

*Volume One*

# LIBRUM EQUITIS



# Librum Equitis

A BOOK OF PRESTIGE CLASSES, VOLUME 1

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## Dedication:

To our parents for first getting us into this game back at the tender age of 10  
20 years of dungeon delves in the name of gaming.

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## INTRODUCTION

22 Prestige Classes, ladies and gentlemen.

Nothing more, nothing less.

All carefully hand-crafted from the finest D20 components, and playtested through gruelling combats and intense role-playing by D20 gamers world-wide, to make sure that you get the finest in kick-ass D20 Prestige Classes.

Sure, that means no art, no sample characters, etc... but it also means minimal cost to you. (It's not like we didn't TRY to include art... but after three contracts with various artists fell through, we decided releasing this was more important than waiting for the pictures to arrive - if you would like to illustrate our future products, contact us at Ambient Inc.)

We've tried to keep the classes as easy as possible to include in your own game world, while still giving them enough background to make them interesting.

Volume 1?

Yes, we already have volume 2 in production with 16 new Prestige Classes currently in playtesting, and more on their way. In addition we'll be printing the best Prestige Classes available from other OGL sources tucked in here and there within the next few volumes.

Remember, these aren't just player resources. Some of these classes have been designed with NPCs and monsters in mind (the Raserei, while fun, makes for very short life-expectancy PCs, which is just fine for NPCs; while the Feral Ravager is expressly crafted for those Large humanoids out there in the wastelands...) - so give your players a shock when just another orc turns out to be a Chosen Warlord AND Zombie Master!

A word on formatting - we've separated prestige classes one to a page so there isn't any overlapping between classes on each page. For some classes this does mean that the second page of the class only contains the advancement table for said class. We decided to do this to reduce confusion and to facilitate printing only the Prestige Classes you want to include in your game.

# Bounty Hunter

Bring 'em back ... Usually it's bring them back alive, but not always. However you want them, the Bounty Hunter is ready to deliver, for a price. The Bounty Hunter's treasure is the personal or institutional vendettas of others. Some states and nations employ Bounty Hunters to track down escaped prisoners, political activists and enemies of the state. Other Bounty Hunters work for organized crime rings or other powerful entities; many work freelance, taking on whatever bounties are offered.

Most Bounty Hunters have little respect for others in their profession (as each is another competitor for their bounties), but all have respect for the profession of the Hunt. In some nations Bounty Hunter guilds exist, but they are rarities. Few hunters can be found who would work well with others.

**Hit Die:** d8

## Requirements

To qualify to become a Bounty Hunter (Bou) a character must fulfill all the following criteria.

- Base Attack Bonus:** 5+
- Spot:** 8 ranks
- Gather Information:** 8 ranks
- Intimidate:** 5 ranks
- Move Silent:** 5 ranks
- Feats:** Track, Alertness

## Class Skills

The Bounty Hunter's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silent (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

## Class Features

All of the following are class features of the Bounty Hunter prestige class.

**Weapon and Armour Proficiency:** Bounty Hunters are proficient with all simple and martial weapons and light and medium armour, but not shields.

**Chosen Target:** Beginning at first level, the Bounty Hunter gains specific bonuses against his chosen target. Due to his extensive study of his target and training in the proper techniques for combatting them, the Bounty Hunter gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks when using these skills against his chosen target. Likewise, he gets the same bonus to subdual damage rolls against his target (this damage bonus obviously does not apply to targets who are immune to subdual damage or who are immune to critical hits). He also gets this bonus on Gather Information rolls to locate said target. Every third level thereafter (level 4, 7 and 10) the bonus increases by 1. To gain these advantages the Bounty Hunter must know the target well or have done some research into the target's behaviour and techniques (Gather Information DC 15 and a day of research at the target's haunts). The Chosen Target bonus only applies to one target at a time for whom the Bounty Hunter is searching. If the Bounty Hunter is searching for a small group of people (The Adventurers of the Black Inn) the bonus is reduced by half (round down), and for a large group or a species (the king has posted a reward for all goblins captured!) the bonus is reduced to one third (round down).

**Sneak Attack:** Beginning at level 2, the Bounty Hunter gains the Sneak Attack ability just like a Rogue. This begins at +1d6 and goes up at levels 5 and 8. This stacks with any other Sneak Attack abilities granted by levels of Rogue, Assassin, Dirty Monk or any other source.

**Exotic Weapon:** The tools of the trade are often quite diverse for the typical Bounty Hunter. At level 3 and level 9 a Bounty Hunter gains a bonus Exotic Weapon Proficiency feat.

**Skill Focus:** At level 6 the Bounty Hunter gains a bonus Skill Focus feat for any of the Bounty Hunter class skills.

Table 1-1: Bounty Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+2	+2	Chosen Target +1
2 <sup>nd</sup>	+2	+0	+3	+3	Sneak Attack +1d6
3 <sup>rd</sup>	+3	+1	+3	+3	Exotic Weapon
4 <sup>th</sup>	+4	+1	+4	+4	Chosen Target +2
5 <sup>th</sup>	+5	+1	+4	+4	Sneak Attack +2d6
6 <sup>th</sup>	+6	+2	+5	+5	Skill Focus
7 <sup>th</sup>	+7	+2	+5	+5	Chosen Target +3
8 <sup>th</sup>	+8	+2	+6	+6	Sneak Attack +3d6
9 <sup>th</sup>	+9	+3	+6	+6	Exotic Weapon
10 <sup>th</sup>	+10	+3	+7	+7	Chosen Target +4

# Chosen Warlord

Blessed by his deity, wading into the battlefield wielding his sacred weapons, the Chosen Warlord is an icon of war for the churches of the mighty war-gods. Chosen Warlords are living banners of their deities' might, boosting the morale of faithful troops while bearing the blessings of sharp steel to the infidels.

Some Chosen Warlords are iconic commanders of their armies, others work in small elite cadres of warlords as part of a larger army. But all carry the blessings of their Deity, and all around them know it well.

Most of the Chosen are taken from the ranks of faithful Warriors and Fighters of the church (although some primitive religions also have barbarian shock troops to draw Warlords from), but many are of Clerical and Paladin backgrounds, holy warriors from the beginning.

**Hit Die:** d10

## Requirements

To qualify to become a Chosen Warlord (ChWrl) a character must fulfill all the following criteria.

**Base Attack Bonus:** 7+

**Knowledge (religion):** 5 ranks

**Feats:** Power Attack, Leadership, Weapon Focus (Deity's favoured weapon)

**Equipment:** Magical weapon of his Deity's favoured type.

**Special:** Must worship a Deity that grants the War domain to his or her clerics, and be in good standing with the church of said Deity to receive the blessings of the Chosen Warlord.

## Class Skills

The Chosen Warlord's class skills (and the key ability for each skill) are Intimidate (Cha), Jump (Str), Knowledge (Religion) (Int), Profession (Wis), and Spot (Wis). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

Skill Points per level: 2 + Int modifier

## Class Features

All the following are class features of the Chosen Warlord prestige class.

**Weapon and Armour Proficiency:** Chosen Warlords are proficient with all simple and martial weapons and all types of armour and with shields.

**Courage:** The mere presence of the Chosen Warlord wading into combat gives all allies of the same faith (followers of the same deity exclusively) a +2 morale bonus to will saves and a +1 morale bonus to hit and damage. This is an extraordinary ability.

**Personal Blessing:** Three times per day, the second-level Warlord can call upon the supernatural blessing of his deity, giving a +2 sacred (for good and neutral deities) or profane (for evil deities) bonus to hit and damage rolls and a +2 deflection bonus to AC for 1 round per level in the Prestige Class. These bonuses increase to +3 at level 4 and to +4 at level 7.

**Mass Blessing:** Once per day, plus one additional time per point of Charisma bonus, the Warlord can call upon the supernatural blessing of his deity, giving all who fight with him within 100 feet (who aren't followers of a deity diametrically opposed to the Chosen Warlord's patron) a +1 sacred (for good and neutral deities) or profane (for evil deities) bonus to hit and damage rolls and a +1 deflection bonus to AC for 1 round per level in the Prestige Class. These bonuses increase to +2 at level 6 and +3 at level 9.

**Smite:** Once per day a warlord may make a single melee attack with a +4 attack bonus and a damage bonus equal to her level in the Prestige Class (if she hits). The Warlord must declare the smite before making the attack. At level 5 a warlord can smite twice per day, and at level 10 this increases to three times per day.

If the Chosen Warlord already has a smite evil or smite ability (for example, a paladin or cleric with the Destruction domain), she can use the ability one extra time per day (two extra at level 5, and three extra times at level 10). The attack bonus does not increase, but the damage bonus is based on the character's combined level (Chosen Warlord plus Cleric or Paladin level).

**Spirit of the Fray:** Once per day, an eighth-level Chosen Warlord can call upon her fervour of battle to double her attacks for one round. For example, a level 8 warlord / level 8 fighter (BAB +16) with two-weapon fighting and ambidexterity feats normally attacks with her primary weapon at +14 / +9 / +4 / -1 and with her (light) off-hand weapon at +14. With Spirit of the Fray, once per day she can attack with her primary weapon at +14 / +14 / +9 / +9 / +4 / +4 / -1 / -1 and with her off-hand weapon at +14 / +14. This is an extraordinary ability.

## Ex-Warlords

Warlords who give up the calling of their god and/or church (who work against the will of deity or church, or who cease to follow the desired and demands thereof) lose access to all Supernatural and Extraordinary abilities of the Chosen Warlord prestige class, and cannot advance in level in the Prestige Class until atoned by a high-ranking priest of their faith.

Table 1-1 : Chosen Warlord level advancement

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	1	2	0	0	Courage, Smite 1/day
2	2	3	0	0	Personal Blessing +2
3	3	3	1	1	Mass Blessing +1
4	4	4	1	1	Personal Blessing +3
5	5	4	1	1	Smite 2/day
6	6	5	2	2	Mass Blessing +2
7	7	5	2	2	Personal Blessing +4
8	8	6	2	2	Spirit of the Fray
9	9	6	3	3	Mass Blessing +3
10	10	7	3	3	Smite 3/day

# Corpulent

Corpulents are priests of voracious gods of greed. Few are as blessed by the gods as the Corpulent, who gives up increased divine casting ability for other dark blessings of his deity. Corpulents are huge, obese leaders of congregations of greed, so ungainly in size that they can barely move under their own power. Roll upon roll of fat almost hides their human form.

**Hit Die:** d8

## Requirements

To qualify to become a Corpulent (Cor) a character must fulfill all the following criteria

**Feat:** Endurance, Great Fortitude

**Spellcasting:** Able to cast 2<sup>nd</sup> level divine spells

**Special:** Worshipper of a deity with the portfolio of greed or hunger.

## Class Skills

The Corpulent's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (Religion) (Int), Profession (Wis), Listen (Wis), Scry (Int, exclusive skill), and Sense Motive (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

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

**Weapon and Armour Proficiency:** The Corpulent gains no new proficiencies with weapons or armour. In addition, his massive bulk makes armour much heavier and more expensive. Armour of medium size for a Corpulent costs double normal price, and eight times normal price (and four times normal weight) for armour for a Large Corpulent. Huge Corpulents cannot wear armour as it would immobilize them completely. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Aberration:** The Corpulent becomes an Aberration, and is no longer considered to be a humanoid.

**Domain Spells:** Gifted by their lord of greed, Corpulents can cast clerical spells from one to three of the domains normally granted by their deity (starting with access to one domain, and gaining additional domains as the Corpulent gains levels). They can cast each domain spell once per day, and can access spells on the domain list of levels up to one level below their current Corpulent level. (Example, a level 4 Corpulent can access the level 1 through 3 spells on each domain list, and can cast each spell once per day). Save DC against these spells is DC 10 + spell level + the Corpulent's Wisdom modifier. For all effects, the Corpulent casts these spells as a cleric of twice his Corpulent level. The Corpulent gains no other benefits from this domain access normally accompanying clerical domain access (such as the ability to prepare one clerical spell per day from these domains, or any granted domain powers from these domains).

**Charisma Reduction:** As the Corpulent gains levels, its Charisma is reduced (except when dealing with other followers of its deity) as indicated.

**Movement:** As it gains mass, the Corpulent finds it more and more difficult to move its bulk around, with reductions to its base movement rate as indicated.

**Damage Reduction:** The Corpulent's sheer bulk provides for an impressive near-immunity to damage. Beginning at level 2 the Corpulent gains a Damage Reduction of 1/- which increases by 1 each level.

**Large Size:** The Corpulent becomes Large Sized, weighing up to 4,000 pounds (normally about 100 pounds at level 2, averaging around 3000 pounds at level 3). Unlike most Large creatures, the Corpulent is usually still under 8 feet tall at this size, with the size modifications coming from sheer bulk and fat. This increase in size gives the Corpulent a +4 bonus to Strength and Constitution and a -4 penalty to Dexterity. The Corpulent's size modifier to AC and attack rolls is now a -1 (as for all Large creatures). The Corpulent's unarmed crushing attacks now deal 1d6 damage.

