

C Net Book of CLASSES



J. Neal © 2001



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Introduction

Welcome to the DnD Community Council's 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 out your DM's approval before joining 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 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 Community Council, which can be found at www.dndcommunitycouncil.org, is well on its way to having first printings of all its 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 has been licensed under the Open Gaming License. As Open Gaming Content, this material is very 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.dndcommunitycouncil.org/submissions/>

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 DNDCC 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 DNDCC] release the following submissions to the DnD 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 DnD 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 NOTICE affixed to the content. This copyright notice is to protect your materials under the OGL.

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 DMs 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 DM 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

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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

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 more so 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.

Level	Spells Known									
	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

(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 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	
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.

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 (Staves 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.

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	3	2	-	-	-
19th	+14/+9/+4	+6	+6	+11		6	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	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 necessarily 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.

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, Harlon 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 Privilege." 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

The Caverner'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 Caverners 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

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

kind of trek into the underground. In Ruby Caverns they prefer the traditional rescue of some lost explorer or expedition, or being rescued.

Caverner frequency: Caverners 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.

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

Caverner relations: Caverners 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. Caverners 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 Caverner 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 Caverner to find them and bring them back.
- The Caverner 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 Caverner is hired to guide the group along safer paths.

Requirements

To qualify to become a Caverner, 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 Caverner must either go through an initiation rite or have been through something similar in the knowledge of the Caverner's Guild. Rite: Get lost in the caverns or find someone lost.

Class Skills

The Caverner'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 fel-

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

Animal Companion: The Caverer gains an animal companion of 2 HD or less. This is a trained pet provided by the guild. The caverer 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 Caverer. 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 Caverer may choose any language spoken by races of the underground communities.

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

Friend: The Caverer 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 Caverer gains the Track feat for free.

Detect Gas (EX): The Caverer 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 Caverer 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 Colapses.

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

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

Tremorsense (EX): At 10th level, the Caverer 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 Caverer

Darin Rockhound is a Fighter/Rogue/Caverer 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/Caverer 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 8t-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.

Dragoon Prestige Class

Author: Francisco Sucre

Balance Rating: 4.41 (Purp 4.63, Pow 4.5, Port 4.25, Comp 4.25, Rule 4.42)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Dragoon Leap, Slow Fall, Jump Attack 3/Day
2	+2	+3	+3	+0	Dragoon Power
3	+3	+3	+3	+1	Dragoon Power
4	+4	+4	+4	+1	Jump Attack 4 / Day
5	+5	+4	+4	+1	Dragoon Power
6	+6	+5	+5	+2	Dragoon Power
7	+7	+5	+5	+2	Jump Attack 5/Day
8	+8	+6	+6	+2	Dragoon Power
9	+9	+6	+6	+3	Dragoon Power
10	+10	+7	+7	+3	Jump Attack 6 / Day

Note: This class is an attempted conversion of the Dragoon from the Final Fantasy II video game. I tried to keep the flavor of the original intact, while converting it to the current edition of the game.

As the legend goes, an Albionite patrol stumbled upon a gravely wounded woman. For the next week, the group's leader cared for her wounds, until a mysterious sorcerer with flame-red hair intruded into the patrol's outpost, demanding that the woman be returned to him. The Albionite commander refused, and a nightmarish combat ensued.

All who stood before the sorcerer fell to his spells. When finally they managed to wound him, he revealed his true nature as he reverted to his Red Dragon form. The walls and towers of the Albion fort crumbled before the onslaught of the massive wyrm. His awful flaming breath seared man, metal and stone.

All would surely have perished, but the mysterious woman, still weak from her wound, magically transported herself outside the fort and lured the red wyrm away from his helpless victims.

Her fate remained unknown until three hundred years later, when a black wyrm named Harth'acktael threatened the city of Satalice, Albion's capital. The city had no defense, no offense, of great enough power to stop Harth'acktael. Then a dozen mysterious warriors armed with spears confronted the beast. They moved with unnatural grace and jumped impossibly high. They fought with such tenacity that Harth'acktael retreated, vowing revenge. The warriors declared to all who survived within the city of Satalice that they were of the blood of Craximanalei, and the debt she owed to Albion would be repaid through them. They vowed to protect the Kingdom of Albion until Craximanalei herself returned in a time of great need. Since that time, they have been the shadowy protectors of Albion.

