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C Net Book of LASSES



Tome 2

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Version 1.0a

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Introduction

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

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

The Community Council

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

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

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

New Class Submissions

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

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

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"
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- You must have a Permission Agreement on file or your submissions cannot be published.
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- This means that you can now contribute to ANY FanCC sponsored publication, not just the Netbook of Classes!

Once you have a Contributor ID assigned, send your classes to: maransreth@optushome.com.au. 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).

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- You MUST include the statement of authority to contribute somewhere in the text of your message containing the submissions

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

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

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

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

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Reviewing Policy

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

Class Rating Process

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

The balance ratings can be defined as:

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

- 1 - This submission should not be considered for use by any campaign
- 2 - This submission should only be allowed under extreme circumstances
- 3 - This submission should only be allowed under special circumstances
- 4 - This submission is suitable for most campaigns

- 5 - This submission is clearly suitable for any campaign

Publishing Policy

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

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

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

Arcanist Prestige Class

Author: Carl Cramer

Balance Rating: 3.7 (Pow 3.25, Purp 3.92, Port 3.83, Comp 4.42, Rule 3.08)

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

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

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

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

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

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

Requirements

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

Concentration: 7 ranks

Knowledge (Arcana): 5 ranks

Knowledge (Nature or Religion): 5 ranks

Spellcraft: 7 ranks

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

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Hit Die: d4

Weapon and Armor Proficiency: The arcanist gains no new ability to use weapons and armor.

Spells per Day: An arcanist continues training in magic as well as her field of research. Thus, when a new arcanist level is gained, the character gains new spells per day as if the arcanist had also gained a level in one arcane and one divine spellcasting class she belonged to before she added the prestige class. The character does not, however, gain any other benefit a character of that class would gain (improved chance of controlling or rebuking undead, metamagic or item creation feats, etc.). This essentially

means the arcanist adds his class level to the level of two other spellcasting classes, then determines spells per day and caster level accordingly. The spells of each class are cast as normal for that class and retain their basic type (i.e., divine or arcane).

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

Special Limitations

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

Limited Magic Item Creation Feats: An arcanist may not count his arcanist levels against the level requirements of item creation feats. As an example, a wiz 3/clr3/arcanist 5 cannot learn any item creation feats requiring a caster level over three to learn, despite the fact that his caster level as either a cleric or wizard is eight.

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

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

Sample Arcanist

Wexell Dran lived in fear throughout his childhood and could think of nothing he wanted more than the power to make others fear him. In his quest for power, he abandoned all avenues of education that did not immediately result in granting him more power. He thrust aside all consideration of research or dealing with undead or counseling worshippers. He found a god whose service he could accept and has finally attained a level of power he finds acceptable. Now he shores up his defenses against those who plot against him to wrest away his power. No one can deceive him. He can see inside their minds and knows which are his enemies and which think themselves his allies. Of course, all are expendable in his pursuit of more power.

Wexell Dran: Male human clr2/wiz2/arcanist8, medium-size humanoid, hp 42, Init +1, Spd 30, AC 18 (touch 14, flat-footed 17); Atk +5/+0 melee (dagger, 1d4-1, 19-20/x2); AL NE; SV Fort +9, Ref +8, Will +14; Abilities Str 8, Dex 12, Con 12, Int 19, Wis 16, Cha 13.

Skills and Feats: Concentration +16, Diplomacy +6, Knowledge (Arcana) +19, Knowledge (the Planes) +7, Knowledge (Religion) +19, Listen +5, Scry +19, Spellcraft +21, Spot +5; Alertness*, Scribe Scroll**, Spell Focus (Evocation), Spell Focus (Transmutation), Spell Penetration, Skill Focus (Spellcraft), Combat Casting, Lightning Reflexes; Turn Undead, Summon Familiar.

*from her familiar.

**free feat from wizard class.

Possessions: Pearl of Power (3rd), Headband of Intellect +2, Boots of Speed, Cloak of Resistance +3, Bracers of Defense +4, Ring of Protection +3, scrolls: identify x3, mage armor x3, summon monster II x3, minor globe of invulnerability x2, cloudkill, summon monster V x2.

Domains: Evil and Luck

Cleric Spells Per Day (6/5+1/5+1/4+1/3+1/2+1, base DC 13 + spell level, 15 if Evocation or Transmutation): 0-level – *create water, cure minor wounds x3, guidance x2*; 1 – *bane, command, cure light wounds x2, entropic shield†, shield of faith*; 2 – *cure moderate wounds x2, desecrate†, find traps, hold person, spiritual weapon*; 3 – *animate dead, cure serious wounds x2, dispel magic, protection from elements†*; 4 – *cure critical wounds, freedom of movement†, spell immunity, status*; 5 – *break enchantment†, dispel good, greater command*. †Domain spell.

Wizard Spells Per Day (4/5/5/4/4/2, base DC 14 + spell level, 16 if Evocation or Transmutation): 0-level – *flare*, mage hand*, detect magicx2*; 1 – *burning hands*, charm person, magic missilex3**; 2 – *blindness*, levitate*, shatter*, summon monster Ix2*; 3 – *blink*, fireballx2*, haste**; 4 – *ice stormx2*, polymorph otherx2**; 5 – *cone of cold*, teleport**. *Evocation or Transmutation spell.

Spellbook: 0-level - all; 1 – *burning hands*, charm person, identify, mage armor, magic missile*, ray of enfeeblement, shocking grasp**; 2 – *blindness/deafness*, levitate*, shatter*, summon monster II*; 3 – *blink*, fireball*, haste*, lightning bolt**; 4 – *ice storm*, minor globe of invulnerability, polymorph other*, mnemonic enhancer**; 5 – *cloud-kill, cone of cold*, summon monster V, teleport**.

Familiar (Edgar): male toad.

Calligrapher Prestige Class

Author: Itzhak Even

Balance Rating: 4.4 (Pow 4.7, Purp 4.6, Port 3.9, Comp 4.3, Rule 4.5)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day				
						1	2	3	4	5
1 st	+0	+0	+2	+2	Scribe Scroll	1	-	-	-	-
2 nd	+1	+0	+3	+3	Comprehend Languages	2	-	-	-	-
3 rd	+2	+1	+3	+3	Decode	2	1	-	-	-
4 th	+3	+1	+4	+4	Efficient Scroll	3	2	-	-	-
5 th	+3	+1	+4	+4	Steady Hand	3	2	1	-	-
6 th	+4	+2	+5	+5	Protect Knowledge	3	3	2	-	-
7 th	+5	+2	+5	+5		4	3	2	1	-
8 th	+6	+2	+6	+6	Ignore Glyph	4	3	3	2	-
9 th	+6	+3	+6	+6		4	4	3	2	1
10 th	+7	+3	+7	+7	Clean-up	4	4	3	3	2

Wu Mai sat near her writing desk, pondering her reply to the message she received. She knew if it were ever discovered she would be killed.

At that moment, she heard footsteps moving in the manor, and realized someone must have betrayed her. She immediately took a scroll from her desk and began chanting, feeling her skin harden. A second scroll surrounded her in an aura warding off evil.

As she finished her preparations, a large form ripped through the door to her room, and was immediately engulfed in flames from the ruptured glyph.

Wu Mai took up her quarterstaff and hit the creature before it could recover, with enough force to knock him out. She ran from the house, knowing she could not return and wishing she had time to pack a few of her scrolls. She was thankful she still had the book in the folds of her clothes.

While running, she activated her ring, and was immediately teleported to her hideout. Once there she began to study the book intently, knowing that if she could unlock its language she could figure what was so important. It took her just a few minutes to decode it, and she was shocked by the contents. Eagerly she read the entire book, and knew that now she was ready to defend the knowledge kept there from those who would abuse it.

The people of the orient hold art in great esteem, from peasants to nobles, and even the emperor. Strangely enough, they have no equivalent to the western bard class, but art is encouraged as a pastime.

Some individuals, with their knowledge of ki and magic, have learned to tap their art to create magical effects. Each art has a following and people that learn to tap its secrets, and each of these groups represents a path of art.

Of the different arts, calligraphy is held in most regard. While most people are literate, it is considered a mark of honor for a person to have skill at calligraphy. Calligraphy

is always used in the documents of nobles and the emperor, and sometimes even in the writings of commoners, which means that great knowledge is locked within. The libraries of monasteries and palaces are filled with information vital to the internal workings of the land, and all of it is written in calligraphic style.

This has led criminal organizations to educate some of their own in the use of calligraphy to forge official documents. Knowledge became even more important, especially when noble houses were kidnapping calligraphers to learn the secrets of their rivals.

The rivals of his merchant employer kidnapped a scholar named Wang-Liu. After his release, he determined to protect the knowledge he held, and began to train as a fighter. This choice was ill suited to his lifestyle and previous training, however, and he sank into despair. After careful research, he developed a method allowing him to incorporate the fine art of calligraphy into his fighting, in a style based on defense and small weapons, requiring both a strong will and a steady hand. The knowledge of this craft spread throughout the land, and knowledge was protected once again.

Calligraphers are more interested in defense than offense, and emphasize it in their fighting and their magical abilities.

Some calligraphers roam the land looking for events to record. Some function as scholars in a monastery, noble house, or a merchant house. Some are bureaucrats in the land's government. While most calligraphers are more of the home-type there are many who traverse the land and record their journeys. Wherever they are, they accumulate rumors and bits of knowledge, and read ancient texts. They have a knack for seeing through falsehood garnered from long hours reading the histories and accounts of men.

Requirements

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

Alignment: Any lawful.

Craft (Calligraphy): 8 ranks.

Decipher Script: 4 ranks.

Feats: Skill focus (Calligraphy), Expertise.

Special: The character must have been in a situation where he was attacked for knowledge someone wanted, either to destroy it or obtain it.

Class Skills

The calligrapher's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (all, each taken individually; Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 6 + INT modifier.

Class Features

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

Hit Die: d6

Weapon and Armor Proficiency: The calligrapher has proficiency in simple weapons and light armors, but not shields.

Spells per Day: Beginning at 1st level, a calligrapher gains the ability to cast a small number of arcane spells. To cast a spell the calligrapher must have an Intelligence score of at least 10 + the spell's level, so a calligrapher with an Intelligence of 10 or lower cannot cast spells. Calligrapher spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + Intelligence modifier. When a calligrapher gets "--" spells per day of a given level the character cannot cast spells of that level.

The calligrapher's spell list appears at the end of the class description. When she gains a level, she learns 2 spells, from whatever level she can cast. A calligrapher must have a spellbook to record her spells and must prepare her spells like a wizard. Unlike a wizard or a sorcerer, she cannot use metamagic feats to affect her spells, but she can take the Spell Mastery feat.

Scribe Scroll (Su): At 1st level, the calligrapher gains the Scribe Scroll feat for free. A calligrapher can cast an abjuration spell from any scroll, even if it is not on her list.

Comprehend Languages (Sp): At 2nd level, the calligrapher gains the ability to use Comprehend Languages

three times per day, plus his Int modifier. This ability is as the spell and is cast at the Calligrapher's class level.

Decode: At 3rd level, the calligrapher knows all sorts of codes designed to hide knowledge from the peering eye. He has mastered the use of these codes, and can more easily use them to code his writing or to decode another's. He gains a +1 insight bonus to Decipher Script. At 5th level, this bonus increases to +2, then +3 at 7th level and +4 at 9th level. This bonus also adds to the calligrapher's Spellcraft check when trying to learn spells from a wizard's spellbook or from a scroll.

Efficient Scroll (Ex): At 4th level, the calligrapher has mastered the art of efficiently writing magical scrolls. The XP cost is cut in half.

Steady Hand: At 5th level, the calligrapher can take 10 for writing things even in the midst of combat, or on a rocking boat. It can also be used when copying spells to their spellbook.

Protect Knowledge (Sp): At 6th level, the calligrapher can put a magical protection on any writing of his. This ability can be used once per day, and can only affect something he is writing that day. He can choose to apply one of the following effects: *Sepia Snake Sigil*, *Illusory Script*, or *Secret Page*. These effects are cast at the calligrapher's class level.

Ignore Glyph (Ex): At 8th level, if he succeeds at a Will save DC 20 + spell level, the calligrapher can bypass any glyph placed on a writing (e.g., *Explosive Runes*, *Sepia Snake Sigil*, *Illusory Script*, *Secret Page*) as if it were not there, so he does not trigger it.

Clean-up (Su): At 10th level, the calligrapher can try to clean up a passage of text. This ability is similar to a *Greater Dispel*, but can affect only writings. Use of this ability will erase scrolls, spellbooks, and other magical writings, if the writing fails its save. The calligrapher can use this ability up to 1 + his Int modifier times per day. The ability is performed at his calligrapher class level.

Calligrapher Spell List

Calligraphers choose their spells from the following list:

1st level—*alarm*, *endure elements*, *entopic shield*, *protection from chaos/evil/good/law*, *sanctuary*, *shield*.

2nd level—*arcane lock*, *barkskin*, *protection from arrows*, *resist elements*.

3rd level—*dispel magic*, *explosive runes*, *glyph of warding*, *magic circle against chaos/evil/good/law*, *nondetection*, *protection from elements*.

4th level—*dimensional anchor*, *fire trap*, *minor globe of invulnerability*, *remove curse*, *repel vermin*, *spell immunity*, *stoneskin*.

5th level—*break enchantment, dismissal, spell resistance.*

Notes

Calligraphy: When people think of the orient and writing they usually think of calligraphic writing, but that is not entirely true. There were two styles of writing: one for the everyday use and one mainly for the nobles. The style reserved for the nobles is calligraphy. The ability to use calligraphy is a mark of honor and distinction in the orient.

A person who has calligraphy in the orient is not only held in high regard, but has an edge against others. Only those who master this art can read calligraphic letters.

Calligraphy is used by monasteries, nobles, the bureaucracy and the emperor's household, for important records and in books.

Writing: A writing is a text that encompasses anything from one sentence to one book.

Sample Character

Wu Mai is a noble woman and a talented poet. At the age of 24, after her marriage to a samurai, she saw some of his henchmen killing a librarian when he didn't have the book that they sought. Curious about it, she began to search for the book on her own, and discovered it described her husband's misdeeds.

She sent the book by emissary to her father, asking him for advice on what to do, but her husband had her father

killed, and locked her away. She was rescued by a calligrapher and taught the trade, and since then she has used her powers to uncover her former husband's misdeeds, as well as those of others like him.

Wu Mai: female human ari5/exp2/calligrapher 6: Size M (5' 9" tall); HD 5d8+8d6; hp 68; Init +5 (+1 Dex, Improved Initiative); Spd 30 ft; AC 17 (touch 13, flat-footed 16); Atk +8/+3 melee (quarterstaff, 1d6/x2); AL LG; SV Fort +5, Ref +9, Will +19; Abilities: Str 10, Dex 12, Con 11, Int 16, Wis 16, Cha 18.

Skills & Feats: Craft (Calligraphy) +20, Perform (Poetry) +19, Decipher Script +12, Listen +18, Diplomacy +19, Knowledge (Nobility) +18, Sense Motive +18, Knowledge (History) +18, Knowledge (Local) +18, Concentration +15. Expertise, Improved Initiative, Iron Will, Skill Focus (Craft Calligraphy), Scribe Scroll, Quick Draw, Combat Casting.

Calligrapher Spells per day: 4/4/3, save DC 13 + spell level.

Spellbook: 1 - *alarm, endure elements, protection from evil, shield*; 2 - *arcane lock, barkskin, protection from arrows, resist elements*; 3rd level - *dispel magic, glyph of warding, magic circle against evil, protection from elements.*

Possessions: Ring of Protection +2, Bracers of Armor +2, Amulet of Natural armor +2, Cloak of Resistance +2. Please note that this equipment list is 3,000 gp short. This is because she lost her collection of scrolls, valued at 2,500 gp. The other 500 gp are in regular equipment and coins.

Dragon Prestige Class

Author: Adam Nave

Balance Rating: 4.63 (Pow 4.75, Purp 4.63, Port 4.13, Comp 4.75, Rule 4.88)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Courageous Mount, Ride Bonus +2
2 nd	+2	+3	+0	+0	Courageous Aura, Fear Bonus +2
3 rd	+3	+3	+1	+1	Bonus Feat
4 th	+4	+4	+1	+1	Ride Bonus +4
5 th	+5	+4	+1	+1	Fear Bonus +4
6 th	+6	+5	+2	+2	Fast Reload, Fearless Mount
7 th	+7	+5	+2	+2	Bonus Feat
8 th	+8	+6	+2	+2	Heroic Bravery
9 th	+9	+6	+3	+3	Bonus Feat
10 th	+10	+7	+3	+3	Contagious Fearlessness

Dragoons, historically, are light horsemen armed with lance, cavalry saber and a carbine (short rifle). They are usually trained as part of a standing army or other organization, because firearms are expensive and rare. They train extensively with their mounts, teaching them to be fearless in combat. Dragoons themselves are renowned for their fearlessness and versatility in combat. If necessary, Dragoons fight on foot and frequently go places their mounts cannot. Almost all Dragoons start their military careers as fighters.

In combat, Dragoons wear a breastplate and fight on unbarded horses. They use their firearms and lances to break up enemy lines and then close with the saber. A common attack strategy for a unit is to charge with the lances (inflicting triple damage), then fire their guns at close range before engaging with the saber or disengaging for another charge. This tactic can easily break a weak line.

Dragoons are part of elite military units and receive a high grade of pay, which winds up going to the usual vices—wine, women and song. Dragoons are also known for being boastful when they are in their cups, but they are usually able to back it up, either with their comrades or their weapons. They rarely pick fights, but they always finish them. Because of this bravado, it is not uncommon to see solo Dragoons, off on some quest for a beautiful maiden or kicked out of his unit for bad behavior.

Requirements

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

Base Attack Bonus: +5.

Ride: 8 ranks.

Handle Animal: 8 ranks.

Feats: Exotic Weapon Proficiency (Renaissance firearms), Mounted Archery, Mounted Combat, Point Blank Shot.

Special: Must have a riding horse or warhorse as a mount (or a pony or warpony if size Small).

Class Skills

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

Skill Points at Each Level: 2 + INT modifier.

Class Features

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

Hit Die: d10.

Weapon and Armor Proficiency: The dragoon is proficient in all simple weapons, and also gains martial weapon proficiency (cavalry saber) and martial weapon proficiency (lance). Dragoons are proficient in light and medium armor. They are not proficient with shields. The cavalry saber is functionally equivalent to a scimitar.

Small dragoons are proficient with a smaller version of the cavalry saber, doing 1d4 damage and weighing 2 lb.

Courageous Mount (Ex): The dragoon's mount is brave in combat. Non-war horses become effectively warhorses in terms of Ride checks to control the mount. Actual warhorses (and warponies) trained in this way are never frightened by combat, fire, loud noises or explosions. This is especially important when fighting with firearms. In short, except under special circumstances (like magic), a dragoon should never need to make a Ride check to control his mount due to fear. Note that this only applies to the mount while it is being ridden by or is next to a dra-

goon (within 5 feet) and only applies to one mount at a time.

Ride Bonus (Ex): At levels one and four, the dragoon gets a bonus to all Ride checks. New bonuses supersede the old ones.

Courageous Aura (Ex): At level two, the dragoon's courage becomes contagious. He radiates courage, granting a +2 morale bonus against fear to his allies within 10 feet. Other dragoons are not affected by the aura. This does not stack with other similar abilities unless they grant a different kind of bonus (i.e., sacred or competence).

Fear Bonus (Ex): At levels two and five, the dragoon gets a bonus to all fear saves. New bonuses supersede the old ones.

Bonus Feat: At levels three, seven and nine the dragoon may select a feat from the following list: any mounted combat feat, any ranged combat feat that applies to firearms, improved critical, weapon focus or weapon specialization (with cavalry saber, Renaissance firearms or lance).

Fast Reload (Ex): By sixth level, the dragoon has learned to reload a firearm as a move-equivalent action instead of a standard action. This allows the dragoon to fire and reload his weapon once every round instead of every other round. Remember, without Fast Reload, firearms take a *standard* action to reload, which means the dragoon (and other characters) cannot attack during a round in which they reload their weapon.

Fearless Mount (Ex): At sixth level, the dragoon can make his mount fearless. It never startles in combat and is not afraid of fire, combat, loud noises or explosions. It is also immune to magical fear. This only applies while the dragoon is mounted or nearby (within 5 feet) and applies to any mount the dragoon rides.

Heroic Bravery (Ex): The dragoon becomes immune to all forms of fear, including magical.

Contagious Fearlessness (Ex): The dragoon is so impressive that his fearlessness spreads to others to an even greater degree. Any ally that can clearly see the dragoon gains a +2 morale bonus to fear saves. Any ally within 10 feet of the dragoon gains a +4 bonus to fear saves. This ability replaces the Courageous Aura ability and is identical to it in all other ways.

Firearm Notes

Dragoons typically use a special type of firearm called a carbine. It is essentially a rifle or musket that has the barrel cut down to allow easier handling from horseback. This reduces the effective range and weight and allows the weapon to be fired one-handed. Some dragoons (particularly those that are Small sized) use pistols instead of or in addition to the carbine.

Carbine: 400 gp, 1d12 dmg, 20/x3 crit, 75 ft. range increment, 7 lb weight, piercing. Bullets are 10 for 3 gp. Takes a standard action to reload.

Firing a gun from horseback is a loud and violent action that may startle a horse, especially one unused to it. When firing from the back of a non-war horse, the rider must make a Ride check (DC 20), to control the mount in battle or the horse will rear and the rider will have to spend a move-equivalent action controlling the beast (this carries over to the next round, if necessary). When firing from the back of a warhorse, the DC of the check is 10. If a horse has been specially trained to fight around firearms, the check is not necessary.

Sample Dragoon

Henri De La Follet is an officer and a gentleman, though he by no means began his career that way. Now a promising young officer in his troops elite cavalry, Henri was once arrested on the streets of the capital city for mugging people in alleyways. He had fallen on hard times when his family was accused of treason, their most influential members executed, and their lands and wealth confiscated. Henri, then a young boy, was abandoned to his fate and had to scuffle for food with the other children already on the streets. After his arrest, it was only a matter of time before he was sent to fill in holes on the royal road, part of a large work crew never meant to survive the task. He was befriended by his cheerfully cynical fellow prisoners, who saw it as their lot in life to rob the wealthy, and either get caught and die or become legendary villains. They tried to teach Henri their way of life, but he really did not want to spend all his time robbing people and fleeing from the authorities. He did want to fight, and his anger at the injustices piled on his head fueled his burning desire for justice. Unknown to him, one of his new friends was actually an agent for a commanding general in the royal army, sent to observe conditions for prisoners. When he had the information he needed, he made his escape and took Henri with him, seeing a promising young warrior in the rebellious youth. The general agreed with his agent and took Henri under his wing, training him in the fine arts of horsemanship and soldiery. Henri has never forgotten what was done to his family, but he understands that power lies with the military and is determined to be a valued asset to his troop. One day, when the political climate changes, he will restore his family name and reclaim his ancestral estates. Until then, he fights with honor and courage, leading cavalry charges into battle.

Henri De La Follet: male human ftr3/rog3/draagoon 3: Size M (6' 2" tall); HD 6d10+3d6+36; hp 76; Init +4 (+4 Dex); Spd 20 ft; AC 21 (touch 14, flat-footed 17); Atk +14/+9 melee (heavy lance +1, 1d8+5/x3) or +15/+10 ranged (masterwork carbine, 1d12/x3, 75 ft. (+16/+11, 1d12+3/x3 if within 30 ft.); AL LN; SV Fort +13, Ref +11, Will +4; Abilities: Str 18, Dex 18, Con 18, Int 10, Wis 9, Cha 15.

Skills & Feats: Craft [Leather] +8, Handle Animal +12, Jump +16, Listen +3, Ride +20 (+24 for checks to avoid

falling out of saddle), Spot +3. Exotic Weapon Proficiency (carbine), Mounted Combat, Weapon Focus (carbine), Mounted Archery, Point Blank Shot, Spirited Charge, Weapon Specialization (carbine), Ride-by Attack. Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC), Evasion, Courageous Mount, Ride Bonus (+2), Courageous Aura, Fear Bonus (+2).

Possessions: Masterwork military riding saddle (+4 to ride checks to keep from falling out of saddle), heavy lance +1, masterwork carbine, bullets +1 (20), horseshoes of speed, breastplate +2, cloak of resistance +2, light warhorse.