**Envelop:** The Corpulent may now envelop their enemies. With a successful grappling check, the Corpulent can capture an opponent up to the size indicated (small at level 4, medium at level 9). A Strength or Escape Artist roll is required to pry oneself free of a Corpulent's folds (DC 10 + Corpulent Level + Strength modifier). When being enveloped, an Escape Artist roll (DC 10 + Corpulent Level + Dexterity modifier) allows the victim to keep a hand or leg free of the massive Corpulent, which friends can grab hold of to assist in pulling the victim free of the mass of lard (each person helping to a maximum of two helpers provides a +2 on rolls to escape the Corpulent's envelop attack). Victims of the envelop attack are considered to be drowning.

**Huge Size:** The Corpulent becomes Huge Sized, weighing upwards of 6,000 pounds (with some level 10 Corpulents reportedly as obscenely large as 24,000 pounds). Unlike most Huge creatures, the Corpulent is usually under 10 feet tall at this size, with the size modifications coming from sheer bulk of fat. This increase in size gives the Corpulent a further +4 bonus to Strength and Constitution, and a -4 penalty to Dexterity. The Corpulent's unarmed crushing attacks now deal 2d4 damage.

**Bludgeoning Reduction:** At level 3 the fatty rolls of the Corpulent also becomes excellent physical protection against bludgeoning weapons, which now only deal half damage (after any Damage Reduction the Corpulent may have).

**Immunities:** At tenth level, the fatty rolls of the Corpulent become an immense soft lump of armour, eliminating all damage from bludgeoning attacks and reducing damage from slashing attacks by half (after any Damage Reduction the Corpulent may have). This overrides (does not stack with) the benefits of Bludgeoning Reduction.

**Table 1-1: Corpulent**

<b>Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1	+0	+2	+0	+2	Aberration, -2 Charisma, Move 20'
2	+1	+3	+0	+3	DR 1/-, Domain Spells (1 domain)
3	+2	+3	+1	+3	Large Size, Bludgeoning Reduction
4	+3	+4	+1	+4	DR 2/-, Envelop
5	+3	+4	+1	+4	Move 10', Domain Spells (2 domains)
6	+4	+5	+2	+5	DR 3/-
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	DR 4/-, Domain Spells (3 domains)
9	+6	+6	+3	+6	Huge Size, Move 5'
10	+7	+7	+3	+7	Immunities

# Dark Minstrel

Survivors of tragedies. Raconteurs of the last moments of mighty kingdoms. Bards of the Abyss. The Dark Minstrel spreads the words of great tragedies they have witnessed, or those witnessed by other Dark Minstrels. Through their dark performances they spread dread and fear across the lands, keeping children from sleeping at night, and arousing basest fears in adults.

For some the turning point was watching the sack of a great city. Others sat back and watched, forever scribing into their memories the death of their families at the hands of barbarians or worse. They have witnessed a great wrong that they felt was beyond their ability to do anything about, and instead of acting they have turned it into their motivation. They travel now, spreading the tales of woe and sin they have learned, always remembering.

Any race or class may become a Dark Minstrel should the opportunity present itself, and no training specific to the Prestige Class is required, just a darkened spirit and musical ability.

**Hit Die:** d6

## Requirements

To qualify to become a Dark Minstrel (DrkM) a character must fulfill all the following criteria.

**Alignment:** Any non-good

**Perform:** 8 ranks

**Hide:** 4 ranks

**Feats:** Alertness,

**Special:** Been a passive witness to a great tragedy or wrongdoing that will forever be remembered (by yourself at least).

## Class Skills

The Dark Minstrels class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points per level: 4 + Int modifier

## Class Features

All the following are class features of the Dark Minstrel prestige class.

**Weapon and Armour Proficiency:** A Dark Minstrel is proficient with all simple weapons, light armour, medium armour and shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Spells:** A Dark Minstrel casts spells from the Dark Minstrel spell list (table X-X) according to Table X-X: The Dark Minstrel. She can cast these spells without needing to memorize them beforehand or keep a spellbook. All dark minstrel spells have verbal component (singing, reciting or music). Dark Minstrels receive bonus spells for high Charisma and to cast a spell a Dark Minstrel must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a Dark Minstrel's spell is 10 + the spell's level + the Dark Minstrel's Charisma modifier.

**Dark Music:** Once per day per level, a Dark Minstrel can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of Dark Music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf Dark Minstrel

suffers a 20% chance to fail with Dark Music. If the Dark Minstrel fails, the attempt still counts against the daily limit.

**Song of Sorrow:** A level 1 Dark Minstrel with 9 or more ranks in Perform can inspire sorrow and feelings of melancholy in his or her enemies. To be affected, a target must hear the Dark Minstrel sing for a full round. The effect lasts as long as the Dark Minstrel sings and for 5 rounds after the Dark Minstrel stops singing (or 5 rounds after the ally can no longer hear the Dark Minstrel). While singing, the Dark Minstrel can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected targets receive a -2 morale penalty to all Will Saves and a -1 morale penalty to attack and weapon damage rolls. Song of Sorrow is a supernatural, mind-affecting sonic ability.

**Song of Silence:** A level 3 Dark Minstrel with 10 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with Song of Sorrow, a Dark Minstrel may sing, play, or recite a Song of Silence while taking other mundane actions, but not magical actions. Each round of the Song of Silence, the Dark Minstrel makes a Perform check. Any creature within 30 feet of the Dark Minstrel (including the Dark Minstrel) who is affected by a sonic or language-dependent magical attack may use the Dark Minstrel's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The Dark Minstrel may keep up the Song of Silence for 10 rounds. Song of Silence is a supernatural ability.

**Cacophony:** A level 5 Dark Minstrel with 11 or more ranks in Perform can create a performance so unnerving and unnatural that it causes confusion in those targeted by the act. As with Song of Sorrow, a Dark Minstrel may cause a Cacophony while taking other mundane actions, but not magical actions. Each round of the Cacophony, the Dark Minstrel makes a Perform check. Any target creature within 60 feet of the Dark Minstrel must make a Will save (DC equal to the Perform roll) or be affected as if by a Confusion spell for that turn. The Dark Minstrel may keep up the Cacophony for 1 round per level of Dark Minstrel. Cacophony is a supernatural, mind-affecting sonic ability.

**Dark Melody:** A level 7 Dark Minstrel with 12 or more ranks in Perform can perform a dirge which magically stills good magical abilities. In order to cast a spell with the good descriptor within 60 feet of the Dark Minstrel or upon anyone within 60 feet of the Dark Minstrel, the spellcaster must succeed at a Caster Level Check (d20 + caster level) as if attempting to defeat a Spell Resistance equal to the Dark Minstrel's Perform Check. Any ability that requires the channelling of positive energy (such as turning undead), and all Paladin special abilities must also succeed at this same check in order to work.

**Death Chant:** A level 9 Dark Minstrel with 13 or more ranks in Perform can sing the dreaded Death Chant. The Death Chant takes one full turn to complete, and in all other ways is treated as the Circle of Death spell, with the spell effect centered on the Dark Minstrel.



**Dark Minstrel Spell List**

**1<sup>st</sup> Level Dark Minstrel Spells**

- Alarm** Wards an area for 2 hours/level.
- Bane** Enemies suffer -1 attack, -1 on saves against fear.
- Cause Fear** One creature flees for 1d4 rounds.
- Doom** One subject suffers -2 on attacks, damage, saves, and checks.
- Erase** Mundane or magical writing vanishes.
- Expeditious Retreat** Doubles your speed.
- Hypnotism** Fascinates 2d4 HD of creatures.
- Inflict Light Wounds** Touch, 1d8 +1/level damage (max +5).
- Mage Armor** Gives subject +4 armor bonus.
- Magic Weapon** Weapon gains +1 bonus.
- Message** Whispered conversation at distance.
- Protection fr Good/Law** +2 AC and saves, counter mind control, hedge out elementals and outsiders.
- Silent Image** Creates minor illusion of your design.
- Sleep** Put 2d4 HD of creatures into comatose slumber.
- Ventriloquism** Throws voice for 1 min./level.

**2<sup>nd</sup> Level Dark Minstrel Spells**

- Blindness/Deafness** Makes subject blind or deaf.
- Blur** Attacks miss subject 20% of the time.
- Bull's Strength** Subject gains 1d4+1 Str for 1 hr./level.
- Calm Emotions** Calms 1d6 subjects/level, negating emotion effects.
- Cat's Grace** Subject gains 1d4+1 Dex for 1 hr./level.
- Darkness** 20-ft. radius of supernatural darkness.
- Entrhall** Captivates all within 100 ft. + 10 ft./level.
- Hold Person** Holds one person helpless for 1 round/level.
- Hypnotic Pattem** Fascinates 2d4+1 HD/level of creatures.
- Inflict Moderate Wounds** Touch attack, 2d8 +1/level damage (max +10).
- Invisibility** Subject is invisible for 10 min./level or until it attacks.
- Locate Object** Senses direction toward object (specific or type).
- Minor Image** As silent image, plus some sound.
- Misdirection** Misleads divinations for one creature or object.
- Obscure Object** Masks object against divination.
- Scare** Panics creatures up to 5 HD (15-ft. radius).
- Silence** Negates sound in 15-ft radius.
- Suggestion** Compels subject to follow stated course of action.
- Summon Swarm** Summons swarm of small crawling or flying creatures.
- Tongues** Speak any language.
- Undetectable Alignment** Conceals alignment for 24 hours.
- Whispering Wind** Sends a short message one mile/level.

**3<sup>rd</sup> Level Dark Minstrel Spells**

- Animate Dead** Creates undead skeletons and zombies.
- Bestow Curse** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.
- Confusion** Makes subject behave oddly for 1 round/level.
- Deeper Darkness** Object sheds absolute darkness in 60-ft. radius.
- Dispel Magic** Cancels magical spells and effects.
- Emotion** Arouses strong emotion in subject.
- Fear** Subjects within cone flee for 1 round/level.
- Gust of Wind** Blows away or knocks down smaller creatures.
- Invisibility Sphere** Makes everyone within 10 ft. invisible.
- Keen Edge** Doubles normal weapon's threat range.
- Magic Circle against Good/ Law** As protection spells, but 10-ft. radius and 10 min./level.
- Phantom Steed** Magical horse appears for 1 hour/level.
- Contagion** Infects subject with chosen disease.
- Slow** One subject/level takes only partial actions, -2 AC, -2 melee rolls.
- Dismissal** Forces a creature to return to native plane.
- Dominate Person** Controls humanoid telepathically.
- Hold Monster** As hold person, but any creature.
- Modify Memory** Changes 5 minutes of subject's memories.
- Rainbow Pattern** Lights prevent 24 HD of creatures from attacking or moving away
- Poison** Touch deals 1d10 Con damage, repeats in 1 min.

**4<sup>th</sup> Level Dark Minstrel Spells**

- Control Water** Raises, lowers, or parts bodies of water.
- Control Weather** Changes weather in local area.
- Dream** Sends message to anyone sleeping.
- Eyebite** Charm, fear, sicken or sleep one subject.
- Giant Vermin** Turns insects into giant vermin.
- Mass Suggestion** As suggestion, plus one/level subjects.
- Mind Fog** Subjects in fog get -10 Wis, Will checks.
- Mislead** Turns you invisible and creates illusory double.
- Nightmare** Sends vision dealing 1d10 damage, fatigue.
- Persistent Image** As major image, but no concentration required.
- Repulsion** Creatures can't approach you.

Table 1-1 : Dark Minstrel level advancement						Spells per Day				Spells Known			
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	1	2	3	4	1	2	3	4
1	0	0	0	2	Music: Song of Sorrow	1	-	-	-	3	-	-	-
2	1	0	0	3		2	0	-	-	4	1	-	-
3	1	1	1	3	Music: Song of Silence	2	1	-	-	4	2	-	-
4	2	1	1	4		3	1	0	-	5	2	1	-
5	2	1	1	4	Music: Cacophony	3	1	1	-	5	3	2	-
6	3	2	2	5		3	2	1	0	5	4	2	1
7	3	2	2	5	Music: Dark Melody	3	3	2	1	5	4	3	2
8	4	2	2	6		4	3	3	2	6	5	3	2
9	4	3	3	6	Music: Death Chant	4	3	3	3	6	5	4	3
10	5	3	3	7		4	4	4	3	6	6	5	4

# Dirty Monk

The Dirty Monk is traditionally a monk who has fallen from the path and pursued less honourable and stringent professions, using his monastic skills to earn a living as a rogue or even a drunkard. In time, some of these fallen monks seek again the training and discipline they have lost, and sometimes they manage to get it and rejoin their orders, only dirtied from their deeds beyond the monastery walls. Others are those who have sought the monastic training of monks but who could not meet their stringent requirements and went looking to less reputable institutions for their training such as the Citadel of T arg.

**Hit Dice:** d6

### Requirements

To qualify to become a Dirty Monk (DrtM), a character must fulfill all the following criteria.

**Base Attack Bonus:** +4

**Alignment:** Neutral Evil, Lawful Evil, Neutral

**Feats:** Improved Unarmed Strike

**Heal:** 4 ranks

**Special:** must have the Sneak Attack ability dealing 2d6 damage or more.

### Class Skills

The Dirty Monk's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Dex), Concentration (Con), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Tumble (Dex). See Chapter 4: Skills in the *Core Rulebook 1* for skill descriptions.

Skill Points per level: 4 + Int modifier

### Class Features

**Weapon and Armour Proficiency:** The Dirty Monk is proficient in all basic and monk weapons as well as light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Student of Perfection:** As a student of perfection, the Dirty Monk gains the unarmed attack bonus, unarmed damage, AC bonus and unarmoured speed as if he were a monk whose level equalled the total of his Monk and Dirty Monk levels.