Seventy years later, a second group of Dragoons appeared. These claimed to be of the blood of Harth'acktael the Black. They remain the sworn enemies of the golden dragoons to this day, but the black scaled Wyrms has yet to be seen again.

Dragoons are spearmen specially trained to imitate the sweeping attacks of flying dragons. Most Dragoons are

Fighters, Barbarians, Rangers or Paladins who find that the Dragoon's abilities enhance their own quite well. Rogues, Bards, Clerics and Druids sometimes join the ranks of the Dragoons to add a little combat capability to complement their other abilities. Wizards, Sorcerers and Monks rarely become dragoons.

Requirements

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

Race: Human, Half-Humans

Base Attack Bonus: +8

Jump: 10 ranks

Knowledge (Dragons): 5 ranks

Feats: Weapon Focus: Dragoon Weapon, Improved Critical: Dragoon Weapon, Spring Attack.

Special: Must either join a hunting cadre to actively aid in the slaying of a young adult (or older) dragon, or gain a dragon's approval specifically to join the Dragoons.

Class Skills

The Dragoon's class skills (and the key abilities for each skill) are Balance (Dex), Climb (Str), Jump (Str), Intimidate (Cha), Knowledge (Dragons) (Int), Spot (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Hit Die: d8

Weapon and Armor Proficiency: Dragoons are proficient with Dragoon weapons, which are polearm weapons

such as: Ranseur, Guisarme, Glaive, Halberd and Longspear. They are proficient with light or medium armor.

Dragoon Leap (Ex): At 1st level, the Dragoon's Jumping distance (vertical or horizontal) is not limited by height. Heavy armor completely negates this ability.

Slow Fall (Ex): A Dragoon is trained in jumping, and knows how to reduce damage from falling. Starting at 1st level, when calculating damage from a fall, the Dragoon reduces the effective distance by 5 feet per Dragoon level. Heavy armor completely negates this ability.

Jump Attack (Su): The Dragons are masters of the Jump Attack maneuver. When attempting this maneuver, the Dragoon jumps supernatural distances in the blink of an eye. The distances the dragoon may jump are listed in the chart below.

When jumping, the Dragoon may transfer all the momentum gained through his jump into a single devastating blow against an opponent. When falling upon his intended target, the Dragoon must succeed at an attack roll with +2 circumstance bonus. A successful attack in this manner adds the extra damage detailed in the chart below to the damage normally dealt by the Dragoon's weapon.

If the attack is attempted at noon, when the sun is high, the Dragoon may disappear into the sun, causing the target to become flat-footed as far as the Dragoon (and only the Dragoon) is concerned, since the Dragoon is effectively invisible to the target. Once the jump is concluded, the Dragoon lands in the intended square, or in a free square within 5 feet of the target. A Dragoon may not Jump Attack if wearing heavy armor.

The distances jumped by the Dragoon in this manner are not determined as per the rules in Core Rulebook I. Instead, the Dragoon automatically jumps the intended distances with no roll necessary. Spells like Haste or Jump do not affect the maximum distances a dragoon may jump. Jump attack is a full round action and is considered a supernatural ability.

Level	Times per Day	Max Height	Max Distance to Target	Extra Damage
1	3	10	'10	'+1d6
2	3	10	'15	'+1d6
3	3	20	'20	'+2d6
4	4	20	'25	'+2d6
5	4	30	'30	'+3d6
6	4	30	'35	'+3d6
7	5	40	'40	'+4d6
8	5	40	'45	'+4d6
9	5	50	'50	'+5d6
10	6	50	'55	'+5d6

Dragoon Power: As the Dragoon gains power and experience, he learns how to imitate the powers and abilities of dragons. He may choose from among the following abilities: Dragon Spirit, Draconian Senses, Draconic Fear, Elemental Protection, Drake's Scales and Mimic Dragon Breath.