Dwarnoi Variant Core Class

Author: Dominique Crouzet

Balance Rating: 4.51 (Purp 4.68, Pow 4.4, Port 4.1, Comp 4.8, Rule 4.58)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day													
						0	1	2	3	4	5	6	7	8	9				
1 st	+0	+2	+0	+2	Bonus language ; Earth sense	3	1	-	-	-	-	-	-	-	-	-	-	-	-
2 nd	+1	+3	+0	+3	Earth stride	4	2	-	-	-	-	-	-	-	-	-	-	-	-
3 rd	+2	+3	+1	+3	Stealth underground	4	2	1	-	-	-	-	-	-	-	-	-	-	-
4 th	+3	+4	+1	+4	Resist elemental magic	5	3	2	-	-	-	-	-	-	-	-	-	-	-
5 th	+3	+4	+1	+4	Gate chosen element (1/day)	5	3	2	1	-	-	-	-	-	-	-	-	-	-
6 th	+4	+5	+2	+5	Gate chosen element (2/day)	5	3	3	2	-	-	-	-	-	-	-	-	-	-
7 th	+5	+5	+2	+5	Gate chosen element (3/day)	6	4	3	2	1	-	-	-	-	-	-	-	-	-
8 th	+6/+1	+6	+2	+6	Gate elements (1 additional element)	6	4	3	3	2	-	-	-	-	-	-	-	-	-
9 th	+6/+1	+6	+3	+6	Poison immunity	6	4	4	3	2	1	-	-	-	-	-	-	-	-
10 th	+7/+2	+7	+3	+7	Gate chosen elements (4/day)	6	4	4	3	3	2	-	-	-	-	-	-	-	-
11 th	+8/+3	+7	+3	+7	Gate elements (1 additional element)	6	5	4	4	3	2	1	-	-	-	-	-	-	-
12 th	+9/+4	+8	+4	+8	Gate elements (1 additional element)	6	5	4	4	3	3	2	-	-	-	-	-	-	-
13 th	+9/+4	+8	+4	+8	A stone-like body (+1 ; 1/-)	6	5	5	4	4	3	2	1	-	-	-	-	-	-
14 th	+10/+5	+9	+4	+9	Gate chosen elements (5/day)	6	5	5	4	4	3	3	2	-	-	-	-	-	-
15 th	+11/+6/+1	+9	+5	+9	A stone-like body (+2 ; 2/-)	6	5	5	5	4	4	3	2	1	-	-	-	-	-
16 th	+12/+7/+2	+10	+5	+10	Elemental-shape (1/day)	6	5	5	5	4	4	3	3	2	-	-	-	-	-
17 th	+12/+7/+2	+10	+5	+10	A stone-like body (+3 ; 3/-)	6	5	5	5	5	4	4	3	2	1	-	-	-	-
18 th	+13/+8/+3	+11	+6	+11	Gate chosen elements (6/day)	6	5	5	5	5	4	4	3	3	2	-	-	-	-
19 th	+14/+9/+4	+11	+6	+11	A stone-like body (+4 ; 4/-)	6	5	5	5	5	5	4	4	3	3	-	-	-	-
20 th	+15/+10/+5	+12	+6	+12	Elemental-shape (3/day)	6	5	5	5	5	5	4	4	4	4	-	-	-	-

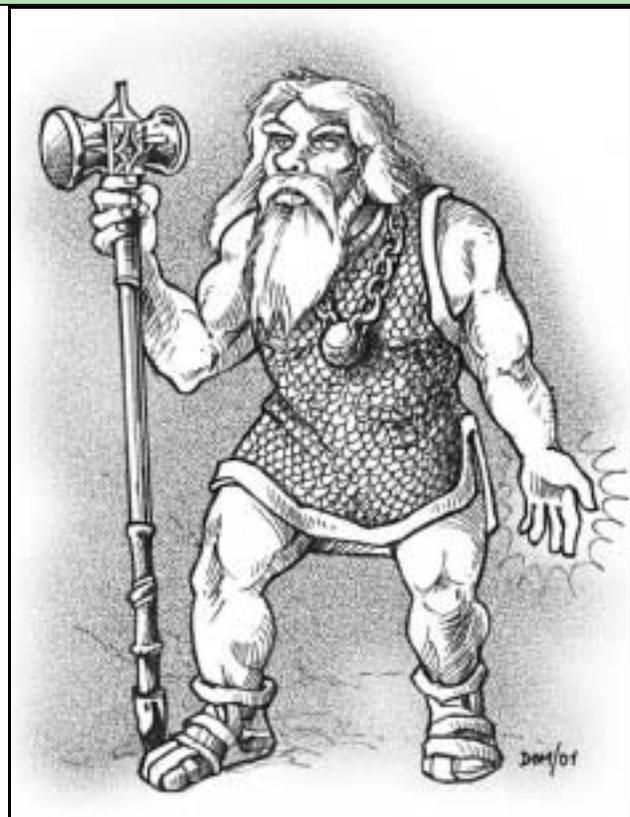
Note: The dwarnoi concept first appeared in an old Internet house-rule for a previous edition of the game. However, this version owes nothing to that former class, except for its name. Instead, this dwarnoi is meant to be a sort of dwarven elementalist–druid of the underground.

•••

Dwarnoi have been called underdruids by some, and elementalist–priests by others. Where druids are nature-oriented priests living in the wilderness, dwarnoi have a similar role underground. The dwarnoi cares not for animals or plants, but for the stone, the fire at the core of the earth (lava), the water of the underground lakes and rivers, and the air so precious to those living underground. Also, while druids are often loners, dwarnoi are active members of their communities, helping them cope with the environment.

Adventures: Ideally, a dwarnoi's adventures support his underground community's needs. However, the dwarnoi also adventures to gain knowledge, especially of the earth and its mysteries.

Characteristics: Dwarnoi cast divine spells in the same way as clerics and druids, though they get their spells from the power of the Earth-Mother, not from the gods or nature. Their spells are oriented towards helping their



communities, and dealing with the elements. In addition to spells, dwaranoi get an increasing array of magical powers as they gain experience, including the ability to gate elements. Dwaranoi prefer to wear metal armors, as metal comes from the Earth.

Alignment: Like druids, the dwaranoi, in keeping with the earth's ultimate indifference, must maintain at least some measure of objectivity. As such, they must be neutral in some way, if not true neutral.

Religion: Dwaranoi typically worship the Earth Mother, and the Mountain Father. The dwaranoi ethos states that the earth is a living being, the source and mother of all life, and extracting its riches shows a lack of respect. They respect the mountains and stones, and the treasures they conceal, and believe that veins of gold are to the earth what nerves are for living beings. As such, it is sacrilege for a dwaranoi to mine gold, but only where veins of pure gold are concerned. Dwaranoi tolerate the mining of ore. Otherwise, dwaranoi invest the four elements found inside the Earth-Mother with religious significance: air is the breath of the Earth; lava is its primordial life energy; stone is its flesh and bones; and water its blood.

The holy symbol of the dwaranoi is a piece of stone. When initiated into the Dwaranoi order, the acolyte receives this stone, which is a bit of lava taken from a magma pool or river, cooled in pure water. At first, the stone is irregularly shaped, but it becomes smooth and well-rounded as time goes by and the dwaranoi rises in level. It is said the stone is polished by the breath of the Earth. Losing the holy stone symbol requires a penance of some sort; probably some minor quest if the loss was due to a good reason, a major endeavor if not.

Background: All dwaranoi belong to the Dwaranoi order, which is akin to the druidic order. In fact, where druids worship and protect nature on the surface, dwaranoi do it in the underground, especially with respect to rock and earth (not underground life, which is the province of a few underground druids). Dwaranoi are respected members of their underground communities, and use their magic to protect and serve their race. Every underground town/city will have at least one dwaranoi; and any clan of dwarves has a 5% cumulative chance per 10 members to have a dwaranoi. For deep-gnomish clans, the percentage is 2% per 10 clan members. On the other hand, Elder and Venerable dwaranoi (the leaders of the Dwaranoi order) reside in their own sacred caverns, which are always apart from towns and cities and are heavily defended.

Races: The typical dwaranoi is a dwarf or deep gnome. Any other race living in the underground could have dwaranoi among their numbers, but humans dwaranoi are rare, while elves, forest gnomes, halflings, half-orcs, and half-elves, are very unlikely to follow that path.

Other Classes: Dwaranoi get along best with people who show a reverence for the earth, such as the Caverer and Rock Ghost (prestige classes found in the Netbook of

Classes Volume 1). They are often at odds with arcane spellcasters who use elemental magic without any concern for the earth and its natural order, and otherwise rarely understand the ways of surface dwellers. Dwaranoi otherwise are accepting of diversity, and take little offense from others.

GAME RULE INFORMATION

Dwaranoi have the following game statistics.

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

Alignment: Dwaranoi may only be of NG, LN, N, CN, or NE alignments.

Class Skills

The dwaranoi's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Intuit Direction (Wis), Jump (Str), Knowledge (underground) (Int), Listen (Wis), Scry (Int, exclusive skill), Spellcraft (Int), Swim (Str), and Underground lore* (Wis). See *Chapter 4: Skills* in Core Rulebook I for skill descriptions. (*Underground lore is in fact exactly like Wilderness lore, but pertains to the underground, caverns, and so on, rather than to the surface world.)

Skill Points at 1st Level: (2 + INT modifier) x 4.

Skill Points at Each Additional Level: 2 + INT modifier.

Class Features

All of the following are class features of the Dwaranoi core class.

Hit Die: d8.

Weapon and Armor Proficiency: Dwaranoi are proficient with the following weapons: crossbow (light), mace (light and heavy), hammer (light and war), and pick (light and heavy). Their spiritual oaths prohibit them from using other weapons than these. They are proficient with light and medium armors, but are prohibited from wearing non-metal armor (thus they may wear only breastplate, chain-mail, or chain shirt). They are not proficient with shields. They could theoretically wear heavier metal armors, but in practice these are really too hindering and cumbersome when traveling underground.

Spells: Dwaranoi cast divine spells, and may prepare and cast any spell on the dwaranoi spell list provided they can cast spells of that level. They prepare and cast spells the way a cleric does (though they cannot loose a prepared spell to cast *cure* spells in its place). To prepare or cast a spell, a dwaranoi must have a Wisdom score of at least 10 + the spell's level. The difficulty class for a saving throw against a dwaranoi's spell is 10 + the spell's level + the dwaranoi's Wisdom modifier. Bonus spells for dwaranoi are based on Wisdom.

Bonus Language: A dwaranoi may substitute terran for one of the bonus languages available to him because of his race. In addition, all dwaranoi know a special language consisting of stone-tapping. It is elementary at best (similar to Morse code), but is sufficiently developed to transmit simple messages. Anyone could hear these stone-tappings, but only the dwaranoi understand this language. The range of this stone-tapping is 1 mile per level, provided the message can go through hard stone all the way until it reaches the receiver. Hearing this message requires a Listen roll with a DC = 10 + 1/mile of distance.

Earth Sense (Ex): Somewhat similar to the Stonecunning ability of dwarves (and cumulative with it), this ability gives a +2 competence bonus to the dwaranoi for noticing/detecting the characteristics of the natural environment underground: Unsafe stone surfaces, shaky stone ceilings, and the like, as well as something that isn't stone but is disguised to appear as stone. A dwaranoi who comes within 10 feet of such things can make a check as if he were actively searching. A dwaranoi can also use this ability to determine the depth of a crevice, tunnel, cavern, underground lake, etc. He can predict earthquakes, or volcanic eruptions. This bonus applies to any attempt to learn something about the underground environment observed by the dwaranoi.

Earth Stride (Ex): starting at 2nd level, a dwaranoi may move on unstable natural grounds (sand, scree, etc.) at his normal speed and without risking a landslide or similar accident. Moreover, he leaves no trail while doing so, and cannot be tracked. This ability is effective only underground, or above ground in deserts, mountains, etc., that is: any rocky/sandy areas. It doesn't work in forests, steppes, grassy areas, etc.

Stealth Underground (Ex): Starting at 3rd level, the dwaranoi gets a +2 circumstance bonus to Hide and Move Silently checks while in natural underground areas (such as caverns).

Resist Elemental Magic (Ex): Starting at 4th level, the dwaranoi gets a +4 bonus to saving throws against the spell-like abilities of creatures native to the elemental planes.

Gate Element (Su): Starting at 5th level, the dwaranoi gains the ability to gate material directly from the elemental planes. This ability may be used once per day at 5th

level, but as the dwaranoi progresses in level he gains more uses, up to six per day at 18th level. At 5th level he may gate from one of the four elemental planes (air, earth, fire, or water) chosen once. As he progresses in level, he gains access to additional planes, until 12th level, where he can gate from all four.

In using this ability, the dwaranoi opens a gate to one of the elemental planes he can access. Range is 15 yards, and duration is instantaneous. The element gated is non magical, and remains thereafter as appropriate to the circumstances (i.e., fire persists if it has something to burn, etc.). This element is pure, raw and basic, but never specific (i.e., you cannot choose to conjure obsidian or diamonds from the plane of earth, only basic nondescript hard stone or soft earth). The maximum amount of elemental material gated is one cubic foot per two levels of the dwaranoi. The dwaranoi may dictate the general shape it will take (a boulder, a wall of stone, etc.), and it may otherwise be used offensively when applicable (a rock falling on the target, a ball of flames, etc.). When used to attack, it does 1d6 points of damage per two levels. It can affect 1 to 3 creatures of medium size at the same time, provided they are within 5 feet of each other, but the damage is distributed among the targets (a 6th level dwaranoi could gate magma on 1 target for 3d6 damage, or on 3 targets for 1d6 damage each). The targets are entitled to a Reflex save for half damage, but spell resistance does not apply.

Here follow a few examples of possible uses of such gated elements:

- **Air:** Adds breathable air. Offensively it works like a gust-of-wind spell.
- **Fire:** Light flammable materials or instantly disappears. Offensively it can be used like a fireball spell of lesser effectiveness.
- **Magma:** Brings molten rock, which takes several hours to cool: ideal to warm an area. It can also ignite flammable materials. Offensively it falls on the target, doing burning damage.
- **Stone:** Create a pillar, wall, boulder, etc., but not a sculpture, and the object does not merge with the surrounding stone (as for wall of stone spell). Offensively it typically makes rocks fall on the targets for crushing damage.
- **Water:** Drinkable water, as for a create water spell, which can appear in a container, or fall in a shower. Offensively it could affect creatures of fire.

Poison Immunity (Ex): At 9th level, the dwaranoi becomes immune to all mineral poisons or poison-gas but not organic poisons (including those of monsters).

Stone-like Body (Su): Starting at 13th level, the dwaranoi's skin takes on the aspect and quality of stone. It becomes grayish as well as more resistant to injury. Dwaranoi gain a bonus to natural armor, plus damage reduction. Furthermore, when they are almost nude, their skin enables them to blend in rocky environments, granting a circumstances bonus to Hide checks. This bonus is +1 (and 1/-) at 13th level, increasing by one point every two levels thereafter, up to +4 (4/-) at 19th level.

Elemental Shape (Sp): At 16th level, a dwarñoi gains the spell-like ability to polymorph-self into a Small, Medium-size, or Large air, earth, fire, or water elemental and back again once per day. He gains all the elemental's special abilities when doing so. Unlike the standard use of the spell, however, the dwarñoi may only adopt one form and stick with it for the duration. Otherwise, the dwarñoi does not risk the standard penalty for being disoriented while in his *elemental shape* (see polymorph-self spell in core rulebook I). At 20th level, the dwarñoi can use this ability up to three times per day.

Ex-Dwarñoi

A dwarñoi who ceases to revere Mother Earth or who changes to a prohibited alignment loses all spells and dwarñoi abilities and cannot gain levels as a dwarñoi until he atones (see the atonement spell description in core-rulebook I).

Dwarñoi Spell List

Dwarñoi choose their spells from the following list:

0 Level—*Create water, cure minor wounds, detect magic, know direction, light, mending, purify food and drink, resistance, virtue.*

1st Level—*Burning hands, cure light wounds, endure elements, faerie fire, magic stone, obscuring mist, pass without trace.*

2nd Level—*Bull's strength, chill metal, delay poison, endurance, fire trap, flaming sphere, heat metal, lesser restoration, produce flame, resist elements, shatter, soften earth and stone.*

3rd Level—*Continual flame, create food and water, cure moderate wounds, glyph of warding, meld into stone, neutralize poison, poison, protection from elements, remove blindness/deafness, remove diseases, spike growth, stone shape, water breathing, water walk, wind wall.*

4th Level—*Air walk, control water, cure serious wounds, dismissal, dispel magic, divine power, freedom of movement, quench, restoration, rusting grasp, scrying, spell immunity, spike stones.*

5th Level—*Atonement, commune with nature (underground environment only), cure critical wounds, hallow, transmute mud to rock, transmute rock to mud, true seeing, unhallow, wall of fire, wall of stone.*

6th Level—*Banishment, ethereal jaunt, find the path, greater dispelling, greater glyph of warding, healing circle, passwall, plane shift, righteous might, stonetell, wall of iron.*

7th Level—*Etherealness, fire storm, flesh to stone, greater scrying, greater restoration, heal, heroes feast, move earth, stone to flesh, true seeing, wind walk.*

8th Level—*Earthquake, phase door (stone only), repel metal or stone, reverse gravity, statue, symbol, whirlwind, word of recall.*

9th Level—*Antipathy, elemental swarm, foresight, gate, iron body, mass heal, sympathy.*

Additional spells: When adding new spells to this list, dwarñoi use any druid spell which doesn't pertain to animals or plants, and any clerical spell which pertains to the elements, and to supporting the community (like cure wounds, create food, etc.). Then, when there are elemental spells with different levels whether the spell is clerical or druidic, the lowest of the two should be given for the dwarñoi spell list. Finally, some lesser sorcerer/ wizard spells pertaining to the four elements could be also included, generally at one level higher (but nothing like fireball, horrid wilting, etc.).

Dwarñoi Starting Package

Armor: chain-shirt +4 AC, speed 30 ft., 25 lb.

Weapons: Light pick (1d4, crit x4, 4 lb., small size, Piercing); Warhammer (1d8, crit x3, 12 lb., medium size, Bludgeoning).

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

Gold: 1d4 gp.

Feat: Toughness

Bonus Feat: Endurance (Human only)

Skill Selection: Pick a number of skills equal to 2 + INT modifier.

Skill	Ranks	Ability	Armor
Climb	4	Str	Yes
Concentration	4	Con	
Craft	4	Int	
Heal	4	Wis	
Intuit direction	4	Wis	
Jump	4	Str	Yes
Knowledge (underground)	4	Int	
Listen	4	Wis	
Scry (exclusive skill)	4	Int	
Spellcraft	4	Int	
Swim	4	Str	Yes
Underground lore	4	Wis	

Sample Dwarnoi

Jeldar Bartenhold is the priest of Clan Baldhart, the small dwarven clan in which he was born 75 years ago. This isolated clan was quiet for years, but recently more and more goblins poured from nobody knows where. Jeldar regularly leads patrols in the caverns around the clan's home, keeping an eye on the goblins, and trying to find the passage they are using so he can seal it.

Jeldar Bartenhold: Male dwarf Dwarnoi 6, Medium-size humanoid (dwarf), HD 6d8+24, hp 50, Init +0, Spd 20, AC 17 (touch 10, flat-footed 17); Atk +8 melee (1d8+4/x3, warhammer +2); AL LN; SV Fort +9, Ref +2, Will +8; Str 14, Dex 10, Con 18, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +8, Concentration +10, Heal +9, Knowledge (underground) +10. Craft magic arms and armor, Endurance, Toughness. Earth's sense, Earth stride, Stealth underground, Resist elemental lure, Gate Magma element (2/day).

Possessions: Chainmail +2, Warhammer +2.

Dwarnoi Spells Prepared (5/4/4/3, base DC 13 + spell level): **0-level** - *create water, detect magic, know direction, light, mending*. 1 - *burning hands, cure light wounds (x2), obscuring mist*. 2 - *flaming sphere (x2), heat metal (x2)*. 3 - *cure moderate wounds, stone shape, water breathing*.

Ecclesiastic Variant Core Class, V2

Author: Dominique Crouzet

Balance Rating: 4.7 (Purp 4.83, Pow 4.65, Port 4.55, Comp 4.7, Rule 4.77)

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

Revision Note: After some playtesting and the appearance of a few problems when adding cleric levels to an ecclesiastic, I decided to modify the class. Basically, this second version has more skill-points, but a normal spell-progression (that is: as a cleric, instead of getting +2 domain spells as before). Otherwise, this class was created mainly for 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 for combat regularly. The same idea applies also to parish priests of peaceful communities.

• • •

Brother Garion listened reluctantly to the patriarch's suggestion of making the trip through Allindel forest, to the sylvan city of Treehaven. He tried to object as respectfully as he could.

"Well, hum... you know that I have never been outside the monastery's walls... and... and... I know nothing about armor or weapons! I mean, all those things lurking in the deep forest... Why not send a cleric instead? I don't have the training to deal with the kinds of ... problems that may come up."

"Maybe you are right," answered the old abbot. "But the truth is that Our Lord chose you to receive the vision. He did not choose a cleric, or anyone else. YOU were designated! Don't you think that if Our Lord speaks to you, and urges you to do something... well, you have no choice but do it?"

"But I am going to die, I know it!"

The Abbot didn't seem concerned at all with Garion's fears. He spoke calmly, his decision irrevocable. "What I

see is not your death, but rather a lack of faith. Do you think He has nothing more planned for you than an ignominious death? Perhaps all your hours of study, secure in the library of the monastery, have made you too complacent. You have a choice: listen to your fears, or listen to your god. But I tell you Garion, if you choose your fears, don't blame anyone but yourself if He doesn't answer your prayers! You should know there is more to being a priest than copying books all your life. If you just wanted to be a scholar, you should never have applied to our order."

Garion looked down at his feet, ashamed. He wondered why he was being punished like this. Anyway, there wasn't time for tears. Garion headed to the library, intending to learn anything he could about that forest before traveling into it.

• • •

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, like clerics. However, unlike clerics, they are poor combatants. They instead concentrate their efforts on religious matters. Thus, recluses who spend their time reading and copying books, become very learned and often expert illuminators (so they could make excellent forgers). Others become artists (chant, harmonium, etc.), although their art always focuses on religious subjects. Lastly, as ecclesiastics normally spend most of their life teaching and counseling, as well as leading the religious life, they get social interaction advantages when dealing with believers of their own faith.

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

Religion: Ecclesiastics could theoretically be of any religion, but in practice never serve gods of war, strength, destruction, and the like, for which clerics are required. Instead, they typically serve peaceful deities, and faiths centered on compassion, knowledge, etc. Otherwise, ecclesiastics are more appropriate to represent the priests of a medieval Christian-like religion, than clerics who should rather fill the role of crusaders.

Background: Ecclesiastics typically belong to monastic orders as recluses, or to the clergy as parish priests. Their life is customarily spent within the quiet confines of the church. 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. On the other hand, 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: Any race with clerics among its members can have ecclesiastics as well. This class is more frequent among peaceful races, and nearly non-existent in warlike ones. For instance, while orcs and half-orcs become clerics, they almost never become ecclesiastics.

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. They often provide spiritual leadership, but leave mundane affairs to others.

GAME RULE INFORMATION

Ecclesiastics have the following game statistics.

Abilities: Wisdom determines how powerful a spell an ecclesiastic can cast, how many spells the ecclesiastic can cast per day, and how hard those spells are to resist. To cast a spell, an ecclesiastic must have a Wisdom score of 10 + the spell's level. An ecclesiastic gets bonus spells based on Wisdom. The Difficulty Class of a saving throw against an ecclesiastic's spell is 10 + the spell's level + the ecclesiastic's Wisdom modifier. 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), Forgery (Int), Gather information (Cha), Heal (Wis), Knowledge (any) (Int), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Domains and Class Skills: An ecclesiastic who chooses Travel as one of his domains also has Wilderness Lore as a class skill. An ecclesiastic who chooses Trickery as one of his domains also has Bluff (Cha), Disguise (Cha), and Hide (Dex) as class skills.

Skills Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skills Points at Each Additional Level: $6 + \text{Int modifier}$.

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 crossbow, light mace, and quarterstaff. They are proficient with light armors only (but not with shields).

Spells: Ecclesiastics have access to the same spells, and cast them exactly in the same manner as clerics (see CRB I pages 31 and 32). That is:

An ecclesiastic casts divine spells. An ecclesiastic may prepare and cast any spell on the cleric spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against an ecclesiastic's spell is $10 + \text{the spell's level} + \text{the ecclesiastic's Wis modifier}$. Each ecclesiastic must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether an ecclesiastic can prepare spells. In addition to his standard spells, an ecclesiastic gets one domain spell of each spell level, starting at 1st. When an ecclesiastic prepares a domain spell, it must come from one of his two domains.

Domain spells: Unlike clerics, who can choose any of the domains granted by their god, ecclesiastics are barred from getting the Destruction, Strength, and War domains. These are restricted to clerics (which are more warlike).

Chaotic, Evil, Good, and Lawful Spells: An ecclesiastic can't cast spells of an alignment opposed to his own or to his deity's.

Spontaneous Casting: Good ecclesiastics (and neutral ecclesiastics of good deities) can channel stored spell energy into healing spells that they haven't prepared ahead of time. The ecclesiastic can "lose" a prepared spell in order to cast any cure spell of the same level or lower (a cure spell is any spell with "cure" in its name).