**Throat Strike:** With a successful unarmed attack, the Dirty Monk can smash an opponent's throat. This attack causes those struck to roll a fortitude saving throw (DC 10 + damage caused) to avoid being sent stunned and reeling for 1d4 - 1 rounds (minimum of 1 round, max of 3.) while gripping their throat in extreme pain. This attack takes a full attack action and is executed with a -2 attack penalty, and cannot be combined with multiple attacks.

**Preferred MultiClassing:** Beginning at level 3, Dirty Monks may multiclass freely as Monks, Rogues and Assassins. They may even multiclass as monks with a Neutral Evil alignment in this way.

**Sneak Attack:** Beginning at level 3, the Dirty Monk gains the Sneak Attack ability just like a Rogue. This begins at +1d6 and goes up at levels 6 and 9. This stacks with any other Sneak Attack abilities granted by levels of Rogue, Assassin or any other source.

**Very Dirty Fighting:** Beginning at level 4, during a full attack action, a Dirty Monk may substitute additional attacks for extra damage to a single attack, striking the foe in eyes, genitals or other soft spots. ALL additional attacks must be substituted for extra damage at a rate of 1 attack for 1d6 extra damage. This cannot be combined with Sneak Attack, and cannot be used against creatures not subject to critical hits.

**Eye Strike:** Beginning at level 5, on an unarmed attack a Dirty Monk may force an opponent to make Fort (DC 10 + 1/2 of damage dealt + Wis mod) save or become partially blinded (opponents enjoy partial concealment) (fully blinded if they only have one eye). They are also treated as Nauseous for the next round. Using this skill a second time results in total blindness. Blindness and Partial Blindness last for a Dirty Monk's class level in days. This ability can be used once per day for every 2 class levels. Eye strike can only be used on creatures with obvious and visible eyes, provided that it is not immune to critical hits

**Reeling Blow:** Starting at level 6, if you make a successful unarmed strike against a stunned opponent, your opponent must make a successful Fortitude save (same DC as your stunning attack). If he fails this save, he is staggered. Staggered characters can only take partial actions each round (see page 85, *Core Rulebook 2*). Your foe remains staggered for a number of rounds equal to your Dirty Monk level.

**Bonus Feats:** At the indicated levels, the Dirty Monk gains one feat, selected from the following list: Blind-Fight, Close-Quarter Fighting, Death Blow, Feign Weakness, Improved Trip, Pain Touch, Prone Attack, Quick Draw, Throw Anything.

**Crippling Blow:** At level 8, the Dirty Monk learns the unobtrusive art of crippling blows. This is identical to an Eye Strike, but deals 1d6 + Wis modifier temporary Strength damage.

**Deadly Strike:** Once per day the level 10 Dirty Monk can strike a target fatally. This requires that the Dirty Monk fight defensively for three rounds against the target, or watch the target fight for three rounds without interruption (cannot be involved in combat himself). The Deadly Strike against that target in the next three rounds may instantly kill the target if he fails a Fortitude Save (DC 10 + Dirty Monk level + Int bonus). A Deadly Strike is a full-round action, and must be declared before attacking, if it misses, the use is wasted for the day.

Table 1-1 : The Dirty Monk level advancement

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	0	2	2	2	Student of Perfection, Bonus Feat
2	1	3	3	3	Throat Strike
3	1	3	3	3	Preferred Multiclassing, Sneak Attack +1d6
4	2	4	4	4	Very Dirty Fighting, Bonus Feat
5	2	4	4	4	Eye Strike
6	3	5	5	5	Reeling Blow, Sneak Attack +2d6
7	3	5	5	5	Bonus Feat
8	4	6	6	6	Crippling Blow
9	4	6	6	6	Sneak Attack +3d6
10	5	7	7	7	Deadly Strike

# Feral Ravager

Not all large humanoid become fighters and barbarians, and even among those that do, some find their calling as Feral Ravagers, wading in to battle those smaller than themselves with weapons massive even to their mighty girth.

These giants of the battlefield take full advantage of their giant gait and massive reach to smite down all who approach, holding their place on the field of battle, or stomping their way across it.

They are not a brotherhood, or even an organization. Aspiring Feral Ravagers are those who have ambitions bigger than even their own size, who see the field of battle as a proving grounds, a place to show the superiority of their race over the small creatures who think they run the place, and moreover, to show their own superiority even over those of their race.

Feral Ravagers are drawn from the ranks of Fighters, Warriors and Barbarians primarily, although some Giants can become Feral Ravagers without any levels in other classes.

**Hit Die:** d10

## Requirements

To qualify to become a Feral Ravager (Fera) a character must fulfill all the following criteria.

**Race:** Giant, Humanoid or Monstrous Humanoid

**Reach:** natural 10 ft reach or greater

**Base Attack Bonus:** 6+

**Feats:** Power Attack, Cleave, Weapon Focus (any weapon one size larger than the character)

## Class Skills

The Feral Ravager's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Intuit Direction (Wis), Jump (Str) and Wilderness Lore (Wis). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

Skill Points per level: 2 + Int modifier

## Class Features

All the following are class features of the Feral Ravager prestige class.

**Weapon and Armour Proficiency:** Feral Ravagers are proficient with all simple and martial weapons and all armour but not shields.

**Bonus Feat:** At levels 1, 5 and 9 the Feral Ravager gets a bonus feat in addition to any other feats they get for their character level. These bonus feats must be drawn from the same list as the Fighter's bonus feats (see Core Rulebook 1).

**Toughness:** At levels 2, 5 and 8 Feral Ravagers gets the Toughness feat as a bonus feat, in addition to any other feats they may get for their character level.

**Lord of the Domain:** Kings of the battlefield, by taking advantage of their natural reach, second level Feral Ravagers can prevent opponents from closing inside their reach, thus keeping smaller opponents out of range to attack the Feral Ravager. Whenever the Feral Ravager makes a successful attack of opportunity against an opponent moving inside his threatened area, he and the opponent must make an opposed strength check (with a +4 bonus for each size category larger he is than the opponent, or a -4 penalty for each size category smaller he is than the opponent). If the check succeeds, the opponent is forced back five feet into the square he just left, and his movement is ended.

**Massive Cleave:** At third level, the Feral Ravager gains the extraordinary ability to take a 5-foot step before making a Cleave or Great Cleave attack (if the Feral Ravager has the Great Cleave Feat).

**Rage:** Beginning at fourth level, the Feral Ravager learns to let loose his feral nature, flying into a screaming blood frenzy. This is treated identically to the barbarian rage ability, useable once per day (twice per day at level 8). If the Feral Ravager already has the ability to rage as a barbarian, then he gains the ability to rage one additional time per day (or two additional times per day at level 8).

**Impassable Domain:** The most irritating thing a small one can do is bypass the Feral Ravager's natural reach by Tumbling. With practice, the level six Feral Ravager learns the extraordinary ability of intercepting tumbling foes. If the Feral Ravager can beat the tumbler's Tumble check with a d20 + Feral Ravager level + Tumble skill (or Dex bonus if the Ravager has no Tumble skill or his armour check penalty brings it below zero), then he may make an Attack of Opportunity as normal against the tumbling foe (and may use the Lord of the Domain ability also).

**Mighty Stride:** At seventh level, the Feral Ravager takes full advantage of his longer legs and huge stride to move confidently through the battlefield. Whenever the Feral Ravager would normally be entitled to take a single 5 foot step (which does not provoke an attack of opportunity), he is instead entitled to take a 10 foot step (which does not provoke an attack of opportunity).

**Smashing Blow:** Once at level ten, the Feral Ravager has mastered the full bounty of her strength. She may declare any two-handed attack to be a smashing blow, taking a -5 penalty to hit with the attack, but adding twice her strength bonus to the damage instead of the normal one-and-a-half times for wielding a two-handed weapon. In addition, any time a Smashing Blow does 12 or more damage to a target up to one size larger than the Tribal Ravager, the Tribal Ravager gets to make a free trip attack against the target of the attack. If this trip attack fails, the opponent does not get to make a counter-trip attempt.

**Table 1-1 : Feral Ravager level advancement**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	1	2	0	0	Bonus Feat
2	2	3	0	0	Toughness, Lord of the Domain
3	3	3	1	1	Massive Cleave
4	4	4	1	1	Rage 1/day
5	5	4	1	1	Bonus Feat, Toughness
6	6	5	2	2	Impassable Domain
7	7	5	2	2	Mighty Stride
8	8	6	2	2	Toughness, Rage 2/day
9	9	6	3	3	Bonus Feat
10	10	7	3	3	Smashing Blow

## Imperial Crossbowman

The town guard weren't all trained with the best martial weapons, many had cut their teeth in the watch as peasant farmers looking for an extra income... But in time they became known for their accuracy and effectiveness with the Crossbow, the watch's preferred ranged weapon.

While some guards become well trained in melee, giving up their Commoner or Warrior pursuits for that of the Fighter class, others pick up the Crossbow and become snipers and long-range support for their comrades. These are the Imperial Crossbowmen.

**Hit Dice:** d8

### Requirements

To qualify to become an Imperial Crossbowman (XBM), a character must fulfill all the following criteria.

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

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

**Spot:** 6 ranks

### Class Skills

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

Skill Points per level: 4 + Int modifier

### Class Features

All of the following are class features of the Imperial Crossbowman prestige class.

**Weapon and Armour Proficiency:** The Imperial Crossbowman is proficient in all basic weapons as well as light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Quareller:** The Crossbowman gains proficiency with all crossbows, including the exotic hand crossbow, spring loaded gauntlet and any other bizarre crossbow-styled weapons. If he ever encounters a crossbow that he has never seen before, he can still pick it up and use it as a proficient user.

**Pinpoint Accuracy:** At 3<sup>rd</sup> level and higher, the Crossbowman can spend a full round action doing nothing else but aiming at a target, and then gains a +2 circumstance bonus to the attack roll against that target. (Aiming can last up to one round per point of Wisdom Bonus, with a minimum of one round and a maximum of 4 rounds, adding +2 to the bonus for each additional full round of aiming). The Crossbowman must use a full-attack action to make one attack that receives this bonus and he cannot be in an area threatened by an enemy while aiming. (If an enemy moves and threatens the Crossbowman while he is using Pinpoint Accuracy, he does not gain any bonuses to his attack.)

**Penetrating Shot:** The Crossbowman can take a full round action to make a single attack with his crossbow that is treated as a ranged touch attack.

**Brutal Shot:** The Crossbowman gains the Sneak Attack ability (as the rogue ability) as indicated. This can only be used with a crossbow, but does stack with other sneak attack bonuses he may have, but again, only with crossbows.

**Table 1-1 : The Imperial Crossbowman level advancement**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	1	0	2	0	Quareller
2	2	0	3	0	Brutal Shot +1d6
3	3	1	3	1	Pinpoint Accuracy
4	4	1	4	1	Brutal Shot +2d6
5	5	1	4	1	Penetrating Shot

## Initiates of Cordun

The Initiates of Cordun are a group of lawful evil arcane and divine spellcasters who gathered together in the worship of Cordun, an ancient Cleric / Sorcerer of great renown and evil deeds. The group has two faces, a public gathering at their Ebon Keep where they are universally reviled by their neighbours, and the secret membership which exists in most cities across the continent. Through the magics of Cordun they have learned great flexibility in the learning and casting of dark magic, mind-affecting sorceries and necromantic rituals.

The public in general goes about unknowing of the presence of the Initiates within their cities because of a misconception that all Initiates members have removed one of their hands to become a member. In reality only the upper level members of the order have undergone this sacrifice in order to join the Full Circle of the Initiates.

The prestige class is open to all spell-casting classes, and membership extends across them all. There are bards, rangers, sorcerers, wizards, blackguard, clerics and even the occasional druid in their ranks...

*We are no longer Nature's children, but her masters...* (Oath of the Initiates)

**Hit Dice:** d4

### Requirements

To qualify to become an Initiate of Cordun (InCd), a character must fulfill all the following criteria.

**Alignment:** Neutral Evil, Lawful Neutral, Lawful Evil

**Spellcasting:** Ability to cast at least 4 spells from the Initiates Spell List (table 1-2 below) and 4 necromantic spells, at least one of each being a 3<sup>rd</sup> level spell or higher.

**Knowledge (religion):** 5 Ranks

**Will Save:** +4 or greater

**Special:** Must seek and obtain membership in the Order. Clerics must be worshippers of Cordun (Death, Madness, Evil, Law)

### Class Skills

The Initiate of Cordun's skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Arcane) (Int), Knowledge (Religion) (Int), Profession (Wis), Scry (Int) and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

### Class Features

All of the following are features of the Initiates of Cordun prestige class.

**Weapon and Armour Proficiency:** The Initiates of Cordun are proficient in all basic weapons as well as light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Spell Casting:** When a new Initiate of Cordun level is gained, the character gains new spells per day as if she had also gained a level in the spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an Initiate of Cordun, she must decide to which class she adds the new level for purposes of determining spells per day.