Dragon Spirit (Ex): The Dragoon becomes immune to fear (magical or otherwise), and grants all allies within 10 feet a +4 morale bonus on saving throws against fear. Dragon Spirit's immunity against fear is always active and is considered an extraordinary ability. Dragon Spirit's ability to grant a morale bonus to allies is a supernatural ability. The Dragoon may take this ability only once.

Draconian Senses: As the per feat Blindsight 5-ft-radius. The Dragoon may take this ability only once.

Draconic Fear (Su): The Dragoon radiates an aura of fear similar to that of an adult dragon. Creatures within 50 feet and with less HD than the Dragoon's levels must make a will save (DC 12 + Dragoon Level). Those with 5 HD or less become panicked for 3d6 rounds upon failing, those with 6+HD become shaken for 2d6 rounds. Using Draconic fear is a standard action. The Dragoon may use this ability once per day for every time he takes this ability. Draconic Fear is a supernatural ability.

Elemental Protection (Su): As per the spell Protection from Elements, but only against the element appropriate to the dragon defeated to become a Dragoon. Treat Dragoon Levels as actual Caster Level. Using Elemental Protection is a standard action. The Dragoon may use this ability once per day for every time he picks this ability. Elemental Protection is a supernatural ability.

Drake's Scales (Su): The Dragoon may alter his skin to resemble a dragon's scaly hide. This grants him a +2 Natural Armor bonus, damage reduction 10/+2 and -4 to Dex. This effect last 1 minute per Dragoon level or until dismissed by the Dragoon. Drake's Scales is a standard action. The Dragoon may use this ability once per day for every time he picks this ability. The Dragoon may not take this ability before 5th Level as a Dragoon. Drake's Scales is a supernatural ability.

Mimic Dragon Breath (Su): The Dragoon may attempt to mimic the breath weapon of the dragon it faced to become a dragon. He emits a ray of the appropriate element from the tip of his weapon that strikes at his target. The Dragoon must succeed at a ranged touch attack roll to hit his target. Any successful hit deals 5d8 damage with a reflex save DC 10 + Dragoon level for half damage. The Ray has a range of 100'. Mimic Dragon Breath is a full round action. The Dragoon may use this ability once per day for every time he takes this ability. If this ability is taken more than once, the Dragoon must wait 1d4 rounds between uses. The Dragoon may not take this ability before 6th Level as a Dragoon. Mimic Dragon Breath is a supernatural ability.

Sample Dragoon

Hannan Windsplitter was born in Satalice, and like many other Albionites, he grew up weaned on legends of the Dragoons. When the time came, he joined the Albionite Infantry and distinguished himself in two campaigns against enemies of the crown.

As a member of the Albionite Military, Hannan Windsplitter gained fame by leading a squad of volunteers in the hunt of a blue dragon that was terrorizing the trade lanes through the western desert. Of that battle not much is told, except that Hannan's actions that day saved the lives of many of his fellows. He was awarded the highest decoration of the Albionite Military, the Golden Scale, but never showed up at the award ceremony. Many believed foul play by some of the enemies of Albion.

He reappeared three years later as a member of the Golden Dragoons, and has remained the only publicly known member of that order. Because of this, many suspect he is the current leader of the Dragoons, even if there is no evidence to support this claim.

Hannan Windsplitter: Male human Fighter 9/Dragon 10, medium humanoid, hp 138, Init +8, Spd 30, AC 25

(touch 17, flat-footed 21); Atk +25/+20/+15/+10 melee (2d4+9 /19-20 x3 Guisarme +4); AL CG; SV Fort +17, Ref +16, Will +8; Abilities: Str 14 (+2), Dex 18 (+4), Con 14 (+2), Int 13 (+1), Wis 10 (+0), Cha 12 (+1).

Skills and Feats: Balance +13, Climb +14, Jump +24, Knowledge (Dragons) +12, Spot +10, Tumble (cc) +13. Weapon Focus (Guisarme), Dodge, Expertise, Mobility, Improved Trip, Weapon Specialization (Guisarme), Spring Attack, Combat Reflexes, Improved Critical (Guisarme), Improved Initiative, Improved Disarm, Power Attack, Run.

