9, Craft +6, Hide +9, Jump +3, Listen +9, Ride +14, Search +8, Spot +8, Swim +3.
Feats: Improved Initiative, Weapon Focus: Longsword,
Weapon Specialization: Longsword, Improved Critical: Longsword, Dodge, Mobility, Spring Attack, Whirlwind Attack, Expertise, Quickdraw.
Challenge Rating: 11
Treasure: None
Alignment: Any

Mordenkainen's Sword (7th level): A fetish with this spirit bound can cast Mordenkainen's Sword 3 times plus the Cha modifier of the binding shaman.

Animal Spirit: Monstrous Spider (Huge Vermin)

Huge Outsider (Incorporeal)
Hit Dice: 10d8+10 (55 hp)
Initiative: +3 (Dex)
Speed: 30 ft, climb 20 ft (40 ft, climb 20 ft)
AC: 16 (-2 size, +3 Dex, +5 natural) for ethereal encounters, 12 (-2 size, +3 Dex, +1 Deflection) when manifested (see below)
Attacks: Bite +9 melee
Damage: Bite 2d6+6 and poison
Face/Reach: 15 ft by 15 ft/10 ft
Special Attacks: Manifestation, Spirit Touch, Ride, Poison, Web
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype, Vermin
Saves: Fort +8, Ref +6, Will +3
Abilities: Str 19, Dex 17, Con 12, Int 3, Wis 10, Cha 2
Skills: Climb +16, Hide +2, Jump +4 (+10 if hunting spider), Spot +7 (+15 if hunting spider)

Challenge Rating: 5
Treasure: None
Alignment: Always neutral

Polymorph Any Object (8th level): A fetish with this spirit bound can cast Polymorph Any Object 2 times plus the Cha modifier of the binding shaman.

Ancestor Spirit: Monstrous Spider, Medium Vermin

Medium Outsider (Incorporeal)
Hit Dice: 2d8+2 (11 hp)
Initiative: +3 (Dex)
Speed: 30 ft, climb 20 ft (40 ft, climb 20 ft)
AC: 14 (+3 Dex, +1 natural) for ethereal encounters, 14 (+3 Dex, +1 Deflection) when manifested (see below)
Attacks: Bite +4 melee
Damage: Bite 1d6 and poison
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride, Poison, Web
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype, Vermin
Saves: Fort +4, Ref +3, Will +0
Abilities: Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2
Skills: Climb +12, Hide +10, Jump +0 (+6 if hunting), Spot +7 (+15 if hunting)
Feats: Weapon Finesse (bite)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral

Snare (2nd): A fetish with this spirit bound can cast Snare zero times plus the Cha modifier of the binding shaman.

Animal Spirit: Great Owl

Large Outsider (Incorporeal)
Hit Dice: 6d8 +18 (39 hp)
Initiative: +3 (Dex)
Speed: 10 ft, fly 40 ft (average)
AC: 16 (-1 size, +3 Dex, +4 natural) for ethereal encounters, 13 (-1 size, +3 Dex, +1 Deflection) when manifested (see below)
Attacks: Claws +11 melee
Damage: Claws 1d6+6
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype
Saves: Fort +8, Ref +5, Will +7
Abilities: Str 22, Dex 11, Con 16, Int 3, Wis 14, Cha 4
Skills: Listen +14, Move Silently +20, Spot +6 (+14 at dusk and in darkness)
Feats: Flyby Attack
Challenge Rating: 3
Treasure: None
Alignment: Always neutral

True Seeing (6th): A fetish with this spirit bound can cast True Seeing zero times plus the Cha modifier of the binding shaman.

Places to look for Ideas

I found the following websites very useful in inspiring ideas for my sample totems and spirits. Note that this is not a recommendation to purchase any of the products or services offered on any of these sites. I browsed their content and took the free information only:

www.animalspirits.com/
www.acacialand.com/
www.angelfire.com/tn/earthhealing/page4.html

camlyn.webservedpro.com/index.html
www.pantheon.org/mythica.html
www.ancestorpage.com/
hpwsys.com/dave/
www.open-sesame.com/
www.cybercom.net/~grandpa/animals.html

www.mystical-www.co.uk/plants.htm
www.godecookery.com/mythical/mythical.htm
www.arthistory.sbc.edu/sacredplaces/sacredplacesintro.html
www.geocities.com/Area51/Shire/3951/dryadart.html
www.treelore.com

Spell Thief Prestige Class

Author: Dominique Couzet

Balance Rating: 4.68 (Purp 5; Pow 4.7; Port 4.8; Comp 4.3; Rule 4.6)

Felrogard O'Fist waited calmly, hidden inside a wagon near Shalia's bookstall. Shalia looked like a wizened old merchant, selling junk possibly of an arcane nature; but she wasn't. She was certainly old, but not so wizened as she currently appeared; and her skills were those of a thief, not a scholar or spellcaster. In fact, Shalia was the swindler of Felrogard's gang of thieves: the Midnight Gamblers. He chose this name as most fitting for the adventurous souls who nightly pit their lives against the lives and livelihoods of their victims. The symbol of the group was an ace-of-hearts playing card, with a dagger pinned in it...

Felrogard O'Fist thought himself the grand master of thieves for his amazing ability to steal not only the purses of unfortunate passersby, but also the very spells from the minds of mages who crossed his path. However, the stealing of spells required some preparation, and his scam with Shalia would draw several victims to him during that market's day.

As he watched, the first victim appeared; a man of medium build and stature, but with an air of power. In fact, over the years Felrogard had learned to recognize members of the arcane brotherhood. A quick scan informed him that the man now looking at the books on the stall had some spells hanging in his aura, awaiting a quick gesture and spoken word to trigger release.

"Aaaah, your lordship..." said Shalia with the voice of a near senile granny. "...touch ye not this dark libram, unless ye can withstand the curse of Baphomet!"

The wizard smiled down at Shalia dubiously. Old though the book looked, he found it unlikely that a feeble old grandmother would have anything so dangerous on her cart. Seeing her selling game for what it was, he played along.

"Would this be the curse that grows horns on my head or the one where flowers die as I walk by?"

But as he touched the book, the wizard felt a sudden headache rage through his brain and reeled back. What manner of a book was this? A few dizzy moments passed before he recovered his spirits and looked again at the tome. Touching it had triggered some sort of magical effect, certainly, but he had withstood it. Magic was normally only used to protect secrets. The book must hold something worth seeking. Perhaps the old granny wasn't so feeble after all. He decided to learn more about this mystery, and pulled out his purse full of gold. Shalia rubbed her hands together and prepared to bargain.

The first of Felrogard's victims for the day lost spells as well as a nice sum of money for a useless book detailing gardening in an ancient tongue. A moment later, another tome, this time with a brilliant purple cover, replaced the dark libram on the stall.

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Spell-thieves are predators of the magical world. Where pickpockets merely purloin purses, and burglars loot man-

sions, the spell-thief, with her unique abilities, represents the elite among those who steal-she steals magic. She is a unique character who can rob mages of their spells-directly from their minds!

While spell-thieves can steal spells, and temporarily gain the ability to cast those spells, they cannot learn the true art of magic. It has been suggested that spell-thieves were too lazy to learn magic, explaining why they steal from true spellcasters instead of doing the work themselves required to wield magic. But spell-thieves know stealing a spell from someone's mind is far more difficult than memorizing it from a book. Searching out victims, researching their habits, stalking them and finally moving in to reap their magical harvest-these are the true challenges that make life worthwhile. Following are some examples of the types of spell-thieves and their motivations.

1) *Priests of an evil god of magic and trickery:* These priests believe they should be the sole authority on magical matters. As such, they train in the art of spell-theft to get some power over wizards, and hold them in fear if they can. Their spell-theft ability is a closely guarded secret, and they will mercilessly pursue and kill any who learn of it.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max level of spell absorbed	Max # of spell-levels/day
1st	+0	+0	+2	+2	Spell Theft: Wizards	0 and 1st level	2
2nd	+1	+0	+3	+3	Spell Theft: Spell-thieves	0 to 2nd level	4
3rd	+2	+1	+3	+3		0 to 3rd level	7
4th	+3	+1	+4	+4	Spell Theft: Divine Spellcasters	0 to 4th level	11
5th	+3	+1	+4	+4		0 to 5th level	16
6th	+4	+2	+5	+5	Spell Theft: Bards, Sorcerers, similar casters	0 to 5th level	22
7th	+5	+2	+5	+5		0 to 6th level	29
8th	+6	+2	+6	+6	Spell Theft: Unusual Spellcasters	0 to 6th level	37
9th	+6	+3	+6	+6		0 to 7th level	46
10th	+7	+3	+7	+7	Spell Theft: Spell-like abilities	0 to 7th level	56

2) *Thieves of a land ruled by a caste of wizards:* Those who are born as commoners don't have access to magic-use, which is a privilege carefully held by the nobles who use it to maintain their tyranny. In such a land, you can't learn magic if you are not born to the right caste. Some developed a way to steal the spells of their hated oppressors, sometimes even using these spells against the very ones from whom they stole them.