**Cross Casting:** An Initiate of Cordun may learn a single spell of any level he or she can normally cast that is not in her actual spell lists but which is on the Initiates Spell List (table 1-2 below), or any Necromantic spell. Clerics will learn these spells as

divine spells, wizards as arcane spell, as appropriate. The spells are learned as a spell of the caster's proper type (arcane or divine) at one level higher than the spell is normally. (So an Initiate of Cordun Bard would learn the level 1 Divine Bane spell as a level 2 Arcane spell).

**Flexible Casting:** The Initiate of Cordun may convert spell slots or memorized spells into a spell level pool for the casting of spells from the Children Spell List (table 1-2 below) or for Necromantic spells as long as the Initiate of Cordun could normally have cast those spells (so you can't sacrifice a fireball to cast a level 3 cleric spell from the list if you didn't have the ability to cast level 3 cleric spells already). They may sacrifice a number of spells per day in this way as indicated on the progression chart (table 1-1 below). For example, a Level 7 Wizard / Level 1 Initiate may sacrifice a memorized level 4 spell to be able to cast a level two and two level one spells from the Initiates Spell List (as long as she already has access to those spells, either being in her spellbook in the case of this wizard, or being spells she already has internalized if she was a Sorcerer, or being of levels she could normally cast in the case of a Cleric or Druid). Clerics may not sacrifice spells granted by their domains for this.

**Overdrawn Casting:** An Initiate of Cordun may draw upon her very life force to cast spells from the Initiate of Cordun Spell List (table 1-2 below) or necromantic spells, even if she has no remaining spells that day. These spells must still be ones she would normally be able to cast. The Initiate of Cordun takes 1d6 damage per spell level of the spell she casts in this way, and may cast a maximum number of spells in this way each day as indicated. Clerics may also use Overdrawn Casting to cast additional Domain Spells.

**Sacrifice:** At the indicated level, the Initiate of Cordun is expected to Sacrifice one hand of their choice (usually their off-hand). Until this is done, the Initiate may not progress to the next level.

**Table 1-1: Initiates Of Cordun**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 <sup>st</sup>	0	0	0	2	Flexible Casting (1/day)	+1 level of favoured class
2 <sup>nd</sup>	1	0	0	3	Cross Casting	+1 level of favoured class
3 <sup>rd</sup>	1	1	1	3	Flexible Casting (2/day)	+1 level of favoured class
4 <sup>th</sup>	2	1	1	4	Overdrawn Casting (1/day)	+1 level of favoured class
5 <sup>th</sup>	2	1	1	4	Flexible Casting (3/day)	+1 level of favoured class
6 <sup>th</sup>	3	2	2	5	Overdrawn Casting (2/day), Sacrifice	+1 level of favoured class
7 <sup>th</sup>	3	2	2	5	Cross Casting, Flexible Casting (4/day)	+1 level of favoured class
8 <sup>th</sup>	4	2	2	6	Flexible Casting (5/day)	+1 level of favoured class
9 <sup>th</sup>	4	3	3	6	Overdrawn Casting (3/day)	+1 level of favoured class
10 <sup>th</sup>	5	3	3	7	Flexible Casting (6/day)	+1 level of favoured class

**Table 1-2: Initiate of Cordun Spell List** (spells in *italics* are from Relics and Rituals (c) Sword & Sorcery Studios)

Arcane Spells	Divine Spells
Contact Other Plane	Bane
Darkness	Blasphemy
<i>Death Blade</i>	Darkness
Evard's Black Tentacles	Deeper Darkness
<i>Gloom</i>	Desecrate
Insanity	Dictum
Magic Circle Against Chaos / Good	Divination
Mind Fog	Doom
Mind Raid	Giant Vermin
Protection From Chaos / Good	Greater Command
<i>Rune of Darkness</i>	Magic Circle Against Chaos / Good
<i>Sacrifice Spell</i>	Protection From Chaos / Good
Shadow Conjunction	Unhallow
Summon Monster I-IX (Fiendish Outsiders only)	
<i>Vermin Plague</i>	

# Knight Channeller

There are those who have learned to channel the positive energy of the positive elemental plane in order to turn the undead or to heal their comrades. There are others though, who learn other martial uses of positive energy.

The Knight Channellers are taken from those who have felt the awesome flow of the very energies of life and rebirth through their bodies and who have somehow become attuned to it. Some churches seek these devotees out to train them to use the powers they can tap to greater effect, but they always choose those who have enough military training to be able to fend for themselves, as the channelling of positive energy can be a powerful aid, but it is not a crutch or a weapon of its own.

Other Knight Channellers come from the ranks of the church itself, as it is a natural path for a Paladin or militant Cleric to follow. The only classes rarely encountered among the Knights are arcane spellcasters and rogues.

**Hit Die:** d10

## Requirements

To qualify to become a Knight Channeller (KnCh) a character must fulfill all the following criteria.

**Base Attack Bonus:** 5+

**Alignment:** Any Good

**Feats:** Martial Weapon Proficiency (any 2), Shield Proficiency, Heavy Armour Proficiency, Weapon Focus (1 martial weapon).

**Special:** Blessing of a church that is Lawful Good or within one alignment step of Lawful Good. Must have been healed of major damage (at least 75% of total hit points) by divine curing magic.

## Class Skills

The Knight Channeller's class skills (and the key ability for each skill) are Concentration (Con), Jump (Str), Knowledge (Religion) (Int), Profession (Wis) and Sense Motive (Wis). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

Skill Points per level: 2 + Int modifier

## Class Features

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

**Weapon and Armour Proficiency:** Being too focussed on the channelling of positive energy leaves the Knight Channeller with no time to learn additional Weapon and Armour Proficiencies, which is why they are recruited from those already martially proficient.

**Turning Undead:** The Knight Channeller can turn undead as a cleric of one half her Knight Channeller level (round down), a number of times per day equal to 3 plus her Charisma modifier. This does not improve the potency of any other turnings the character may be able to perform. For example, a level 8 cleric / level 2 knight channeller with 12 wisdom can turn undead 3 times per day as a level 8 cleric and 4 more times per day as a level 1 cleric.

**Bonus Turnings:** The Knight Channeller can turn undead two additional times per day (this stacks with other Bonus Turnings, so a level 6 Knight Channeller can turn undead 9 times per day plus his Charisma modifier).

**Channels:** The Knight Channeller learns many ways to channel the positive energy that flows through them, the least of these being the turning of the undead. At each level indicated, the Knight Channeller can choose a power from the category listed or from a category of lower level than the one listed. (For example, at level 6 a Knight Channeller can choose a Channelling power from the Channels I or II lists). Using a channel is a free action for a Knight Channeller, and each use counts as an attempt to turn undead (thus reducing the number of turnings the character has left that day). If a Knight Channeller can no longer turn undead that day, he can use no further Channels.

**Channels I** (select one of the following)

*Mighty Channel:* You and all your allies within 10 feet add an sacred bonus to Strength equal to your Charisma bonus (minimum 2) for 1 round per point of Charisma bonus.

*Channel of Life:* You and all your allies within 10 feet are cured of damage equal to 1d8 + 1 per level of Knight Channeller (max of 1d8+10).

*Vigorous Channel:* You gain a burst of speed and vigour, increasing your base speed by 10 feet and giving you a +2 sacred bonus to your Constitution for 2 rounds plus twice your Charisma modifier (if any).

*Channelled Blade I:* You gain a +1 to the critical threat range of a weapon you have the Weapon Focus feat for, for one round per level of Knight Channeller.

*Channelled Smite:* Your next attack deals +1d6 damage and the opponent must make a Fort save (DC 10 + Knight Channeller Level + Strength Bonus) or be knocked back 10 feet from the impact - if the target cannot move back that far it falls prone as far back as it can be moved and takes an additional 1d6 damage.

**Channels II** (select one of the following, or one Channel from Channels I)

*Towers Channel:* You and your allies within 10 feet each gain a +2 sacred bonus to AC for one round plus one round per point of Charisma bonus (if any)

*Channelled Blade II:* You gain a +1 to the critical multiplier of a weapon you have the Weapon Focus feat for, for one round per level of Knight Channeller.

*Blessed Aim:* You and all your allies within 10 feet get a +4 sacred bonus on all attacks this round.

*Channel of Purity:* You and all your allies within 30 feet get a +4 sacred bonus on all Fortitude saves for 2 rounds per level of Knight Channeller and all secondary effects that have not yet occurred of poisons already in effect are cancelled (as a remove poison spell).

*Channelled Resistance:* You and all allies within 30 feet gain resistance to either fire, cold or electricity of 6 points for 1 round per Knight Channeller level. This resistance does not stack with similar resistances, such as those granted by spells or special abilities.

**Channels III** (select one of the following, or one Channel from Channels I or II)

*Zealous Channel:* Your next attack action can be done as if you had the Whirlwind Attack feat.

*Holy Fire:* You are wreathed in a halo of white flames. Any evil enemies and undead within 5 feet of you take 1d8 damage plus your Charisma bonus (if any) per turn spent within this aura.

*Channelled Blade III:* Your attacks with a weapon you have the Weapon Focus Feat for deal an additional 2d6 damage against evil enemies and undead for one round per level of Knight Channeller as it burns with holy fire.

Table 1-1 : Knight Channeller level advancement

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	0	2	0	2	Channels I
2	1	3	0	3	Channels I, Bonus Turning
3	2	3	1	3	Channels I
4	3	4	1	4	Bonus Turning
5	3	4	1	4	Channels II
6	4	5	2	5	Channels II, Bonus Turning
7	5	5	2	5	Channels II
8	6	6	2	6	Bonus Turning
9	6	6	3	6	Channels III
10	7	7	3	7	Channels III, Bonus Turning



# Longbowman

The Longbowman is an archer of exceptional skill and mastery over his weapon of choice, the longbow. Longbowmen have taken the advantages of their chosen weapon and have trained to exceed the logistical envelope of their chosen role. They live and breathe longbow, eat longbow, drink longbow and dream longbow. They measure distances in flights, being the distance an arrow will fly from a standard longbow at an optimal angle of launch (approximately one thousand feet), but also being significantly less than the range a Longbowman can eke out of his finely tuned weapon.

While some longbowmen are in large organized armies, many more have military training but work in skirmishing units or independently of military units completely. They are also relied upon in the defence of fortifications, and some with the inclination become Snipers.

Most Longbowmen are drawn from the ranks of Fighters (more often than from the Warriors), with others drawn from Rangers and even Rogues. Few Barbarians or Paladins find the role satisfying as it doesn't involve any melee combat except as a last-ditch defence while retreating. Most equip themselves with the best mighty composite long bows they can obtain, and carry extra bowstrings and the very straightest arrows.

**Hit Dice:** d8

## Requirements

To qualify to become a Longbowman (Bow), a character must fulfill all the following criteria.

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

**Special:** Training from another Longbowman (any level) or Military Archer of level 5 or greater

**Base Attack Bonus:** 4+

## Class Skills

The Longbowman's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Spot (Wis) and Swim (Str). See Chapter 4: Skills in Core RuleBook 1 for skill descriptions.

Skill Points Per Level: 2 + Int Modifier

## Class Features

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

**Weapon and Armour Proficiency:** The Longbowman gains no new weapon or armour proficiencies.

**Primary Weapon:** At level 1, the Longbowman selects the longbow as his primary weapon. At 1<sup>st</sup> level the character receives a +2 competence bonus to all attacks made with his primary weapon. This bonus increases by one every three levels: at 4<sup>th</sup> level the bonus increases to +3, at 7<sup>th</sup> level the bonus increases to +4 and at 10<sup>th</sup> level the bonus increases to +5. This bonus stacks with the Weapon Focus feat. (The primary weapon bonus balances out the slower BAB progression for the Military Archer, making him a better shot than an equivalent-level Fighter, but a worse melee combatant.)

**Range Increase:** At 2<sup>nd</sup> level, the Longbowman can eke extra range out of his longbow. This increases the base range increment of the weapon by 50% of its base value. When combined with the Far Shot feat, this increases the range increment to double its base range increment.

**Pinpoint Accuracy:** At 3<sup>rd</sup> level and higher, the Longbowman can spend a full round action doing nothing else but aiming at a target, and then gains a +2 circumstance bonus to the attack roll against that target. (Aiming can last up to one round per point of Wisdom Bonus, with a minimum of one round and a maximum of 4 rounds, adding +2 to the bonus for each additional full round of aiming). The Longbowman must use a full-attack action to make one attack that receives this bonus and he cannot be in an area threatened by an enemy while aiming. (If an enemy moves and threatens the Longbowman while he is using Pinpoint Accuracy, he does not gain any bonuses to his attack.)

**Distance Shot:** At 5<sup>th</sup> level, the Longbowman can shoot at targets as if they were one range increment closer than they are, thus eliminating the -2 penalty for shooting at targets in the second range increment, and reducing the penalties for shooting at more distance targets by 2. This does not allow the Longbowman to fire beyond the standard 10 range increments. At level 8 this power allows the Longbowman to shoot at targets as if they were two range increments closer than they are.

**Extreme Range:** At 6<sup>th</sup> level, the Longbowman has the ability to shoot targets (with his primary weapon) who are at fantastic range. He may now shoot up to 2 range increments further than normal (or a max of 12 range increments). Standard range modifiers still apply. At 9<sup>th</sup> level this increases by a further 2 range increments to 4 additional range increments (or a max of 14 range increments).