An evil ecclesiastic (or a neutral ecclesiastic of an evil deity), on the other hand, can't convert prepared spells to cure spells but can convert them to inflict spells (an inflict spell is one with "inflict" in the title).

An ecclesiastic who is neither good nor evil and whose deity is neither good nor evil can convert spells either to cure spells or to inflict spells (player's choice), depending on whether the ecclesiastic is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines

whether the neutral ecclesiastic turns or commands undead (see below).

An ecclesiastic can't use spontaneous casting to convert domain spells into cure or inflict spells. These spells arise from the particular powers of the ecclesiastic's deity, not divine energy in general.

Bonus Languages: An ecclesiastic's list of bonus languages includes Celestial, Abyssal, and Infernal, in addition to the bonus languages available to the character because of his race.

Turn Undead: Ecclesiastics gain the ability to turn/rebuke undead exactly as an ecclesiastic of the same level (PHB p.32). That is:

A good ecclesiastic (or a neutral ecclesiastic who worships a good deity) has the supernatural ability to turn undead. Evil ecclesiastics (and neutral ecclesiastics who worship evil deities) can rebuke such creatures. Neutral ecclesiastics of neutral deities can do one or the other (player's choice), depending on whether the ecclesiastic is more proficient at wielding positive or negative energy. Once the player makes this choice, it cannot be reversed. This choice also determines whether the neutral ecclesiastic can cast spontaneous cure or inflict spells (see above). An ecclesiastic may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Extra Turning: As a feat, an ecclesiastic may take Extra Turning. This feat allows the ecclesiastic to turn undead four more times per day than normal. An ecclesiastic can take this feat multiple times, gaining four extra daily turning attempts each time.

Bonus Feats: At 6th, 12th, and 18th 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 normally 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 a +2 competence bonus to any Knowledge skills in which they have at least one rank.

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). They also get that bonus to Knowledge (Local) checks pertaining to their parish and parishioners (but this doesn't apply to other areas/communities even if these are of the same faith). This bonus increases to +2 at 7th level,

+3 at 11th level, +4 at 15th level, and +5 at 19th level (note this is often concordant with a hierarchical position advancement).

Channel the Divinity: This special ability may seem powerful, but can be used only in very specific circumstances, and moreover 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 9th 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. The most 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. Unique occurrence.
- 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.

Clergy and Hierarchy: An ecclesiastic who serves his faith well, and also rises in levels, may advance within the hierarchy of his Church. Such hierarchies vary according to the religion. Here follow two examples of a medieval religious hierarchy:

Clergy hierarchy:

- **Applicant:** 0-level; apprentice.
- **Novitiate:** 1st or 2nd level; assistant to a Curate, or higher-ranking ecclesiastic or cleric.
- **Chaplain:** Minimum 3rd level; chief assistant to a Canon, or higher ranking ecclesiastic or cleric.
- **Curate:** Minimum 3rd level; generally assigned to a chapel, or a small community.
- **Canon:** Minimum 7th level; generally assigned to a town, or several chapels in a district.
- **Bishop:** Minimum 9th level; generally assigned to the biggest temple (such as a cathedral) in a city, or oversees several towns and lesser communities in a department.
- **Archbishop:** Minimum 11th level; oversees several Bishops in a region.
- **Arch-prelate:** Minimum 15th level; chief leader of the religion, who does not obey anyone (kings included) but his deity. Often he is rumored to benefit from special powers such as immunities to all mind affecting spells; and is protected at all times by a celestial (or demon, as relevant).
- **Saint:** Minimum 19th level; traditionally an ecclesiastic who reaches this level is considered a saint (a holy man or woman) of his religion. This is however independent from the hierarchical position the character may have within the Church. He doesn't wield any authority in the hierarchy, but saints are nonetheless greatly respected and listened to by other member of their faith.

Cloistered order hierarchy:

- **Applicant:** 0-level; apprentice.
- **Novitiate:** 1st or 2nd level; monastic ecclesiastic in his period of pre-ordination.
- **Brother:** minimum 3rd level; confirmed monastic ecclesiastic.
- **Prior:** Minimum 7th level; chief assistant to the abbot.
- **Abbot:** Minimum 9th level; chief of an abbey or monastery. It must be noted that every abbey/monastery is independent from the others, and that every Abbot answers only to his Archbishop (but not other Archbishops), the Cardinal of his country, and the Pope himself.
- **Saint:** Minimum 19th level; (identical as for the clergy)

Ex-Ecclesiastics

An ecclesiastic who opts to become a cleric (while still worshipping the same god), continues his spellcasting and Turn-undead progression as if he were still of the same class, rather than beginning it anew. That is, the cleric and

ecclesiastic levels stack for purposes of determining spell-casting and turn-undead level of power.

An ecclesiastic who grossly violates the code of conduct expected by his god (generally acting in ways opposed to the god's alignment or purposes) loses all spells and class features and cannot gain levels as an ecclesiastic of that god until he atones.

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 6 + Int modifier.

Skill	Ranks	Ability	Armor
Concentration	4	Con	
Craft	4	Int	
Decipher script	4	Int	
Diplomacy	4	Cha	
Forgery	4	Int	
Gather information	4	Cha	
Heal	4	Wis	
Knowledge (religion)	4	Int	
Knowledge (local)	4	Int	
Knowledge (any)	4	Int	
Perform	4	Cha	
Profession	4	Wis	
Scry	4	Int	
Sense Motive	4	Wis	
Spellcraft	4	Int	

Feat: Scribe Scroll

Bonus Feat (human only): Extra turning

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 9, 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 +8; Str 7, Dex 9, Con 12, Int 14, Wis 17, Cha 13.

Skills and Feats: Decipher Script +5, Diplomacy +6 (+7 with those who recognize his authority), Heal +10, Knowledge (Local) +8 (+9 with parishioners), Knowledge (Allindel) +4, Knowledge (Religion) +13, Scry +8, Sense Motive +6, Spellcraft +10. Skill Focus: Knowledge (Religion). Scribe Scroll. Turn Undead 4/day, Erudition, 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.

Domains: Sun and Good

Ecclesiastic Spells Per Day (5/4+1/3+1; base DC 14 + spell level):

0-level—*Detect magic, guidance, light, purify food-drink, read magic*

1st-level—*Command, detect evil, sanctuary* ×2, *protection from evil*

2nd-level—*Augury, hold person, speak with animals, heat metal*

Feneskor Prestige Class

Author: Itzhak Even

Balance Rating: 4.42 (Pow 4.35, Purp 4.3, Port 4.3, Comp 4.5, Rule 4.65)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Earth Power
2 nd	+1	+3	+0	+2	Stone Speak – 1/day
3 rd	+2	+3	+1	+3	Minor Power
4 th	+3	+4	+1	+3	Nature Sense
5 th	+3	+4	+1	+3	Stone Speak – 2/day
6 th	+4	+5	+2	+4	Minor Power
7 th	+5	+5	+2	+4	
8 th	+6	+6	+2	+4	Stone Speak - 3/day
9 th	+6	+6	+3	+5	Minor Power
10 th	+7	+7	+3	+5	Large Tract

Gnomes prefer to keep their homes hidden, but their preference for wooded hills makes the prospect of finding a suitable home a bit harder. While some gnomes travel to find a perfect place to build a home, and some settle for less desirable locations, the feneskor communicates with the earth itself, and in this way protects his home, and creates a suitable location.

Feneskor, in the gnome tongue, means *Craftsman of the Hills* or *Wiseman of the Earth*. Feneskor hold positions of high esteem in gnomish communities. The feneskor taps into the secrets of the earth, and speaks with it about changing its look. Gnomes are attuned to the earth and worth with it in a manner that makes changes look natural. Unlike man-made buildings, gnomish buildings blend well with the terrain, and disrupt the harmony of natural settings very little. Gnomes have also found the feneskor's skills of use on the field of battle, where a change in terrain can strengthen positions, provide cover, and hamper enemy advances.

Rangers, rogues, and fighters are the most common feneskors, but druids and clerics can also excel in this field. A few gnome sorcerers or bards who feel an affinity to the earth have also taken this class. Rangers and fighters are more prone to use their powers to gain an advantage in combat circumstances.

A potential feneskor must find another feneskor to teach him. While tales of the feneskor are told in gnomish communities, making it easier to find them, the candidate must still prove his worth to the tutor, usually by defending a gnomish community from an enemy or saving a beautiful spot of nature.

Requirements

To qualify to become a feneskor, a character must meet all the following criteria.

Race: Gnome

Wilderness Lore: 8 ranks

Knowledge (Geography): 4 ranks

Knowledge (Nature): 4 ranks

Base Attack Bonus: +4

Feats: Skill Focus (Knowledge [geography]), Track.

Special: Must be taught by another Feneskor for at least 1 month.

Class Skills

The class skills for the feneskor (and the relevant ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Geography) (Int), Knowledge (Nature) (Int), Profession (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 +Int modifier

Class Features

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

HD: d8

Weapon and Armor Proficiencies: A feneskor is proficient with all simple weapons, and light and medium armor.

Spell-like powers: A feneskor gains some spell-like powers, and supernatural powers that work like spells, as he gains levels. He can use these powers as a spellcaster of his class level + the highest spellcasting levels he has. These spell-like powers operate just like the spells.

Example: A Rgr3/Brd2/Sor3/Feneskor 4 would use his spell-like and supernatural abilities as a sorcerer of 7th level (3 sorcerer levels plus 4 feneskor levels).

Earth Power (Sp): After being tutored by another feneskor for 1 month, the newly trained feneskor has gained some powers related to stone. As he rises in levels, he increases the number of times he can use those powers, and the range of his powers. The powers and their advancement are listed in the table below:

Power	Level									
	1	2	3	4	5	6	7	8	9	10
Move Earth	1/day	1/day	1/day	2/day	2/day	2/day	3/day	3/day	3/day	4/day
Soften Earth & Stone	-	1/day	1/day	1/day	2/day	2/day	2/day	3/day	3/day	3/day
Stone Shape	-	-	1/day	1/day	1/day	2/day	2/day	2/day	3/day	3/day
Rock to Mud	-	-	-	-	-	1/day	2/day	2/day	2/day	2/day
Mud to Rock	-	-	-	-	-	1/day	2/day	2/day	2/day	2/day
Hallucinatory Terrain	-	-	-	-	-	-	-	-	1/day	1/day

Stone Speak (Su): When a feneskor reaches 2nd level, he learns how to communicate with stone. He goes into a trance while touching an area of stone, and after 10 minutes he can speak with it as though he cast *Stone Tell*. This ability can be used once per day at 2nd level, twice per day at 5th level and three times per day at 8th level. Use of this ability provokes an attack of opportunity.

Minor Power (Sp): Until 3rd level, the feneskor has learned how to change the lay of the land, but his changes look unnatural to the trained eye (Knowledge [geography] check at DC 15, if the changes look reasonable, so a mountain in the middle of a plain would be easy to discern as unnatural). At 3rd and 6th level, the feneskor gains new insight into how wind, water, plants and other natural factors affect the lay of the land, and can manipulate these to a small degree. These manipulations help make changes appear natural, and the DC to notice the changes increases to 20 + the feneskor's level. In addition, the feneskor can choose one of the following at 3rd level, 6th level and 9th level.

Minor Wind Power: Cast *obscuring mist* twice per day and *wind wall* once per day.

Minor Water Power: Cast *create water* three times per day, and *water breathing* once per day.

Minor Plant Power: Cast *entangle* twice per day, and *plant growth* once per day.

Minor Electric Power: Cast *endure elements (electricity)* twice per day, and *call lightning* once per day.

Minor Fire Power: Cast *endure elements (fire)* twice per day, and *flame arrow* once per day.

Minor Animal Power: Cast *magic fang* twice per day, and *summon nature's ally III (only animals)* once per day.

Nature Sense: At 4th level, a feneskor can identify plants and animals (species and special traits) with perfect accuracy. He can tell whether water is safe to drink or dan-

gerous (polluted, poisoned, or otherwise unfit for consumption).

Large Tract (Ex): At 10th level, the feneskor's knowledge of earth and the forces that shape it is such that he affects greater areas. All of his spell-like powers can affect up to twice their normal area of effect.

Sample Feneskor

A ranger in his early life, Vanegaer Stonewanderer discovered he had the ability to become a feneskor when he encountered an old gnome. The knowledge of Earth Wisdom was lost to his original village, and remained only in stories and songs.

When he learned this craft he went back to his village and wanted to help his fellow villagers against the humans, but he discovered it was no easy task, so he gathered as many villagers as he could and set out to find a new place far from humans.

Vanegaer Stonewanderer: Male gnome Rgr6/Feneskor 6: Small humanoid (3' 8" tall); HD 6d10+6d8+12; hp 100; Init +1 (+1 Dex); Spd 20 ft; AC 19 (touch 17, flat-footed 18); Atk +13/+8 melee (short sword, 1d6+3, 17-20/x2), or +13/+8 ranged (short bow, 1d6+2, 20/x3, 120 ft.); AL NG; SA: Spells, favored enemy; SQ spell-like abilities, nature sense; SV Fort +13, Ref +7, Will +10; Str 12, Dex 13, Con 13, Int 11, Wis 14, Cha 19.

Skills & Feats: Animal Empathy +10, Concentration +10, Knowledge (Nature) +14, Knowledge (Geography) +10, Spot +8, Wilderness Lore +16. Track, Skill Focus (Knowledge – Geography), Point Blank Shot, Precise Shot, Rapid Shot, Far Shot.

Ranger Spells Per Day (2; base DC 12 + spell level): 1st—pass without trace, magic fang.

Favored Enemies: +2 vs. goblinoids, +1 vs. giants.

Animal Companions: 4 dire badgers and 2 dire weasels.

Spell-like abilities (cast as a 9th level spellcaster): Stone speak 2/day, Entangle 2/day, Plant growth 1/day, Endure elements (fire) 2/day, Flame arrow 1/day, Move earth 2/day, Soften earth and stone 2/day, Stone shape 2/day, Transmute rock to mud 1/day, Transmute mud to rock 1/day.

Possessions: Leather armor +3, "Earth piercer" – a +2 keen short sword, 3 potions of cure light wounds, potion of vision, ring of protection +2, ring of animal friendship, bracers of archery, short bow +2 of distance, boots of speed, cloak of resistance +2.

Gifted Maker Prestige Class

Author: Michael J. Kletch

Balance Rating: 4.1 (Pow 4.1, Purp 4.6, Port 4.5, Comp 3.5, Rule 3.8)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Max Market Value	XP Cost
1 st	+0	+2	+0	+2	Arcane Craft (1), Craft Excellence	2,000gp	200%
2 nd	+1	+3	+0	+3		4,000gp	190%
3 rd	+2	+3	+1	+3	Craft Mastery	8,000gp	180%
4 th	+3	+4	+1	+4	Arcane Craft (2)	12,000gp	170%
5 th	+3	+4	+1	+4		18,000gp	160%
6 th	+4	+5	+2	+5	Apotheosis	27,000gp	150%
7 th	+5	+5	+2	+5	Transcendent Craft, Arcane Craft (3)	40,000gp	125%
8 th	+6	+6	+2	+6		60,000gp	100%
9 th	+6	+6	+3	+6	Paragon of the Art	90,000gp	90%
10 th	+7	+7	+3	+7	Arcane Craft (4)	135,000gp	90%

Many are the tales of great craftsmen who possess no magical ability, but create a great work—a marvelous item of great power—through craft and force of will. Sometimes there is the aid of a magical hammer or mystic forge. Other times, the power comes directly from the maker. In still other cases, rare and arcane materials are needed in creating the item.

- In *The Crystal Shard*, Bruenor Battlehammer, a warrior and smith, makes the mighty hammer Aegis-Fang from a block of mithril.
- In *Dragonlance Chronicles*, the Dragonlances are forged with a magical hammer and a silver arm.
- With no system of magic and minimal evidence of spells, the Tolkien legendarium is filled with great and powerful armaments and wondrous items such as the Rings of Power, Luthien's cloak, Anglachel, the Dragon Helm of Dor Lomin, Narsil/Anduril, Boromir's horn and the Silmarils of Féanor.

How are these items made? Where does the magic come from? In each case, no spells are needed; the magic is imbued during the process of a master craftsman pursuing his or her art. This could theoretically be extended to any craft. In a world of high magic, the mystical arts are not confined to those that mutter enchantments, call upon deities and hurl bolts of lightning.

Any character can become a gifted maker. In fact, most are NPC experts who have mastered a particular craft. However, this path requires a dedication to the craft, and is most applicable to NPCs or characters in an extended campaign setting that has downtime.

Requirements

To qualify to become a gifted maker, a character must meet all the following criteria.

Craft or Profession: 10 or more ranks in one craft or profession. The character must have the maximum number of skill points allocated to this craft or profession allowed by his or her character level.

Feats: Iron Will, Skill Focus in the appropriate Craft or Profession skill.

Knowledge: 5 or more ranks in a field relevant to the chosen Craft or Profession.

Class Skills

The gifted maker's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Craft (Int), Knowledge (all, taken individually) (Int), and Profession (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Knowledge fields should be limited to those that have some relevance to the character's craft or profession. The GM may determine that certain choices for the Knowledge skill are not allowed within a particular campaign.

Skill Points at Each Level: 4 + Int modifier

Class Features

All of the following are class features of the gifted maker prestige class.

Hit Dice: d6

Weapon and Armor Proficiency: Gifted makers do not gain any weapon or armor proficiency, although they will usually carry some from other classes. There are three exceptions:

- Gifted makers who specialize in Craft (weapons) at 1st level are proficient with all simple and martial melee and thrown weapons.
- Gifted makers that specialize in Craft (bowyer/fletcher) at 1st level are proficient with all simple and martial bows and crossbows.
- Gifted makers that specialize in Craft (armor) at 1st level are proficient with Light and Medium armors and all shields.

Arcane Craft: This is the core ability for the gifted maker prestige class. At 1st level, the gifted maker selects one Craft or Profession skill he has, with the maximum number of ranks allowed by his character level. When using this skill, the character may make magical items, even if he has no spellcasting ability or item creation feats. A gifted maker cannot create charged items (e.g., Ring of Wishes) or single use items (e.g., Tome of Understanding).

When using this skill to create a magic item, the cost to create the item is 75% of the market price. If the item has a bonus of +3 or higher, or normally requires a spell of 4th or higher level, some rare material will be needed in its manufacture. Usually, a quest or great journey is necessary to procure the material. If the item has a bonus of +5, or normally requires a spell of 7th or higher level, a unique or ultra-rare material will be needed to create the item. The market value of the item cannot exceed the value given for the character's gifted maker level in the level progression table.

The XP cost is initially 200% normal (2/25 of the market value), but this cost drops with each gifted maker. A gifted maker may expend sufficient experience points that he or she would lose one or more experience levels, but the level(s) are always lost from the character's gifted maker levels first.

The time to create the item is the same as that needed to create a masterwork item of that type.

At 4th, 7th and 10th levels, the gifted maker may select another Craft or Profession skill that can be used with the Arcane Craft ability. However, this skill must have at least 10 ranks, the character must have Skill Focus in that Craft or Profession, and the gifted maker's effective level, for purposes of Maximum Market Value and XP cost, is reduced by three, six and nine levels respectively. These selections cannot be saved and used at a later time if the character does not meet the 10 rank requirement for an applicable skill. Skill points gained at 4th, 7th or 10th level may be used to meet this requirement before selecting a new Arcane Craft.

Craft Excellence: When allocating skill points to a Craft or Profession chosen as an Arcane Craft, the maximum ranks allowed is determined by the following formula: $max\ ranks = 3 + character\ level + gifted\ maker\ class\ level$. In effect, gifted maker levels count double toward the maximum skill ranks.

Craft Mastery: Construction times for normal items are reduced by 25%. Construction times for masterwork items are reduced to the normal construction time. The construction time for items created with Arcane Craft is not reduced.

Apotheosis: Although a gifted maker gains this ability at 6th level, most characters will opt to delay its use, for it can only be used once. If the character uses Apotheosis when using Arcane Craft to make a magic item, the Maximum Market Value allowed to that project is doubled (i.e.,

270,000gp items for a 10th level gifted maker)! Enhancement and other bonuses can be as high as +6 if the character is 6th-9th level in gifted maker or even +7 if the character is a 10th level gifted maker. The total effective bonus for a weapon, shield or armor after additional abilities are added can be as high as double the enhancement bonus limit.

The cost to the character using this ability is high, however. Not only is the XP cost double the base XP cost (regardless of the gifted maker's experience level), but the character can never again use the Arcane Craft ability or gain further levels in gifted maker. The use of this ability marks the pinnacle of an gifted maker's career, although other class abilities can still be used.

At the GM's discretion, Apotheosis can be used to create minor and even major artifacts – *someone* has to create them. Creation of an artifact should involve additional costs to the character (e.g., substantial XP cost, level loss, ability score loss, physical disability, etc.). In addition, such an act might attract the attention of various powers that would have an interest in the item. In any case, the crowning achievement for a powerful gifted maker often marks that person with great fame, infamy or notoriety ever after.

Transcendent Craft: If the gifted maker uses materials that cost 150% of the market value when using Arcane Craft, he or she spends no XP in the creation of the item. In fact, the gifted maker gains XP in the amount of 1/25th of the market price of the item. In general, an item cannot be sold for more than its market value, regardless of the material cost.

Transcendent Craft may not be combined with Apotheosis.

Paragon of the Art: All normal items created by the gifted maker are considered masterwork items unless the materials used are inappropriate or grossly deficient in some way; no additional cost is incurred. Items specifically created as masterwork items instead have double their normal bonuses; this is not a magical bonus.

In addition, a gifted maker of 9th or higher level may Take 20 when using a Craft or Profession skill in which he or she has at least 5 ranks, although the creation of an item must result from this skill use. When Taking 20 to create an item, the item creation time is increased by 10%.

Sample Gifted Maker

Blink Din is a dedicated craftsman and a master of the arts of gemcutting and jewelry making. His family heritage also includes an extensive background and knowledge in alchemy, and more recently he has turned his talents to the field of intricate mechanical traps to protect his more valuable creations. Blink's work is valued throughout his gnome community and has even gained a reputation in non-gnomish communities hundreds of miles away. His gems are known for their brilliance and luster, and are rumored to

possess mystical properties imbued by his masterful craftsmanship and dedication. As such, they are in demand for use in jewelry marking special occasions.

Blink Din: Male gnome Exp7/Gifted Maker 2, Small humanoid (gnome), HD 9d6, hp 31, Init +0, Spd 20 ft., AC 10 (touch 10, flat-footed 10); Atk +6/+1 melee (1d6/x2, light mace) or +8/+3 ranged (d8, 19-20/x2, 80 ft., masterwork light crossbow and bolts; AL NG; SV Fort +5, Ref +4, Will +13; Str 10, Dex 10, Con 10, Int 19, Wis 16, Cha 13.

Skills and Feats: Alchemy +22, Appraise +16, Craft (gemcutting) +20, Craft (jewelry) +14, Craft (traps) +10, Disable Device +12, Hide +4, Knowledge (geology) +9, Listen +5, Profession (miner) +8, Search +18, Spot +8; Iron Will, Lightning Reflexes, Skill Focus (Craft gemcutting), Skill Focus (Alchemy); Arcane Craft (Craft gemcutting), Craft Excellence.

Possessions: Masterwork light crossbow, 20 masterwork crossbow bolts, masterwork craft tools (gemcutting, jewelry, trap) headband of intellect +2, periapt of wisdom +2, lens of detection.

Jade Imperial Guard Prestige Class

Author: Itzhak Even

Balance Rating: 4.39 (Pow 4.3, Purp 4.3, Port 4.1, Comp 4.65, Rule 4.6)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Guardian, Imperial Property
2nd	+2	+3	+0	+3	Jade Blade, Hospitality
3rd	+3	+3	+1	+3	Hardened Mind
4th	+4	+4	+1	+4	Jade Sword
5th	+5	+4	+1	+4	Crystal

Jade Imperial Guards are the elite guardsmen of the rulers of the Jade Empire. These warriors forswear their allegiance to their former noble house in favor of absolute loyalty to the Imperial family. Only the greatest warriors are chosen to serve.

Jade Imperial Guards follow a path of perfection, sharpening the mind and sword until both attain the legendary qualities of jade. The most powerful and respected Jade Imperial Guards form the core known as the Thirteen Gems of the Empire. These 13 Jade Imperial Guards are directly assigned to the Empress, and are with her at all times. In ancient poetry, this was described as the great lady walking surrounded by her precious jewels; any who tried to harm her were beset by razor sharp gems with precise focus.

Low-ranking Jade Imperial Guards are assigned to protect the Imperial family in the relative safety of the Palace grounds, while mid-level guards are sent on various (usually secret) missions for their ruler. The Thirteen Gems (minimum 5th level Jade Imperial Guard) are on continuous assignment directly to the Empress.