3) *Psychopath:* Envy can become maniacal jealousy, bordering on insanity. Better known as Jackals, these spell-thieves obsess over their victims, loving and hating them simultaneously. By stealing the magic of their victims, they thus can take a petty revenge on those with the talent they were unjustly denied. One such Jackal was notorious for aiding witch-hunters in their searches, discreetly stealing the spells from his victims before taking pleasure in their demise.

Spell-theft is a dangerous and rewarding occupation. While such a crime is unlikely to be proven in any court, those spellcasters who have been victimized by this rogue will wreak a horrible vengeance against a thief caught stealing their spells.

Psions and rogues are the most likely candidates for the spell-thief path, but any nonspellcasting character who meets the requirements could qualify. Since Spell-Thieves see spellcasters as their rightful prey, they are unlikely to assist a spellcaster in joining their ranks.

Requirements

To qualify to become a Spell-Thief, a character must fulfill all the following criteria:

Alignment: Spell-Thieves cannot be good or lawful (they are restricted to N, NE, CN, CE).

Concentration or Use-magic-device: 8 ranks

Spellcraft: 4 ranks

Spot: 4 ranks

Feats: Skill focus (either with Concentration or Use-magic-device skill, in relation to above choice of required skill at 8 ranks).

Special: A prospective spell-thief must find out about the ability to steal spells somehow, either from an existing Spell-thief who teaches him or from the Libram of Spell Theft (described later).

Class Skills

The Spell-Thief's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Disguise (Cha), Gather information (Cha), Hide (Dex), Knowledge (Arcana) (Int), Listen (Wis), Move silently (Dex), Search (Int), Spellcraft (Int), Spot (Wis), Scry (Int), Use Magic Device (Cha). 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 Spell-Thief prestige class:

Hit Die: d6.

Weapon and Armor Proficiency: Spell-Thieves are proficient with all simple weapons. They are proficient with light armors, but not shields.

Spellcasting: Spell-Thieves can cast the spells they steal (see below), exactly as if they were wizards having prepared their spells (even when stealing divine spells or spell-like abilities). However, they do not know how to prepare or pray for spells, like a regular spellcaster would. Their level determines which level of spells they are able to steal, and the sum of spell levels they may hold in their mind. Note that even when stealing divine spells or spell-like abilities, these are thereafter treated as memorized arcane spells for their casting (which means that armor may interfere with their ability to cast spells with somatic components).

Spell-Thieves cast the spells they steal at their level of Spell-Thief class. If the Spell-Thief also has levels in a spellcasting class, add those levels to their Spell-Thief level of spell-thief when casting spells available to that

class. For example, a 6th level cleric/4th level Spell-Thief has stolen one arcane spell, one druid spell and one cleric spell. She casts the arcane and druid spells as a 4th level spellcaster (4th level Spell-Thief), but the cleric spell she casts at 10th level (6th level cleric + 4th level Spell Thief).

Spell-Thieves are not true spellcasters and therefore do not gain access to Item Creation or Metamagic feats. However, spells they steal may have metamagic feats applied to them already (as in a spell prepared by a wizard with a metamagic feat). In such a case, the stolen spell is treated as a spell of the adjusted level, and is cast as such, with all effects of the metamagic feat.

Spell Theft: This is the ability to steal magic from the mind of spellcasters. At first level, Spell-Thieves can only steal spells from arcane spellcasters who prepare their spells (i.e., wizards). As they gain additional levels, they improve their Spell Theft ability and may steal from any spellcaster. Unusual spellcasters include non-player character races with levels of a spellcasting class. At the highest level they eventually can steal from creatures with innate, spell-like abilities, including dragons and outsiders.

Spell-Theft is handled as follows:

1) *Contact:* Spell-Thieves have a limited form of Telepathy/Detect Magic that enables them to scan nearby minds for the presence of spells they may steal. This ability does not work automatically (like a true Detect Magic spell), but requires a Spot check (see Frequency of Prospective Victims). Establishing contact with the prospective victim takes 1 action, and require a successful Spell-Theft roll: $d20 + \text{CHA modifier} + \text{Spell-Thief Level}$ against a DC of 5 + the victim's spellcaster level. Any magical protection that shields the mind prevents Spell-Thieves from making initial contact, so they can neither scan nor steal spells.

2) *Scan for Spells:* Scanning for spells takes 1d4 minutes, at which time the Spell-Thief gets a listing of the spells, their levels and types.

3) *Steal Spells:* The Spell-Thief steals the chosen spells. This process takes 1 round per level of each stolen spell. A Spell-Thief may steal from her victim spells equal to twice her level of Spell-Thief in spell levels. As an example, a 10th level rogue/6th level Spell-Thief, may steal up to 12 (6×2) spell levels from a victim at once.

Note: While a spell-thief performs her scanning and theft, she must concentrate and can do nothing more than walk or ride at a normal pace. Any other action, such as dodging or attacking, breaks the contact and prevents any theft of spells. She must also keep her victim in her line of sight, or the contact is broken.

4) *Number of Thefts:* Spell-Thieves can use their Spell-Theft ability only once every 15 minutes.

5) *Saving Throws:* When a victim is drained of spells, he feels suddenly weak and dizzy. He will realize what is happening if he makes a Will saving throw against a DC

equal to the Spell-Theft roll the Spell-Thief made originally to contact his mind. While the victim may become aware of what is happening, this realization comes slowly, up to 1d4+1 rounds after the theft has begun. At that time the victim may make a Spot check against a DC of 5 + Bluff or Hide ability of the Spell-Thief. He may try to break the contact psychically with a Will saving throw DC 10 + Spell-Thief level. Ways of breaking the contact, which the victim does not necessarily know, include attacking the Spell Thief and getting out of his line of sight. If the victim casts a mind-affecting spell at the Spell-Thief while still in contact with him, the Spell-Thief automatically fails his saving throw.

Spell Theft by Level: As Spell-Thieves progress in level, they become able to steal from different sorts of spellcasters:

o 1st level: Wizards: the Spell-Thief can only steal from wizards and other arcane spellcasters who prepare their spells.

o 2nd level: Spell-Thieves: the Spell-Thief can now also steal from other Spell-Thieves (any spell they may have stolen).

o 4th level: Divine Spellcasters: the Spell-Thief can now steal from clerics, druids, and other characters who cast prepared divine spells.

o 6th level: Bards, Sorcerers, etc.: the Spell-Thief can now steal from bards, sorcerers and other spellcasters who don't need to prepare their spells prior to casting. However, as Spell-Thieves cannot learn magic on their own, once they target a bard, sorcerer or any other similar spellcaster, they gain spell slots of a fixed size that they can use to duplicate any of their currently held spells. The victim loses that spell slot until she can rest and regain it normally. This spell slot may duplicate a spell of equal or lesser level. If the Spell-Thief does not have any spells currently held in his mind, he must wait until he gets some. Until then, the slot is useless.

o 8th level: Unusual Spellcasters: the Spell-Thief can now steal spells from creatures who cast prepared spells as a character class would, like for instance dragons, nymphs, or rakshasas.

o 10th level: Spell-like Ability: the Spell-Thief can now steal even a spell-like ability of creatures like beholders, dragons, and others. When they steal an ability usable a limited number of times per day, the stolen ability is deducted from that number. When they steal an ability usable at will, the creature fails its next use of that ability. Note that the Spell-Thief doesn't acquire the spell-like ability the same way the monster has it, but like any other normal spell.

Note on material components: If the campaign requires the use of material components, the Spell-Thief is responsible for providing any material components required for his stolen spells. The Spell-Thief learns which compo-

nents are necessary only when he actually steals the spells, not when scanning. If he is familiar with a spell (i.e., has stolen and used it before), he will know what is required for that particular spell before stealing it.

Spells which require a divine focus: the Spell-Thief must be a follower of some religious cult, and will have to use its holy symbol to cast divine spells.

Libram of Spell Theft

To become a Spell-Thief, a character must first learn of the possibility, then learn the techniques. This requires either the tutelage of a Spell-Thief of at least 4th level for 1d6 months, or the Libram of Spell Theft.

Book of magical knowledge: The Libram of Spell-Theft is a magical book, which enables the character to become of a Spell-Thief. Unlike other magic books, the Libram of Spell-Theft does not vanish once read. However, being magical, one cannot simply copy it, to have another book. Studying the book to become a Spell-Thief takes one full month (+ the appropriate XP to get a advance a level).