**Table 1-1 : Longbowman**

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

# Lords of Sorcery

There are some among the wizards who see the spontaneous casting abilities of the Sorcerers and yearn for their flexibility, but most of those who seek training in the sorcerer's ways find the limitation extreme and unsatisfying when they discover that so little of their relished arcane lore can be used in this way. The Lords of Sorcery are those who have learned the true mastery of the sorcerer's ways combined with the arcane knowledge of their wizardly pursuits. By focussing on one aspect of their magical studies, they have learned to spontaneously create arcane effects within that field.

The Lords of Sorcery are divided by Schools of Magic, just like specialist wizards (see Core Rulebook 1, page 54, sidebar), and generally membership in a Chosen School is primarily made up of wizards who are also specialists in that school. Lords of Sorcery, as the name implies, are usually quite haughty about their mastery of two forms of arcane spellcasting, looking down upon other arcane spellcasters as dabblers and unenlightened.

There are no known schools for these sorcerous spellcasters, although among them there are rumours of the Silver Tower, a place where Lords of Sorcery in the field of Divination have gathered over the years to search for the true, scientific answers to life itself. Instead most aspirants must seek their own path, attempting to learn the innate mastery of arcane magics shown by Sorcerers and some Bards.

**Hit Dice:** d4

## Requirements

To qualify to become a Lord of Sorcery (LoS) a character must fulfill all the following criteria.

**Knowledge (Arcana):** 8 Ranks

**Feat:** Spell Focus (Chosen School)

**Spells:** Ability to prepare and cast arcane spells of 3<sup>rd</sup> level or higher, including at least three spells at each level from the Chosen School.

**Special:** May be a specialist wizard in the Chosen School, but may not be a specialist wizard in any other school.

**Special:** Must be apprenticed by an arcane spellcaster who can cast spells without preparation including at least 10 spells from the Chosen School.

## Class Skills

The Lord of Sorcery's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Speak Language (Int), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All the following are class features of the Lord of Sorcery prestige class.

**Weapon and Armour Proficiency:** Lords of Sorcery gain no additional proficiency in any weapon or armour.

**Spells per Day:** When a new Lord of Sorcery level is gained, the character gains new spells per day as if she had also gained a level in the prepared arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class capable of casting prepared arcane spells before becoming a Lord of Sorcery, she must decide to which class she adds the new level for purposes of determining spells per day.

**Restricted School:** The Lord of Sorcery's extreme devotion to a flexibility within the Chosen School of magic comes at a cost of inflexibility outside of that Chosen School. The Lord of Sorcery must choose one or more prohibited schools of magic as a specialist wizard of the Chosen School would (see Core Rulebook 1, page 54, sidebar). These prohibited schools cannot be chosen from schools the Lord of Sorcery already has as prohibited schools. For example, an Abjurer (specialist wizard in the School of abjuration) has chosen Transmutation as her prohibited school during character creation. When the Abjurer becomes a Lord of Sorcery with Abjuration as her Chosen School, she must choose another school from the prohibited list which can't include Transmutation. She chooses Divination and Necromancy as her additional Prohibited Schools. Although it is quite likely that the Lord of Sorcery already knows spells from the newly-prohibited school(s), he loses the ability to prepare these spells at all as well as the ability to use spell-trigger or spell-completion items requiring spells from the newly-prohibited school. In all ways this is treated as a normal prohibited school. If the spellcaster in question was not a specialist wizard in the Chosen School, he is now considered one for any feats or prestige classes that require school specialization, although he does not gain the advantages associated with such School Specialization.

**Learning Spells:** At each level, the Lord of Sorcery learns two additional arcane spells, just like any other wizard or prepared arcane spellcaster. Unlike other spellcasters, both of these spells must be taken from the Chosen School's spells.

**Spontaneous Casting:** The Lord of Sorcery gains the ability to spontaneously exchange one prepared spell for any spell of the Chosen School that he knows of that spell's level or lower. The maximum level of spell he can spontaneously cast in this way is indicated on the level chart below. These spells are cast as if the Lord of Sorcery was a Sorcerer in all respects.

**Table 1-1: The Lords of Sorcery**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Restricted School, Spontaneous Casting: 1
2	+1	+0	+0	+3	Spontaneous Casting: 3
3	+1	+1	+1	+3	Spontaneous Casting: 5
4	+2	+1	+1	+4	Spontaneous Casting: 7
5	+2	+1	+1	+4	Spontaneous Casting: 9

# Military Archer

While most soldiers rely on melee combat, steel on steel, to defeat their opponents, the Military Archer relies on his skill with the bow. Military Archer units wield their bows as a natural extension of themselves, knowing the moment the arrow is released if their aim was true. Archers are important to the success of any army. The Military Archer is never without his bow while on-duty. He practices regularly to maintain and improve his skills and takes special care of his weapon. Most also carry spare bowstrings in their helmets. Constant practice under a variety of conditions allows the archer to concentrate, aim, and fire with deadly accuracy, even during the heat of battle.

Any country that maintains a standing army recognizes the Military Archer's usefulness. Most Military Archers are drawn from Warriors with some few Fighters, Rangers and Rogues.

**Hit Dice:** d8

## Requirements

To qualify to become a Military Archer (Mar), a character must fulfill all the following criteria.

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

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

**Base Attack Bonus:** 1+

## Class Skills

The Military Archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Spot (Wis) and Swim (Str). See Chapter 4: Skills in Core RuleBook 1 for skill descriptions.

Skill Points Per Level: 2 + Int Modifier

## Class Features

All of the following are class features of the Military Archer prestige class.

**Weapon and Armour Proficiency:** The Military Archer is proficient in all basic weapons as well as with shortbows, longbows, composite short- and long-bows. They are proficient in light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Primary Weapon:** At level 1, the Military Archer selects one of the following ranged weapons to be his primary weapon: heavy crossbow, light crossbow, longbow, shortbow. At 1<sup>st</sup> level the character receives a +2 competence bonus to all attacks made with his primary weapon. This bonus increases by one every three levels: at 4<sup>th</sup> level the bonus increases to +3, at 7<sup>th</sup> level the bonus increases to +4 and at 10<sup>th</sup> level the bonus increases to +5. This bonus stacks with the Weapon Focus feat. (The primary weapon bonus balances out the slower BAB progression for the Military Archer, making him a better shot than an equivalent-level Fighter, but a worse melee combatant.)

**Volley Fire:** Trained to work as a unit against other units, Military Archers firing at targets beyond 100 feet can elect to fire at the enemy unit instead of individual enemies. This makes the target area much larger and the chance of hitting improves, but arrows rain down on random soldiers in the enemy unit instead of precise targets. This provides a +1 to hit per 3 targets in the enemy unit, to a maximum bonus of one-half the Military Archer's level. Hits are then randomly distributed within the unit.

**Improved Rapid Shot:** A Military Archer at level 5 or higher no longer suffers the -2 penalty to hit for using the Rapid Shot feat.

**Pinpoint Accuracy:** At 3<sup>rd</sup> level and higher, the Military Archer can spend a full round action doing nothing else but aiming at a target, and then gains a +2 circumstance bonus to the attack roll against that target. (Aiming can last up to one round per point of Wisdom Bonus, with a minimum of one round and a maximum of 4 rounds, adding +2 to the bonus for each additional full round of aiming). The Military Archer must use a full-attack action to make one attack that receives this bonus and he cannot be in an area threatened by an enemy while aiming. (If an enemy moves and threatens the Military Archer while he is using Pinpoint Accuracy, he does not gain any bonuses to his attack.) This ability can be combined with the Volley Fire ability.

**Improved Point-Blank Shot:** At 8<sup>th</sup> level, the Military Archer's ability to hit targets within 30 feet with his primary weapon improves. He gains a +2 competence bonus to hit and damage for these attacks, this overlaps (does not stack) with the bonus from the Point-Blank Shot feat.

**Extreme Range:** At 9<sup>th</sup> level, the Military Archer has the ability to shoot targets (with his primary weapon) who are at fantastic range. He may now shoot up to 12 range increments. Standard range modifiers still apply.

**Table 1-1 : Military Archer**

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

# New Treant

The New Treants is a title not chosen by the druids of this order, but by the elder treants who have met them and aided them in their quest. Dedicated to the stolid yet defenceless buttresses of nature, the New Treants seek to become one with the forests of the land to best defend them from encroachment and ruin. There are others who also seek the way of the trees for the longer lives this entails, as New Treants are known to live for many times their normal life span.

Their dedication to the forest makes poor adventurers of a new Treant, as they must remain in their chosen woods to defend them. Only some of the most powerful can leave the home of their bond, and then only by creating a Steward for their woods - either a younger New Treant or an actual Treant who has stepped up to the task. There are also stories of Rogue New Treants that travel the world now that their host forests have been destroyed.

Over the years, a New Treant resembles his namesake more and more, gaining rough, brown skin and gradually becoming more sedentary in their activities. Some even grow green hair, while most find the actual upkeep of their hair to be too much effort and wear hair and facial hair in long, dirty dreadlocks.

Various New Treants view their oath with different levels of severity. Many see no problem in allowing minor woodcutting within their boundaries, as long as full scale deforestation is not the goal. Others even allow for more prominent logging operations as long as the woodsmen have been doing it for longer than the New Treant has been defending the wood in question. Others see all human or sentient encroachment to be against the oath, even to the extreme of stopping elves from building their living tree citadels.

**Hit Die:** d8

## Requirements

To qualify to become a New Treant (Ntr) a character must fulfill all the following criteria

**Knowledge (nature):** 10 ranks

**Wilderness Lore:** 8 ranks

**Spellcraft:** 6 ranks

**Spellcasting:** Ability to cast level 3 divine spells

**Special:** Must worship a deity of nature or plants or be a druid.

**Special:** Must be able to shapeshift (druidic Wild Shape ability, member of a shapeshifting race, etc)

**Special:** Must swear an oath to defend a specific forest from marauders and encroachment.

## Class Skills

The New Treants class skills (and the key ability for each skill) are Animal Empathy (Cha, Exclusive Skill), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Swim (Str) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

## Class Features

All of the following are class features of the New Treant prestige class.

**Weapon and Armour Proficiency:** new Treants gain no new armour or weapon proficiencies.

**Spells per Day:** When a New Treant level is gained, the character gains new spells per day as if she had also gained a level in the divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a New Treant, he must decide which class she adds the new level for purposes of determining spells per day.

**TreeSpeech:** Once they begin the metamorphist path of the New Treant, they gain the supernatural ability to speak the language of the trees. This is identical to the Speak With Plants spell (Core Rulebook 1), except it only works with trees and can be used at will as a free action.

**Tree s Age:** Many seek the path of the New Treant not just for altruistic goals. New Treants age much slower than most others of their race, and it takes their New Treant level in years to age the equivalent of one year. For example, a level 4 New Treant ages 1 year for every 4 that pass.

**Tree Shape:** Beginning at level 2, the New Treant gains the ability to use Wild Shape to take the form of a foot-wide tree. As a tree, they become Huge sized and immobile, unable to use any spells or abilities that require Verbal, Somatic or Material components or actions. The New Treant gains a Hardness of 5 and a hit point total of 120 hit points. Each time the New Treant gains this ability, he gains an additional use of Tree Shape per day.

**BarkForm:** At level 3, the New Treant gains a rough, bark-like hide that acts as the BarkSkin spell, but which is an innate Extraordinary power that cannot be ended.

**Improved Tree Shape:** At level 4 and 9 the New Treant can add a new form to his Tree Shape ability, choosing one of the following forms each time: Carnivorous Tree (Creature Collection II, Dark Menagerie), Shambling Mound (Core Rulebook 3) or Tendriculos (Core Rulebook 3).

**Untamed Growth:** At level 6, the New Treant experiences the culmination of his physical growth, becoming one size level larger than before (so medium-sized New Treants become large-sized). The New Treant gains all stat, attack, damage and armour class modifiers of his new size, as per the size increase tables in Core Rulebook 3.

**Form of the Treant:** At level 10, the New Treant gains the ability to Wild Shape into the form of a Treant, with unlimited duration if the New Treant so wishes.

**Table 1-1: New Treant**

<b>Class Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>	<b>SpellCasting</b>
1 <sup>st</sup>	+0	+2	+0	+2	TreeSpeech, Tree's Age	+1 spellcaster level
2 <sup>nd</sup>	+1	+3	+0	+3	Tree Shape +1/day	+1 spellcaster level
3 <sup>rd</sup>	+2	+3	+1	+3	BarkForm	
4 <sup>th</sup>	+3	+4	+1	+4	Improved Tree Shape	+1 spellcaster level
5 <sup>th</sup>	+3	+4	+1	+4	Tree Shape +1/day	+1 spellcaster level
6 <sup>th</sup>	+4	+5	+2	+5	Untamed Growth	
7 <sup>th</sup>	+5	+5	+2	+5		+1 spellcaster level
8 <sup>th</sup>	+6	+6	+2	+6	Tree Shape +1/day	+1 spellcaster level
9 <sup>th</sup>	+6	+6	+3	+6	Improved Tree Shape	
10 <sup>th</sup>	+7	+7	+3	+7	Form of the Treant	+1 spellcaster level

# Phalanx

Phalanxes are elite heavy foot soldiers trained to maintain a nearly impenetrable rank and file of shields and bristling swords and spears. Each individual in a phalanx is not necessarily formidable, but as a unit they can be nigh unbreakable.