Note: If your campaign does not feature an empire, the Jade Imperial Guard may be an order of elite guardsmen, but the order is best used if it is based in one nation, and caters to the rulers.

Requirements

To qualify to become a Jade Imperial Guard, a character must meet all the following criteria.

Race: Human

Alignment: Any Lawful

Knowledge (Nobility): 5 ranks

Spot: 6 ranks

Sense Motive: 6 ranks

Base Attack Bonus: +10

Feats: Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Iron Will, Alertness.



Special: The character must take a vow of guardianship to the monarch of the Jade Empire, and forswear any vow he had to others.

Special: The character must be deemed worthy by another jade imperial guard in order to gain training in this class.

Class Skills

The class skills for the jade imperial guard and the relevant ability scores are Climb (Str), Hide (Dex), Intimidate (Cha), Knowledge (Nobility) (Int), Jump (Str), Listen (Wis), Sense Motive (Wis), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 +Int modifier

Class Features

All of the following are class features of the jade imperial guard prestige class.

HD: d10

Weapon and Armor Proficiency: A jade imperial guard does not gain any new weapon or armor proficiencies.

Guardian (Ex): The jade imperial guard, if within 5 feet of someone, can decide to guard him and change places with his ward to take the blow instead. The character must declare on his turn who he wants to guard for that round, and when that person is attacked during the round the guard can swap places with him as a free action. You chose the person to be guarded on your turn, and you cannot change it again until your next turn.

Note that if the person resists, both parties must make an opposed strength check to see whose stance is stronger.

This ability can be used a number of times per round equal to the attacks of opportunity the jade imperial guard can make in a round.

Imperial Property: Jade Imperial Guards are apart from other citizens of the empire. They are expected to abide by the laws of their nation, but in practice only answer to the Empress. They must be totally obedient to her, and must forswear any other allegiance to family or liege. However, as a result of being so close to the Empress, Jade Imperial Guards have a higher social status, giving them a +2 circumstance bonus to Cha-based skills and checks, when dealing with people of the Empire, or nobility of allied foreign nations. This bonus works only if the other person knows the character as being an imperial guard.

Should a Jade Imperial Guard fall into disfavor, he loses that bonus, instead suffering a -4 penalty from anyone who knows of the disfavor.

Jade Blade (Ex): At 2nd level the jade imperial guard's bastard sword blade takes on a green tinge, and special sharpness, but only when he wields it. With this weapon only, the jade imperial guard gains an increased chance to achieve critical hits. Any time an attack is marked as a threat, the jade imperial guard gains +1/level to the second roll to confirm the critical hit.

The weapon gains this ability only while wielded by the imperial guard. The ability is lost immediately when the imperial guard loses contact with it.

Example: Bradal, a Ftr12/jade imperial guard 3 with 14 Str hits a monster with a critical threat. On his second roll to confirm the critical, he adjusts the roll as follows: +15 (BAB), +1 (weapon focus), +2 (Str modifier), +3 (jade blade) = +21.

Hospitality: At 2nd level, the jade imperial guard receives free lodging and food for himself plus one companion per level anywhere within the Empire. He is welcome at the castles of nobility as well, where food is better, but should be aware that they will try to manipulate

him and extract information for their own uses. To gain the benefit of hospitality, the guard must identify himself, normally by turning a bastard sword green when unsheathed.

Hardened Mind (Ex): At 3rd level the jade imperial guard can repel mental attacks. He gains a +4 bonus to his Will save. This bonus replaces the bonus gained from the Iron Will feat; it does not stack.

Jade Sword (Ex): At 4th level the jade imperial guard's weapon becomes even sharper in his hands, and takes on an almost translucent bright green color. The weapon now has its threat range and critical modifier increase by one.

Example: Jade Bastard Sword, 1d10, 18-20/x3. The +1 to threat range is added only after all other modifiers have been applied, so on a keen bastard sword the threat range is 16-20 (19-20 normal, with +2 from keen and +1 from Jade Sword).

Note that the weapon gains this ability only while wielded by the imperial guard. The ability is lost immediately when the imperial guard loses contact with it.

Crystal (Su). The jade imperial guard has long trained both mind and body. At 5th level he gains two powers.

On a successful Will save against a mind-affecting effect, he can reflect the effect back at its originator. He can do this a number of times per day equal to 1 + Wis modifier.

The following spells, usable once each per day, cast as a sorcerer of his class level: Blur, Mirror Image and Shield Other.

Sample Jade Imperial Guard

Bradal: Male human Ftr12/Jade Imperial Guard 3, Medium-size humanoid (human), HD 15d10+30, hp 112, Init +5 (+1 Dex, Improved Initiative), Spd 30 ft., AC 27 (touch 14, flat-footed 26); Atk +22/+17/+12 melee (1d10+8, 15-20/x2, bastard sword +3 keen); AL LG; SV Fort +16, Ref +11, Will +15; Str 17, Dex 13, Con 15, Int 13, Wis 12, Cha 13.

Skills and Feats: Intimidate +6, Jump +10, Knowledge (nobility) +6, Listen +8, Ride +16, Sense Motive +7, Spot +13; Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Iron Will, Alertness, Improved Critical (bastard sword), Improved Initiative, Lightning Reflexes, Dodge, Mobility, Expertise, Spring Attack, Whirlwind Attack; Guardian, Imperial Property, Jade Blade (+3), Hospitality, Hardened Mind (+4)

Possessions: Chain shirt +5, Bastard sword +3 keen, Ring of protection +3, Cloak of resistance +3, Boots of speed, Large Metal Shield +2, Gauntlets of ogre power.

Mariner Variant Core Class

Author: Ian Cheesman

Balance Rating: 4.22 (Pow 4.2, Purp 4.4, Port 4.4, Comp 4.1, Rule 4)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Earring, Rolling Seas
2 nd	+1	+3	+3	+0	Uncanny Dodge (Dex bonus to AC)
3 rd	+2	+3	+3	+1	
4 th	+3	+4	+4	+1	Spotter
5 th	+3	+4	+4	+1	Bonus Language
6 th	+4	+5	+5	+2	Acrobatic Attack
7 th	+5	+5	+5	+2	
8 th	+6/+1	+6	+6	+2	Climb Rigging
9 th	+6/+1	+6	+6	+3	Uncanny Dodge (Can't be flanked)
10 th	+7/+2	+7	+7	+3	Bonus Language
11 th	+8/+3	+7	+7	+3	
12 th	+9/+4	+8	+8	+4	Lore of the Seas
13 th	+9/+4	+8	+8	+4	Sure Stance
14 th	+10/+5	+9	+9	+4	Improved Acrobatic Attack
15 th	+11/+6/+1	+9	+9	+5	Bonus Language
16 th	+12/+7/+2	+10	+10	+5	Evasion
17 th	+12/+7/+2	+10	+10	+5	Lore of the Oceans
18 th	+13/+8/+3	+11	+11	+6	Improved Climb Rigging
19 th	+14/+9/+4	+11	+11	+6	
20 th	+15/+10/+5	+12	+12	+6	Bonus Language

From high above in the crows' nest, a call came down of a ship sighted on the horizon. The first mate looked at Findorth for approval. With a sharp nod of his head, the deck leapt into action as bows were loaded, swords drawn, and the ship steered towards the other ship.

The small girl found as a stow away moments before scampered away, bouncing off barrels and railings as the ship rolled back and forth. As she ran, her toe caught on a strand of thick rope, knocking the cloth that was given to her by the evil elf out of her hand. She jumped to grab it, and noticed the design on it for the first time, and shuddered.

It was a skull and crossbones flag.

The other ship slowed to a stop, for its captain knew there was no escaping the speed of the pirate ship. He quickly ordered half his force below decks, pistols loaded, swords ready. He left a skeleton crew on deck with himself, to meet the pirates. He gave orders not to hurt either ship. If the pirate vessel were destroyed, he reasoned, the pirates would fight all the harder to survive.

When the pirates boarded the waiting vessel, they laughed at the pitiful crew. Findorth sent her people to search the ship while she questioned the captain. She had just reached him when she heard the sound of gunfire.

She ordered called for reinforcements, when they were cut off by sailors swinging down the rigging. From behind came more mariners, including a few wizards who cut the



pirates apart. In a few minutes, the battle was over, and the captain now had two ships of cargo to sail home, and this time, no pirates.

Master of the high seas and ships of all sizes, the mariner is an adventurer who lives a life few can comprehend. While most use the open ocean for rare transport or trade routes, the sea is an entire way of life for the mariner. They live their lives on the ocean and ports or cliffs where the sea air blows constantly. The mariner is the wizened sailor who saved the ship in the terrible storm, the old bent man who tells wild tales in the dockside inns, the deckhand on a great sailing ship, and the ruthless pirate attacking any that he dares.

High level mariners usually captain their own ship, crewed by experts. Occasionally, a ship will be almost entirely crewed by mariners (with the possible exception of persons like the cook and cabin boy). Old mariners who retire from sailing still need to stay close to the water for their own sanity. They often own taverns or other businesses found on docks and in small seaside towns.

Mariners don't so much go out seeking adventure, as live a life where every day is an adventure. The sea is a ruthless and unforgiving mistress, and those who survive become very powerful.

Mariners hang out with other people with ties to the sea. Occasionally they are hired by a group of adventurers, or may pick up a level or two of other classes. As the sea can be calm or raging, so can the mariner. Mariners can be any alignment and belong to any religion, although a god of travel, water, oceans, or seas is the most appropriate deity.

GAME RULE INFORMATION

Mariners have the following game statistics.

Abilities: Most of a mariner's skills are based on Dexterity, and Wisdom, and Strength.

Alignment: Mariners may be of any alignment.

Class Skills

The Mariner'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, navigation, seas) (Int), Listen (Wis), Profession (Wis), Speak Languages (--), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at 1st level: (6 + Int modifier) x4.

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All the following are class features of the mariner variant core class.

Hit Die: d8.

Weapon and Armor Proficiency: A mariner's weapon training focuses on weapons suitable for shipboard combat. Mariners are proficient with all simple weapons, as well as the cutlass (treat as short sword), net, rapier, sap, shortbow, and pistol.

For those campaigns that do not use pistols, hand-crossbows might be a suitable alternative.

Mariners are proficient with light armor. Note that normal armor check penalties apply.

Earring: A mariner becomes gradually more scarred through battles. He also sports a lot of tattoos. His most distinctive marking, however, is the single earring he wears. All mariners eventually place a magical ring on one of their ears.

The mariner gains an additional magic item slot in one ear. This slot does not interfere with any normal slot, and is only useable for a magic earring. These magic earrings cost the mariner the same as a ring. A mariner may not wear more than one earring, unless the others are non-specific location magic items.

Rolling Seas (Ex): As the mariner grows more used to the motion of the sea, he gains an increasing advantage over those not used to the sea. The mariner gains a +1 bonus to all Balance, Climb, Jump, Profession (sailor), and Tumble checks when on a ship. He also gains this bonus to all attack rolls and AC, according to the following chart.

Mariner Level	Non-Mariner	1-4 Mar	Vs. 5-8 Mar	Vs. 9-12 Mar	Vs. 13-16 Mar	Vs. 17-20 Mar
1-4	+1	-	-	-	-	-
5-8	+1	+1	-	-	-	-
9-12	+2	+1	+1	-	-	-
13-16	+2	+2	+1	+1	-	-
17-20	+3	+2	+2	+1	+1	-

In addition, a mariner with spellcasting abilities is never subject to concentration checks because of the sometimes-erratic movements of the ship.

The mariner only has these abilities while wearing light or no armor.

Uncanny Dodge (Ex): Starting at 2nd level, the mariner does not lose his dex bonus to AC when caught flat-footed. At 9th level, the mariner can no longer be flanked. The exception to this is another character with this ability who is four levels higher than the mariner.

Spotter: Starting at 4th level, a mariner is watching for weather, other ships, obstructions in the water, etc., gains a bonus equal to his level to his spot checks. This bonus does not work unless the mariner is at least 15 feet above the deck of the ship.

Bonus Language: At 5th level, the mariner gains a free language due to his extensive travels. He gains another at 10th, 15th, and 20th level.

Acrobatic Attack (Ex): At 6th level, if the mariner attacks by jumping at least 10 ft., jumping down at least 10 ft., or swinging on a rope or similar object for at least 10 ft., he gains a +2 circumstance bonus to attack and damage rolls. This bonus does not stack with the Rolling Seas ability, as the character is not standing on the deck during his attack. This also takes a full attack action and triggers an AoO. The mariner may only use this ability while wearing light or no armor. At 14th level, the bonuses increase to +4.

Climb Rigging (Ex): The mariner can climb with tremendous agility and speed. He spends hours each day climbing masts, rigging, and ladders. A mariner retains his Dex bonus to AC while climbing, and can climb at half his normal speed as a full-round action. The mariner only gains these benefits while wearing light or no armor, and only when climbing a rope or similar object. At 18th level, the mariner can climb at his full speed.

Lore of the Seas: The mariner collects secrets and stories about places in the seas. He gains a +2 bonus to all Knowledge (sea) checks concerning secrets, stories, or legends dealing with the sea. This ability stacks with Bardic Knowledge. At 17th level (Lore of the Oceans), the bonus increases to +4.

Sure Stance (Ex): The mariner gains the ability to perform skill checks even when the ship is rolling in stormy weather or engaged in battle. The mariner can Take 10 on the following skill checks, even when he would not be

able to normally from stress or distractions: Balance, Climb, Jump, Profession (sailor), Tumble, and Use Rope. The mariner may only use this ability while wearing light or no armor.

Evasion (Su): At 16th level, a mariner gains the ability to evade spells and effects that could kill a man. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage (such as *fireball*), he takes no damage with a successful saving throw.

Sample Mariner

Findorh: Female elven mariner 12, Medium-size humanoid (elf), HD 12d8, hp 58, Init +7 (+3 Dex, +4 Improved Initiative), Spd 30 ft., AC 22 (touch 16, flat-footed 19); Atk +15/+10 ranged (1d4+5, 19-20/x2, 10 ft., daggers of returning +3) or +13/+8 melee (1d6+4, 17-20/x2, keen cutlass +2); AL NE; SV Fort +4, Ref +11, Will +7; Str 14, Dex 16, Con 11, Int 10, Wis 17, Cha 16.

Languages: Elven, Common, Halfling, Goblin.

Racial Traits: Immunity to sleep, +2 vs. enchantments, Low-light vision, Proficient with longsword, Proficient with shortbow, Locate secret doors

Skills and Feats: Balance +20, Intuit Direction +12, Knowledge (seas) +9, Profession (sailor) +12, Spot +12, Swim +7, Tumble +12, Use Rope +20; Dodge, Endurance, Improved Initiative, Skill Focus (Balance), Skill Focus (Use Rope); Earring, Rolling Seas, Uncanny Dodge (Can't be flanked), Spotter, Bonus Language x2, Acrobatic Attack, Climb Rigging, Lore of the Seas.

Possessions: Dagger of Returning +2, Dagger of Returning +2, Keen Cutlass +2, *Chain Shirt of the Deep* (as plate of the deep) +2, Ring of Swimming, Ring of Water Walking, Earring of Protection +3.

Master of the Call

Author: Itzhak Even

Balance Rating: 4.38 (Pow 4.05, Purp 4.4, Port 4.83, Comp 4.38, Rule 4.23)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 st	+0	+0	+0	+2	Summoning Specialization	
2 nd	+1	+0	+0	+3	Extend Summoning	+1 spellcasting level
3 rd	+1	+1	+1	+3		+1 spellcasting level
4 th	+2	+1	+1	+4	Creature Bond	+1 spellcasting level
5 th	+2	+1	+1	+4	Improved Binding	
6 th	+3	+2	+2	+5	Augmented Summoning	+1 spellcasting level
7 th	+3	+2	+2	+5		+1 spellcasting level
8 th	+4	+2	+2	+6	Quicken Summoning	+1 spellcasting level
9 th	+4	+3	+3	+6	Greater Summoning	
10 th	+5	+3	+3	+7	Swarm Summoning	+1 spellcasting level

Lord Angelmar's troops were drilling outside his castle. In a valley nearby, the sounds of fireballs and other destructive spells could be heard. Galvina surveyed the locale and decided the annoying Lord Angelmar must be eliminated. She took off her armor and equipment, put on a beautiful dress, and signaled the palanquin to move towards the castle.

Lord Angelmar, smitten by her beauty, greeted Lady Anigiel warmly. They talked long hours, and he enjoyed her company, but after a week he began to feel ill. A messenger was dispatched to the nearest church to ask for a priest to heal the lord. During his illness, the Lady Anigiel sat beside his bed and fed and cared for him.

At nights the Lady Anigiel used her dark magic to learn as much as she could about the castle's defenses, the army camped outside, and the powers and numbers of the wizards. After three weeks of visit, knowing that in a day or two the cleric was due to arrive, the Lady Anigiel walked into Lord Angelmar's room and awoke him. She uttered a single word and he found himself in a ruin, with a large fiend standing over him.

Sometimes referred to as Infernals or Celestians, Masters of the Call are the great masters of summoning. It is said that Masters of the Call are never without some sort of aid nearby, and can bring more in a heartbeat.

Masters of the Call can be any alignment. Their ranks include sorcerers and wizards, but clerics, druids, and even rangers sometimes take training in this class to augment their summoning ability. Masters of the Call have an affinity with the creatures they summon, often reflecting a former class in preference.

The ultimate source of their powers remains a mystery. Some say it is their deeper knowledge of summoning, some argue the existence of a secret art. Still others claim they have learned their knowledge from an outsider.

The source of a Master of the Call's power depends on whether he gained his knowledge as part of an organiza-

tion or by himself. The GM is free to decide that a clerical order of Masters of the Call learned these secrets from a celestial sent by their god, while a cabal of evil wizards made a pact with powerful fiends.

Adventuring Ideas

- A cabal of evil Masters of the Call summons fiendish creatures and powerful outsiders to terrorize the region.
- A reclusive Master of the Call is ill, and only a rare herb can heal him. If he dies, a powerful fiend will be unleashed to destroy the countryside. Will the party heal him in time? Or will they have to deal with a powerful fiend?
- A powerful celestial was witnessed performing evil acts. Can the PCs find the Master of the Call controlling the entity and defeat him?

Requirements

To qualify to become a master of the call, a character must meet all the following criteria.

Knowledge (the Planes): 10 ranks or **Knowledge (Nature):** 10 ranks

Feats: Spell Focus (Conjuration/Summoning), Extend Spell

Spellcasting: Must be able to cast at least 4 spells with the Summoning designator, one of which must be 4th level.

Class Skills

The master of the call's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (All; each taken individually) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the master of the call.

Hit Die: d4

Weapon and Armor Proficiency: Masters of the call gain no new weapon or armor proficiencies.

Spells per Day: When a new level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or turning undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, etc.), except for the increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a master of the call, he must choose which class gains the new spellcasting levels. This choice cannot be changed once made.

Summoning Specialization (Ex): Upon gaining this prestige class, the master of the call reduces his spell capability in spells that do not belong to the conjuration school. The caster is now treated as a specialist conjurer, and must choose a prohibited school.

Note that this grants the master of the call the ability to cast one extra spell per level, which must have the summoning or calling designator. See the end of this class description for further notes on specialization.

Specific Creatures: When a master of the call casts his summoning spells he must use the Specific Creatures variant rule from Core Rulebook II. Also, since his knowledge of summoning is so much more extensive he can replace a creature twice every level.

Extend Summoning (Su): At 2nd level the master of the call can summon creatures for a longer duration. All summon spells lasts 2 rounds per caster level. If Extend Spell is used in conjunction with this feat, the duration is 3 rounds per level, not 4.

Creature Bond (Su): At 4th level a master of the call may once per day cast one of his summoning spells with a duration of 1 hour per level. This spell takes 10 minutes to cast, and its spell level cannot exceed 1/3 of the character's caster level. The creature(s) summoned may be ordered to fight, or pursue some errand or task, guard an area, etc. This ability cannot be used in conjunction with any metamagic feat or any of the other special abilities gained by this class.

Improved Binding (Ex): At 5th level the master of the call has learned to better bind creatures. Any creatures the master of the call summons using Lesser Planar Binding, Planar Binding, or Greater Planar Binding has the DC to the save, the SR check and the Charisma check increased by +4, and they must make a Will save to effectively work

their dimensional magic to escape. The DC for the Will save is the same as the spell's DC.

Augmented Summoning (Ex): While unlocking the secrets of summoning the master of the call has increased the power of his summoned creatures. Any creatures summoned by him have +2 hp per HD and gain a +1 competence bonus to attack and damage rolls.

Quicken Summoning (Su): At 8th level a master of the call can quicken one of his summoning spells, without paying the extra levels normally associated with casting a Quicken spell. This only works if the spell can be cast in 1 round or less, and the spell cannot be higher than 6th level.

Greater Summoning (Su): At 9th level the master of the call can summon twice the number of creatures once per day, when casting a spell of up to 6th level. This ability cannot be used in conjunction with Quicken Summoning.

Swarm Summoning (Su): At 10th level the master of the call gains the greatest insight into the workings of summoning spells. Once per week he can cast one of his summoning spells (of up to 6th level) that will summon five times the regular number of creatures. This ability cannot be used in conjunction with Quicken Summoning or Greater Summoning.

Specialization & this Class

If a conjurer takes this prestige class, he only gains an extra +2 bonus to his spellcraft checks to learn conjuration spells. I recommend that other specialists not be allowed to take this class. Master of the Call focuses on summoning.

Divine Masters of the Call

Druids, clerics and rangers should list their spells by school, then choose forbidden schools according to that list. They should not be allowed to choose a school for which they would normally have no spells, as that is no penalty. It is rare for a druid or ranger to have Necromancy or illusion spells, while both clerics and rangers have few Evocation spells. The GM should make the decision after seeing what schools are available.

As another option, the GM can decide that a cleric or druid must choose 3 spells of each level that he cannot cast. A paladin or ranger should choose 2 spells of each level.

Sample Master of the Call

Galvina is a priestess of a dark god, and in his name, she has had many dealings with devils. She is very ambitious, and together with several allies she is striving to create a massive permanent gate between the infernal planes

and the prime material plane. To further her aims she removes her armor and weapons and goes to her enemy armed only with her good looks and quick tongue. She uses her spells, stilled and silent for the most part, to root out information. Usually she summons a fiendish creature or some devil before she leaves. She has on occasion grabbed an important person and used her Word of Recall to take them to a safe haven where she can deal with them at her leisure.

Galvina Pedron: Female human Clr7/Master of the Call 7; Medium-size humanoid (5' 8"); HD 7d8+7d4+14; hp 81; Init +0 (+0 dex); Spd 30 ft.; AC 21 (touch 11, flat footed 21); Atk +8/+3 melee (Unholy Morningstar +1, 1d8); AL LE; SA spells, death touch; SV Fort +8, Ref +4, Will +15; Str 9, Dex 11, Con 13, Int 15, Wis 20, Cha 14.

Skills & feats: Concentration +18, Diplomacy +15, Knowledge (religion) +19, Knowledge (the Planes) +19, Spellcraft +19. Extend Spell, Spell Focus (Conjuration), Combat Casting, Scribe Scroll, Still Spell, Silent Spell.

Domains: Knowledge, Death

Spells per day (6/8+1/6+1/6+1/5+1/5+1/3+1; base DC 15+ spell level): 0 level – *detect magic* x2, *light*, *read magic*, *resistance*, *cure minor wounds*; 1st level – *cause fear**, *divine favor*, *entropic shield*, *protection from good*, *shield of faith*, *sanctuary*, *summon monster i* x2; 2nd level – *detect thoughts**, *bull's strength* x2, *desecrate*, *hold person*, *silence*, *summon monster ii*; 3rd level – *clairaudience**, *magic vestment*, *protection from elements*, *doom (stilled and silent)*, *summon monster iii* x2, *animate dead*; 4th level – *death ward**, *dismissal*, *divine power*, *silence (stilled and silent)*, *summon monster iv*, *lesser planar ally (Hellcat)*; 5th level – *slay living**, *flame strike*, *spell resistance*, *bestow curse (stilled and silent)*, *summon monster v* x2; 6th level – *create undead**, *banishment*, *word of recall*, *summon monster vi*.

Possessions: Full Plate, Spell Storing (Inflict Serious Wounds) Unholy Morning Star +1, Wand of Cure Light Wounds (25), Necklace of Fireballs (type III), Incense of Meditation, Shield +1.

Mountaineer Prestige Class

Author: Matthew Hedges

Balance Rating: 4.34 (Pow 4.5, Purp 4.3, Port 4, Comp 4.5, Rule 4.4)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Defensive Climb, Mountain Foe 1
2 nd	+2	+3	+0	+0	Climber's Strength, Mountain Lore
3 rd	+3	+3	+1	+1	Negate Higher Ground, Soft Landing
4 th	+4	+4	+1	+1	Inner Warmth, Fast Climber, Reflex Snag
5 th	+5	+4	+1	+1	Mountain Stride, Mountain Foe 2

The mountaineer is found high up in the peaks and valleys of mighty mountain ranges. He climbs across terrain even the hardiest ranger would find all but impossible to cross, exposing himself to cold that chills the toughest frost barbarian. The mountaineer lives for the mountains and his skill at scaling the unscalable is the stuff of legend.