Caster level: 7th; Prerequisite: Craft Wondrous Item, Detect magic, Read magic, Detect thoughts, Vampiric touch; Price: 10,000 gp.; Weight: 1 lb. Note that to manufacture this item, the creator must be a Spell-Thief, or have a copy of the book at his disposal.

Frequency of Prospective Victims

Finding victims to steal from: The problem when handling a PC Spell-Thief is to know how many victims (that he may steal from), he may encounter. In fact, the major drawback with this character class, is that Spell-Thieves are dependant upon others for their powers. If they don't meet any spellcasters to steal from, Spell-Thieves have little else to offer.

There are two ways of doing things. The GM can plan how many spellcasters are available and where they may be found. The second is when the GM has nothing prepared for this situation. In such case, you can use the following procedure:

The Spell-Thief character decides to get some spells, and spends one hour searching for an appropriate victim. This is resolved by making a Spot skill check, adding the relevant modifier (Table 2) according to circumstances. The DC is determined using Table 1. If the check is successful, use the third table to determine who has been found. Thereafter, the spell-thief may try to search again (whether the first search was successful or not), but it will be with a cumulative penalty to the check.

Once the character has made a successful Spot check, she discovers a victim. Table 3 is designed to determine who the victim is, but only in cases where the GM had nothing prepared. Adjust the roll, so the spell-thief may

have a victim she may steal from according to her level. Also, adjust levels as to be coherent with the setting.

Table-1: Difficulty Class for Victim Spotting			
Searched Area	Magic Level of Campaign		
	Low	Average	High
Wilderness	30	25	20
Village	25	20	15
Big Castle	20	15	10
Town	20	15	10
City	15	10	5

Don't forget that victims do not vanish after being drained, and could well be met at a later time by the spell-thief character.

Risks of Discovery: A successful Spell-Thief may remember locations where he found easy victims, going back whenever he needs a quick fix. Or he may never fish in the same pond twice. Even a spell-thief who has never been caught in the act and remains unknown, could be caught by a careful investigator. The victim may investigate what happened to her-why she was drained of spells. She may go to a doctor at first, but when answers are not forthcoming, she may go to investigators, or use some powerful divination spells. Sooner or later the spell-thief will be discovered.

Table-2: Modifiers to the Spot Roll	
Circumstances	Modifier
Spell-thief knows identity and location of victim	+5
Successful Gather Information check (to know where to search) prior to beginning search.	+5
Experience level as spell-thief (Takes into account that spell-thief has access to greater range of prospective victims)	+1/Level
Day	+0
Night	-10
Special day-event, such as a Carnival, Fair/Market, etc.	+5
Retry after a failed attempt	+0
Retry to find another victim after a successful attempt	-2

Table-3: Victim Result			
Urban	Rural	Target	Level
01-20	01-03	Wizard	1d20
21-25	-	spell-thief	(5+) 1d10
26-45	04-06	Cleric	1d12+1d6
46	07-26	Druid	1d12+1d6
47-62	27-29	Bard	1d12+4
63-72	30-39	Sorcerer	1d20
73-75	40-49	Ranger	1d8+6

Table-3: Victim Result

Urban	Rural	Target	Level
76-81	50-55	Paladin	1d8+6
82-91	56-65	Witch, other	1d12+4
92-00	66-00	Monster	See MM.

This may be handled very simply, with the spell-thief character making a Hide skill roll against the relevant DC as determined below. If the skill check is successful, the spell-thief is safe; but if it is failed, it means that he has been discovered. (What happens thereafter is up to the GM, but usually involves some form of retaliation.)

Table-4: Risk of Discovery

Hide skill DC for not being discovered			
Wilderness	10	Town	10
Village	20	City	5
Big Castle	20		
Modifiers to that DC			
# times he has already performed his thefts in that same area			+1/each
Always perform disguised, invisible, etc.			-10

Sample Spell-thief

Felrogard O'fist is the leader of the Midnight Gamblers, a gang of thieves and cutthroats. Several years ago, he was forced to leave the city in which he operated, after a failed attempt at robbing a powerful wizard. The mage in fact destroyed his thieves' guild, and Felrogard fled as far as he could to escape the wrath of his victim. He swore to avenge himself upon all those damned sorcerers, and spent a long time searching for a way to exact his revenge. Eventually he discovered a mysterious libram in a musty crypt, and learned the secrets to becoming the most extraordinary thief. Felrogard returned came back to the city, and since then the powerful wizard is the most regular target of his thefts.

Felrogard O'Fist: Male Human Rogue 8/Spell-Thief 7; medium humanoid; hp 90; Init +3; Spd 60 ft; AC 17; Atk +13/+8/+3 melee (d6+3, 19-20/x2, Shortsword +2), AL NE; SQ Darkvision 60', SV Fort +7, Ref +14, Will +7; Abilities: Str 12 (+1), Dex 17 (+3), Con 14 (+2), Int 15 (+2), Wis 10 (+0), Cha 13 (+1).

Skills and Feats: Appraise (+6), Bluff (+14), Climb (+10), Disable device (+6), Disguise (+17), Escape artist (+5), Gather information (+17), Hide (+27), Listen (+6), Move silently (+17), Open locks (+10), Pick-pockets (+12), Profession (gambler) (+11), Spellcraft (+9), Spot (+16), Use-magic device (+19). Evasion, Sneak attack (+4d6), Uncanny Dodge (can't be flanked). Alertness, Ambidexterity, Leadership, Point-blank-shot, Rapid shot, Run, Skill-focus (Use-magic-device).

Possessions: Boots of speed, Bracers of armor +5, Cloak of Elvenkind, Goggles of night, Shortsword +2, Ring of mind-shielding.

Spell-theft: max 29 spell levels per day, and up to 6th level spells from any human/demi-human spellcaster. Spell-theft roll: 1d20 + 8 against a DC = 5 + victim's level of spellcaster. Will save vs theft at DC = 17; Spot the thief at DC = 19 (if he bluffs) or 22 (if he hides). The thief may only steal up to 14 spell-levels at once; taking 1d4 minutes (scanning) + 1 round/level of spell stolen.

Example of spells memorized: Charm person, Cone of cold, Cure serious wounds, Dispel magic, Heat metal, Hold person, Invisibility, Lightning bolt, Teleport. Note that 3 spell levels may yet be stolen (from the PCs!).

Midnight Gamblers Organization

The Midnight Gamblers are a thieves' guild whose lowest members are simple thieves, but whose leaders are trained in the art of stealing spells. The guild hierarchy is as follows:

- o **Informants:** the lowest ranking members of the guild, usually 1st and 2nd level rogues. Their job is to search for victims-spellcasters. They gather as much information as they can without arousing suspicion, then report to the guild.

- o **Spies:** do the next part of the job. They are normally 3rd to 5th level rogues, and their mission consists of gathering more precise information on prospective victims reported by Informants. Once the information is gathered, they report to the Supervisors.

- o **Executioners:** are called upon when it comes time to ambush a victim. They are normally multiclassed 2nd-lvl fighter/3rd-lvl rogue, and assist the Raid Party with strength of arms.

- o **Chief Executioner:** the assassin of the guild (a 6th-lvl rogue/7th-lvl assassin), who is called upon to deal with anyone who would cause serious harm to the Midnight Gamblers.

- o **Supervisors:** are the quartermasters of the guild. They stage and lead Raids on victims found by informants and spies. Supervisors are all 5th to 7th level rogues with 1d4 levels as spell-thieves. They usually raid the less powerful victims discovered, leaving the most powerful targets to the Overseer.

- o **Overseer:** Felrogard O'Fist, leader and founder of the guild (see description above). Felrogard retains the only copy (or so he believes) of Libram of Spell-Theft, and trains guildmembers who show promise.

Goals: The Midnight Gamblers do not want to destroy spellcasters, but rather live off them. They are careful to not steal everything from their victims, but drain them a bit at a time, so they can steal from them on a regular basis. They never kill their targets, except when such a character would become a real threat to the guild.

When raiding a wizard, the Midnight Gamblers are always well prepared and informed, and do the job as

smoothly as possible. Executioners draw their weapons mainly to intimidate, defend the raiding-party, etc. If a fight does happen, they protect their companions and flee as soon as possible.

The Midnight Gamblers are also careful to not steal too much from spellcasters of their own city. Instead, the raiding-parties travel to other towns and cities to perform their thefts. As a side to their theft efforts, they have developed a great information network focused on spellcasters of all sorts.

Roleplaying Suggestions: The Midnight Gamblers would make a fun encounter for a group of PCs with a wizard. These thieves would regularly steal spells from the mind of the PC wizard, but would also relieve his party of

the burden of their magical items and treasures! The guild will be very well informed about the party's abilities, and act accordingly. Moreover, their goal is to steal a little, and as discreetly as possible; therefore, there should be some time before the PCs figure out what is happening.