**Hit Dice:** d10

## Requirements

To qualify to become a Phalanx (Pha), a character must fulfill all the following criteria

**Feats:** Medium Armour Proficiency, Shield Proficiency, Martial Weapon Proficiency in one spear or sword, Iron Will

**Base Attack Bonus:** 2+

**Special:** Training in a Phalanx unit maintained by a standing army.

## Class Skills

The Phalanx class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Spot (Wis) and Swim (Str). See Chapter 4: Skills in Core RuleBook 1 for skill descriptions.

Skill Points Per Level: 2 + Int Modifier

## Class Features

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

**Weapon and Armour Proficiency:** The Phalanx s training gains no additional weapon or amour proficiencies.

**Close Order Fighting:** The Phalanx trainee gains the benefits of the Close Order Fighting feat (from Chaosium Inc.s Dragon Lords of Melnibone). The Phalanx trainee knows how to work with a fighting partner, providing the solder on his left with a modest bit of cover, not interfering with the blows of his fellows and taking advantage of the slight cover from the shield on his right. When fighting side-by-side with other soldiers with the Close Order Fighting ability or feat, the soldier on the left gains the benefit of fighting behind one-quarter cover (+2 AC, +1 Reflex save).

**One Initiative:** All characters with One Initiative can select one of their number to roll for initiative for the entire group, using the average initiative bonus of the group.

**Group Mobility:** On a round in which the Phalanx members used their One Initiative ability, the Phalanx members can all take their movement actions simultaneously, allowing the Phalanx to move as a single model while travelling in combat (and thus maintaining their benefits of Close Order Fighting against attacks of opportunity and so on).

**Unbreakable:** At levels two and four, the Phalanx members gain a bonus to all Will saves, all rolls to resist tripping attempts, bull rushes and grapple attempts as long as they have other members of the Phalanx prestige class on at least two of their facings. This bonus begins at +2 at level two and increases to +4 at level four.

**Improved Shield Handling:** Phalanx members now protect each other even better with their shields. This increases the benefits of the Close Order Fighting ability to the equivalent of one-half cover (+4 AC and +2 reflex saves). This supersedes (does not stack with) the benefits of Close Order Fighting. In addition, second-rank soldiers can use their shields to protect first and second rank soldiers from bowfire, increasing their AC in the same manner as if they were side-by-side (so providing the Close Order Fighting benefits vs arrows to themselves and the soldiers directly in front of themselves).

**Table 1-1 : Phalanx**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Close Order Fighting, One Initiative
2	+2	+3	+0	+3	Group Mobility, Unbreakable +2
3	+3	+3	+1	+3	Improved Shield Handling
4	+4	+4	+1	+4	Unbreakable +4

## Practical Ones

In the city-state of Kalis, there is a dark and sombre guild-house where many nobles send their sons and daughters for a good education. In fact, there are few institutions that can offer a better one, in reading, writing, diplomacy, foreign languages and more. So much more. Students are also taught the proper uses of poison, human anatomy and its weakest points, the concealment of weapons and how to kill quickly and silently. This is the Kalisti Assassins Guild. The basic training course at the guild is a seven-year process, instructing the initiates in the arts of diplomacy, languages, awareness and all the important skills of hiding, sneaking and the tenderest parts of the human anatomy. By the end of these seven years, the would-be assassins (assuming they started their education here) are level 4 rogues, level 1 aristocrats, and then they may take the Graduation Exercise. In fact, any initiate may challenge the exercise at any time, but for those not brought in from a life of adventure, taking it early is tantamount to suicide. (Characters joining the guild who already have the pre-requisites can therefore challenge the test immediately for guild membership).

Once they graduate, members of the guild call themselves the Practical Ones, while the population of the city calls them Assassins (but never to their faces). They usually dress in the best in black silks and fine clothes and are usually some of the few in the city that walk around seemingly unarmed (all the more reason to give them a wide berth while travelling the streets of Kalis).

The Kalisti Assassins Guild has a strict set of rules regarding killing. A Practical One even suspected of murdering someone without a Guild Writ is immediately suspended from the guild, and if the suspicions are confirmed the guild writes an open Guild Writ for the Assassin's death.

Most members of this prestige class started within in the class as students at the school and no previous adventuring careers. Most other Practical Ones fit the same mould, Aristocrats and Rogues (often the same), some rare Bards and even a few Monks have joined the school.

**Hit Die:** d6

### Requirements

To qualify to become a Practical One (PrO), a character must fulfill all the following criteria.

**Alignment:** Lawful Neutral, Lawful Evil, Neutral or Neutral Evil

**Move Silently:** 8 ranks

**Hide:** 8 Ranks

**Disguise:** 4 Ranks

**Climb:** 8 Ranks

**Spot:** 8 Ranks

**Listen:** 6 Ranks

**Heal:** 2 Ranks

**Diplomacy:** 4 Ranks

**Languages:** Three or more

**Feats:** Skill Focus in any of the prerequisite skills, Alertness

**Special:** Must pass the Assassins Guild test.

### Class Skills

The Practical One's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points per level: 6 + Int modifier

### Class Features

All of the following are class features of the Practical One prestige class.

**Weapon and Armour Proficiency:** The Practical One is proficient in all basic and martial weapons as well as with two exotic

weapons of his choice. They are proficient in light armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Advanced Study:** Every three levels a Practical One is given an advanced studies course. Normally this is in one of the skills the Practical One finds crucial to his trade (and therefore gains a Skill Focus feat in the appropriate skill). Other Advanced Study courses include Knife Climbing (Using knives and daggers as pitons in climbing, reducing the difficulty of climbing any but the smoothest, crack-free surfaces to 15 for 5 feet per dagger used); Evasion (for persons who joined the guild without two levels of rogue, as per the rogue ability page 48); Defensive Roll (as the rogue special ability, page 48); and Skill Mastery (as the rogue special ability, page 48).

**Concealed Blade:** A Practical One is never without a knife, until they've used a few dozen at least. A Practical One with this ability can conceal on his or her person his class level plus his Dex modifier worth of throwing and climbing knives beyond those that would make immediate sense (so not counting the usual two in the belt, one in the boot, etc). To find these knives during anything short of a strip search (even then the knives will quite often remain concealed in the clothing removed and will be regained by the assassin with his clothes) requires a Search roll DC 20 + Practical One level + Wisdom bonus.

**Poison Use:** The Practical One is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a blade or other device.

**Poison Identification:** Whenever presented with a poison in any format, the Practical One is allowed to make a spot roll (DC 20, 25 for poisons in food and drink, 30 for very well concealed poisons) to detect its presence. A second roll (DC 35 minus the poison's DC) allows the Assassin to identify its type.

**Sneak Attack:** If a Practical One can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. This is treated exactly as the Rogue's Sneak Attack ability, and all damage bonuses stack with other Sneak Attack bonuses the character may have.

**Death Attack:** This is the Practical One's ability to kill in a single blow. This ability is identical to the Assassin's Death Attack ability (Core Rulebook 2, page 30).

**Acuity:** The Practical One's training gives him a +2 bonus to all spot and listen checks which stacks with the bonuses given by Alertness.

**Uncanny Dodge:** Starting at 2<sup>nd</sup> level, the Practical One gains the extraordinary ability to react to danger before his senses would. This ability is functionally identical to the Rogue's Uncanny Dodge ability, and if the Practical One has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability to determine the character's uncanny dodge ability.

**Grace:** At this level, the Practical One gains an additional +2 competence bonus to all Reflex saving throws. This ability functions for the Practical One only when wearing no armour or light armour.

**Blindsight:** By this level the Practical One has learned to use nonvisual senses, such as sensitivity to vibrations, scent, acute hearing or echolocation to manoeuvre and fight just as well in darkness as in light. Invisibility and darkness are irrelevant, though the Practical One still cannot discern ethereal beings.

**Fast Sneak:** When using Move Silently or Hide, the Practical One can move at his normal speed without suffering a penalty to those skills.

**Always Silent:** The Practical One is always taking 10 on Move Silently. Unless the Practical One wants to be seen or heard, make opposed Listen checks to detect his presence.

**Ex-Assassins:** Should a Practical One ever be exiled from the guild, he can no longer progress as a Practical One (although, if evil, he may attempt to join another Assassin's Guild in another city, and follow the Assassin Prestige Class from the DMG). In fact, even if they are not exiled from the guild, a Practical One who kills someone in any other form than pure self-defence or changes alignment away from the alignments of the class must stop progressing in the Prestige Class (although they keep all abilities gained to that point).

**Table 1-1 : Kalisti Assassin level advancement**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	0	0	2	0	Conceal Blades, Poison Use, Poison Identification, Sneak Attack +1d6, Death Attack
2	1	0	3	0	Acquity, Uncanny Dodge (Dex bonus to AC)
3	2	1	3	1	Sneak Attack +2d6, Advanced Study
4	3	1	4	1	Grace
5	3	1	4	1	Sneak Attack +3d6, Uncanny Dodge (cannot be flanked)
6	4	2	5	2	Blindsight 30', Advanced Study
7	5	2	5	2	Sneak Attack +4d6
8	6	2	6	2	Fast Sneak
9	6	3	6	3	Sneak Attack +5d6, Advanced Study
10	7	3	7	3	Blindsight 60', Always Silent



# PsychoPyretic

Some angry psions have little control over their own rage and hatred, while others learn to channel these hostile emotions into massive barrages of psionic force and the heat of their anger. The psychopyretic even learns to channel his hatred into physical manifestations of heat that literally burn through the mental channels of other psionically-aware entities, earning them the moniker of Brain Burner. Persons with Psychopyretic tendencies often manifest within psionic groups and cultures that have suffered extreme hardships and tribulations. Thus they are particularly watched for by Illithids and other slave master races such as the Aboleths.

**Hit Die:** d6

## Requirements

To qualify to become a Psychopyretic (PsP) a character must fulfill all the following criteria.

**Attack Modes:** ability to manifest all 5 psionic attack modes

**Manifester:** Ability to manifest at least one flame-based psionic power.

**Base Power Points / Day:** 10+ (not including bonus power points)

**Feats:** Mental Adversary

## Class Skills

The Psychopyretics class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Knowledge (psionics) (Int), and Psicraft (Int). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points per level: 2 + Int modifier

## Class Features

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

**Weapon and Armour Proficiency:** Brain Burners gain no additional proficiency in any weapon or armour.

**Manifesting:** When a new Psychopyretic level is gained, the character gains new powers and power points per day as if she had also gained a level in the manifesting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (additional psionic combat modes, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of manifesting. If a character had more than one manifesting class before becoming a PsychoPyretic, she must decide to which class she adds the new level for purposes of determining manifestation.

**Inner Anger:** At each level the Psychopyretic gains 1 power point plus the number of power points gained from the previous Inner Anger (like the Inner Strength feat, the number of points gained is always increased by one). These power points can only be used to manifest psionic attack modes or to power augmentations to these attacks (such as Mental Adversary and Disarm Mind). If a Brain Burner ever gains the Inner Strength feat, she may convert the feat into another Inner Anger level instead.

**Mental Assault:** A Brain Burner gains the indicated bonus to the DC of Will saves against his psionic attack modes.

**Deadly Reflex:** The Brain Burner can manifest psionic attack modes as if using the Quicken Power feat at the cost listed

**Brain Burn:** The PsychoPyretic gains a new attack mode that becomes his namesake, the Brain Burn (see sidebar).

**Psionic BackLash:** Whenever the PsychoPyretic with this ability and a reserve of 5 or more power points successfully saves against a psionic attack mode, he can strike back at the psionic attacker by converting the psionic energy expended into heat energy. This backlash (if it defeats the attacker's Power Resistance) deals 1d4 fire damage per ability point of damage the attack would have dealt to the PsychoPyretic if he had failed the save against the attack.

**Manifestation of Rage:** You can manifest Psionic Attack Modes as a cone effect with a range of 30 feet instead of a single-target effect with close range. This costs a number of power points equal to the attack mode's standard cost +8.

### Brain Burn

Attack Mode (Cha)

**Display:** Me, Au

**Manifestation Time:** 1 action

**Range:** Close (25 ft + 5 ft / 2 levels)

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will negates (see text)

**Power Resistance:** No

**Power Points:** 9

With a sharp crackle as if of burning logs, a pyrokinetic blast launches into the target's psionic channels, nearly burning them out. Unlike most attack modes, the Brain Burn does physical AND mental damage to the target. A successful use of Brain Burn deals 2d4 damage, divided evenly between Con and Wis, with any remaining damage applied to Con.

Save DCs are applied as follows: Empty Mind: +4, Intellect Fortress: +0, Mental Barrier: -4, Thought Shield: -2, Tower of Iron Will: -1, Nonpsionic Buffer: -10, Flat Footed or out of power points: +9.

**Table 1-1 : PsychoPyretic level advancement**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Manifesting
1	0	0	0	2	Inner Anger	+1 manifester level
2	1	0	0	3	Mental Assault +1	+1 manifester level
3	1	1	1	3	Deadly Reflex +6	+1 manifester level
4	2	1	1	4	Brain Burn	+1 manifester level
5	2	1	1	4	Mental Assault +2	+1 manifester level
6	3	2	2	5	Deadly Reflex +4	+1 manifester level
7	3	2	2	5	Psionic BackLash	+1 manifester level
8	4	2	2	6	Mental Assault +3	+1 manifester level
9	4	3	3	6	Deadly Reflex +2	+1 manifester level
10	5	3	3	7	Manifestation of Rage	+1 manifester level

## Raserei

The Raserei are the unhinged warriors of various battle cults and chaotic war gods. Able to lose control of themselves in combat at a level unhoped for by even the irascible barbarians, Raserei are both feared and respected by their companions.