Mountaineers can be of any race, though humans are by far the most common. Smaller races find their lack of reach (height) a great disadvantage.

The skills of a ranger go hand in hand with the mountaineer. Fighters, paladins, barbarians and even druids can do well. A handful of rogues (often bandits) have the ability and desire to qualify for this prestige class. Monks belonging to a local mountain monastery could well find this class suitable for them. Bards wandering the mountainous regions of the world also find the climbing skills invaluable.

Requirements

To qualify to become a mountaineer, a character must meet all the following criteria.

Feats: Endurance, Great Fortitude

Climb: 8 ranks

Use Rope: 5 ranks

Balance: 2 ranks

Jump: 2 ranks

Special: Must own a masterwork climber's kit.

Special: To learn the skills of a mountaineer, a character must find one willing to teach him.

Class Skills

The mountaineer's class skills (and key ability for each skill) are Balance (Dex), Climb (Str), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the mountaineer.

Hit Die: d10

Weapon and Armor Proficiency: Mountaineers are proficient with the following weapons: light pick, heavy pick, staff, light hammer and hand axe. They gain no additional proficiency in armor or shield. Mountaineers shun heavy armor as being too cumbersome for their needs. They have no use for shields as they require both hands, and usually select light armor and wear cloaks for the cold air. 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.

Defensive Climb (Ex): The mountaineer is skilled at evading attacks while clinging to a precarious position. While wearing light armor, the mountaineer keeps his dexterity bonus to AC while climbing (usually a character loses it while climbing).

Mountain Foe (Ex): At 1st level, mountaineers must select one species found in their native mountain range as their mountain foe. Thereafter they gain +1 on damage rolls and appropriate skill checks against that foe, exactly as defined for a ranger's favored enemy. If the character also has ranger levels then mountain foe stacks with favored enemy. At 5th level mountaineers get a second mountain foe, for which they get +1 bonus on damage and skill checks. The foe selected at first level goes up to a bonus of +2.

Climber's Strength (Ex): A mountaineer's muscles are so attuned to surges of extra-strength that they can be called upon to perform above normal for very short periods. Once per day, the mountaineer receives a +2 bonus to his Strength ability score. This effect lasts 3 rounds plus one round for each mountaineer level the character has.

Mountain Lore (Ex): Mountaineers can add a +2 *circumstance* bonus to any wilderness lore, spot or search checks made while in a mountain range (including those made for tracking).

Negate Higher Ground (Ex): Mountaineers have practiced fighting styles that help negate the advantage of higher ground. Opponents attacking the mountaineer from above do not gain the usual +1 to attack rolls so long as the mountaineer is wearing medium or lighter armor.

Soft Landing (Ex): Mountaineers have a lot of practice at falling. They can train their bodies to maneuver while falling so the impact is not as dangerous. If the mountaineer falls *accidentally*, he still takes the first 10 feet as subdual damage (normally a character gets this only if they *intentionally* jump). Additionally, the mountaineer gains a +2 *circumstance* bonus to any Jump skill checks made for lessening the impact of a fall. These bonuses apply only while wearing light armor.

Inner Warmth (Ex): Mountaineers do not feel the cold like lowlanders do. They subtract the first 3 points of cold damage they receive each round.

Fast Climber (Ex): When a mountaineer tries *accelerated climbing* (moving at normal speed) he only suffers a -2 penalty instead of a -5 penalty to his Climb skill check. To receive this bonus, the mountaineer must be wearing light armor.

Reflex Snag (Ex): The mountaineer receives a +4 *circumstance* bonus when trying to catch himself on a wall, branch or outcropping when falling (on a slope or a straight fall). To receive this bonus, the mountaineer must be wearing medium armor or lighter.

Mountain Stride (Ex): Mountaineers can climb over mountains and walk along mountain passes without leaving a discernable trail, similar to the Druid's ability *woodland stride*. To receive this ability, the mountaineer must be wearing medium armor or lighter.

Sample Mountaineer

Heather earned her mountaineer name traipsing across the bare vertical face of Mount Skrag in pursuit of rogue ogres fleeing her wrath. She holds herself responsible for any giants or goblinoids who live in or near Mount Skrag, and so watches their activities alertly for any signs of destructive intentions. Vengeance is swift, and so are her arrows, if any of her targets decide they can risk it for a raid.

Heather Stonefoot: Female half-elf Rgr5/Mountaineer 3; Medium-size humanoid (elf); HD 8d10+8; hp 52; Init +2 (+2 Dex); Spd 30 ft.; AC 17 (touch 12, flat footed 15); Atk +9/+4 melee (masterwork longsword, 1d8, 19-20/x2) or +12/+7 ranged (composite longbow +2, 1d8+2/x3, 110 ft.); AL NG; SQ Low-light vision, immunity to sleep; SV Fort +10, Ref +4, Will +6; Str 10, Dex 15, Con 12, Int 10, Wis 14, Cha 13.

Skills & Feats: Animal Empathy +4, Balance +5, Climb +11 (+13 with kit), Hide +13, Jump +33, Listen +6, Move Silently +14, Search +1, Spot +6, Use Rope +8, Wilderness Lore +8; Endurance, Great Fortitude, Iron Will, Track; Favored Enemy +2 (Giants), Favored Enemy +1 (Goblinoids), Defensive Climb, Mountain Foe +1 (Giants), Climber's Strength, Mountain Lore, Negate Higher Ground, Soft Landing.

Spells per day (1; base DC 12+ spell level): 1st level – *entangle*

Possessions: Boots of Elvenkind, Cloak of Elvenkind, Ring of Jumping, Studded Leather +2, Composite Longbow +2, Masterwork Climber's Kit, Rope of Entanglement.

Phoenix Blade Prestige Class

Author: Itzhak Even

Balance Rating: 4.24 (Pow 4, Purp 4.2, Port 4.6, Comp 4.3, Rule 4.1)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Aura of Hope
2 nd	+2	+3	+0	+3	Smite Evil
3 rd	+3	+3	+1	+3	Flaming Weapon
4 th	+4	+4	+1	+4	Beacon of Hope
5 th	+5	+4	+1	+4	Penetrating Gaze
6 th	+6	+5	+2	+5	Free the Mind
7 th	+7	+5	+2	+5	Greater Flaming Weapon
8 th	+8	+6	+2	+6	Cleansing Fire
9 th	+9	+6	+3	+6	Fountain of Life
10 th	+10	+7	+3	+7	Summon the Phoenix

Hope and freedom—two words that hold great power over the hearts of living creatures, especially humans, elves, halflings, dwarves, gnomes and half-elves. Since the dawn of time, humans have believed that hope can carry them through hardships, and freedom is the ultimate state of being, where you are free to do as you please, yet your actions do not impede the freedom of another.

The ultimate symbol of these two ideals is the phoenix, embodying hope and freedom in its endless cycle of rebirth. Since its first appearance, the phoenix has captured the hearts and minds of living creatures who strive to make these ideals a part of everyday life.

While some worship a god of hope whose symbol is the phoenix, others take a more direct route and worship the phoenix itself, without the mediation of a god. Both groups have powers for hope and freedom, and take up arms against those who seek to enslave and spread despair.

While a paladin is a righteous fighter for noble ideals, and bringing hope is a part of his oath, freedom is not at the forefront in his mind. The Phoenix Blade is an order of warriors who follow these ideals.

It is rare for two or more blades to work together. This is not out of rivalry. Rather, they prefer to work at bringing their ideals to as many places and people as they can, and the small size of their order forces them to spread thin throughout known lands, as well as uncharted areas, to spread their message.

Multiclass Note: Paladin characters can freely multiclass with this class, as long as they retain their lawful good alignment.

Requirements

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

Alignment: Any Good

Base Attack Bonus: +5

Knowledge (Religion): 10 ranks.

Sense Motive: 5 ranks.

Feats: Extra Turning, Weapon Focus (Heavy Flail)*

Patron: God of Hope and Freedom or belief in the Phoenix.

*Note: In my campaign the favored weapon for the god of hope and freedom is the heavy flail. If you have a similar god but he has a different favored weapon feel free to require weapon focus for that favored weapon.

Class Skills

The phoenix blade's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Hit Die: d10.

Weapon and Armor Proficiency: The phoenix blade has proficiency in all armors and shields, but gains no new weapon proficiencies.

Extra Turning: Those who have this prestige class can take this feat, and any other feat that affects their ability to channel positive energy in new uses or new ways. Note that this class does not grant this as a bonus feat.

Aura of Hope (Su): At 1st level the phoenix blade projects an aura of hope in a 10-ft radius. Allies within the area gain a +1 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Note that the phoenix blade is also affected by his aura. If the phoenix blade has the paladin's Aura of Courage ability, the two abilities work together and he can affect anyone within 20 ft. The morale bonus granted by this aura stacks with other morale bonuses from spells like *Emotion*, *Bless*, etc, but not with the Aura of Hope generated by another phoenix knight.

Smite Evil (Su): Starting at 2nd level, the phoenix blade gains the ability to Smite Evil. When he uses this ability against an evil creature, he gains +4 to hit and +1/level to damage. If he has Smite Evil from another class, he gains

another use per day, and his class levels stack with the levels from any other class that grants his Smite to determine the damage bonus.

Example: an 8th level cleric with the Destruction domain, who gets a Smite ability, takes 2 levels of Phoenix Blade and can now use Smite Evil twice per day, with +4 to hit, and +10 to damage.

Flaming Weapon (Su): At 3rd level, the phoenix blade can channel some of his power into his weapon and make it burst into flames, inflicting an extra 1d6 points of fire damage per hit. This ability lasts for 1 round per level. Use of this ability costs one Turn Undead attempt.

Beacon of Hope (Su): At 4th level, a phoenix blade becomes more of a living embodiment of hope. His Aura of Hope grows as detailed in the following table:

Level	Aura of Hope
4	15' radius
5	20' radius
6	25' radius
7	30' radius
8	35' radius
9	40' radius
10	50' radius

If the phoenix blade has the Aura of Courage ability, the above radius increases by 10 feet.

Penetrating Gaze (Ex): At 5th level, the phoenix blade can more easily see through lies and deceit. He gains a +4 insight bonus to his Sense Motive checks when someone is trying to use Bluff against him.

Free the Mind (Su): At 6th level, the phoenix blade can help others become free. By taking a full round action, he can create an effect similar to *Dispel Magic*, but can use it only against mind-influencing effects. He can use his Sense Motive check to sense a mind-influencing effect, and then use this ability to negate the effect. Use of this ability costs one Turn Undead attempt.

Greater Flaming Weapon (Su): At 7th level, the phoenix blade grants his weapon the Flaming Burst special ability. This ability cannot be used in conjunction with Flaming Weapon. The ability lasts a number of rounds equal to his phoenix blade level, and costs two turn undead attempts.

Cleansing Fire (Su): At 8th level, the phoenix blade can call a cleansing fire. This effect is like the Flame Strike spell, cast at half his class level plus his divine casting level. So a character Clr8/phoenix blade 8 casts this as a 12th level caster (8 cleric levels +8/2 from his phoenix blade levels). Use of this ability costs 4 Turn Undead attempts.

Fountain of Life (Ex): At 9th level, the phoenix blade's life force is very strong, and resistant to effects that weaken it. The phoenix blade gains a +4 bonus to save against all effects that drain life, ability scores, levels or effects of instant death. Furthermore, he gains a saving throw even against such effects that normally do not allow a saving throw, at half his normal save, and without the +4 bonus from this ability.

Example: Jaelana is a Pal8/phoenix blade 8 and is attacked by an evil mage. The mage casts Finger of Death at her. The DC for her save is 23, and she has +6 for her Fortitude save from her paladin levels, another +6 from her phoenix blade levels, +2 from her Con modifier, +3 from her Divine Grace paladin ability and +4 from Fountain of Life, for a total of +21, so she needs to roll a 2 or better.

Later that battle, the mage tries to cast Enervation against her. Normally there is no save against this spell, but Jaelana gets one because of this ability. Since this is also a Fortitude save and we have the calculations we just have to remove 4 from the above example (21 - 4 = 17) and divide by half (17 / 2 = 8.5, rounded down to 8) for a final save modifier of +8 against a DC of 20.

Summon the Phoenix (Su): At 10th level, the phoenix blade gets his most powerful ability: he can now imbue his essence with that of the phoenix. When using this ability, the blade is surrounded by flames, inflicting 2d6 points of divine fire damage to any evil creature within 20 feet. The fire damage bypasses fire resistance. The phoenix blade takes half damage from cold and fire attacks, and no damage if the attack allows a Reflex save for half and you roll a successful save. Use of this ability costs five Turn Undead attempts. It lasts for 1 minute.

Sample Phoenix Blade

Lanshara was raised by the people of the Liberty Hall, a temple dedicated to the god of hope. From an early age she felt a stirring in her heart when she heard the priests talk about the god, and she began to train as a paladin.

When she grew up and began adventuring she felt something was missing, and after a fight with a young red dragon her god gave her a vision. Following her vision, she used the money she gained from the dragon's hoard to create new armor, enchant it, and follow the instructions of her god. After two years of solitude, she returned to the Liberty Hall, and demonstrated her newfound powers. A short time after that she had the chance to test them when a group of drow attacked the temple.

Since then she has turned her full attention upon drow, to free the miserable creatures living under their yoke.

Lanshara: Female human Pal7/Phoenix Knight 5; Medium-size humanoid (5' 8" tall); HD 12d10+36; hp 128; Init +0; Spd 30 ft; AC 26 (touch 16, flat-footed 24); Atk +14/+9/+4 melee (heavy flail, 1d10+2d6+4, 17-20/x2); AL LG; SA: spells, smite evil; SQ spell-like abilities, turn undead, divine health, aura of hope, aura of courage;

SV Fort +17, Ref +8, Will +13; Str 14, Dex 10, Con 16, Int 11, Wis 14, Cha 20.

Skills & Feats: Diplomacy +8, Heal +5, Knowledge (religion) +10, Ride +14, Sense Motive +12. Extra Turning x2, Weapon Focus (Heavy Flail), Mounted Combat, Ride-by Attack, Improved Critical (Heavy Flail).

Paladin Spells Per Day (2; base DC 12 + spell level):
1st—protection from evil, divine favor.

Turn Undead – 16/day.

Possessions: +2 Full Plate of Command (like Breastplate of Command), +2 Holy Heavy Flail, Ring of Protection +1, Cloak of Charisma +2, Amulet of Natural Armor +3, Staff of Earth and Stone (5 charges), Large Steel Shield.

Rock Thrower Prestige Class

Author: Itzhak Even

Balance Rating: 4.68 (Pow 4.5, Purp 4.75, Port 4.75, Comp 4.88, Rule 4.5)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Impact
2	+2	+3	+0	+0	Missile defense +1
3	+3	+3	+1	+1	Improved Far Shot
4	+4	+4	+1	+1	Missile defense +2
5	+5	+4	+1	+1	Threatening Throw
6	+6	+5	+2	+2	Missile defense +3
7	+7	+5	+2	+2	Ricochet
8	+8	+6	+2	+2	Missile defense +4
9	+9	+6	+3	+3	Great Impact
10	+10	+7	+3	+3	Missile defense +5

Grolk was uneasy. He and his friends agreed to help the human kill the approaching group of elves, but he was not certain the human would not turn on them after the elves were dead. As the elves approached he stood still, waiting for his time to attack.

Elthandil led his fellows through the woods, using his knowledge to track the human necromancer that attacked their town. Suddenly he realized the woods were too quiet. Something was afoot, but before he could alert his friends ten trolls appeared out of nowhere and began throwing rocks, hitting with great accuracy and stunning Fleuril, the cleric.

Elthandil began to loose arrows from his flaming bow at the trolls, and was satisfied to see two of them going up in flames from his arrows. From the corner of his eyes he saw Meamuril, the wizard, preparing to cast a spell, and he felt sure the acid or fire spell unleashed would be devastating to the trolls.

Then the tree just 20 feet from Meamuril became a troll, who threw a rock at the wizard and knocked him out.

Elthandil loosed three arrows at this newly arrived troll and was surprised to see the monster evade his arrows. His surprise did not last long when a rock thrown by another troll stunned him, and the troll who killed Meamuril threw three rocks back at him, killing him.

After Grolk and his friends looted the bodies, they headed out to meet with the human. Grolk arrived at the meeting place ten hours before the appointed time and set himself in a hidden place so he could view it but be unseen himself.

When the human arrived and met the trolls to finish the deal, he cast a spell at the trolls, making them move slowly, and Grolk used his vantage place to throw a rock at the human, aiming it so it would bounce back and hit the spell-caster's raven familiar. The human was enraged, but his expression turned to horror when the rock ricocheted into his raven familiar and smashed him into small bits.

The human managed to escape, but the trolls hailed Grolk as their leader.

Most adventurers know giants can throw rocks a good distance, rivaling the best of the ranged weapons. Few, however, have heard of the great experts of the giant races and other creatures of similar size (trolls, ettins, hags, minotaurs and ogres). Adventurers are full of tips on how to beat these creatures from afar, using arrows and spells. An unfortunate few, however, have encountered the dreaded Rock Throwers, and will speak in hushed voices of the ranged tactics that failed.

Many a smug elf has been squashed from afar because he thought he was safely out of range with his bow, or spells. Even cover does not always provide the normal safety.

The races that commonly have Rock throwers do not generally have a tradition of weapon crafting, except for some giants, and even giants prefer rocks for ranged combat. Some of them perfected rock throwing. Those who take class levels tend towards barbarian, fighter or ranger, but can qualify even without this.

Note: The feats presented in each monster's entry are for an average member of this race, and individual monsters can have different feat selection.

Requirements

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

Size: Large or larger.

Creature Type: Humanoid, Monstrous humanoid, or Giant.

Base Attack Bonus: +5 (see info at the end of file).

Feats: Point Blank Shot, Far Shot, Exotic Weapon Proficiency (Rocks).

Class Skills

The rock thrower's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the rock thrower prestige class.

Hit Die: d10

Weapon and Armor Proficiencies: Rock throwers are proficient with all simple weapons and with all rocks, as well as light and medium armor and shields.

Impact (Su): Any bludgeoning weapon thrown by the character may stun the attacked creature. The creature struck must make a Fortitude save DC 10 + the thrower's Str modifier. If the creature fails his save he is stunned for 1 round. A stunned creature cannot act and loses any Dexterity bonus to AC, while attackers gain a +2 bonus on attack rolls against a stunned creature. Constructs, oozes, plants, undead, incorporeal creatures and creatures immune to critical attacks cannot be stunned by this ability. This ability can be used only once per round, and no more than once per thrower's level every day.

Missile Defense (Ex): At 2nd level, the rock thrower has gained enough insight on missile combat that he gets a +1 dodge bonus to his AC against missile attacks. This bonus increases to +2 at 4th level, +3 at 6th level, +4 at 8th level and +5 at 10th level. The rock thrower does not lose this bonus even when caught flat-footed.

Improved Far Shot (Ex): By 3rd level the rock thrower has learned to better use his muscles when throwing objects. This has the effect of doubling the range increment of thrown objects.

Threatening Throw (Ex): By 5th level, the rock thrower threatens areas up to 30 feet away with his thrown stones. Any action within 30 feet of him that provokes an attack of opportunity will do so, if the thrower has the ability to make an attack of opportunity that round. He can still make only one attack of opportunity, unless he has the Combat Reflexes feat. Note that he can only threaten areas this far if he has a rock at hand, or within easy reach.

Ricochet (Su): At 7th level, the rock thrower can make a special throw. If his initial attack roll hits, he makes a second attack roll with the same bonuses against a second target no more than 10 feet away from the original target. This attack can only be used with a thrown weapon whose size category is at least one size smaller than the thrower.

Great Impact (Ex): At 9th level, the rock thrower has learned a lot about hitting opponents and taking them out. Once per day, he can make an attack that works like the Impact ability, except that a failed save will cause the creature to be stunned for 1d4+1 rounds and knock him back 5 ft + 1 ft per 5 points of damage inflicted on him.

Rocks – Exotic Weapon

Size	Weight	Damage	Critical	Range Increment*
Small	10-30 pounds	1d10	x2	120 ft.
Small	30-50 pounds	2d6	x2	120 ft.
Medium	50-70 pounds	2d8	x2	120 ft.
Medium	70-90 pounds	2d10	x3	120 ft.

* If a creature decides to use both hands to throw the rock, the range increment rises to 180 ft. but they cannot

make attacks with their off-hand, and can only make half the regular number of attacks for that round, rounded down.

Base Attack Bonus and Creatures

When a creature takes this prestige class, it must possess the required BAB, like any character. The GM should calculate the BAB of a creature and see if it needs to take a class level to attain the necessary BAB.

For example, A troll has a +9 to attack with his main attack. Removing his Strength and size modifiers (+6 and -1), resulting in a BAB of +4. Since the prestige class requires a +5 BAB, the troll must take at least one class level to qualify.

Notes

1) The rules presented above for rocks are a bit different than those presented under the Giant monster entry in Core Rulebook III. This is so the statistics of the rocks are standardized. If you want your giants to use the rules presented in Core Rulebook III, feel free.

2) I chose to make rocks exotic weapons because these are not normal rocks. These are more like boulders than rocks, and it will take a specific weapon proficiency to use them properly.

3) Note that any creature whose entry says he throws rocks and has a damage listed for rocks, is considered as if he possesses the Exotic Weapon Proficiency (Rocks) feat.

Sample Rock Thrower

Grolk is smarter than most trolls, and has used that intelligence to survive the many trials of life. He was taken a captive by giants, and was taught how to fight, and how to throw rocks. He excelled at throwing rocks, and used it against many an adventurer. As time went by he met up with other trolls and taught them the basics of his wonderful ability to throw rocks, making them one of the most formidable troll gang.

Grolk: male troll Fighter 2/Rock Thrower 7: Size Large (9' 3" tall); HD 6d8+9d10+105;hp 215; Init +3 (+3 Dex); Spd 30 ft; AC 26 (touch 14, flat-footed 23); Atk +15/+10/+5 ranged (rock, 2d6+9/x2); AL LN; SA: Impact, Ricochet, Threatening Throw; SQ: Missile Defense +3; SV Fort +20, Ref +8, Will +7; Abilities: Str 28 (+9), Dex 18 (+4), Con 23 (+6), Int 10 (+0), Wis 13 (+1), Cha 8 (-1).

Skills & Feats: Climb +9, Listen +12, Spot +12, Exotic weapon proficiency (rocks), Point Blank Shot, Far Shot, Alertness, Iron Will, Weapon Focus (rocks), Dodge.

Possessions: Large Chain Shirt, Ring of Major Fire Resistance, Ring of Protection +3, Belt of Giant Strength +4, Periapt of Wisdom +2, Bag of Holding (bag 4), 3 rocks +2, 10 potions of Cure Light Wounds.

Shaman Variant Core Class, V2

Author: Becky Glenn

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0	1	2	3	4	5	6	7	8	9					
1 st	+0	+2	+0	+2	Banish Spirit, Bind Spirit, Spirit Sense 1/day, Totem Quest/Taboo (1 st), Second-Sight	2	0	—	—	—	—	—	—	—	—	—	—	—	—	—
2 nd	+1	+3	+0	+3		3	1	—	—	—	—	—	—	—	—	—	—	—	—	—
3 rd	+2	+3	+1	+3	Spirit Sense 2/day	3	2	0	—	—	—	—	—	—	—	—	—	—	—	—
4 th	+3	+4	+1	+4	Spirit Sight	3	3	1	—	—	—	—	—	—	—	—	—	—	—	—
5 th	+3	+4	+1	+4	Totem Quest/Taboo (2 nd)	3	3	2	0	—	—	—	—	—	—	—	—	—	—	—
6 th	+4	+5	+2	+5	Spirit Sense 3/day	3	3	3	1	—	—	—	—	—	—	—	—	—	—	—
7 th	+5	+5	+2	+5	Spiritwalk	3	3	3	2	0	—	—	—	—	—	—	—	—	—	—
8 th	+6/+1	+6	+2	+6		3	3	3	3	1	—	—	—	—	—	—	—	—	—	—
9 th	+6/+1	+6	+3	+6	Spirit Sense 4/day	3	3	3	3	2	—	—	—	—	—	—	—	—	—	—
10 th	+7/+2	+7	+3	+7	Spiritwalk (Astral Projection), Totem Quest/Taboo (3 rd)	3	3	3	3	2	0	—	—	—	—	—	—	—	—	—
11 th	+8/+3	+7	+3	+7		4	3	3	3	3	1	—	—	—	—	—	—	—	—	—
12 th	+9/+4	+8	+4	+8	Spirit Sense 5/day	4	4	3	3	3	2	0	—	—	—	—	—	—	—	—
13 th	+9/+4	+8	+4	+8	Visionquest	4	4	4	3	3	3	1	—	—	—	—	—	—	—	—
14 th	+10/+5	+9	+4	+9	Spiritwalk (Body Projection)	4	4	4	4	4	3	2	—	—	—	—	—	—	—	—
15 th	+11/+6/+1	+9	+5	+9	Spirit Sense 6/day, Totem Quest/Taboo (4 th)	4	4	4	4	4	4	3	0	—	—	—	—	—	—	—
16 th	+12/+7/+2	+10	+5	+10		5	4	4	4	4	4	4	1	—	—	—	—	—	—	—
17 th	+12/+7/+2	+10	+5	+10		5	4	4	4	4	4	4	2	0	—	—	—	—	—	—
18 th	+13/+8/+3	+11	+6	+11	Spirit Sense 7/day	5	5	4	4	4	4	4	3	1	—	—	—	—	—	—
19 th	+14/+9/+4	+11	+6	+11		5	5	5	4	4	4	4	4	2	—	—	—	—	—	—
20 th	+15/+10/+5	+12	+6	+12	Totem Quest/Taboo (5 th)	5	5	5	5	4	4	4	4	3	0	—	—	—	—	—

The shaman is a mystical agent intervening with spirits on the behalf of his tribe, family, clan, race or just the natural world. Either isolated on some lonely mountaintop or surrounded by those he protects in the central abode in a village, the shaman is at once never and always alone. His congress with the spiritual world separates him forever from his people. Yet, so long as he is mortal, he will never be fully a part of the spiritual world.