The guild could also be a valuable source of information on wizards and other spellcasters. This information could be for sale; but buying it may also be an opportunity for the Midnight Gamblers, to learn about spellcasters within the PC party.

Otherwise, Spell-thieves are nearly unheard of. Thus PCs may be hired to solve the mystery of an unknown disease which makes wizards lose their memory.

Stormrider

Author: Rebecca Glenn

Balance Rating: 4.71 (Pow 4.67, Purp 4.79, Port 4.42, Comp 4.75, Rule 4.92)

Stormriders embody the pure expression of the storm. Some people don't know when to come in out of the rain. Some do, but prefer not to, and are often mistaken for the former type. When most are huddled by the fire, warming their hands against the storms battling in the skies above, Stormriders are out exposed to the elements, smiling into the teeth of the wind, railing at the rain, screaming at the thunder and meeting the ferocity of the storm with their own fierce spirits.

Stormriders are unpredictable and wild, emulating the storms they follow. They revel in the power of weather unbound, master it, and make it their own, challenging the storm gods themselves for dominion over the middle air.

Stormrider frequency: Stormriders are rare, as few survive the main requirement. Those who do tend to move about a lot, following storms or searching out unusual weather patterns. They are most likely to be found at the site of a massive storm—hurricane, tornado, typhoon, blizzard. Rarely, a Stormrider is asked to alter the weather in a region. Desperate farmers with no other recourse will

do anything for rain. If they also get hailstones the size of oranges, well, that's better than drought.

Stormrider relations: Those who embrace the storm are adopted by it, and sever all ties to their former race. Most people think Stormriders are crazy, not to mention dangerous, and avoid them when possible. Stormriders themselves care little for what others think and can get along equally well (or not) with anyone.

Adventure hooks: Most adventures involving a Stormrider occur in outdoor settings:

- Any PC Stormrider traveling through an area is watched warily by any NPCs who know what he is. He'll often be asked for rain. If the weather takes a nasty turn, he's the first they blame whether he had anything to do with it or not.
- A Stormrider is hired to stop an advancing army with rotten weather. The PCs (if one is not the Stormrider) are hired to keep him safe while he does his thing. The advancing army has scouts out who will find out about this and try to stop it.
- A rift to the Elemental Plane of Air has opened and elementals are streaming through. The Stormrider has the best chance of dealing with the problem.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	0	2	0	0	Fly 1/day, Air Companion, Influence Weather, Lightning Bolt 1/day, Save Bonus, Predict Weather, Shocking Touch, Turn Lightning
2nd	1	3	0	0	Call Lightning 1/day, Control Winds 1/day
3rd	2	3	1	1	Body of Air (S or M, 1/day)
4th	3	4	1	1	Fly 2/day, Air Companion, Lightning Bolt 2/day
5th	3	4	1	1	Call Lightning 2/day, Ride the Lightning
6th	4	5	2	2	Body of Air (S, M or L, 2/day)
7th	5	5	2	2	Fly 3/day, Air Companion, Control Weather 1/day or Control Winds 2/day, Lightning Bolt 3/day
8th	6	6	2	2	Call Lightning 3/day
9th	6	6	3	3	Body of Air (S, M, L or H, 3/day)
10th	7	7	3	3	Air Companion, Control Winds 3/day (or Control Weather and Control Winds each 1/day), Lightning Bolt 4/day

Requirements

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

Feat: Aerobatics

Alignment: Chaotic

Wilderness Lore: 5 ranks

Speak Language: Auran

Spellcasting: Must be able to cast at least 5 different spells affecting Air or Weather. This includes any spell of the Air and Storm domains and Summon spells used to summon creatures of Air.

Special: Must have survived the experience of taking a hit from a skyborne electrical attack of at least 8 dice in strength. Qualifying attacks include natural lightning, *Call Lightning* and the breath weapon of a Blue Dragon.

Class Skills

The Stormrider's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intuit Direction (Wis), Knowledge (Nature) (Int), Knowledge (Religion) (Int), Profession (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 Stormrider prestige class.

Hit Die: d8

Weapons and Armor: The Stormrider is proficient in the longbow and shortbow, the sling, all spears and the javelin. He has no armor proficiency and is prohibited

from wearing metal armor. A Stormrider who wears prohibited armor is unable to use any of his magical powers while doing so and for 24 hours thereafter.

Caster Level: The Stormrider's level stacks with his spellcaster class for the purposes of caster level when casting spells of the Air or Storm domains, or any spell with Air or Electricity in the descriptor.

Fly (SU): The Stormrider gains a bonus Fly spell once per day. At 4th level he may cast it twice per day, and three times at 7th. The Stormrider's level stacks with his spellcaster class for the purposes of caster level for this ability.

Air Companion (EX): The Stormrider summons a companion composed of Elemental Air. This companion is totally loyal to the Stormrider, though its actions are sometimes chaotic. The Stormrider gains an air elemental of small size, 2HD at first level. At 4th level the Stormrider gains another companion and both increase to medium-size, 4HD creatures. At 7th level he gains another and all grow to medium-size, 6HD creatures. At 10th level he gains his final companion and all grow to large-size, 8HD elementals.

If an elemental is destroyed, or the Stormrider chooses to dismiss it, the Stormrider must attempt a Fortitude saving throw (DC 15). If he fails, he loses 200 xp per Stormrider level. A successful saving throw reduces the loss by ½, to 100 xp per Stormrider level. The Stormrider's experience can never go below 0 as the result of an elemental's dismissal or destruction. A destroyed or dismissed elemental cannot be replaced for a year and a day.

Influence Weather (EX): Wherever the Stormrider goes, the winds follow. When the Stormrider spends a week or more in one location, he starts to unconsciously affect the local winds, causing all wind results in weather to be increased to the next strength level. As an example, Whitefire is spending time in a local valley. He has been

there for a couple of weeks and the DM is rolling for weather. The result is for a *strong* wind, but because Whitefire is in the area the strength of the wind is jumped up to *severe*.

Lightning Bolt (SU): Starting at first level, the Stormrider can, once per day, discharge a lightning bolt as per the spell. He can do this twice per day at 4th level, three times per day at 7th level and four times per day at 10th level. The Stormrider's level stacks with his spellcaster class for the purposes of caster level for this ability.

Save Bonus (EX): Stormriders get a +2 bonus to all saves vs lightning and electrical attacks.

Predict Weather (EX): The Stormrider may predict weather in an area. The Stormrider makes a normal Wilderness Lore check, adding his class level to his modifier, against a DC of 15 + 1 per day in advance the character predicts.

Shocking Touch (SU): The Stormrider carries a static charge around with him at all times. Once per day per class level he can discharge this excess energy by a touch attack, with effects as per the Shocking Grasp spell. The Stormrider's level stacks with his spellcaster class for the purposes of caster level for this ability.

Turn Lightning (EX): A Stormrider no longer fears lightning in any form. Beloved of the storm, the Stormrider may alter the path of a Lightning Bolt or Chain Lightning, or even change the strike area for Called Lightning. This must be declared as a Readied Action (so the Stormrider must have some notice that a Lightning effect is planned or possible). The Stormrider makes a Spellcaster Level check against the opposing caster or item or effect, using only his class level as the modifier.

Call Lightning (SU): The Stormrider gains the ability to call lightning out of the sky. This ability is identical to the 3rd level Druid spell. At 2nd level he can do this once per day. This rises to twice per day at 5th level and again to three times per day at 8th level. The Stormrider's level stacks with his spellcaster class for the purposes of caster level for this ability.

Body of Air (EX): Beginning at 3rd level, the Stormrider may transform his body into that of an air elemental. He is limited to S or M size and may do it once per day. At 6th level he may choose S, M or L and may do it twice in a day. At 9th level he may choose S, M, L or H and may do it 3 times per day. In elemental form the Stormrider gains all the special abilities of the elemental while retaining his own hitpoints and other attributes. He also retains all special abilities of his class. Each such transformation restores lost hitpoints as though the Stormrider had rested for a day.

Ride the Lightning (SU): The Stormrider can travel instantly from his current location to anywhere along the length of a lightning bolt or other electrical discharge. He uses this most often when he uses his Lightning Bolt abil-

ity. He must decide where he will go before he casts the lightning bolt, as the movement is instantaneous once willed. This movement is as instantaneous as a Teleport and does not trigger attacks of opportunity, though casting the Lightning Bolt might.

The Stormrider can travel along the lightning bolt of another caster, but he must act simultaneously with the other caster. In other words, they must cooperate or the Stormrider must have the initiative and ready an action to trigger his Ride ability upon the casting of the spell.