In human and half-orc Barbarian cultures, the Raserei are members of warrior cults who drink the blood of their foes to gain their strength and who worship dark gods of chaos and destruction. Even among the darkest Barbarian tribes the Raserei are a separate culture because of their near-cannibalism, and must perform their rites and ceremonies in secret. They would be exiled from their tribes if they weren't so often culled from the strongest and bravest of the warriors of said tribes (a tactic that the leaders of the cult practice for that very reason).

Others (primarily dwarves and some humanoid races) become Raserei out of a desire for self-destruction. A disgraced dwarven warrior may take up the ways of the Raserei secretly hoping to die in combat, the sooner the better, and taking as many foes with him as dwarvenly possible. The tribal humanoid cultures such as the Orcs and Ogres may become Raserei for the same goal (self-destruction), but out of a sense of greatness instead of shame, as their lives are already nasty, brutish and short, living it as a Raserei can't make it any worse, and in fact often leads to admiration and preferential treatment from their tribes until their death upon the field of battle.

**Hit Die:** d12

### Requirements

To qualify to become a Raserei (Ras) a character must fulfill all the following criteria.

**Alignment:** any chaotic

**Race:** Human, Orc, Half-Orc, Dwarf, any primitive humanoid (minotaurs, ogres, etc)

**Base Attack Bonus:** +5

**Feats:** Toughness, Power Attack, Cleave

**Special:** Must worship a Chaotic god of War or Destruction and been inducted into a blood drinking cult, or must have the ability to Rage at least once per day as a barbarian.

### Class Skills

The Raserei's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Listen (Wis), Ride (Dex) and Wilderness Lore (Wis). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points per level: 2 + Int modifier

### Class Features

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

**Weapon and Armour Proficiency:** The Raserei is proficient in all basic and martial weapons. They are proficient in light and medium armour but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**BloodFrenzy:** Whenever the Raserei is dealt more than 20% of his current hit points (not his total hit points) in a single attack sequence from one opponent, he begins to Rage as a barbarian (as per Core Rulebook 1), unless he makes a Will save (DC 20 plus his Raserei level) (he always has the option to purposefully fail this save). The duration of the Rage is determined by the amount of damage he was dealt in the attack that triggered the BloodFrenzy - he must deal damage in melee combat equal to three times the amount that triggered the BloodFrenzy, to the point of attacking friends if there are no enemies in sight. BloodFrenzies can be triggered during BloodLusts as well as during regular

barbarian rages. The aftermath of a BloodFrenzy is twice as debilitating as a Barbarian Rage (-4 to strength, -4 to dex, can't charge or run) for the remainder of that encounter.

**BloodLust:** When the Raserei deals a critical hit in melee combat, he immediately enters into a Rage as a barbarian (as per Core Rulebook 1), unless he make a Will save (DC 22 plus his Raserei level). The duration of the Rage is determined by the amount of damage he dealt with the critical hit - he must deal damage in melee combat equal to three times the amount that triggered the BloodLust, to the point of attacking friends if there are no enemies in sight. BloodLust rages cannot be triggered during a BloodFrenzy or any other type of rage. The aftermath of a BloodLust is twice as debilitating as a Barbarian Rage (-4 to strength, -4 to dex, can't charge or run) for the remainder of that encounter.

**Rage Baby:** The Raserei learns how to trigger a BloodFrenzy on his own. This takes a standard action and a Will save DC 20 and can be tried every round until it begins. The BloodFrenzy is treated identically to a normal Blood Frenzy as above, with a damage quota of up to 1d20 per level of the Raserei - the Raserei chooses how many D20 to roll, up to the maximum, and at least one half of the maximum number. A BloodFrenzy is normally triggered in this way when a Raserei knows there are enemies ahead but out of sight... with a bit of psyching up he gets in the right mood to rush a machine-gun nest or a squad of well-defended archers.

**Rage Machine:** At level 4 the penalties after a BloodFrenzy or BloodLust are reduced by half to be the same as after a Barbarian Rage (-2 Strength & Dexterity instead of -4).

**Mangler:** During the duration of a BloodLust or BloodFrenzy, the Raserei is treated as having the Great Cleave feat.

**Great Lust:** Beginning at level 6, BloodLust rages grant +6 to Strength and Constitution and +3 morale bonus to Will saves. (The AC penalty remains at -2.)

**Mass Destroyer:** When caught in a flanked position by two or more enemies, the Raserei can execute a Whirlwind attack as a full round action as if he had the feat. If any of the flanking targets dies during this Whirlwind attack, the deathblow is treated as if it had been a critical hit, possibly triggering a Bloodlust as normal.

**Hell-Forged Revenge:** Beginning at level 8, BloodFrenzy rages grant +6 to Strength and Constitution and +3 morale bonus to Will saves. (The AC penalty remains at -2.)

**Terror of Madness:** When in a BloodFrenzy or BloodLust, the Raserei causes fear in all opponents within 120 feet with Hit Dice equal to or less than the Raserei level. Persons affected must make a Will save (DC 10 + Raserei level + Cha bonus) to stand and fight, otherwise suffering as if shaken for the remainder of the fight. Creatures with one-half the Bloodrager's level of Hit Dice (or less) are panicked instead of shaken.

**Great Hack:** During a BloodLust or BloodFrenzy, the Raserei can take a 5-foot step before every Cleave attempt using his Cleave or Great Cleave feat.

Table 1-1 : Raserei level advancement

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	1	2	0	0	BloodFrenzy
2	2	3	0	0	BloodLust
3	3	3	1	1	Rage Baby
4	4	4	1	1	Rage Machine
5	5	4	1	1	Mangler
6	6	5	2	2	Great Lust
7	7	5	2	2	Mass Destroyer
8	8	6	2	2	Hell-Forged Revenge
9	9	6	3	3	Terror of Madness
10	10	7	3	3	Great Hack

# Sniper

The extremists of the Archer set, Snipers are guerrilla and tactical archery experts. Instead of working with teams of other archers and longbowmen, Snipers often set up independently and shoot for particular targets, usually officers, spellcasters and unit leaders. Often they will set-up positions before a battle high in trees or in other camouflage locations in preparation for an upcoming battle. They are generally serious people, considered to be dry of wit and they often seem to have little interest in anything besides their single-minded focus on the perfect shot.

Snipers are recruited from expert archers and longbowmen, and always have several levels of those prestige classes before becoming snipers.

**Hit Dice:** d8

## Requirements

To qualify to become a Sniper (Sni), a character must fulfill all the following criteria.

**Feats:** Point Blank Shot, Precise Shot, Weapon Focus (any bow)

**Base Attack Bonus:** 6+

**Special:** Pinpoint Accuracy special ability

## Class Skills

The Sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Listen (Wis), Spot (Wis) and Swim (Str). See Chapter 4: Skills in Core RuleBook 1 for skill descriptions.

Skill Points Per Level: 2 + Int Modifier

## Class Features

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

**Weapon and Armour Proficiency:** The Sniper's training gains no additional weapon or armour proficiencies.

**Primary Weapon:** At level 1, the Sniper selects one of the following ranged weapons to be his primary weapon: heavy crossbow, light crossbow, longbow, shortbow. At 1<sup>st</sup> level the character receives a +2 competence bonus to all attacks made with his primary weapon. This bonus increases by one at level 5. This bonus stacks with the Weapon Focus feat. (The primary weapon bonus balances out the slower BAB progression for the Sniper, making him a better shot than an equivalent-level Fighter, but a worse melee combatant.) A sniper who already has the Primary Weapon ability from another class must select the same primary weapon.

**Extended Sneak Attack:** Beginning at level 1, the Sniper gains the ability to perform a sneak attack (as per the rogue ability, Core Rulebook 1) using his primary weapon exclusively. In addition, unlike a normal sneak attack, this sneak attack can be done at ranges of up to 5 range increments from the Sniper. If used within a range of 30 feet, (and within the other normal restrictions of a sneak attack) then this extraordinary ability stacks with any other sneak attack the character may have from levels of Rogue or Blackguard, etc.

**Improved Pinpoint Accuracy:** At 2<sup>nd</sup> level and higher, the Sniper improves his Pinpoint Accuracy ability, able to maintain it for one additional round (for an additional +2 circumstance bonus to his attack roll).

**Eagle's Eye:** At fourth level, the Sniper gains a +4 competence bonus on all spot rolls.

**Table 1-1 : Sniper**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Primary Weapon +2, Extended Sneak Attack +1d6
2	+1	+0	+3	+3	Improved Pinpoint Accuracy
3	+2	+1	+3	+3	Extended Sneak Attack +2d6
4	+3	+1	+4	+4	Eagle's Eye
5	+3	+1	+4	+4	Primary Weapon +3, Extended Sneak Attack +3d6

# Swashbuckler

What place indeed, for the suave swordsman? The swashbuckler is a man of style over substance, one who hopes his reputation and fancy showmanship can win through any fight. He is about wits and style, daring-do and aplomb. This is not a job for the armoured fighter, swashbucklers don't do it with huge axes, they do it with style and flair.

Swashbucklers are usually charismatic rogues and bards first and foremost, living life day-to-day in the urban centers or upon the decks of boats with their only destination being excitement. Swashbucklers otherwise are not fond of travel, as caravans can become quickly tiresome, and they are not cut out for mercenary work (or any other real employ for that matter).

They can wield a sword with style, but they are not trained to be a deadly opponent with it, moreover, they use their fighting skills to pull themselves out of predicaments that their sharp tongues may put them into.

**Hit Die:** d8

## Requirements

To qualify to become a Swashbuckler (Swa) a character must fulfill all the following criteria.

**Base Attack Bonus:** 6+

**Perform:** 6 ranks

**Tumble:** 6 ranks

**Balance:** 6 ranks

**Jump:** 6 ranks

**Feats:** Dodge, Mobility, Ambidexterity, Expertise

## Class Skills

The Swashbucklers class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Innuendo (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Sense Motive (Wis), Spot (Wis), Swim (Str) and Tumble (Dex). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

Skill Points per level: 6 + Int modifier

## Class Features

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

**Weapon and Armour Proficiency:** Swashbucklers are proficient with all simple and martial weapons of up to their size level (not with any weapons a size level larger than they are, nor with any projectile weapons) and light armour but not shields.

**Quick Wits:** When not wearing armour (or wearing armour with an armour-check penalty of zero), swashbucklers add their Int bonus (if any) to their Dexterity bonus to modify AC and Reflex saves. Any situation that would deny their Dex bonus to AC also denies this Int bonus.

**Uncommon Footing:** The Swashbuckler is used to fighting on unusual and uneven surfaces (such as beer-moistened table-tops, the backs of toppling chairs, and so on) and receives a +4 competence bonus on all balance checks, and can fight at full proficiency on nearly any terrain or surface, unless he fails the balance check.

**Evasion:** At 2nd level, a swashbuckler gains evasion. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the swashbuckler takes no damage with a successful saving throw. Evasion can only be used if the swashbuckler is wearing no armour (or armour with an armour check penalty of zero). It is an extraordinary ability. If the Swashbuckler already has the Evasion ability, he instead gains a +2 bonus to all Reflex saves that Evasion would normally apply to.

**Bonus Feat:** At third, sixth and ninth level, the Swashbuckler gains a bonus feat. This feat must be taken from the following list of feats: Spring Attack, Improved Trip, Improved Disarm, Two-Weapon Fighting, Improved Two-Weapon Fighting, Blind-Fight, Quick Draw.

**Fancy Footwork:** With a whirl and a twist, the swashbuckler can involve his feet in any altercation. The swashbuckler can use his feet in an off-hand kick attack or trip attack as per the normal two-weapon fighting rules, without provoking an attack of opportunity (as long as he is also wielding a weapon, as if he had the improved unarmed strike feat), and gaining an additional +4 surprise bonus to hit the first time he does this in a combat, and a +2 surprise bonus the second time.

**Tumbling Step:** Whenever the Swashbuckler would normally be entitled to take a single 5 foot step (which does not provoke an attack of opportunity), the Swashbuckler is entitled to take a 10 foot step (which does not provoke an attack of opportunity). This extraordinary ability only functions when the swashbuckler is wearing no armour or armour with an armour check penalty of zero.

**Pressing Attack:** When wearing no armour, or armour with an armour check penalty of zero, the swashbuckler can declare any full attack action to be a pressing attack action. With each attack, the opponent must make a Will save (DC = 10 + Swashbuckler level + Cha bonus) or take a five-foot step backwards (this may also force a balance check for crossing terrain without looking, or one at DC 15 if run into a wall in this way). The swashbuckler may follow up into their old square as a free action. For the turn that Swashbuckler committed himself to a pressing attack, he suffers a -2 AC penalty.

**Uncanny Defence:** At level 10, the Swashbuckler masters the ability to survive any fight through agility and wits. He gains both the Defensive Roll and Improved Evasion abilities of a high-level rogue.