Adventures: The shaman adventures to gain knowledge and experience, or to find something specific required by his totem or some other powerful spirit. Shamans new to their powers have much to learn before they can become the spiritual center of a community. Others may have something to prove before they are accepted.

Characteristics: Shamans have somewhat limited spellcasting ability compared to clerics and druids. They gain their spells directly from their totems. Shaman magic is drawn from spiritual essence and each spell represents a particular type of spirit. Bear may grant healing and strength while Owl grants powerful divination spells. The shaman should choose his totems carefully (or the GM should choose totems for the character carefully). All spells cast by the shaman require somatic components,

whether listed in the spell description or not. Only by using the Metamagic Feat Still Spell can the shaman avoid this requirement. Shamans know a very limited selection of spells, but do not memorize or pray for them in advance. As a spell is needed, the Shaman calls upon the supplying totem and it is granted or not, depending on his current relationship.

Alignment: While the shaman is separated by his calling from the surrounding community, he is also a strong proponent of tradition and what others might call superstition. He insists on following tradition, for to do otherwise might anger the spirits. More than anyone in the community, the shaman knows the consequences of breaking taboo and angering the spirits. Those shamans who live alone with only rare contact with others have their own rigid codes of taboos but rarely pay attention to the laws of others except where spirits are involved.

Religion: The shaman interacts with spirits, from the puny to the powerful, on a daily basis. They are aware of the invisible spiritual world that exists alongside the mundane world most see. While they are unlikely to give worship to any particular deity, they revere and respect them as powerful spirits.

Background: A potential shaman is introduced to the spirits by his tribal shaman, who tests the youngster to see if the spirits are drawn to him. Either a tribal shaman will see the potential in a child of his community, or the locals will select the strangest of their own to send to the isolated shaman for training. There are no schools for shamans or really any sort of formal organization. Sometimes the most powerful shamans of several related tribes may gather to consider issues of paramount importance to their people, but this is rare. Each shaman is supreme in his area and it would be considered rude to intervene without invitation. Despite this, however, there occur rivalries between shamans of rival tribes or differing ethical standards.

Races: Shamans are most commonly of any race that has a tribal or clan structure. Monster tribes with especially wise members may also have shamans as opposed to the more common adept. Rarely, a person from a civilized society will get training from an isolated shaman and take his training back to the civilized world, where he intervenes with the spiritual world as a medium.

Other Classes: A shaman is more often the advisor to the leader in a party than a leader himself. While charismatic in the extreme, the shaman has a rustic, wild appearance that has a negative impact when first dealing with civilized creatures. He most commonly associates with Barbarians, Druids and Witches, and less commonly with Rangers. The other classes are, for the most part, products of civilization and are alien to the Shaman.

GAME RULE INFORMATION

Shamans have the following game statistics.

Abilities: Charisma determines how powerful a spell a shaman can cast, how many spells the shaman can cast per day, and how hard those spells are to resist. Most of his class skills are based on Intelligence, Wisdom and Charisma.

Alignment: Any

Class Skills

The shaman's class skills (and key abilities for each skill) are Alchemy (Int), Animal Empathy (Wis), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Spirits) (Int), Knowledge (Nature)(Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int) and Wilderness Lore (Wis).

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

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

Class Features

All of the following are class features of the shaman.

Hit Die: d8

Armor and Weapon Proficiency: Shamans are proficient with the club, dagger, dart, long spear, quarterstaff, shortspear, sickle and sling. Shamans are proficient with light armor and shields. Armor of any type interferes with spellcasting that requires somatic components, and can cause spell failure. All shaman spells have a somatic component. Armor check penalties for armor heavier than leather apply to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim also suffers a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A shaman casts spells according to the Shaman character table. This table indicates how many spells of each level a shaman may cast in a day. A shaman gains bonus spells based on his Cha, reflecting his relationship with his totems. The Difficulty Class for a saving throw against a shaman's spell is 10 + the spell's level + the shaman's Cha modifier.

Shamans acquire spells from their totems. The shaman does not have to pray or study or even sleep to refresh his spells, as they are granted by powerful spirits. However, each totem requires some sort of sacrifice in the form of a taboo (something the shaman must do or not do). The taboo is normally a daily activity. Sample taboos are given in the Totem section. If the shaman fails to abide by his taboos, the slighted totems will hold back their spells and gifts until the shaman makes amends in some way. Note that even if a shaman loses access to one of his domains, the number of spells he can cast is unchanged.

Each shaman starts at first level with one totem and gains another at 5th, 10th, 15th and 20th level. Each totem grants access to one domain and all of its benefits, reflecting the nature of the totem. This is up to the GM, but some sample totems and their domains are provided under the description of totems.

The shaman can cast any spell from any of his domains, up to his limit per day. He casts spells like a Sorcerer, spontaneously. He is subject to the same limits and conditions as a sorcerer in using Metamagic feats.

While the shaman's selection of spells that he can cast is very limited, he is unlimited in the types of spells he can bind into a fetish. All he needs is the right spirit. This is detailed under Bind Spirit.

Banish Spirit (Ex): A shaman has the ability to banish outsiders. Spirits are outsiders, but are closely tied to the prime material plane. Normally this is a Banish roll (d20 + Cha modifier + shaman level) against a DC of 10 + the HD of the outsider. If the outsider is bound or has been summoned or called, the DC is 10 + the level of the binder +

the level of the spell used. Banishing a bound spirit from a fetish does not destroy the fetish, which may be re-used. Outsiders successfully banished return to their home plane and may not return for 1 day. A spirit, having stronger ties with the prime material plane, is not banished from the plane but leaves the area and may not return for 1 day per level of the shaman. It may choose not to return at all. If the shaman fails in the attempt, he must advance a level before attempting to banish the same outsider again. If the shaman has successfully performed the Spirit Sense ritual to communicate with a spirit, he gains a +2 to the roll. The shaman may attempt to Banish three times per day plus his Cha modifier. This ability may not be used against totems or god-like beings, which are far beyond the ability of the shaman to banish.

Bind Spirit (Su): The shaman has the ability to bind spirits into items (called fetishes) or locations.

Fetish: Binding a spirit into a fetish creates a minor or major magic item. Each fetish can contain one spirit, which will perform one spell appropriate to it and chosen by the shaman. This varies by spirit (see sample spirits). You must first attract the spirit by performing the normal Sense ritual to communicate (this ability is described later). When the spirit is near, make a Binding roll (d20 + Cha modifier and shaman level). The result obtained is the DC of the Will save the spirit must make. If the spirit fails, it is bound into the fetish you provide.

A fetish may be used automatically by the binding shaman. If the fetish is used by anyone else, however, he must make a Cha roll against a DC of 10 + the HD of the spirit or the item does not work. A shaman may add his class level to this roll. A character with the Use Magic Device skill may use this instead. A character that rolls a natural 1 on this attempt accidentally releases the spirit, who is then free to attack or flee. Activating a fetish is a standard action that does not normally provoke an attack of opportunity.

If a fetish is destroyed, the spirit within is released. Some fetishes are made in such a way that the bound spirit can be released temporarily by untying a knot or opening a box or some such action, rather than destroying the fetish. A fetish that is not destroyed, but no longer has a spirit bound into it, may be used again if the GM finds it appropriate. Keep in mind that the form of the fetish should be appropriate to the spell being required of the spirit.

Location: Binding a spirit into a location forces it to remain in the area you define. Normally this ability is used to create a guardian over an area that attacks anyone not knowing the proper pass sign. Unlike a fetish, a location may hold more than one bound spirit, though if the spirits are incompatible and the shaman forces them to work together, he could suffer reprisals later. The shaman follows the same procedure as for binding a spirit into a fetish. The Sense roll must be performed at the chosen location, as well as the Binding. If the shaman desires to bind multiple spirits to the location, he must perform the

rituals completely for each such spirit. Each spirit already bound into the location increases the DC for the Sense ritual by +5, and reduces the DC of the saving throw for the new spirit by -5.

Once a spirit is bound, it must perform on command or upon a pre-set condition. This function must be within the spirit's capabilities. A spirit can be used to attack or cast a spell.

Spell: The spirit must have at least 2 HD per level of the desired spell. Work out the cost of this item as though it were a Wondrous Item. For the purposes of cost calculation, the fetish is considered a single-use item, multiplied by the number of uses the shaman can get. You must still pay the xp cost, but there is no gp cost. Instead, the shaman must spend the appropriate amount of time (i.e., the calculated gp cost in days divided by 1,000) gathering the materials to make his fetish, crafting the fetish and making appropriate sacrifices to the spirits. A spirit will cast its spell a number of times equal to the HD of the bound spirit minus the HD required to cast the spell, plus the Cha modifier of the binding shaman, before it is exhausted and the spirit freed (treat the spirit as Rejuvenating).

Attack: The spirit will enter into combat and attack a designated foe a number of times equal to the shaman's Cha modifier. It will fight to the best of its ability. When calculating the cost of binding an attack spirit, consider it a spell effect of level equal to ½ the HD of the spirit (rounded up).

Other: The spirit may perform other functions as set by the shaman with approval from the GM. It can do this a number of times equal to the shaman's Cha modifier. The cost of binding such a spirit is the same as for binding an attack spirit.

Special: You can avoid the xp cost in binding a spirit if you participate in spiritual battle with it, pitting your life force against its. In this case, you do battle normally instead of forcing the saving throw upon the spirit. You each take subdual damage rather than actual damage. Whoever is knocked out first loses. If the spirit loses, it is bound to the fetish at no xp cost. If you lose, the spirit takes the xp and the fetish and escapes. Note that it is easier to battle spirits when in Ethereal form.

Bound Spirit Limit: There is a limit to the number of spirits any one character can keep bound at one time. Once a character has reached this limit, he cannot bind another spirit until one of his existing ones is released or destroyed. This includes spirits bound into fetishes or locations. This limit is 1 HD of spirits per shaman level, plus 1 HD per Cha modifier.

Example 1: Glubra wants to make a fetish with healing magic, as he has no access to any direct healing magic of his own. He has one of the women of his tribe weave a special blanket. He adds his own embellishments and makes sacrifices to his totems, taking one day. When the blanket is ready, Glubra performs a Sense ritual (see description under

Spirit Sense). He attracts the attention of a bear spirit. The spirit has 3 HD, which is fine for his purposes, and Glubra attempts to bind it. He rolls d20, adding +11 (+2 Cha, +9 levels) and gets a result of 18. The bear spirit must make a Will save DC 18 or it is bound into the blanket. Assuming it fails, Glubra now has a blanket, which will heal those who are wrapped within it with a *cure light wounds* spell for d8+3 hp (3 HD = caster level 3). It will perform this task 3 times (3 HD + 2 Cha modifier – 2 (HD required to cast spell)) before it is released. The cost of this item comes out to 450 gp (1st level spell x 3rd level caster x 50 (single use-use activated) x 3 (number of uses). Thus, it costs Glubra 18 xp.

When the Shaman Dies: Spirits are bound into fetishes by the will of the shaman and held there by his will alone. When they have served their term, they leave. If the shaman dies, however, there is no will holding them, and they are released. Upon the death of the shaman, all spirits currently bound by him are released. Their behavior depends on their condition and their relationship with the shaman.

Spirit Sense (Ex): The shaman has been trained in the ways of spirits and may communicate and interact with them. By performing his personal ritual (which must take at least 10 minutes), the shaman opens himself to the spirits of his current location. If he speaks the language of the spirit or has some magical method of translation, they may have a conversation. Otherwise, communication is limited to images and emotions. The shaman may attempt to Spirit Sense 1/day at 1st level. He gains additional attempts as he gains levels. The attempt is a Sense roll, adding his Cha and class level to the roll. The DC is 10 + the HD of the spirit.

Interacting with spirits is more difficult when untrained persons are nearby. Nonshaman characters present in the area may attempt a Concentration check vs DC 15 if they are trying to remain quiet and not disturb the shaman. If successful, they have no impact on the ritual. If unsuccessful, or if they don't even try, each nonshaman character in the area applies a +5 to the DC of the Sense attempt.

This ability can be used to attract or locate a specific spirit or to find out what kinds of spirits inhabit a particular location. If the shaman fails in his attempt, it is assumed that either the desired spirit is not nearby or that it resists his attempts to communicate. The game master should determine whether there are any spirits in the area and their level of power.

The ability to communicate with spirits is no guarantee of friendliness or cooperation. Intelligent spirits or those who have dealt with shamans before will recognize his spiritual power and respect him, but are otherwise not influenced.

Spirit Sense is one of the core abilities of the Shaman. He must have this ability to create fetishes and interact with the spirits that make up a large part of his powers.

Totem Quest/Taboo (Su): At 1st level, a shaman is assumed to have gone on a quest to determine his first

totem. This totem grants the shaman access to one domain and its special ability, plus one 0-level spell appropriate to the totem. In return for these boons, the shaman takes on a taboo of the totem's choosing. Such taboos are normally either something the shaman must do every day (or if particularly onerous, every week) or not do at all. Samples are listed with the sample totems and domains. The shaman gains additional totems, along with their boons/taboo, at 5th, 10th, 15th and 20th level. Boons/taboo are normally granted/imposed during the course of an assigned quest or vision. It is up to the individual game master and his player as to whether to roleplay these quests.

Spells granted by the totem can be based on existing domains or completely customized to suite the specific totem or campaign. The examples given under each type of totem use existing domains for convenience and to save space.

Ultimately, the shaman can acquire five separate totems as he rises in level. There are three different types of Totem Spirits, each with different areas of concern. A shaman may choose a totem spirit of the same type as he rises, or he may choose from among the three different types. This could have consequences should the totems conflict in any way, so the shaman should choose carefully. Once a totem is chosen, it may not be changed.

Animal Totems: Animal spirits represent core survival elements to a tribe: food, shelter, clothing, armor, weaponry and tools, as well as desirable characteristics (i.e., Int, Str, Dex, courage, determination, cleverness, etc.). Animal totems appear as anything from typical members of their race to grand archetypes, depending on their desire.

- Bear: Healing (eat honey every day)
- Owl: Knowledge (read something every day)
- Raccoon or Fox: Trickery (steal something everyday)

Ancestor Totems: Ancestor totems are typically great heroes of the ancient past or even mythical figures. They may take on the appearance of legend, or something more familiar (your recently-deceased uncle Unro) depending on the nature of the shaman's relationship with the totem.

- Geronimo (or equivalent hero): War (never surrender)
- Hippocrates: Healing (always heal upon request)
- Arbiter: Law (recite the laws of your people every night)

Nature Totems: These are elemental forces and spirits of natural geographical features. Anything from the spirit of a babbling brook or peaceful glade to the great Skyfather or the Sun qualify as nature totems. Plants can also be included in this category. Their forms will be either purely elemental or personifications of elements of nature.

- Wind: Air (burn incense every day)
- River: Water (drink 64 oz water every day)
- Spirit of the Dark Woods: Plant (never eat meat)

More sample totems are provided at the end of this article.

Second Sight (Su): This is a form of minor divination. The shaman may perform a ritual, which garners information as a minor divinatory spell (i.e., 1st-4th level). The shaman need not know the spell or have access to it through a fetish. He is limited to a number of attempts equal to his level each day. This is a supernatural ability whereby the shaman, using special herbs and minerals, enters a trance and seeks knowledge on a specific subject. The basic roll is modified by the shaman's level. The DC is 15 plus the level of the divination spell effect the shaman is attempting. The shaman can increase his chances by +1 per hour spent in ritual preparation (fasting, chanting, etc.). If successful, the shaman gains the information according to the divination spell he was duplicating.

Example: Before going off on his own to commune with the spirits of this new and strange place, Glubra performed a second-sight ritual to see if he could get any inkling of what his immediate future held. He performed a Divination (4th level spell), for a DC of 19. Glubra, at 9th level, gets a +9 to his roll, so his chances are pretty good. However, this is important to him, so he spends an hour chanting in his tent before attempting the Divination so he'll have a total of +10 to his roll.

Spirit Sight (Ex): Beginning at 4th level, the shaman can see incorporeal beings within his normal visual range. This allows him to more easily identify and communicate with spirits in the area. He must still perform Sense rituals for that function.

Spiritwalk (Su): Beginning at 7th level, the shaman may separate his spirit from his body and go on a Spiritwalk. His body remains behind while his spirit enters the border ethereal. This allows him to interact with spirits and other ethereal creatures. He forms an ethereal body with the same statistics as his actual body. While he is Spiritwalking, he can observe things happening on the prime material plane, but cannot interact with creatures on that plane. He is treated as Noncorporeal (see description in Core Rulebook III). The shaman may use this ability once per day, for up to 1 minute per level. He gains one additional use of this ability per 3 levels over 7th.

At 10th level, the Shaman gains a limited form of Astral Projection once per day. He may enter the Astral plane as per the spell, but cannot bring others along with him. At 14th level he may choose to have his body travel along with his spirit.

Visionquest (Su): Starting at 13th level the shaman may attempt a visionquest, which duplicates the effects of Commune or Legend Lore, cast at the Shaman's level. Because of the taxing nature of this quest, the Shaman may only attempt this once in a month. In preparation for this ritual, the shaman must isolate himself, often by finding a secret sanctuary in the wilderness, and fast for four days. During this time he must remain undisturbed, offering up songs, smoke and trinkets to the spirits in return for

their help. Essentially, he is calling the spirits to commune with him directly and convene a council to discuss his problem.

The shaman may guide a non-shaman on a Visionquest using this ability, but in addition to the normal limitations of the spell, the Shaman must make a d20 roll as described under Second Sight, DC 15 + the level of the spell (i.e., Commune or Legend Lore).

Illiteracy: Shamans, like Barbarians, do not automatically know how to read. They must spend 2 skill points to become literate in all their known languages.

Human Shaman Starting Package

Armor: None, speed 30 ft

Weapons: Sickle (1d6, crit x2, 3 lb, Small, Slashing), Sling (1d4, crit x2, 50 ft, 0 lb, Small, Bludgeoning)

Skill Selection: Pick a number of skills equal to 2 + INT modifier (+1 for human)

Feat: Spirit Affinity (see new feat described below)

Bonus Feat: Alertness

Totem: Bear (Healing): +1 level for healing

Spells Known

- 0-level: Cure Minor Wounds
- 1st level: Cure Light Wounds

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded Lantern, 5 pints of oil. Spell components pouch, 5 empty glass vials. Pouch with 20 sling bullets.

Gold: 3d4 gp (or roll as Druid if don't take package)

Skill	Ranks	Ability
Alchemy	4	INT
Animal Empathy	4	WIS
Bluff	4	CHA
Craft	4	INT
Diplomacy	4	CHA
Heal	4	WIS
Knowledge (spirits)	4	INT
Knowledge (nature)	4	INT
Sense Motive	4	WIS
Spellcraft	4	INT
Wilderness Lore	4	WIS

Shamans tend to select skills and feats that focus on community issues (Diplomacy), increase natural knowledge (Sense Motive, Wilderness Lore), or help with physical survival (Alertness, Dodge, Listen, Toughness, etc.) of the individual or tribe.

Spirits in the Campaign

Spirits come in many forms. Some are the powerful totemic essences, which provide a shaman with casting spells. Other, simpler spirits may grant only one specific spell, keyed to it by the fables and legends of a culture. When a shaman calls a spirit it is for a specific task, which the spirit can fulfill with one spell, or its other attack forms. A spirit summoned for a specific spell will have at least 2 HD per level of the spell, and its caster level will be equal to its HD. It can have more HD than required for the spell. This simply means that the Shaman has called a more powerful spirit and will have to work harder to bind it. For mechanics purposes, spirits are toned-down Ghosts, but are Outsiders rather than Undead. For a complete writeup on the Spirit template and how to apply it, see the entry in the Netbook of Creatures.

Sample Shaman

Glubra is a hobgoblin shaman. He is part of a large tribe that dominates the hilly region north of a human settlement. They occasionally raid down into the human lands, using their superior tactical understanding to elude military patrols. Glubra aids his tribe by interceding on their behalf with the spirits of the region, and calling upon the ancestors of the tribe to give it strength.

Glubra: Male Hobgoblin Shaman 9, medium humanoid, hp 46, Init +5, Spd 30, AC 15 (touch 11, flat-footed 14); Atk +5/+0 melee (d6-1d6-1/x2 quarterstaff) or +5/+0 melee (d6-1/x2 sickle) or +7/+2 ranged (d4/x2, 50' Sling, +8/+3, d4+1 if 30'); AL LE; SQ Darkvision 60', SV Fort +9, Ref +6, Will +9; Abilities: Str 8 (-1), Dex 13 (+1), Con 13 (+1), Int 12 (+1), Wis 12 (+1), Cha 15 (+2).

Skills and Feats: Bluff +6, Concentration +9, Craft (Fetish) +5, Diplomacy +10, Hide +5, Knowledge (Spirits) +9, Knowledge (Nature) +5, Move Silently +19, Sense Motive +7, Spellcraft +3. Spirit Affinity, Point Blank Shot, Dodge, Improved Initiative, Mobility.

Class Abilities: Banish Spirit, Bind Spirit, Spirit Sense 4/day, Second Sight, Spirit Sight, Spiritwalk.

Possessions: Bag of Tricks (tan, rust & gray), Amulet of Natural Armor +2, Boots of Elvenkind, Bracers of Armor +2, Cloak of Resistance +2, Robe of Useful Items.

Spells Cast Per Day: 3/4/4/3/2

First Totem: Dark Stryder (ancestral totem): Dark Stryder was a legendary leader of Glubra's tribe many generations ago. He was known for his clever use of fear and darkness, and for his mysterious ways of gathering information on his enemies.

- Gift: Hide and Move Silently are Class skills for Glubra and he gains a +2 competence bonus to both skills.
- Taboo: Dark Stryder's spells and gifts are not available during the day.

Spells (0 – 9th level): Daze, Cause Fear, Detect Thoughts, Nondetection, Phantasmal Killer, Scrying, Find the Path, Greater Scrying, Mind Blank, Foresight.

Second Totem: Tusk (animal totem): The great and powerful boar spirit is admired by Glubra's tribe for its strength, ferocity, and tenacious pursuit of food.

- Gift: 1 Martial Weapon of Choice.
- Taboo: Cannot use any reach weapons (especially boar spears).

Spells (0 – 9th level): Purify Food & Drink, Magic Weapon, Bull's Strength, Create Food & Water, Greater Magic Weapon, Righteous Might, Heroes Feast, Repulsion, Earthquake, Summon Monster IX.

Bound Spirits. Glubra has a total of 14 HD worth of bound spirits (9 + 2 Cha mod + 3 Spirit Affinity feat). If he wanted to bind another spirit, he would first have to release one of his current bound spirits or use up its magic.

Fetishes (2 totaling 7 HD):

- Cure Light Wounds (Blanket): 1st-level spell, caster level 3, 4 uses.
- Hold Person (rope): 2nd level spell, caster level 4, 2 uses.

Locations (1 for 4 HD):

- Glubra has bound a boar spirit (4 HD) to his hut, which will attack anyone who enters without his permission. Glubra has instructed the boar spirit to use its normal attacks, so it will guard his hut until it has defended it on 2 (+2 Cha mod) separate occasions.

Sample Totems

Totems are symbolic representations of an ideal. They have meaning, sometimes only to a few and sometimes to a whole nation. Countries, states, even cities have their symbolic animal, flower, bird and even color. Cultures throughout history have come up with esoteric meanings and properties for creatures, objects, places, whatever sparked the imagination. A spring gains a reputation for healing properties and suddenly it's a mystical source of healing.