Control Winds (SU): The Stormrider may control winds as per the spell once per day. This increases to twice per day at 7th level and three times at 10th level. His Stormrider levels are his casting levels.

Control Weather (SU): Instead of two castings of Control Winds per day, the Stormrider may cast Control Weather. The Stormrider's level stacks with his spellcaster class for the purposes of caster level for this ability.

New Rules

AEROBATICS [General]

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You are at home in the air. You understand the properties of wind resistance and aerodynamics and how to optimize your situation in the air.

Benefit: You improve your maneuverability class by one step when using any ability to fly. This includes flying mounts if you have the ability to guide them (i.e., Ride). You also increase your base flying speed by +5.

(This feat also appears in the Netbook of Feats)

Sample Stormrider Character

Whitefire Cyrillin's Wrath is a Cleric/Stormrider.

Whitefire Cyrillin's Wrath: Male Human Clr 7/Stormrider 8; medium humanoid; hp 130, Init +6 (+3 Dex, Improved Initiative), Spd 30 ft, AC 21 (touch 21, flat-footed 19); Atk +14/+9 melee (1d6+2/x2, light mace +2) or +15/+10 ranged (1d8 +2 + d6 electricity Composite Longbow +2 Distance, Shocking Burst, +17, d8+4+d6 if use Arrows +2); AL CN; SV Fort +13, Ref +10, Will +14; Abilities: Str 10 (+0), Dex 14 (+2), Con 14 (+2), Int 14 (+2), Wis 20 (+5), Cha 15 (+2).

Skills and Feats: Concentration +19, Craft bowyer/fletcher +9, Diplomacy +13, Heal +9, Intuit Direction +12, Knowledge (Nature) +9, Knowledge (Religion) +19, Profession (Sailor) +12, Scry +6, Spellcraft +6, Wilderness Lore +19, Improved Initiative, Aerobatics, Point Blank Shot, Combat Casting, Dodge, Lightning Reflexes, Weapon Focus: Light Mace.

Class Abilities: Turn Undead 5/day, Fly 3/day, Air Companions (3), Influence Weather, Lightning Bolt 3/day. Save Bonus, Predict Weather, Shocking Touch 8/day, Turn Lightning, Call Lightning 3/day, Control Winds 2/day, Body of Air (S, M or L, 2/day), Ride the Lightning, Control Weather.

Possessions: Rod of Thunder & Lightning, Composite Longbow +2 (Distance, Shocking Burst), 50 Arrows +2, Ring of Shooting Stars, Ring of Protection +2, Bracers of

Armor +7, Cloak of Resistance +2, Periapt of Wisdom +2, Wind Fan, Potions: Protection from Elements (1 each Cold, Fire and Acid), Heroism x2, Cure Serious Wounds x2, Tongues x2, Invisibility x3 and Cure Light Wounds x2.

Spells Cast Per Day: 6/5+1/4+1/3+1/2+1; base DC = 15 + spell level). Domains: Storm and Air.

Air Companions: Whitefire has three 6HD air elementals who are his constant companions.

Tattoo Mage Prestige Class

Author: Dominique Couzret

Balance Rating: 4.52 (Pow 4.71, Purp 4.71, Port 4.63, Comp 4.17, Rule 4.38)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	+1 Tattoo, Inscribe Magical Tattoos	+1 spell-casting level
2nd	+1	+0	+0	+3	+1 Tattoo	+1 spell-casting level
3rd	+1	+1	+1	+3	+1 Tattoo	+1 spell-casting level
4th	+2	+1	+1	+4	+1 Tattoo, Reaction penalty: -1	+1 spell-casting level
5th	+2	+1	+1	+4	+1 Tattoo	+1 spell-casting level
6th	+3	+2	+2	+5	+1 Tattoo	+1 spell-casting level
7th	+3	+2	+2	+5	+1 Tattoo, Reaction penalty: -2	+1 spell-casting level
8th	+4	+2	+2	+6	+1 Tattoo	+1 spell-casting level
9th	+4	+3	+3	+6	+1 Tattoo	+1 spell-casting level
10th	+5	+3	+3	+7	+1 Tattoo, Reaction penalty: -3	+1 spell-casting level

Slovar suddenly felt nervous. It was the beginning of winter, and the weather was really cold. But the man in front of him had unfastened his great cloak, revealing that above his pants he wore no clothes. His bare chest, shoulders, and arms were not only naked, but entirely covered with tattoos. Writhing snakes of bright colors intertwined with all manner of spirals and geometric designs. Countless strange symbols dotted his body, seeming to flow with mystical power. Slovar addressed a silent prayer to his god, for who knew what sort of man this was, and what horrendous powers he possessed.

The tattooed man shrugged his shoulders, letting his cloak fall to the ground. The sight of his upper body naked in the freezing air, completely tattooed with what seemed to be magical symbols, made Slovar even more nervous. Then the man spoke:

"My name is Yordhvul, I am a master magician, and I have come to ..."

o o o

The Tattoo-Mage improves his spellcasting abilities by engraving magic into his flesh beyond what he can keep in his mind. These magical tattoos eventually cover his body with bright blue symbols and drawings, making them strange and possibly frightening to look upon. The ignorant often believe the Tattoo-Mage is evil and shun them accordingly.

Tattoo-Mages all belong to an informal brotherhood that meets irregularly to give and receive new tattoos. Since a Tattoo Mage cannot tattoo himself, he must seek the help of his associates, and thus is the brotherhood bound together by mutual need. For this reason, rumors have spread that tattoo-mages are in fact a sect of evil warlocks gathering power to some nefarious purpose.

Candidates for this class are essentially wizards and sorcerers. Bards and divine spellcasters (clerics, druids, ecclesiastics, shamans, etc.) can find use from a level or two in this class. The lack of combat abilities and special powers usually discourages concentration in this class.

Requirements

To qualify to become a Tattoo-Mage, a character must fulfill all the following criteria:

Knowledge (Arcana): 8 ranks.

Spellcraft: 8 ranks.

Craft (tattooing): 4 ranks.

Feats: Scribe Scroll

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

Special: Tattoo-Mages need the help of fellow tattoo-mages for tattooing new spells on their bodies.

Class Skills

The Tattoo-Mage's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Int), 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 Tattoo-Mage prestige class:

Hit-Die: d4.

Weapon and Armor Proficiency: Tattoo-Mages do not get any additional weapon or armor proficiencies.

Spells: Tattoo-Mages continue their spell-progression as in their former class (similar to the Loremaster class in this regard). Characters with more than one previous spellcasting class must select which class will receive the new caster level.

Tattoos: Each new level, a Tattoo-Mage can have one new magical tattoo scribed by a fellow Tattoo-Mage on his

body. At 10th-level, the whole upper body is covered, except for the hands and head. Tattoos must be displayed openly to be effective. A Tattoo-Mage is not forbidden from wearing clothes, but cannot use the powers of his tattoos while they are covered. Any spell inscribed in a tattoo must be of a level the Tattoo Mage may normally cast according to his spellcasting level (in the relevant spell-casting class where appropriate).

Inscribe Magical Tattoos: All 1st-level Tattoo-Mages learn to inscribe the tattoos shown listed below onto other Tattoo-Mages. In addition, a Tattoo-Mage can tattoo any spell he knows and is able to cast (either normally, or from one of his tattoos).

Tatoos and Physical Damage: Since tattoos are inscribed in the flesh, wounds suffered by the Tattoo-Mage can affect them. Note that only wounds that affect his skin can alter the tattoos. This includes wounds suffered from melee weapons or a Fireball spell, but not loss of hit-points due to ingested poison, as an example. The first 10 points of wound damage do not affect the tattoos. Thereafter, for every 5 points of damage suffered, one tattoo becomes unusable until the character has been healed. The tattoo lost is determined randomly. When the character is healed, he recovers the use of his tattoos. Since they are part of his body, when the body is healed the tattoos are restored.

Reaction Penalty: At low levels Tattoo-Mages usually do not attract much attention, because only some, easily concealed, parts of their bodies are tattooed. High level Tattoo-Mages eventually end up with their whole body tattooed. Furthermore, these tattoos convey an aura of magical power identifying the bearer as a spellcaster. Most medieval people are superstitious and ignorant, and view a character whose whole body is covered with magical symbols suspicious at best. As a result, the Tattoo-Mage suffers a penalty on all his Cha-based checks of -1 at 4th-level; -2 at 7th-level; and -3 at 10th-level. This penalty is effective only if the tattoos are visible. A carefully clothed Tattoo-Mage is not subject to this penalty. Of course, he also has no access to his tattoo powers.

List of Tattoos

The following are general tattoos known to all Tattoo Mages.