**Table 1-1 : Swashbuckler level advancement**

<b>Class Level</b>	<b>Base Attack</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1	0	0	2	0	Quick Wits
2	1	0	3	0	Evasion
3	2	1	3	1	Bonus Feat
4	3	1	4	1	Uncommon Footing
5	3	1	4	1	Fancy Footwork
6	4	2	5	2	Bonus Feat
7	5	2	5	2	Tumbling Step
8	6	2	6	2	Pressing Attack
9	6	3	6	3	Bonus Feat
10	7	3	7	3	Uncanny Defence

# Tainted Warlock

Tainted Warlocks have embraced the hurt and degeneration of negative energy. They have somehow captured a small piece of negative energy and held it within their bodies until it has encroached upon their soul and essence. Their magic becomes infused with negative energy, the black, crackling energy that originates on the Negative Material Plane.

From the moment they grasp the dark hole within themselves to be the root of their power, Tainted Warlocks are transformed. They become cold to the touch and the whites of their eyes turn deep purple, dark blue or even black. Many Tainted Warlocks are necromancer specialist wizards who have found another source of power than the traditional armies of the undead.

**Hit Die:** d4

## Requirements

To qualify to become a Tainted Warlock (Twa) a character must fulfill all the following criteria.

**Alignment:** Any Evil

**Base Will Save:** 6+

**Knowledge (Arcana):** 8 ranks

**Knowledge (Planes):** 8 ranks

**Feats:** Iron Will

**Spellcasting:** Able to cast at least two arcane spells dealing directly with negative energy such as Animate Dead, Circle of Death, Energy Drain, Enervation, Finger of Death and Horrid Wilting.

## Class Skills

The Tainted Warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana or planes) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in *Core Rulebook 1* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are class features of the Tainted Warlock prestige class.

**Weapon and Armour Proficiency:** The Tainted Warlock gains no new proficiencies with weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Carry Taint:** To use any powers granted by the Tainted Warlock prestige class (including bonus spells and additional spellcaster levels), the character must always maintain an inner piece of negative energy. This is done by using the Carry Taint

supernatural ability. Using a prepared action, a Tainted Warlock can absorb a portion of a negative-level attack and carry it as the core of his magical abilities. Effectively this traps the negative level, so that it never goes away (and therefore will also not result in actual level loss). This loss of vital energy is treated as a normal negative level in all other ways - the Tainted Warlock suffering a -1 penalty to all skill checks, ability checks, attack rolls and saving throws, and a -1 effective level penalty for all calculations based on character level except for spellcasting abilities (levels of spells cast, effects of spells, etc). The Tainted Warlock can never hold more than one negative level in this way.

**Bonus Spells:** At most levels of Tainted Warlock gained, the character gains bonus spells to the number of arcane spells per day he normally casts. These bonus spells can be added to whatever level of spells the Tainted Warlock can currently cast, but no more than one can be added to the character's highest current spell level at each level. For example, Christos leNoir is a level 11 Wizard who takes a level of Tainted Warlock. He can take one bonus level 6 spell (the highest level spells he can cast) and one bonus spell in one other level (level 0 through level 5 - most likely level 5). For spellcasting effects, Tainted Warlock levels do not increase the caster's spellcasting level, except as indicated.

**Spell Casting:** At every third level of Tainted Warlock, the character gains new spells per day as if he had also gained a level in the arcane spellcasting class she belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Tainted Warlock, he must decide to which class he adds the new level for purposes of determining spells per day.

**Black Spellcasting:** At the indicated levels, the Tainted Warlock can give extra power to any single-target spells (arcane or divine) when casting them by adding negative material energy. In addition to its normal effect, any spell with a single target also inflicts the indicated amount of negative energy damage to the target if the spell takes effect (assuming the target fails his saving throw, if any). This damage heals undead instead of damaging them. Spells with different effects based on the success or failure of a saving throw (such as disintegrate or slay living) inflict the additional damage either way.

**Unholy Casting:** Beginning at level 7, all spells cast by the Tainted Warlock (arcane or divine) gain the [evil] descriptor (replacing the [good] descriptor if applicable) and add +2 to the save DC if the target or creatures within the area are of good alignment.

**Table 1-1: Tainted Warlock**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting	Bonus Spells
1 <sup>st</sup>	+0	+0	+0	+2	Carry Taint		2
2 <sup>nd</sup>	+1	+0	+0	+3	Black Spellcasting +1d4		3
3 <sup>rd</sup>	+1	+1	+1	+3		+1 level of favoured class	
4 <sup>th</sup>	+2	+1	+1	+4	Black Spellcasting +1d6		2
5 <sup>th</sup>	+2	+1	+1	+4			3
6 <sup>th</sup>	+3	+2	+2	+5	Black Spellcasting +1d8	+1 level of favoured class	
7 <sup>th</sup>	+3	+2	+2	+5	Unholy Casting		2
8 <sup>th</sup>	+4	+2	+2	+6	Black Spellcasting +2d6		3
9 <sup>th</sup>	+4	+3	+3	+6		+1 level of favoured class	
10 <sup>th</sup>	+5	+3	+3	+7	Black Spellcasting +2d8		2

## Two-Fisted Sorcerers of T'arg

Deep within the deserts, far from the great cities of the realms, can be found the Two-Fisted Sorcerers of T'arg, a group of sorcerers and bards who have learned to produce magic using both hands. These nomadic spellcasters consider themselves an elite corps of brawling sorcerers who have been hand-picked by older members of the group, and through them by T'arg himself. T'arg is believed to have founded the order, having previously been a monk / sorcerer who had fallen to the thrall of the Gods of Chaos hundreds of years ago. Membership includes several multi-classed Sorcerer / Rangers and Sorcerer / Monks, but is mostly Sorcerers and a few Bards.

The Two-Fisted Sorcerers travel the deserts with caravans and nomadic tribesfolk who are always glad for their presence and spellcasting abilities (if not their hard drinking and brawling habits). Some grow tired of the lifestyle of the deserts (particularly among those Two-Fisted Sorcerers recruited from foreigners who were just passing through at the time) and begin to travel further, bringing their strange magics to the rest of the world. These travellers, however, do not usually recruit new members to the order of the Two Fisted Sorcerers, instead sending aspirants to the deserts where they were trained, to seek out fist-fights and barroom brawls in the hopes of encountering a teacher of the order (often on the other side of the brawl).

**Hit Dice:** d4

### Requirements

To qualify to become a Two-Fisted Sorcerer (2FS) a character must fulfill all the following criteria.

**Spellcasting:** Ability to spontaneously cast arcane magic spells of 3<sup>rd</sup> level or higher

**Feats:** Ambidexterity, Still Spell, Improved Unarmed Strike

**Spellcraft:** 6 ranks

**Knowledge (arcana):** 6 ranks

**Special:** Been witnessed (and considered worthy) in a bare-hand brawl by a member of the Two-Fisted Sorcerers of T'arg (often against a member of the Two-Fisted Sorcerers).

### Class Skills

The Two-Fisted Sorcerer's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Diplomacy (Cha), Knowledge - Arcana (Int), and Spellcraft (Int). See Chapter 4: Skills in the *Core Rulebook 1* for skill descriptions.

Skill Points per level: 2 + Int modifier

### Class Features

All of the following are class features of the Two-Fisted Sorcerer prestige class.

**Weapon and Armour Proficiency:** The Two-Fisted Sorcerer is proficient in all basic weapons as well but with no armour nor with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets and Tumble.

**Spellcasting:** At most levels the Two-Fisted Sorcerer gains spellcasting ability as if he had gained a level in his primary arcane spell spontaneous-casting class.

**Two-Fisted Casting:** Beginning at first level, the Two-Fisted Sorcerer gains the supernatural ability to cast two copies of the same spell at the same time in one combat round as a full round action, as long as the spell has a casting time of 1 action or less and is of the level indicated or lower. Both spells must be cast at the same target. For example a level 5 Two-Fisted Sorcerer with Two-Fisted Casting:2 can cast up spells up to level 2 in this way. The Arcane Spell Failure chance for any armour worn is doubled for this ability, and must be checked for both spells cast.

**Two-Way Casting:** Two-Fisted Sorcerers with this ability can cast two-fisted spells (using the Two-Fisted Casting ability above) at two different targets.

**Table 1-1 : Two-Fisted Sorcerer level advancement**

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Level 1 Two-Fisted Casting, 1/day
2	+1	+0	+0	+3	+1 level spellcasting ability
3	+2	+1	+1	+3	+1 level spellcasting ability
4	+3	+1	+1	+4	Level 2 Two-Fisted Casting, 2/day
5	+3	+1	+1	+4	+1 level spellcasting ability
6	+4	+2	+2	+5	+1 level spellcasting ability
7	+5	+2	+2	+5	Two-Way Casting
8	+6	+2	+2	+6	+1 level spellcasting ability
9	+6	+3	+3	+6	+1 level spellcasting ability
10	+7	+3	+3	+7	Level 3 Two-Fisted Casting, 3/day

### The Citadel of T'arg

Hand-carved into the volcanic tuff of a stone outcropping is the Citadel of T'arg. Pounded out from the tuff, supposedly by T'arg himself in an effort to channel his destructive tendencies into something greater than himself, the Citadel is a fairly humble structure except for its origin. A person seeking the Citadel must comb the desert and inspect every stone outcrop they encounter (although the search is significantly easier from the air). On the top of the outcrop in question there is a stairway hand-cut into the tuff and leading to a crevice-like passageway that winds through the tuff at a depth of 40 feet. At its end is a courtyard containing the Citadel, also hand-carved from the tuff. The entirety has been worn smooth by hundreds of worshippers and monastics, giving it a strange, surreally soft appearance.

The Citadel houses a small number of senior members of the Two Fisted Sorcerers, but is more often sought out because of its other inhabitants, a school of monastics who are known to wield strange magics in addition to the raw power of the human body. Monks trained at this school can freely multiclass as a Sorcerer as well as a Two-Fisted Sorcerer and Dirty Monk. Membership in this school is not nearly as strict as in many other monastic orders, restricted mostly to those humans who can find it and who can weather the training. Some of the membership become members of the Dirty Monk prestige class and then multiclass into the Monk class.



# Zombie Master

The paths of the necromancer are many, but few are as single-mindedly devoted as that of the Zombie Master. While the true necromancer and many other lords of the dead work with the many varieties of animated corpses and life-beyond-death, the Zombie Master focuses on the simpler-to-control animated corpses of his namesake.

Many arcane necromancers have come to this path, while it remains significantly less common among divine spellcasters who gain access to more powerful undead creations at higher levels. Some Zombie Masters become so familiar with the undead that they seek the transformation themselves...

**Hit Dice:** d6

## Requirements

To qualify to become a Zombie Master (ZmbM), a character must fulfill all the following criteria.

**Alignment:** non good

**Spellcasting:** Ability to cast Animate Dead

**Knowledge (undead):** 8 Ranks

**Heal:** 5 Ranks

**Special:** Must surround self with animated dead for at least one month, never separated from them for the duration.

## Class Skills

The Zombie Master's skills are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (Arcane) (Int), Knowledge (Undead) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook 1 for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

## Class Features

All of the following are features of the Zombie Master prestige class.

**Weapon and Armour Proficiency:** The Zombie Master receives no additional training in armour or weapon use.

**Spell Advancement:** Each time the character gains a level of Zombie Master, she gains additional spell slots and casting ability as if going up a level in her original or favoured spell-casting class that meets the class prerequisites.

**Horde (Su):** The Zombie Master has the ability to control three times his spellcaster level in Hit Dice of undead (instead of the usual limit of twice his spellcaster level).

**Bolster Undead (Su):** The Zombie Master can bolster undead to prevent turning / rebuking or to cancel a successful turning / rebuking as a negative-energy-channelling cleric of three times his Zombie Master level. This power can be used (three plus charisma modifier) times per day, and is in addition to any other bolstering / rebuking abilities the Zombie Master may have from other classes. These bolstering uses CANNOT be used to control undead or for any other use that requires negative energy channelling.

**Returning Dead (Su):** Zombies animated by the Zombie Master which later fall in combat can be re-animated with another application of the Animate Dead spell (normally slain undead creatures cannot be re-animated).

**Zombie Doctor (Su):** Zombie Masters can cast Inflict Wounds upon zombies under their control within close range.

**Empower Zombies (Su):** Zombies created by the Zombie Master can (at the Zombie Master's choice) be animated with 50% more hit dice than a normal zombie of its size, and with a +4 Strength bonus.

**Spontaneous Animation (Su):** The Zombie Master always has access to the tricks of his trade, being able to spontaneously convert any spell slot or memorized / prepared spell of the same level or higher into an Animate Dead spell.

**Army of Darkness (Su):** The Zombie Master has the ability at level 5 to control four times his spellcaster level in Hit Dice of undead (superseding the Horde ability).

**Table 1-1: Zombie Master**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1 <sup>st</sup>	0	2	0	2	Horde, Bolster Undead	+1 level of favoured class
2 <sup>nd</sup>	1	3	0	3	Returning Dead, Zombie Doctor	+1 level of favoured class
3 <sup>rd</sup>	1	3	1	3	Empower Zombies	+1 level of favoured class
4 <sup>th</sup>	2	4	1	4	Spontaneous Animation	+1 level of favoured class
5 <sup>th</sup>	2	4	1	4	Army of Darkness	+1 level of favoured class

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