Special Attacks: Dragoon Jump Attack.

Special Qualities: Dragoon Leap, Slow Fall, Dragoon Powers.

Dragoon Powers: Dragon Spirit, Draconian Senses, Elemental Protection (Electricity) 1/day, Drake's Scales 1/day, Mimic Dragon Breath (Electricity) 2/day.

Possessions: Guisarme +4, Chain Shirt +4, Ring of Protection +3, Cloak of Resistance +2, Boots of Speed.

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 elven 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 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 hair 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.

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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.

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					

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 quarter-staff. 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 modifier.

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.

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

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

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, short-spear, shortsword), Combat Reflexes, Alertness

Alignment: Any Lawful

Climb: 8 ranks

Proficiency: Club, Heavy X-bow, Short-spear, Short-sword, 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), Intimidate (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: Shortspear, Combat Reflexes, Alertness, Weapon Specialization: Shortspear, 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: Shortspear +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 rush-

ing 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)

Base Attack Bonus: +5

Language: Orc

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

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 character 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: Avaunt (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 combatting 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, ogre-mage, 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 Enchant-

ment 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.

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 appraisal 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, Ambidexterity. Turn Undead 5/day, Turn Air/Rebuke Earth 5/day, +1 Caster Level for Good spells, Hurl Hammer 3/da7y, 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.

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.

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	Hookwing	Snake, Sm Viper
Bobcat	Mere-Lurker	Snake, Md Viper
Cat	Octopus	Squirrel
Dog	Otter	Tanil's Fox
Eagle	Owl	Toad
Fish, Drowned Lady	Pike, Md	Waterfowl
Fish, Floating Eye	Racoon	Weasel
Giant Frog, Small	Rat	Wolf
Giant Frog, Tiny	Raven	
Goat	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© and others from various conversions offered on the Creature Catalogue website.

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, Giant Frog (tiny), Hawk, Owl, Raccoon, Viper (Tiny Snake), Waterfowl (Duck, Goose, Swan, etc.).

Summon Nature's Ally II: Bobcat, Crescent Elk, Eagle, Giant Frog (small), 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), Giant Frog (medium), 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© and others from various conversions offered on the Creature Catalogue website.

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, Giant Frog, Hawk, Hookwing, Mere-Lurker, Owl, Raccoon, Rat, Raven, Scythe Falcon, Snake, Tanil's Fox, Waterfowl (Duck, etc.), Weasel.

Small: Bobcat, Dog, Eagle, Giant Frog, Octopus, Otter, Snake, Waterfowl (Goose, Swan, etc.).

Medium: Bear (Black), Boar, Giant Frog, 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© and others from various conversions offered on the Creature Catalogue website.

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 orcish 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, Short-sword +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 (SRD), Otter, Small Giant Frog (Creature Catalogue website)

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

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 Baltereian 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 Baltereian 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 Baltereian, 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 Baltereian 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

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

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 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-bands 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, Lightning 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).

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 rocking 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 fonts 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.

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 a 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 mansions, 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.

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.

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

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 $5 + \text{the victim's spellcaster level}$. 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 $12 (6 \times 2)$ 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 $5 + \text{Bluff or Hide ability of the Spell-Thief}$. He may try to break the contact psychically with a Will saving throw DC $10 + \text{Spell-Thief level}$. 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 components 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
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.

Tattoo Mage Prestige Class

Author: Dominique Crouzet

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 Yordhvil, 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).

The 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)

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

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 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, Misdirect-*

tion, *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; medium humanoid; hp 34, Init +5, Spd 30 ft, AC 16 (touch 16, flat-footed 15); Atk +8 melee (d4 - 2, Dagger 19-20/x2) or +9 ranged (d8+1, Repeating Crossbow +1, Distance, d8+2, +10 if 30'); AL NG; SQ +1 save vs Charm effects; SV Fort +3, Ref +10, Will +16; Abilities: Str 7 (-2), Dex 12 (+1), Con 7 (-2), Int 17 (+3), Wis 20 (+5), Cha 16 (+3).