Tattoo of Spontaneous Magic: This tattoo is an emulation of the cleric's spontaneous casting ability. The character is tattooed with a spell that he may now cast in replacement of any prepared spell of equal or higher level. The spell chosen must be one the Tattoo-Mage can normally know to (i.e., a divine spellcaster can only get a divine spell in this fashion, or an arcane spellcaster an arcane spell). This tattoo is of no use to bards and sorcerers, only spellcasters who must prepare/memorize their spells before casting them.

Tattoo of Increased Magical Knowledge: This tattoo enables a Tattoo-Mage to know more spells than his class normally allows. As such, this tattoo is useless to wizards, who are unlimited in the number of spells they can know. This tattoo is useful primarily to bards, sorcerers, and other classes who have a limited to spells known. This tattoo can hold up to three new spells of up to nine total levels. While the Tattoo Mage can have this tattoo multiple times, he can never hold more than three spells of any one level. Spells learned in this way must be chosen from the Tattoo-Mage's existing spell list.

Tattoo of Unusual Magical Knowledge: This tattoo enables a character to learn a spell not on his normal spell list. That is, a wizard could learn a spell off the cleric list, or a cleric could learn a spell off the Wizard/Sorcerer list. The spell must still be of a level he can cast. Each tattoo will hold one spell. Wizards often choose this tattoo to get access to a cure-wound spell.

Tattoo of Extra Spellcasting: This tattoo enables a Tattoo-Mage to cast more spells per day. It holds up to two spell slots for a total of 4 spell levels. Once inscribed, these slots are fixed and cannot be changed (for instance, one 4th-level spell, or two 1st- or 2nd-level spells, etc.). If the spellcaster prepares spells in advance, the slots hold the spells he prepares. If the spellcaster is a spontaneous caster (like a bard or sorcerer), these slots increase his natural capacity for casting spells.

Tattoo of Permanent Magic: This tattoo renders a spell permanent. The spell must be one that the Tattoo-Mage knows and must be listed below. When the Tattoo-Mage receives this tattoo, one of his spell-slots of the relevant level becomes unusable. If the spell is dispelled (by Dispel Magic or any other appropriate circumstance), the tattoo remains and can be refilled with the same spell through later casting. If the tattoo is left empty, the next day the unusable spell-slot is once again usable, until such time as the tattoo is filled.

The spell rendered permanent must be in an appropriate tattoo, such as one all around the eyes for Darkvision. As such, a tattoo-mage thus cannot get two tattoos affecting his eyes, as only one tattoo can be inscribed around his eyes. The spells that can be rendered permanent are:

- Comprehend languages (ears)
- Darkvision (eyes)
- Detect spell (evil, invisibility, magic, etc.) (eyes)
- Protection from evil, law, etc. (neck)
- Protection from arrows (chest)
- Read magic (eyes)
- Tongue (mouth)
- Mage hand (one hand)

Other Tattoos: Other D20 supplements also describe forms of tattoo-magic. For instance, *Relics & Rituals* (by Sword & Sorcery Studio) have their own rules for tattoo-magic. It is suggested that tattoo-mages also know these tattoos. However, the rules are modified when it comes to

inscribing them on other tattoo-mages: any of them can replace one of the above tattoos, and will incur no gp or XP cost. However, the maximum number of tattoos the tattoo-mage can get is still determined normally, and no additional tattoo can be got that way. That is, a 5th-level tattoo-mage cannot have 5 tattoos + additional tattoos according to the Relics & Rituals rules. He can only have 5 tattoos, which work as described for this class.

Sample Tattoo-Mage

Meervald is a female wizard shunned by all her neighbors, who consider her to be some sort of witch. This rumor refers to the strange symbols and drawings tattooed on her hands and arms, as well as around her eyes. She is well-known for her ability to scribe magical tattoos for people for the right price (use Relics & Rituals rules). In such case, the beneficiary of the tattoo must pay the XP cost of the tattoo.

Meervald: Female human Wizard 5/Tattoo-Mage 5; medium humanoid; hp 38, Init -1, Spd 30 ft, AC 9 (touch 9, flat-footed 9); Atk +4 melee (1d6 - 1 quarterstaff or 1d4 dagger); AL CN; SV Fort +4, Ref +2, Will +10; Abilities: Str 9 (-1), Dex 9 (-1), Con 12 (+1), Int 18 (+4), Wis 13 (+1), Cha 13 (+1).

Skills and Feats: Alchemy (+8), Concentration (+14), Craft-tattooing (+12), Heal (+6), Knowledge-arcana

(+13), Scry (+11), Spellcraft (+17), Spot (+8). Brew potions, Find-familiars, Scribe Scrolls, Iron will, Spell-penetration, Transference*. Inscribe magical tattoos, and 5 magical tattoos: Spontaneous magic (Magic-missiles), Unusual magical knowledge (Cure-light-wounds), Permanent magic (Mage hand and Detect magic) Extra-spellcasting (2 × 2nd spells).

Hindrance: Meervald suffers a -1 penalty on all Cha-based checks, as well as reaction rolls.

Familiar: Raven.

Spells Cast Per Day: 4/5/5+2/4/4/2; base DC = 14 + spell level). Spells prepared: Read magic, Ray of frost / Change self, Cure light wounds (×3), Expeditious retreat / Arcane lock, Detect thoughts, Invisibility, Magic mouth, Protection from arrows, See invisibility, Whispering wind / Dispel magic, Lightning bolt (×2), Phantom steed / Charm monster, Minor globe of invulnerability, Polymorph others, Remove curse / Summon monster V, Teleport.

Possessions: Dagger +1, Ring of Warmth, Scroll (Slow, Haste, and Gaseous form), Wand of Hold-person (24 charges), Wings of flying.

*This feat may be found in the Netbook of Feats, but also in the Netbook of Classes (Artificer class).

Veteran

Author: Tomas Carl Abraham Cramér

Balance Rating: 4.18 (Pow 3.83, Purp 3.33, Port 4.5, Comp 5, Rule 4.25)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	1	2	0	0	
2 nd	2	3	0	0	
3 rd	3	3	1	1	Uncanny dodge (Dex bonus to AC)
4 th	4	4	1	1	
5 th	5	4	1	1	
6 th	6	5	2	2	Uncanny dodge (can't be flanked)
7 th	7	5	2	2	
8 th	8	6	2	2	
9 th	9	6	3	3	
10 th	10	7	3	3	Uncanny dodge (+1 against traps)

The veteran is a grizzled warrior, a survivor of a hundred dirty fights. He may be a bit disillusioned about the world and have a grim outlook on reality, but he is an excellent combatant and has learned all the tricks of the trade and all the little things that allow men to survive under impossible circumstances.

Veterans have seen past the exercise field and parade ground. They know that awareness and survival skills are what matter in war; combat tricks might be nice, but most soldiers die in camp or from ambush.

Fighters are the most common veterans, but rogues, rangers and barbarians are all common. The more glamorous classes find the veteran too cynical, though the veterans themselves just claim to be realistic.

Requirements

To qualify as a veteran, the character must fulfill all the following criteria.

Base Attack Bonus: +4

Feats: Alertness, Endurance.

Class Skills

The Veteran's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha),

Climb (Str), Craft (Int), Disable Device (Int), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (local) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), 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 veteran class.

Hit Die: d10

Weapon and Armor Proficiency: Veterans are proficient with all simple martial weapons as well as light and medium armor, and with shields.

Uncanny Dodge: This is the same as the rogue ability from Core Rulebook I. If you have previous levels in some other class that has the uncanny dodge ability (such as rogue or barbarian), these levels stack.

Sample Veteran

Ruric Half-hand is a grizzled veteran of a dozen range-wars. He has slain hundreds of orcs and goblins and defended thousands of acres of untouched forest.

Ruric Half-hand: Male half-elf Ranger 6/Veteran 3, medium humanoid, hp 66, Init +2 (Dex), Spd 30, AC 17 (touch 12, flat-footed 15); Atk +11/+5 melee (d8+2 Longsword +1) and +9 melee (d6, shortsword masterwork in off hand) or +12/+7 ranged (d8+2, composite longbow mighty, distance, 220); AL CG; SQ Immune to Sleep, +2 save vs Enchantment, Low-Light Vision, Racial skill bonuses, SV Fort +9, Ref +5, Will +5; Abilities: Str 13 (+1), Dex 14 (+2), Con 12 (+1), Int 8 (-1), Wis 14 (+2), Cha 12 (+1).

Skills and Feats: Craft (Bow) +4, Hide +4, Intimidate +3, Listen +8, Move Silently +4, Search +4, Sense Motive +4, Spot +9, Use Rope +3, Wilderness Lore +8; Alertness, Endurance, Point Blank Shot, Far Shot.