Our imaginations invest objects of our fascination with characteristics we desire. Bear is seen by many Native American traditions as a force of healing and protection. The Willow tree is linked with life and death, love, protection and peace. Many cultures revere their ancestors and look to them for guidance. Rose quartz is thought to have healing properties.

All of these are sources for totems and minor spirits in this system.

Animal Spirits

Crow. This spirit is a respected advisor on matters of the past, present and future. He is a guide in darkness and void and he changes form to suit his need.

Gift: Blind-fighting feat for free

Taboo: Crow requires that his friends meditate in the dark 1 hour each night. Only in this way may they have the wisdom to accept his guidance.

Spells:

- 0-level: Guidance
- 1st-level: Remove Fear
- 2nd-level: Augury
- 3rd-level: Deeper Darkness
- 4th-level: Polymorph Self
- 5th-level: Scrying
- 6th-level: Legend Lore
- 7th-level: Vision
- 8th-level: Discern Location
- 9th-level: Shapechange

Wolf: Courageous, steadfast and clever, Wolf is a strong social spirit, guiding and protecting his friends, outwitting his enemies, and moving quickly and unseen through the changes of the world.

Gift: +2 competence bonus to Move Silently, Hide in Shadows and Sense Motive rolls

Taboo: Cannot put any ranks in Disguise or Bluff, or take Skill Focus for either of these skills.

Spells:

- 0-level: Resistance
- 1st-level: Detect Snares and Pits
- 2nd-level: Snare
- 3rd-level: Displacement
- 4th-level: Freedom of Movement
- 5th-level: Dream
- 6th-level: Summon Nature's Ally VI
- 7th-level: Animal Shapes
- 8th-level: Holy Aura
- 9th-level: Call the Hunt (Summon Monster IX)

Spider: The spirit of spiders understands the intricate weavings of fate, respects wisdom and creativity, and penetrates easily the patterns of illusions.

Gift: +2 save vs mind-affecting effects, +2 to disbelieve figments.

Taboo: Never destroy a finely-crafted object or kill any spiders.

Spells:

- 0-level: Mending
- 1st-level: Message
- 2nd-level: Detect Thoughts
- 3rd-level: Clairaudience/Clairvoyance
- 4th-level: Minor Creation
- 5th-level: Major Creation
- 6th-level: True Seeing
- 7th-level: Forcecage

- 8th-level: Maze
- 9th-level: Time Stop

Ancestral Spirits

Cheok, Hero of the Last Stand at Twostone Pass: This Ancestral Hero is legendary among his people for the bravery he showed in the final battle at Twostone Pass. If not for his stalwart courage, the enemy would have gotten through and ravaged the countryside.

Gift: Iron Will Feat for free.

Taboo: Never surrender.

Spells:

- 0-level: Virtue
- 1st-level: Magic Weapon
- 2nd-level: Bull's Strength
- 3rd-level: Magic Vestment
- 4th-level: Divine Power
- 5th-level: Righteous Might
- 6th-level: Stoneskin
- 7th-level: Repulsion
- 8th-level: Holy Aura
- 9th-level: Summon Monster IX (actually summons Cheok)

Grandfather O'Connel (founder of the clan): Grandfather was known for his wisdom and generosity. He was a true leader of men, and sired many children on his several wives.

Gift: Knowledge (History) is a class skill and +2 to all Diplomacy rolls.

Taboo: Must ensure the continuation of the tribe by marrying and having children.

Spells:

- 0-level: Create Water
- 1st-level: Command
- 2nd-level: Calm Emotions
- 3rd-level: Create Food and Water
- 4th-level: Discern Lies
- 5th-level: Greater Command
- 6th-level: Heroes' Feast
- 7th-level: Power Word: Stun
- 8th-level: Command Plants
- 9th-level: Dominate Monster

Merciful Mother: This woman roamed the lands freely back in ancient times, helping all she could. Her healing touch saved countless lives. Her compassion knew no limits.

Gift: Cast healing spells at +1 caster level

Taboo: Never harm a living creature (note that undead, constructs and many outsiders are not included in this definition).

Spells:

- 0-level: Cure Minor Wounds
- 1st-level: Cure Light Wounds
- 2nd-level: Cure Moderate Wounds
- 3rd-level: Cure Serious Wounds
- 4th-level: Cure Critical Wounds
- 5th-level: Healing Circle
- 6th-level: Heal
- 7th-level: Regenerate
- 8th-level: Mass Heal
- 9th-level: True Resurrection

Nature Spirits

Willow: The Spirit of Willow is a force of love, protection, healing and peace. Willow is also associated with water and intuition.

Gift: Charm Person spell usable once per day.

Taboo: Never attack or allow to be attacked the person you have charmed. Only fight when necessary (look for a friendly option first)

Spells:

- 0-level: Create Water
- 1st-level: Cure Light Wounds
- 2nd-level: Barkskin
- 3rd-level: Speak with Plants
- 4th-level: Quench
- 5th-level: Commune with Nature
- 6th-level: Livewillow (like Liveoak, but with Willow)
- 7th-level: Regeneration
- 8th-level: Antimagic Field
- 9th-level: True Resurrection

North Wind: He blows cold down out of the north, freezing all in his path. He is indomitable, merciless and unstoppable.

Gift: Rebuke/Command Air Elementals as a cleric. May use this ability 3 times per day plus Cha modifier.

Taboo: Those who link themselves with the North Wind become severe and unyielding in their dealings with others. This imposes a penalty of -2 on all Cha-based skills except Intimidate.

Spells:

- 0-level: Ray of Frost
- 1st-level: Endure Elements
- 2nd-level: Shatter
- 3rd-level: Call Lightning
- 4th-level: Sleet Storm
- 5th-level: Control Winds
- 6th-level: Chain Lightning
- 7th-level: Control Weather
- 8th-level: Whirlwind

- 9th-level: Elemental Swarm

Sacred Valley: The Valley has been sacred to your people for time out of mind. It holds the spirits of your ancestors, and was the birthplace of your people. The spirit of the valley protects it from incursion, and sometimes lends her strength to you.

Gift: +2 Wilderness Lore and Intuit Direction (the character always knows the way to the Valley and can use that as a compass)

Taboo: Must protect the valley from any sort of destruction, no matter how minor (logging, campfires, humanoid incursions, disease, etc.).

Spells:

- 0-level: Cure Minor Wounds
- 1st-level: Entangle
- 2nd-level: Tree Shape
- 3rd-level: Meld Into Stone
- 4th-level: Reincarnate
- 5th-level: Commune with Nature
- 6th-level: Transport Via Plants
- 7th-level: Creeping Doom
- 8th-level: Repel Metal or Stone
- 9th-level: Shambler

Sample Minor Spirits

All of these examples are creatures from Core Rulebook III which have had the Spirit Template added. You can do the same. If you want a spirit to have a particular spell, add on Hit Dice until it qualifies. There is no real limit. Then just increase its abilities according to the advancement rules at the beginning of Core Rulebook III. The only problem comes with determining the level of the spell. Some of these spells are available on different lists at different levels. The higher the level of the spell, the tougher the spirit must be. This also means the spirit can cast the spell more often and has a higher casting level, so the spell is more effective. You must decide these things when creating the spirit.

Ancestor Spirit: Fighter 12th level

Medium Outsider (Incorporeal)

Hit Dice: 12d10+20 (110 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 19 (+1 Dex, +8 Full Plate) for ethereal encounters, 12 (+1 Dex, +1 Deflection) when manifested (see below)

Attacks: Longsword +13 melee

Damage: Longsword 1d8+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Manifestation, Spirit Touch, Ride

Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype

Saves: Fort +10, Ref +5, Will +4

Abilities: Str 17, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Skills: Climb +9, Craft +6, Hide +9, Jump +3, Listen +9, Ride +14, Search +8, Spot +8, Swim +3.

Feats: Improved Initiative, Weapon Focus: Longsword,

Weapon Specialization: Longsword, Improved Critical: Long-

sword, Dodge, Mobility, Spring Attack, Whirlwind Attack, Expertise, Quickdraw.
Challenge Rating: 13
Treasure: None
Alignment: Any

Blade Barrier (6th level): A fetish with this spirit bound can cast Blade Barrier a number of times equal to the shaman's Cha modifier.

Nature Spirit: Earth Elemental

Medium-size Outsider (Incorporeal)
Hit Dice: 6d8+12 (39 hp)
Initiative: -1 (Dex)
Speed: 20 ft
AC: 16 (-1 Dex, +7 Natural) for ethereal encounters, 11 (+1 Size, -1 Dex, +1 Deflection) when manifested (see below)
Attacks: Slam +3 melee

Damage: Slam 1d6
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Manifestation, Spirit Touch, Ride, Earth Mastery, Push
Special Qualities: Rejuvenation, Outsider type, Incorporeal subtype
Saves: Fort +6, Ref +1, Will +2
Abilities: Str 19, Dex 8, Con 15, Int 4, Wis 11, Cha 11
Skills: Listen +5, Spot +5
Feats: Power Attack
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral

Diminish Plants (3rd level): A fetish with this spirit bound can cast Diminish Plants zero times plus the Cha modifier of the binding shaman.

Sonomancer Prestige Class

Author: Spencer "The Sigil" Cooley

Balance Rating: 4.13 (Pow 3.95, Purp 4.65, Port 4.5, Comp 3.4, Rule 4.15)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Combined Levels, Sonomancer Cantrips, Sonomancer Music
2 nd	+1	+0	+3	+3	Spell Boost, Access to Sonomancer Spell List
3 rd	+1	+1	+3	+3	Deafening Sonics
4 th	+2	+1	+4	+4	Spell Boost, Sonic Subsumption
5 th	+2	+1	+4	+4	Irrepressible Voice
6 th	+3	+2	+5	+5	Spell Boost, Echolocation
7 th	+3	+2	+5	+5	Silencing Sonics
8 th	+4	+2	+6	+6	Spell Boost, Sonic Subsumption
9 th	+4	+3	+6	+6	Thunderous Sonics
10 th	+5	+3	+7	+7	Spell Boost, Sonic Mastery

The Sonomancer is a mage whose studies focus on the magic of sound. Many Sonomancers are drawn from the ranks of bards, especially those who become fascinated by magic, although wizards and sorcerors are not uncommon. The occasional rogue or cleric (usually of a music-loving deity) may become a sonomancer, but members of other classes are almost never found among their ranks.

Sonomancers walk a line between a bard's love of song and curious nature and the calculating battle-readiness of a hardened sorcerer. They love music, but also love the crack of thunder, the roar of a waterfall, or complete silence, as all of these are manifestations of sound. When faced with a challenge, a sonomancer is as likely to use the destructive energies at his call as he is to talk his way around the problem. He still maintains a love of song and can create magical effects via song as well.

Requirements

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

Perform: 8 ranks.

Spellcraft: 6 ranks.

Knowledge (Arcana): 6 ranks.

Class Skills

The sonomancer's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Knowledge (Arcana) (Int), Perform (Cha), Profession (Wis), Speak Language (--), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

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

Hit Die: d4

Weapon and Armor Proficiency: None

Sonomancer Cantrips: At first level, a sonomancer learns a small number of arcane spells and gains the ability to cast them. The sonomancer gains these spells from the



sonomancer spell list. He may cast three 0-level spells per day and knows four spells of 0-level. These are cast in the same manner as a bard or sorcerer (i.e., Spell DC is tied to Charisma). Sonomancers gain further spells only through their spell boost ability. These cantrips are cast at the sonomancer's class level.

Sonomancers without other arcane spellcasting classes: Some sonomancers do not have access to arcane spells from other classes. They have an arcane caster level equal to their sonomancer level. They only learn spells from the sonomancer list and not from any other class spell list. The Combined Levels ability does not apply in this case; the sonomancer's caster level is his class level.

Combined Levels: A sonomancer adds his sonomancer class level to the class level he has achieved in any arcane class when determining caster level for that class. Extra spells per day and other benefits are not received. Thus, a 9th-level bard who is also a 3rd-level sonomancer has a caster level of 12. If he gained a level of sorcerer, his sorcerer spells would have a caster level of 4 (one from sorcerer and three from sonomancer), while his bard spells would continue to have a sonomancer level of 12 (three from sonomancer plus nine from bard).

Sonomancer Music Ability: See separate sub-header below.

Access to Sonomancer Spell List: At second level, the character learns to integrate his knowledge of sound with any existing spellcasting knowledge. A character with levels in another arcane spell-casting class may choose spells from the sonomancer spell list as though they were class spells for his other arcane class.

Spell Boost: A sonomancer's study of magic allows him to increase in spellcasting ability. The character gains 1 spell slot per day whose level is one higher than the highest level spell he can already cast in a particular arcane spellcasting class (and, if this is a class that spontaneously casts spells, such as a sorcerer, also gains one spell known at that level). The sonomancer chooses one arcane spell-casting class to apply this spell boost to at each boost—the decision is made when the spell boost is acquired and cannot be changed later. Spell boosts stack. The spell boost ability is always applied after determining the character's ability to cast spells in the chosen class.

Sonomancers may choose to apply the spell boost ability to his sonomancer class (indeed, for some sonomancers, the sonomancer is their only arcane spellcasting class). This limits available spells to those on the sonomancer class list. If a character that can cast 9th level spells gains this ability, the character instead gains one extra 9th-level spell slot (and an additional known spell of 9th level).

Deafening Sonics (Su): When casting a spell with the sonic descriptor and an instantaneous duration, the sonomancer may choose to add deafening volume to the spell. Any creature affected by the spell must also make a Forti-

tude save (DC 10 + spell level + sonomancer's Charisma modifier) or become *deafened* for 1 round per sonomancer level. Unlike metamagic feats, this does not change the level of the spell slot required, nor does alter casting time. It cannot be combined with the sonomancer's Silencing Sonics ability, nor with his Thundering Sonics ability. This ability may be used three times per day.

Sonic Subsumption: Each time this ability is indicated, the sonomancer chooses one form of energy other than sonic (e.g., fire, cold, electricity). He gains access to any spell with that descriptor from any class list as though it were a sonomancer class spell at the level listed for the original class. The Access to Sonomancer Spells ability effectively grants all of the sonomancer's arcane classes access to these spells. The subsumed spells substitute sonic energy for the listed energy type. For example, a 6th-level bard gains four levels in sonomancer and chooses cold as his energy type. His spell boost ability has provided him with a spell of 4th level. He selects as his spell *ice storm* (from the sorcerer list, not the bard list), which has the cold descriptor, but instead it becomes *sonic storm*, behaving precisely as *ice storm* but dealing sonic damage instead of cold damage.

Irrepressible Voice (Su): The sonomancer has such a mastery of sound that he is unaffected by *silencing* effects when casting spells. Those in the area of the *silence* effect can hear the sonomancer's voice as he intones the spell. This ability does not enable the sonomancer to otherwise speak in a *silence* effect.

Echolocation (Su): The sonomancer becomes so well-attuned to sound and silence that he is able to detect creatures' positions by their sound. He gains the *echolocation* ability (see Core Rulebook III) with a range of 30 feet.

Silencing Sonics (Su): When casting a spell with the sonic descriptor and an instantaneous duration, the sonomancer may choose to add a *silencing* effect to the spell. Any creature affected by the spell must also make a Will save (DC 10 + spell level + Sonomancer's charisma modifier) or become *silenced* for 1 round per sonomancer level. Unlike metamagic feats, this does not change the level of the spell slot required, nor does it alter casting time. It cannot be combined with the sonomancer's Deafening Sonics ability, nor with his Thundering Sonics ability. This ability may be used three times per day.

Thundering Sonics (Su): When casting a spell with the sonic descriptor and an instantaneous duration, the sonomancer may choose to add extra power to the spell to dispel magical *silence* effects. Any magical *silence* in the area of the spell cast by the sonomancer is also treated as though a targeted *dispel magic* had been cast on it, using the caster level of the sonomancer to attempt the *dispel*. For example, this allows a *shout* spell to attempt a dispel of a *globe of silence* spell in addition to the *shout* spell's normal effects. The *dispel* effect takes place prior to other spell effects, so if, in the above example, the *shout* spell dispelled the *globe of silence*, those in the *globe* would

suffer the effects of the *shout* spell. Unlike metamagic feats, this does not change the level of the spell slot required, nor does it alter casting time. It cannot be combined with the sonomancer's Deafening Sonics ability, nor with his Thundering Sonics ability. This ability may be used three times per day.

Sonic Mastery (Su): At 10th level, the sonomancer gains complete mastery over sound and silence magical effects. As a move-equivalent action that provokes an attack of opportunity, the sonomancer may attempt to dispel any *silence* effect that would otherwise affect him. Treat this as though the sonomancer had cast a targeted *dispel magic* at the silence effect. He may use this ability as often as he wishes. Furthermore, the sonomancer gains Energy Resistance (Sonic) 10 and is completely immune to non-damaging sonic or sound-based attacks (e.g., the singing of a harpy). Finally, he may attempt to counter any spell with a sonic descriptor by using any prepared spell (or spell slot) of equal or greater level. This is otherwise treated as a standard *counterspell* attempt. For example, if a sorcerer attempted to cast *shout* (a 4th-level spell), a sonomancer could use any spell or spell slot of at least 4th level to attempt a *counterspell*.

Sonomancer Musical Abilities

Much like the bard, the sonomancer learns to use music to duplicate magical effects. A sonomancer may use these abilities once per sonomancer level per day. If the sonomancer also has levels in the bard character class, these uses per day stack, and using either a bardic ability or a sonomancer ability counts against these total daily uses. Note that this has no effect on the Bardic Knowledge class ability, which is completely separate. Sonomancers may use their musical abilities to create the following effects. All effects are Spell-like abilities. All may be countered by the *countersong* ability of a bard or another sonomancer.

Countersong: A sonomancer with at least 3 ranks in Perform may use the *countersong* ability. This ability is identical to the bard's *countersong* ability (see Core Rulebook I). Recall that bard and sonomancer levels stack for purposes of using this ability.

Doubletime: A sonomancer with at least 8 ranks in Perform may motivate a single creature within hearing to move and act more quickly (if the creature is unwilling, a Will save of DC 10 plus the sonomancer's Charisma modifier is allowed). The creature gains an extra partial action each round (this stacks with any partial actions otherwise granted, such as from a *haste* spell). The sonomancer can maintain this effect for as long as he continues singing and can perform mundane actions (such as combat) but not magical actions (including the casting of spells, use of scrolls, etc.) up to a maximum of 5 rounds. The effect ends immediately when the sonomancer stops singing. A sonomancer with at least 13 ranks in Perform may affect two

creatures simultaneously with this effect. This increases to three at 18 ranks, and four at 23 ranks in Perform.

Song of Silence: A sonomancer with at least 8 ranks in Perform may create a musical effect that dampens all sound in an area. The area so affected is a sphere with a 15-foot radius, centered on the sonomancer. Anyone attempting to make a Listen check within this area has a –10 circumstance penalty to his roll, and anyone trying to make a Move Silently check has a +10 circumstance bonus to his roll. The sonomancer may maintain this effect for up to 5 rounds. The sonomancer may take mundane actions, but not magical actions, while maintaining this effect.

Shrill: A sonomancer with at least 11 ranks in Perform may create a shrill vibration that will shatter a single mundane object of his choice. The sonomancer must take a full-round action to perform the shrill, and designates a single nonliving target within 30 feet. At the end of the shrill, the target takes 5d6 points of sonic damage, ignoring hardness, with a Fortitude save for half (DC 13 plus the sonomancer's Charisma modifier).

Sound Bubble: A sonomancer with at least 15 ranks in Perform may create a highly intense sound—so intense that the sound pressure is quite easily discerned. The sound bubble has a 15-foot radius, centered on the sonomancer. The sonomancer must take a full-round action to initiate the sound bubble. Each round, any creature other than the sonomancer within the area of effect must make a Fortitude save (DC 15 plus the sonomancer's Charisma modifier) or be *deafened* as long as it stays within the bubble and 1d4 rounds thereafter. The creature also suffers 1d6 points of sonic damage on a failed save. Creatures that have been *deafened* (or do not hear at all) must still make a saving throw each round to avoid the sonic damage (this is not due to a piercing sound but rather the force and pressure of the sonic waves set up by the sonomancer). The bubble badly disrupts missile fire; all tiny projectiles passing through the area (including those fired from within the area) automatically miss, deflected by the sound pressure. Small projectiles suffer a –8 penalty to hit, Medium projectiles suffer a –4 penalty, and Large projectiles suffer a –2 penalty. Projectiles of Huge or greater size are unaffected. The effect can be maintained for one round plus one round per point of Charisma bonus the sonomancer possesses (minimum total time of one round). A magical *silence* effect automatically cancels this effect.

Sound Wall: A sonomancer with at least 20 ranks in Perform can create a wall of pure sonic energy anywhere within 30 feet of himself. The wall thus created must be at least 5 feet in each dimension (height and width) and can be no greater than 20 feet in any dimension (note that physical barriers—and physical barriers only—may cause the wall to be smaller than the listed dimensions). The wall affects missile fire in the same manner as the *sound bubble* effect above. Attempting to pass through the *sound wall* requires a successful Bull Rush; treat the *wall* as being of

the same size as the creature attempting to pass through and having a Strength score equal to the Sonomancer's Charisma score for determining the success of the attempt. Creatures attempting to pass through the wall take 2d6 sonic damage for each attempt (no save) and are *deafened* for 2d6 rounds (a Fortitude save vs DC 16 plus the sonomancer's Charisma modifier negates this effect). The wall can only be detected by a low hum until the creature actually enters the wall. The wall can be maintained for a number of rounds equal to the Sonomancer's Charisma bonus (minimum of one round). The Sonomancer may perform mundane actions, but may perform no magical actions while maintaining the wall. A magical *silence* effect automatically cancels the wall in the area affected.

Sonomancer Spell List

Sonomancers who have another arcane spellcasting class use that class list, adding these spells to it at the appropriate levels. Sonomancers who have no other arcane spellcasting classes choose their spells from the following list only. Note that though they can only achieve 5th-level spells with their own spell boost ability in this case, other spell boost abilities, such as those that apply to Epic-Level characters may apply, hence the list for completeness:

0 level—*daze, detect magic, ghost sound, mage hand, mending, read magic*

1st level—*alarm, charm person, command, identify, message, ventriloquism*

2nd level—*enthral, hold person, shatter, silence, sound burst, whispering wind*

3rd level—*bestow curse, charm monster, dispel magic, remove curse, sculpt sound*

4th level—*confusion, emotion, lesser geas, minor globe of invulnerability, shout*

5th level—*dominate person, greater dispelling, mind fog, permanency*

6th level—*globe of invulnerability, mass suggestion, permanent image, true seeing*

7th level—*antimagic field, limited wish, power word stun, spell turning,*

8th level—*demand, mass charm, power word blind, symbol*

9th level—*dominate monster, power word kill, wail of the banshee, wish*

Sample Sonomancer

Cynthia Finelli began her career as a court bard, entertaining in first a minor nobleman's court and moving from there to ever-more-influential circles as her reputation

grew. Eventually she heard whispers of a group of musicians with such power over music they outshone any bard ever known. She could not stand the idea that anyone could out-perform her, and set out to discover this secret society. She was rebuffed at all turns, sent away as nothing more than a minstrel or spoiled courtier out to impress some monarch. She was finally denounced in public as a power-seeking, tin-eared jongleur who would end her days teaching scales to wealthy brats.

Devastated and humiliated, Cynthia fled society and went into isolation. She knew well the truth of the insults, but burned with anger that anyone would dare attack her so in public. She knew word would get around in her circles and she would never be able to perform in court again. Worst of all, she knew she had true talent, but had never applied herself fully to the music, relying instead on the magical tricks she could perform. She had learned enough in her investigations to know that, truly, any Sonomancer could easily out-perform her, as their tie to the music itself was much stronger.

In a quiet sort of penance, Cynthia worked alone, with her lute, delving into the mysteries of the melody. She went back to the basics, starting with scales and working her way through all the training exercises of her youth. This time, however, she lingered over each note, each scale, each rhapsody of sound. She learned every sound her lute could make, and went from there. All unknowing, Cynthia worked at this, until her playing was heard from a great distance by those who attuned themselves to such things.

When Cynthia returned to civilization, she had a few more lines on her face, but no one paid much attention to that once she started playing. She has mastered the path of the Sonomancer and her name grows legendary.

Cynthia Finelli: Female human Brd10/Sonomancer 10: Medium-size humanoid (human); HD 10d6+10d4;hp 60; Init +3 (+2 Dex); Spd 60 ft; AC 22 (touch 16, flat-footed 20); Atk +12/+7/+2 melee (1d6, 15-20/x2, rapier +1 keen) or +15/+10/+5 ranged (1d8+1, 19-20/x2, 160 ft., light crossbow +1 distance); AL N; SV Fort +8, Ref +16, Will +15; Str 8, Dex 15, Con 10, Int 16, Wis 12, Cha 22.