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. Sneak Attack +1d6, Evasion, Detect Truth, Local History +4, Scry Eye, Avert Evil Eye, Resist Charm (+1), Heightened Awareness, Pierce the Veil.

Possessions: Repeating Crossbow +1 (Distance), Ring of Chameleon Power, Ring of Protection +1, Wand of Dispel Magic, Wand of Hold Person, Amulet of Health +2, Bracers of Armor +4, Cloak of Resistance +1, Pearl of Power (2nd), Potions: Cure Light Wounds x6, Fly, Fire Breath, Invisibility x2, Cure Moderate Wounds, Nondetection and Speak with Animals.

Spells Cast Per Day: Sorcerer 7/5, base DC 13 + spell level; Wise 3/3/3; base DC = 15 + spell level).

Sorcerer Spells Known: 0 - Resistance, Ray of Frost, Dancing Lights, Mage Hand, Arcane Mark; 1 - Magic Missile, Magic Weapon.

Appendix I: Complete Listing of Prestige and Core Classes

Italicized entries are included in this document.

Core Classes

Adept.....	SRD
<i>Anchorite</i>	10
Archer.....	Sovereign Stone p33
Aristocrat.....	SRD
Barbarian.....	SRD
Bard.....	SRD
<i>Blessed</i>	18
Cleric.....	SRD
Commoner.....	SRD
Druid.....	SRD
<i>Ecclesiastic</i>	33
Elemental Mage.....	Sovereign Stone p37
Expert.....	SRD
Fighter.....	SRD
Monk.....	SRD
Mounted Warrior.....	Sovereign Stone p41
Noble.....	Sovereign Stone p43
Paladin.....	SRD
Ranger.....	SRD
Rogue.....	SRD
Sailor.....	Sovereign Stone p47
Soldier.....	Sovereign Stone p48
Sorcerer.....	SRD
Stalker.....	Sovereign Stone p51
Thug.....	Traps & Treachery p31
Void Mage.....	Sovereign Stone p53
Warrior.....	SRD
Wizard.....	SRD

Prestige Classes

<i>Adventurer</i>	8
Arcane Archer.....	SRD
<i>Artificer</i>	15
Assassin.....	SRD
Balan's Jackal.....	Legions of Hell p50
Bargainer.....	Evil p70
Blackguard.....	SRD
Blood Archer.....	Evil p68
<i>Blood Knight</i>	22

Blood Witch.....	Relics & Rituals p8
<i>Caverner</i>	24
Centurion Knight.....	Wonders Out of Time p44
<i>City of Mages Artificer</i>	28
Crusader.....	Dungeons p87
Crypt Lord.....	Relics & Rituals p10
Death's Forsaken.....	Touched by the Gods p16
Demolitionist.....	Dungeons p89
Demon Summoner.....	Evil p29
Discrete Companion.....	Traps & Treachery p20
Distractor.....	Akrasia: Thief of Time p28
<i>Dragoon</i>	31
Dwarven Defender.....	SRD
<i>Elite City Watch</i>	38
<i>Elven Defender</i>	41
<i>Giant-Hunter</i>	44
God Seeker.....	Touched by the Gods p37
Guildmaster.....	Traps & Treachery p23
<i>Half-Orc Survivor</i>	47
<i>Hammer of the Dwarves</i>	50
<i>Imbuer</i>	52
Incarnate.....	Relics & Rituals p12
Justicar.....	Touched by the Gods p42
<i>Lake Bleu Defender</i>	54
Loremaster.....	SRD
Mountebank.....	Legions of Hell p52
<i>Nomad Lord</i>	58
Penumbral Lord.....	Relics & Rituals p15
<i>Pirate Captain</i>	60
Plaguelord.....	Legions of Hell p54
<i>Rock Ghost</i>	64
Roofrunner.....	Traps & Treachery p26
<i>Sea Hawk</i>	67
Sea Witch.....	Relics & Rituals p18
Shadowdancer.....	SRD
Shock Trooper.....	Dungeons p91
<i>Spell Thief</i>	71
Summoner.....	Relics & Rituals p20
<i>Tattoo Mage</i>	76
<i>The Wise</i>	79
Totem.....	Touched by the Gods p68
Trapmaster.....	Traps & Treachery p29
Treasure Hunter.....	Dungeons p83
Vigilant.....	Relics & Rituals p22

Appendix II: Submission Templates

(see following pages)

Title of Variant Core Class

Author Name, Contributor ID, and email (if available)

Balance Rating:

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																				
2 nd																				
3 rd																				
4 th																				
5 th																				
6 th																				
7 th																				
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19 th																				
20 th																				

Introductory paragraph

Adventures: justification for the class going out on adventures.