Class Abilities: Track, Favored Enemy: Orc +2, Favored Enemy: Goblin +1, Ambidexterity & Two Weapon Fighting, Uncanny Dodge (Dex to AC).

Possessions: Longsword +1, Shortsword (masterwork), Composite Longbow +1 Mighty (+1) Distance, Studded Leather +2.

Spells Cast Per Day: 2 (Save DC 12 + spell level): 1 – Alarm, Entangle.

Wise Prestige Class

Author: Rebecca Glenn

Balance Rating: 4.6 (Pow 4.17, Purp 4.83, Port 4.79, Comp 4.63, Rule 4.58)

The Wise are revered elders 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 recognize the wisdom of a person who has survived the rigors of life to become old. More rarely, they can be found in rural civilized areas-either on the outskirts or in the middle of things-holding positions as community elders, crazed hermits and grandparents or old uncles.

The Wise seeks to benefit her community through her penetrating insights, thoughtful advice and sometimes decisive actions. She has learned through experience and can be a great asset to any community, no matter the size.

The Wise prestige class is open to people from all walks of life. The Wise can start off as a cleric or shaman wandering from tribe to tribe to minister to his people, or a rogue doing his best to survive on the outskirts of tribal lands, or a Bard singing for her 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 civilized villages as wise advisers to rulers. Sometimes they even come to rule themselves.

The Wise 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 Wise before they are allowed to join such groups and learn the secrets that protect their communities. While most Wise are chosen from those past their prime years, on rare occasion a candidate is chosen who had demonstrated wisdom beyond his years.

Requirements

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

Sense Motive: 8 Ranks

Diplomacy: 4 Ranks

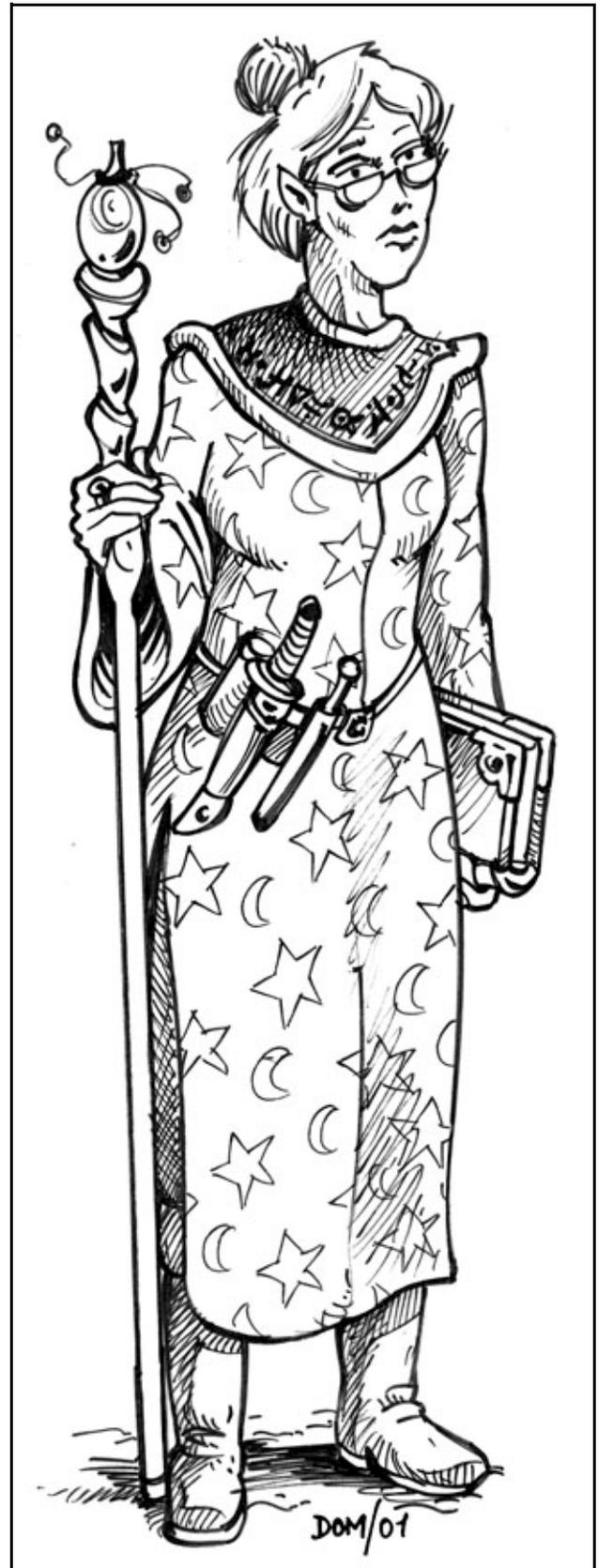
Knowledge (Local): 4 Ranks

Scry: 4 Ranks

Spellcasting: Must be able to cast 1st-level spells (divine or arcane)

Special: Must have gained a +1 bonus to Wis, either through age or by allocating a characteristic increase from experience.

Special: 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.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						0	1	2	3	4	5
1st	0	0	2	2	Detect Truth, Local History, Scry Eye	1	0	-	-	-	-
2nd	1	0	3	3	Avert Evil Eye, Resist Charm (+2)	2	1	-	-	-	-
3rd	1	1	3	3	Heightened Awareness	2	1	0	-	-	-
4th	2	1	4	4	Pierce the Veil	3	1	1	-	-	-
5th	2	1	4	4	Scry Shield, Resist Charm (+4)	3	1	1	0	-	-
6th	3	2	5	5	Reveal the Dweomer	4	2	1	1	-	-
7th	3	2	5	5	Reveal Fate	5	3	2	2	1	-
8th	4	2	6	6	Resist Charm (+6)	5	3	2	2	1	-
9th	4	3	6	6	Divine Focus	5	3	3	3	2	0
10th	5	3	7	7	Reverse Fate	5	4	3	3	2	1

Class Skills

Wise 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 Wise prestige class.

Hit Die: d6

Weapon and Armor Proficiency: The Wise is proficient in all simple weapons. Wise are not proficient in any armor.

Spells: The Wise gains access to a limited selection of spells to assist in her duties. She holds a revered position in any tribe and is strongly linked with the patron deity of that tribe, whether she is a cleric or not. Through this association she eventually learns to cast a limited number of divine spells in pursuit of her duties. This begins at 1st-level, when she is first invested as a Wise of the tribe. To cast a spell, the Wise must have a Wis score of at least 10 + the spell's level, so a Wise with a Wis score of 9 or lower can cast none of these spells. Wise bonus spells are based on Wis, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wis modifier. When the Wise gets 0 spells of a given level, she gets only bonus spells. A Wise casts spells as a Sorcerer, choosing them from the Wise Spell List. A Wise's caster level is her class level.

Detect Truth: At 1st-level, the Wise can use Sense Motive with far greater perception than most users. She gains a +4 competency bonus to overcome Bluff rolls.

Local History: The Wise is steeped in the lore of her people. She makes all knowledge checks concerning the history and legends of her people with a competency bonus of +1 per class level. This bonus is normally limited to a specific geographic region, such as the Desert Riders of White Sands or the Green Warriors of the Land's End swamp.

Scry Eye: A Wise is especially sensitive to the magic of scrying and so has +2 to chances of detecting others scrying upon her or the area around her.

Avert Evil Eye: Starting at 2nd-level, the Wise may, once per day, shield one person from the effects of a curse. This is treated as a Counterspell, but the Wise 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: The Wise is strongly resistant to magical charms. At 2nd-level she gains +2 to all saving throws vs Enchantment spells. This increases to +4 at 5th-level and +6 at 8th.

Heightened Awareness: At 3rd-level, the Wise adds her Wis modifier to Search rolls. She may search for secret doors, concealed panels, or similar items using the Search ability, as a rogue.

Pierce the Veil: At 4th-level, the Wise is able to detect illusions as well as mirages. When the Wise encounters an illusion, the GM secretly makes her Spot roll. Success reveals the illusion or mirage for the falsehood it is, and in addition shows what is being concealed. If she makes this roll by 5 or more, she may attempt to dispel the magic involved through force of will. The Wise makes another roll, adding her class level and Cha modifier, against the level of the illusion plus the caster. If successful, temporary illusions are dispelled while permanent illusions are disrupted for 1 round per Wise level. This ability is modified by a -5 penalty if outsiders or outsider-based magic are involved.

Scry Shield: At 5th-level the Wise may use her Scry ability to interfere with the scrying of others. In an

opposed roll, the Wise rolls her Scry ability against that of the scryer. If she succeeds, the scrying attempt fails.

Reveal the Dweomer: At 6th-level, the Wise has the ability to reveal enchantments. If observing an item or individual, a successful Spot roll reveals any ensorcellment, including curses, charms, and other magics. The Wise may then use Spellcraft to reveal the nature of the enchantment, and possibly the specific spell. This ability is modified by a -5 penalty if outsiders or outsider-based magic are involved.