Skills & Feats: Concentration +6, Craft (lute) +8, Diplomacy +21, Gather Information +21, Jump +9, Knowledge (arcane) +26, Listen +14, Perform +31 (+33 with lute), Scry +10, Sense Motive +4, Spellcraft +26, Spot +3, Use Magic Device +17; Alertness, Dodge, Expertise, Far Shot, Great Fortitude, Mobility, Point Blank Shot, Skill Focus (perform); Bardic/Sonomancer Music 20/day, Bardic Knowledge +13, Deafening Sonics, Sonic Subsumption (Cold, Fire), Irrepressible Voice, Echolocation, Silencing Sonics, Thunderous Sonics, Sonic Mastery, Spell Boost (3rd, 4th, 5th, 6th x2).

Possessions: Gloves of Dexterity +2, Cloak of Charisma +4, Ring of Protection +4, Bracers of Armor +6, Masterwork Lute, Boots of Striding & Springing, Rapier +1 (keen), Light Crossbow +1 (distance).

Bard Spells Per Day (3/5/5/4/2/2/3; base DC 16 + spell level)

Bard Spells Known (6/4/4/5/3/1/2)

0-level—*detect magic, ghost sound, light, mage hand, prestidigitation, read magic*

1st-level—*charm person, hypnotism, message, ventriloquism*

2nd-level—*enthrall, minor image, sonic metal (chill metal), sound burst*

3rd-level—*charm monster, emotion, haste, major image, sculpt sound*

4th-level—*dominate person, shout, sonic storm (ice storm)*

5th-level—*persistent image*

6th-level—*project image, sonic seeds (fire seeds)*

Witch-finder Prestige Class

Author: Dominique Couzet

Balance Rating: 4.43 (Purp 4.58, Pow 4.5, Port 4.17, Comp 4.42, Rule 4.46)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day			
						0	1	2	3
1 st	+0	+2	+0	+2	Turn undead; Use spell scrolls; Witch-hunt; Infamous	1	—	—	—
2 nd	+1	+3	+0	+3	Sneak attack (+1d6)	2	0	—	—
3 rd	+2	+3	+1	+3	Bonus save vs magic (+1)	2	1	—	—
4 th	+3	+4	+1	+4	Penetrating attacks (1/day); Scribe scrolls	2	1	0	—
5 th	+3	+4	+1	+4	Bonus save vs magic (+2)	3	1	1	—
6 th	+4	+5	+2	+5	Sneak attack (+2d6)	3	1	1	0
7 th	+5	+5	+2	+5	Bonus save vs magic (+3)	3	2	1	1
8 th	+6	+6	+2	+6	Penetrating attacks (2/day); Detect outsider presence	3	2	1	1
9 th	+6	+6	+3	+6	Bonus save vs magic (+4)	4	2	2	1
10 th	+7	+7	+3	+7	Sneak attack (+3d6)	4	2	2	2

Reynald Macduff walked as cautiously as he could. He remembered when he was just a soldier. During those times, he was used to face any problem boldly, a sword in hand. He looked condescendingly at Findal, casting spells from behind, and Nedio trying to strike foes in the back. But

then they encountered Kosh'Atmon Hellfire. Then he learned the value of attacking from behind or with spells, when he fell and nearly died to the horrendous magic of the evil witch. And by some awful quirk of fate, the friends who saved his life with their tactics were killed.



Several years had passed since then. After that terrible day, Reynald decided all practitioners of evil magic must be punished. Thus he joined the ranks of the witch-finders.

Reynald readied himself. He was certainly a more seasoned fighter than before. Hence, he used methods as treacherous as he used them against. Reynald slowly unrolled a scroll prepared days ago, and discreetly unleashed its magic onto himself. The witch-finder faded from sight, then slowly walked towards his target, silently trying to reach his back before he could react. A few days before, a knight of Soltar had defied the Necromancer of Tuurl openly, his reward for his bravery being turned into a wraith. Reynald had to deal with the newly spawned undead, and thanked his witch-finder training for pulling him through. Now, Reynald sought by his sneak attack to prevent the necromancer from casting more ignoble magic before he brought his full attacks to bear.

• • •

Witch-finders, despite their name, don't hunt witches to the exclusion of anything else. The name stems from people referring to any evil practitioner of magic as a witch, especially when female. Witch-finders are professionals whose trade is to pursue and eliminate evil magic-users (wizards, clerics, sorcerers, adepts, etc.), as well as evil supernatural creatures that threaten the general populace. Whenever a community is plagued by a magical monster, or fears the wrongdoings of a necromancer, it turns to a witch-finder for aid. Witch-finders are either appointed as magistrates by a community to protect it from magical influences, or are solitary characters (also called witch-hunter rather than witch-finder) wandering the land in search of work. All witch-finders wear the distinctive garb of their trade: black clothing and cloak, tall, wide-brimmed black hat, black knee-boots, and a gray scarf.

Whereas a slayer of the damned (to be featured in a later issue of the Netbook of Classes) primarily pursues heretics for fanatical reasons, the witch-finder is a cold-blooded professional. Witch-finders have various reasons for pursuing this dangerous and sometimes thankless trade, including revenge or religion. The true professional, however, has no stated policies on magic or religion; his main concern is money. The witch-finder is similar to the bounty-hunter in this regard. Witch-finders are not holy knights pursuing sacred quests, but cool professionals akin to mercenaries. Their experience with magic-using foes teaches them to be wary, and they will strike from behind whenever they can, increasing the chances of taking down their target. While most witch-finders are ethical and pursue only those spellcasters who have proven their evil, there are some who will persecute any spellcaster or magical creature so long as they are paid, and even others so filled with hate they will define any of their enemies as fiends and witches to justify their actions. These give the profession its bad reputation.

Candidates for the witch-finder trade may come from any class; however, most are fighters, rogues or rangers. Though rare, a spellcaster taking up the trade can be espe-

cially powerful and effective. Witch-finders may be of any alignment.

Requirements

To qualify to become a witch-finder, a character must fulfill all the following criteria:

Base Attack Bonus: +4

Gather Information: 4 ranks

Knowledge (Arcana): 4 ranks

Feats: Iron will, Track.

Special: the character must have combated magic-using foes before, and also must have suffered from their magic (as determined by the GM).

Class Skills

The witch-finder's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Disable Device (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Arcana, Local, the Planes, Religion) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha), and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

Skills Points at Each Level: 4 + Int modifier.

Class Features

All the following are class features of the witch-finder prestige class:

Hit-Die: d8.

Weapon and Armor Proficiency: Witch-finders are proficient with all simple weapons, plus one martial or exotic weapon of their choice. They do not gain any new armor proficiencies.

Spells: Witch-finders are focused on magic and its practitioners (for the purpose of combating them), and find it useful to learn such things themselves. Witch-finders cast arcane spells from the Sor/Wiz spell list, based on Intelligence for DC, ability to learn spells, and bonus spells per day. They suffer normal arcane spell failure chances when wearing armor. They prepare spells from their spellbook, and can know an unlimited number of arcane spells. Each new level of experience they gain two free spells known, chosen only from the Abjuration and Divination schools of magic. To learn spells from other schools, they must find them in scrolls, spellbooks, etc., as normal. When the witch-finder gains zero spells of a given level, such as 0 1st-level spells at 3rd level, he gains only bonus spells. A witch-finder without a bonus spell for that level cannot yet cast a spell of that level. Witch-finders cast spells at their level of witch-finder.

If the witch-finder was formerly a wizard, witch-finder and wizard levels stack for determining caster level (at the GM's discretion, this may also apply to other arcane spellcasters who prepare spells).

Note that in areas where magic is reviled and witch-finders are welcome, they typically pretend to not use any magic of their own.

Infamous: Witch-finders are often reviled as a profession, but especially by magic-users, even those who have done nothing wrong but fear they would be taken unjustly. As such, witch-finders suffer a -2 circumstance penalty with any spellcaster or friend/admirer of a spellcaster to all Cha-based skills or checks. This is not a supernatural hindrance, and the NPC must first be aware of the character being a witch-finder.

Turn Undead: The witch-finder can Turn Undead (but not Rebuke) like a cleric. However, he can only turn undead a number of times per day equal to 1 + Cha modifier. If the witch-finder already had Turn Undead from a previous class, the levels of witch-finder stack with that class for determining its effectiveness, but he does not gain additional turning attempts per day; instead, he gets whichever number is higher (the total for witch-finder or the total for the previous class).

Use Spell Scroll: In studying magic and its practitioners (primarily for purpose of hunting them), the witch-finder gains some understanding of their spells. This grants him a bonus to Use-magic-device attempts when attempting to cast a spell not on his list from a scroll. This is a competence bonus equal to his witch-finder level. Also, his effective caster level is always at least equal to his witch-finder level. (The witch-finder still cannot copy such spells into his spellbook.)

Witch-hunt: Witch-finders get a +4 circumstance bonus to Diplomacy, Disable-device, Gather-information, Search, and Sense-motive checks for the following purposes:

- *Diplomacy:* Negotiating fees for hunting a spellcaster or supernatural monster; convincing victims of such creatures to help, or pay the witch-finder for his services.
- *Disable Device:* Destroy a place or thing holy to a witch/cleric/cultist/etc., or having a specific use for magical work (such as a pentagram). The witch-finder must first be able to identify the object in question with use of the proper skill (Spellcraft, etc.). Any object or place so defiled becomes thereafter unusable magically or ritually.
- *Gather Information:* Targeting magic-users and supernatural creatures.
- *Search:* Searching for evidences of magic-use or supernatural activity.
- *Sense Motive:* When a character tries to lie (bluff) about his abilities and activities as a magic-user.

Sneak Attack: Witch-finders prefer to not confront magic-users and magical creatures in straightforward attacks, especially when they are protected by bodyguards. Rather, they employ devious ways to strike down their

foes, such as striking in the back if they can. At 2nd level, the witch-finder gains the sneak-attack ability, like that of the rogue. Sneak attack dice stack with any gained from a previous class. At 2nd level, the witch-finder does +1d6 damage. This increased to +2d6 at 6th level and +3d6 at 10th level.

Bonus Save vs Magic: The witch-finder gains a bonus to all saving throws against spells and magical effects of +1 at 3rd level. This bonus increases to +2 at 5th level, then +3 at 7th level, and +4 at 9th level.

- **Penetrating Attacks (Su):** The witch-finder may temporarily improve the efficacy of his weapons against damage-reduction defenses. The witch-finder must first study his opponent for a full round. Then, for the duration of subsequent combat against this particular opponent (up to a maximum of 1 minute per level of witch-finder), all weapons he uses against it are considered to have a +1 magical bonus, with respect to overcoming damage-reduction defense only (doesn't add actual bonuses to hit and damage). As such, a non-magical weapon or missile will be able to hit as if +1, a +1 magical weapon will be able to hit as if +2, etc. Witch-finders may use this ability once per day at 4th level, and then twice per day at 8th level. At 8th level they may either choose to use this ability normally, or if need be, combine both uses in only one, to get a +2 bonus instead of a +1 bonus (this does not increase the study time necessary).
- **Scribe Scrolls:** The witch-finder knows that magic is an important asset when combating spell-casters and fiends. However, his own spellcasting capability is somewhat limited. At 4th level, he gains the Scribe Scroll item-creation-feat, enabling him to create scrolls.
- **Detect Outsider Presence:** A blackguard may have a fiendish horse that looks like a normal horse, while a magic-user may employ an outsider (fiend, genie, etc.) disguised as a mundane creature. Being able to discern the difference between a cat and a fiend in the guise of a cat could well make the difference between life and death for a witch-finder. Starting at 8th level, the witch-finder can sense the presence of outsiders or summoned /conjured creatures in the vicinity. This requires a Spot check as follows:
 - *DC 5:* Fiend with a mundane disguise (less than 60 feet).
 - *DC 10:* That normal-looking creature is in fact a fiendish servant, or a creature summoned (less than 30 feet).
 - *DC 15:* Fiend under magical disguise (polymorph, etc.) (less than 30 feet).
 - *DC 15:* If a character is possessed by a fiend or is under a fiendish influence (less than 15 feet).
 - *DC 20:* If murder or mayhem was caused by fiends (less than 10 feet).
 - *DC 20:* If a trail or track on the ground was left by a fiend (less than 5 feet).
 - *DC 25:* Sense that a fiend lurks in the vicinity (invisible, behind something, etc.) (less than 60 feet).

Sample Witch-finder

Reynald Macduff was a simple soldier and adventurer until he lost his best friend to the attack of an evil mage. Thereafter he became a witch-finder, and has ever since made a living at hunting evil spellcasters and magic-using monsters. This solitary character is extremely cautious and goes on a hunt only with careful preparation.

Reynald Macduff: Male human Ftr6/witch-finder 4, Medium-size humanoid, HD 10d6+4d8+30, hp 90, Init +5 (+1 Dex, +4 Improved Initiative), Spd 30 ft., AC 15 (touch 15, flat-footed 14); Atk +11/+6 melee (longsword +1, 1d8+6, 19-20/x2) or +9/+4 ranged (light crossbow, 1d8, 19-20/x2, 80 ft.); AL LN; SV Fort +12, Ref +6, Will +9; Str 16, Dex 13, Con 16, Int 14, Wis 12, Cha 11.

Skills and Feats: Climb +9, Gather information +8, Jump +9, Knowledge (arcana) +8, Listen +5, Move Silently +5, Ride +7, Search +6, Use Magic Device +2, and Wilderness-lore +5. Weapon focus and specialization (longsword), Improved initiative, Power attack, Cleave, Great cleave, Iron will, Lightning reflexes, Track. Turn undead (as cleric 4th level 1/day), Use spell scrolls (+4), Witch hunt (+4), Infamous (-2), Sneak attack (+1d6),

Bonus save magic (+1), Penetrating attack (1/day), Scribe scrolls.

Spells Per Day (2/2/1, base DC 12 + spell level)

0-level—*detect magic, mage hand*

1st-level—*endure elements, spider climb*

2nd level—*protection from arrows, see invisibility*

Spellbook: 0-level—*detect magic, detect poison, light, mage hand, read magic*; 1st—*detect secret doors, endure elements, identify, shield, spider climb*; 2nd—*invisibility, obscure object, protection from arrows, see invisibility*.

Possessions: Longsword +1, Bracers of armor +4, light crossbow, spell-scroll (*Invisibility* x2), spell-scroll (*cure moderate wounds* x3).

Appendix I: Complete Listing of Prestige and Core Classes

Italicized entries are included in this document. Items listed below are Product Identity belonging to the publishers indicated, unless identified elsewhere as open gaming content.

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Adept.....	SRD
Algai'd'siswai.....	Wheel of Time p47
Anchorite.....	NBoC Volume I p11
Archer.....	Sovereign Stone p33
Aristocrat.....	SRD
Armsman.....	Wheel of Time p48
Barbarian.....	SRD
Bard.....	SRD
Beastfriend.....	Fading Suns p57
Black Magician.....	Deadlands d20 p124
Blessed.....	NBoC Volume I p26
Blessed.....	Deadlands d20 p24
Brave.....	Deadlands d20 p26
Brawler.....	Primal Codex p9
Bronco Rider.....	Dinosaur Planet p18
Brother Battle.....	Fading Suns p60
Cavalier.....	Seven Avengers: Heroes & Magic Sourcebook p8
Centurion.....	Hunt: Rise of Evil p83
Chaos Mage.....	Chaos Magic p15
Cleric.....	SRD
Commoner.....	SRD
Diplomat.....	Wheel of Time p224
Draconic Barbarian.....	Dragons p131
Draconic Bard.....	Dragons p133
Draconic Cleric.....	Dragons p134
Draconic Druid.....	Dragons p135
Draconic Fighter.....	Dragons p137
Draconic Paladin.....	Dragons p138
Draconic Ranger.....	Dragons p139
Draconic Rogue.....	Dragons p140
Draconic Sorcerer.....	Dragons p141
Draconic Wizard.....	Dragons p143
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<i>Ecclesiastic</i>	21
Elemental Mage.....	Sovereign Stone p37
Expert.....	SRD
Explorer.....	Dungeon 90
Fighter.....	SRD
Gangster.....	Dungeon 90
Guardian.....	Darwin's World p17
Guilder.....	Fading Suns p63
Gunslinger.....	Deadlands d20 p28
Huckster.....	Deadlands d20 p30
Huntsman.....	Primal Codex p10
Initiate.....	Wheel of Time p50
Living Weapon.....	Fading Suns p65
Machinist.....	Dinosaur Planet p21
Mad Scientist.....	Deadlands d20 p32
Mahdi.....	The Goy p13
<i>Mariner</i>	34
Martial Artist.....	Beyond Monks p4
Martial Artist.....	Dungeon 90
Maverick.....	Deadlands d20 p34
Mechanist.....	Dragonstar p52
Merchant.....	Black Flags p32
Merchant.....	Hunt: Rise of Evil p85
Monk.....	SRD
Mounted Warrior.....	Sovereign Stone p41
Mystic.....	Dungeon 90
Ninja.....	NBoC Volume I p87
Noble.....	Black Flags p34
Noble.....	Fading Suns p69
Noble.....	Sovereign Stone p43
Noble.....	Wheel of Time p54
Oji.....	The Goy p15
Paladin.....	SRD
Pilot.....	Dead from Above p6
Pilot.....	Dragonstar p49
Priest.....	Black Flags p37
Priest.....	Fading Suns p71
Private Eye.....	Dungeon 90
Psion.....	Psionic Handbook p6
Psychic.....	Fading Suns p73
Psychic Warrior.....	Psionic Handbook p13
Raider.....	Darwin's World p19
Ranger.....	SRD
Rogue.....	SRD
Rojin.....	The Goy p18
Rowdy.....	Deadlands d20 p36
Ruhak.....	The Goy p21
Sailor.....	Black Flags p39
Sailor.....	Seas of Blood p8
Sailor.....	Sovereign Stone p47
Samurai.....	Hunt: Rise of Evil p87
Samurai.....	Oriental Adventures
Scav.....	Darwin's World p21
Scientist.....	Dungeon 90
Scout.....	Deadlands d20 p38
Shaman.....	Hunt: Rise of Evil p90
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Shaman.....	Oriental Adventures
Shaman.....	Primal Codex p12
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Shugenja.....	Oriental Adventures
Slave.....	Gladiator: Sands of Death p35
Smoker.....	Way of the New Science p32
Sohei.....	Oriental Adventures
Soldier.....	Dinosaur Planet p23
Soldier.....	Dungeon 90
Soldier.....	Fading Suns p74
Soldier.....	Sovereign Stone p48
Sorcerer.....	SRD
Spy.....	Dinosaur Planet p25
Stalker.....	Sovereign Stone p51
Starwolf.....	Fading Suns p76
Techie.....	Fading Suns p77
Thaumaturge.....	Armies of the Abyss p6
Theurgist.....	Fading Suns p79
Thinker.....	Darwin's World p23
Thug.....	Traps & Treachery p31
Trader.....	Darwin's World p25
Two-Fister.....	Dinosaur Planet p27
Void Mage.....	Sovereign Stone p53
Wanderer.....	Wheel of Time p56
White Witch/Warlock.....	Hunt: Rise of Evil p94
Warrior.....	SRD
Wild One.....	Dinosaur Planet p29
Wilder.....	Wheel of Time p57
Witch Doctor.....	Primal Codex p17
Wizard.....	SRD
Woodsmen.....	Wheel of Time p60
Wu Jen.....	Oriental Adventures
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Aes Sedai	Wheel of Time p206
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Agent of the Crown	Quintessential Rogue p21
Air Lord	Dragons p32
Akodo Champion	Oriental Adventures
Alienist	Tome & Blood p45
Anaeman Crafter	Mythic Races p15
Anam'Glac . Compleat Librum Ov Gar'Udok's Necromantic Artes	p34
Ancestral Avenger	Dragon 279
Animal Lord	Masters of the Wild
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Animan Atavist	Mythic Races p20
Animator	Hollowfaust: City of Necromancers p111
Arachnemancer	Dungeon 84
Arcane Archer	SRD
Arcane Burglar	NBoC Volume I p15
Arcane Devotee	Forgotten Realms p40
Arcane Ritualist	Twin Crowns p21
Arcane Trickster	Tome & Blood p47
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Arcanopath Monk	Dragon 281
Archmage	Forgotten Realms p41
Armor Pugilist	Beyond Monks p10
Artificer	NBoC Volume I p19
Artificer	Codex Mysterium p17
Artificer	Twilight of Atlantis p30
Ascetic	NBoC Volume I p23
Asha'man	Wheel of Time p207
Assassin	SRD
Athar	Dragon 287
Avenging Hand	the Taan p91
Balan's Jackal	Legions of Hell p50
Bandit	Monster p80
Bane of Infidels	Masters of the Wild
Bargainer	Evil p70
Battle Maiden	Oriental Adventures
Bayushi Deceiver	Oriental Adventures
Bear Warrior	Oriental Adventures
Beast Handler	Gladiator: Sands of Death p37
Beast Handler	War p48
Beast Lord	Primal Codex p21
Beastknight	Monster p82
Beaststalker	Monster p84
Beholder Mage	Monsters of Faerun p21
Berserker	Doom of Odin p7
Berserker	Quintessential Fighter p14
Binder, The	Demonology p10
Black Alchemist	Alchemy & Herbalists p16
Black Veil Shaman	the Taan p93
Blackguard	SRD
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Blood Archer	Evil p68
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Blood Magus	Tome & Blood p50
Blood Knight	NBoC Volume I p29
Blood Witch	Relics & Rituals p8
Bloodcarver	Chaos Magic p50
Bloodhound	Masters of the Wild
Bloodtracker	Villains p85

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Bounty Hunter	NBoC Volume I p31
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Bounty Hunter	Twin Crowns p23
Bounty Hunter	Way of the Gun p16
Brawler	Quintessential Fighter p15
Brethren Follower	Denizens of the Twisted Earth p19
Bronco Buster	Cowboys & Dragons p28
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Captain	Black Flags p42
Card Sharp	Cowboys & Dragons p29
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Cardinal	Black Flags p43
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Cat Burglar	Bluffside
Cavalier	Sword & Fist p12
Cave Stalker	Dragon 292 p52
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Centurion Knight	Wonders Out of Time p44
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Chosen Warlord	Librum Equitis p4
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Cipher	Dragon 287 p47
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City of Mages Artificer	NBoC Volume I p37
Claw of the Hunt	Mythic Races p78
Colorless Adept	If Thoughts Could Kill p36
Commander	Wheel of Time p209
Commando	Quintessential Rogue p23
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Consecrated Harrier	Defenders of the Faith p52
Contemplative	Defenders of the Faith p54
Corpulent	Librum Equitis p5
Courtesans of Idra	Secrets & Societies p22
Crafter	Slayer's Guide to Troglodytes p23
Crimeboss	Freeport p121
Crooked Monk	Beyond Monks p15
Crusader	Dungeons p87
Crusader	Way of the Gun p20
Crusading Footpad	Quintessential Rogue p24
Crypt Lord	Relics & Rituals p10
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Cultist	Freeport p123
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Dancer of Sharess	Dragon 290
Dark Minstrel	Enchiridion of Mystic Music p13
Dark Minstrel	Librum Equitis p7
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Sacred Fist	Defenders of the Faith p70	Swashbuckler	Hunt: Rise of Evil p112
Sacred Theurgist	Undead p54	Swashbuckler	Librum Equis p28
Scavenger	Monster p90	Swashbuckler	Quintessential Fighter p25
School of Many Eyes	Mystic Warriors p54	Sylvan Monk	Beyond Monks p23
School of Wind	Mystic Warriors p89	Tail Fighter	Vigil Watch p80
Sculptor of Chaos	Wild Spellcraft p32	Tainted Warlock	Librum Equis p30
Sea Captain	Broadsides! p74	Taker	Dragon 287
Sea Hawk	NBoC Volume I p106	Tanterist	Beyond Monks p25
Sea Reaver	Villains p91	Tamer of Beasts	Masters of the Wild
Sea Scout	Broadsides! p76	Tattoo Mage	NBoC Volume I p131
Sea Witch	Codex Mysterium p28	Tattooed Monk	Oriental Adventures
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Seeker	Hunt: Rise of Evil p109	Tempest	Masters of the Wild
Sendasti Windmaster	Mythic Races p131	Tempest	Way of the Huckster p12
Sensate	Dragon 287	Templar	Defenders of the Faith p72
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Shade Touched	Hollowfaust: City of Necromancers p115	Texas Ranger	Deadlands d20 p92
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Shadow Scout	Oriental Adventures	Thief-Acrobat	Song & Silence
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Shapeshifter	Oriental Adventures	Totem	Touched by the Gods p68
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Shield Historian	Tome of the Dragon p39	Trapmaster	Traps & Treachery p29
Shieldbearer	War p74	Treasure Hunter	Dungeons p93
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Shock Trooper	Dungeons p91	Truth Seeker	Dragon 281
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Appendix II: Submission Templates

(see following pages)

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