Characteristics: Main features of the class (i.e., clerics are masters of divine magic, etc.)

Alignment: Options and justifications for those options.

Religion: what if any relationship the class in general has with the gods.

Background: cultural and historical notes

Races: racial options.

Other Classes: Class relationships with other classes.

GAME RULE INFORMATION

_____ have the following game statistics.

Abilities: which ability scores are important and what they do for the class.

Alignment: Any alignment restrictions of the class.

Class Skills

The _____'s class skills (and the key ability for each skill) are _____

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

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

Skill Points at Each Additional Level: ___ + INT modifier.

Class Features

All of the following are class features of the _____.

Hit Die: d_.

Weapon and Armor Proficiency: _____ blah blah blah.

And so on ...

Spell List

_____ choose their spells from the following list:

0 level—change self, detect poison, ghost sound, etc.

1st level—change self, detect poison, ghost sound, etc.

2nd level—change self, detect poison, ghost sound, etc.

3rd level—change self, detect poison, ghost sound, etc.

- 4th level—change self, detect poison, ghost sound, etc.
- 5th level—change self, detect poison, ghost sound, etc.
- 6th level—change self, detect poison, ghost sound, etc.
- 7th level—change self, detect poison, ghost sound, etc.
- 8th level—change self, detect poison, ghost sound, etc.
- 9th level—change self, detect poison, ghost sound, etc.

Spells Known (if applicable)

0 1 2 3 4 5 6 7 8 9

Any Other End Notes

Ex-characters of this class and what happens to them.

Starting Package

(should do one for each different core race in the PHB, if different)

Armor: _____

Weapons: _____

Skill Selection: Pick a number of skills equal to __ + INT modifier.

Skill	Ranks	Ability	Armor
-------	-------	---------	-------

Feat: _____

Bonus Feat: _____ (Human only)

Gear: _____

Gold: ___ gp.

Title of Prestige Class

Author Name, Contributor ID, and email (if available) + original source if a conversion

Balance Rating:

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st									
2 nd									
3 rd									
4 th									
5 th									
6 th									
7 th									
8 th									
9 th									
10 th									

Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice. Description of Prestige Class, including cultural notes and roleplaying advice.

Requirements

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

Alignment: blah blah.

Race: blah blah.

Base Attack Bonus: + ____.

Skill Name: __ ranks.

Skill Name: __ ranks.

Skill Name: __ ranks.

Feats: _____.

Spellcasting: Ability to cast __-level (divine or arcane) spells.

Special: initiation or acceptance or sacrifice or something similar.

Class Skills

The _____'s class skills (and the key ability for each skill) are _____

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

Skill Points at Each Level: __ + INT modifier.

Class Features

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

Hit Die: d_.

Weapon and Armor Proficiency: _____ blah blah blah.

And so on ...

Spell List

_____ choose their spells from the following list:

1st level—change self, detect poison, ghost sound, etc.

2nd level—change self, detect poison, ghost sound, etc.

3rd level—change self, detect poison, ghost sound, etc.

4th level—change self, detect poison, ghost sound, etc.

5th level—change self, detect poison, ghost sound, etc.

6th level—change self, detect poison, ghost sound, etc.

7th level—change self, detect poison, ghost sound, etc.

8th level—change self, detect poison, ghost sound, etc.

9th level—change self, detect poison, ghost sound, etc.

Any Other End Notes

Blah blah blah blah

Appendix III: List of Abbreviations

Cha Charisma
Con Constitution
Dex Dexterity
Fort Fortitude
Int Intelligence

Ref Reflex
SRD System Reference Document
Str Strength
Will Willpower
Wis Wisdom