Reveal Fate: At 8th-level, the Wise's second sight has become so attuned to the truth that she can now see the hand of fate on a person. The Wise can see if fate has taken an unusual interest in a particular individual, and what that interest may bring. She can see if the individual has any dire enemies, how powerful they are and how far or near. She can see if outsiders have an interest in the individual, and whether beneficent or malicious. To use this ability, the Wise must study the individual for at least ten minutes, in his presence. She then makes a Scry roll, using whatever tools she chooses, to see what fate has in store for him.

Divine Focus: At 9th-level the Wise casts all spells of the Divination school at +2 caster levels.

Reverse Fate: The Wise has learned much in her long dealings with fate—even how to avert the worst fate has in store, or at least delay the inevitable. At 10th-level the Wise gains the ability to, once per day, change a failure to a success. A failed die roll is altered so that the result was the minimum necessary to succeed. This cannot be used to generate a threat, but it can be used on the subsequent die roll to confirm a critical success. The Wise may use this ability on her own rolls or those of another.

Wise Spell List

The Wise 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.*

Sample Wise

Granny Applesmith is a wizened old woman who lives in a tiny cottage out on the edge of the largest apple orchard in Ruckers. Used to be her family owned that apple orchard, but after the youngsters moved out on their own old Granny got tired of running the place herself and sold it to a young and growing family new to town and looking to settle. She kept only the storage shed out on the edge and gradually cleaned it up and did repairs and transformed it slowly over the years into her comfortable little cottage. Granny is the oldest of the town elders and most of the other graybeards bow to her well-known wisdom.

Granny led a colorful life before she settled down in Ruckers, and even then she didn't quite settle. She joined the local militia and did her share defending the town and always spoke her mind and made quite a name for herself. Now she's paying for it.

Granny Applesmith: Female human Rogue 2/Fighter 3/Sorcerer 2/Wise 4; CR 11; medium humanoid; hp 34, Init +5 (+1 Dex, +4 improved initiative), Spd 30 ft, AC 16 (touch 16, flat-footed 15); Atk +8 melee (d4-2, 19-20/x2, dagger) or +9 ranged (d8+1, 160 ft., +1 repeating crossbow of distance); AL NG; SV Fort +3, Ref +10, Will +16; Str 7, Dex 12, Con 7, Int 17, Wis 20, Cha 16.

Skills and Feats: Animal empathy +9, appraise +8, bluff +8, diplomacy +11, heal +9, hide +6, intimidate +8, intuit direction +10, knowledge (arcana) +6, knowledge (local) +7, listen +7, move silently +6, read lips +8, ride +4, scry +11, sense motive +16, spellcraft +6, spot +14, use magic device +8; alertness, weapon finesse, improved initiative, scribe scroll, iron will, toughness, point blank shot.

Class Abilities: Sneak attack +1d6, evasion, detect truth, local history +4, scry eye, avert evil eye, resist charm (+1), heightened awareness, pierce the veil.

Possessions: +1 Repeating crossbow of distance, ring of chameleon power, +1 ring of protection, wand of dispel magic, wand of hold person, +2 amulet of health, +4 bracers of armor, +1 cloak of resistance, pearl of power (2nd), potions: cure light wounds x6, fly, fire breath, invisibility x2, cure moderate wounds, nondetection and speak with animals.

Wise Spells Per Day (3/3/3; DC 15 + spell level): 0-level - detect magic, light, read magic; 1st - comprehend languages, detect evil, message; 2nd - detect thoughts, hold person, zone of truth.

Sorcerer Spells Known (7/5, DC 13 + spell level): 0-level - resistance, ray of frost, dancing lights, mage hand, arcane mark; 1st - magic missile, magic weapon.

Appendix I: Complete Listing of Prestige and Core Classes

Italicized entries are included in this document. Items listed below are Product Identity belonging to the publishers indicated, unless identified elsewhere as open gaming content.

Core Classes

Adept	SRD
Algai'd'siswai	Wheel of Time p47
<i>Anchorite</i>	11
Archer	Sovereign Stone p33
Aristocrat	SRD
Armsman	Wheel of Time p48
Barbarian	SRD
Bard	SRD
Beastfriend	Fading Suns p57
<i>Blessed</i>	26
Blessed	Deadlands d20 p24
Brave	Deadlands d20 p26
Brawler	Primal Codex p9
Brother Battle	Fading Suns p60
Cavalier	Seven Avengers: Heroes & Magic Sourcebook p8
Cleric	SRD
Commoner	SRD
Diplomat	Wheel of Time p224
Draconic Barbarian	Dragons p131
Draconic Bard	Dragons p133
Draconic Cleric	Dragons p134
Draconic Druid	Dragons p135
Draconic Fighter	Dragons p137
Draconic Paladin	Dragons p138
Draconic Ranger	Dragons p139
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Draconic Sorcerer	Dragons p141
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<i>Ecclesiastic</i>	43
Elemental Mage	Sovereign Stone p37
Expert	SRD
Explorer	Dungeon 90
Fighter	SRD
Gangster	Dungeon 90
Guardian	Darwin's World p17
Guildier	Fading Suns p63
Gunslinger	Deadlands d20 p28
Huckster	Deadlands d20 p30
Huntsman	Primal Codex p10
Initiate	Wheel of Time p50
Living Weapon	Fading Suns p65
Mad Scientist	Deadlands d20 p32
Mahdi	The Goy p13
Martial Artist	Dungeon 90
Maverick	Deadlands d20 p34
Mechanist	Dragonstar p52
Monk	SRD
Mounted Warrior	Sovereign Stone p41
Mystic	Dungeon 90
<i>Ninja</i>	87
Noble	Fading Suns p69
Noble	Sovereign Stone p43
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Oji	The Goy p15
Paladin	SRD
Pilot	Dragonstar p49
Priest	Fading Suns p71
Private Eye	Dungeon 90
Psion	Psionic Handbook p6
Psychic	Fading Suns p73

Psychic Warrior	Psionic Handbook p13
Raider	Darwin's World p19
Ranger	SRD
Rogue	SRD
Rojin	The Goy p18
Rowdy	Deadlands d20 p36
Ruhak	The Goy p21
Sailor	Seas of Blood p8
Sailor	Sovereign Stone p47
Samurai	Oriental Adventures
Scav	Darwin's World p21
Scientist	Dungeon 90
Scout	Deadlands d20 p38
<i>Shaman</i>	110
Shaman	Deadlands d20 p40
Shaman	Oriental Adventures
Shaman	Primal Codex p12
Shugenja	Oriental Adventures
Slave	Gladiator: Sands of Death p35
Sohei	Oriental Adventures
Soldier	Dungeon 90
Soldier	Fading Suns p74
Soldier	Sovereign Stone p48
Sorcerer	SRD
Stalker	Sovereign Stone p51
Starwolf	Fading Suns p76
Techie	Fading Suns p77
Theurgist	Fading Suns p79
Thinker	Darwin's World p23
Thug	Traps & Treachery p31
Trader	Darwin's World p25
Void Mage	Sovereign Stone p53
Wanderer	Wheel of Time p56
Warrior	SRD
Wilder	Wheel of Time p57
Witch Doctor	Primal Codex p17
Wizard	SRD
Woodsman	Wheel of Time p60
Wu Jen	Oriental Adventures
Wudu	The Goy p22
Yeoman	Fading Suns p81

Prestige Classes

Aaleear Enchanter	Mythic Races p8
Acolyte of the Skin	Tome & Blood p43
<i>Adventurer</i>	8
Aes Sedai	Wheel of Time p206
Agency Operative	Deadlands d20 p90
Air Lord	Dragons p32
Akodo Champion	Oriental Adventures
Alienist	Tome & Blood p45
Anaeman Crafter	Mythic Races p15
Ancestral Avenger	Dragon 279
Animal Lord	Masters of the Wild
Animal Master	Primal Codex p20
Animan Atavist	Mythic Races p20
Animator	Hollowfaust: City of Necromancers p111
Arachnemancer	Dungeon 84
Arcane Archer	SRD
<i>Arcane Burglar</i>	15
Arcane Devotee	Forgotten Realms p40
Arcane Trickster	Tome & Blood p47
Arcanopath Monk	Dragon 281
Archmage	Forgotten Realms p41
<i>Artificer</i>	19
Artificer	Codex Mysterium p17
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Appendix II: Submission Templates

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Appendix III: List of Abbreviations

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Con Constitution
Dex Dexterity
Fort Fortitude
Int Intelligence

Ref Reflex
SRD System Reference Document
Str Strength
Will Willpower
Wis Wisdom